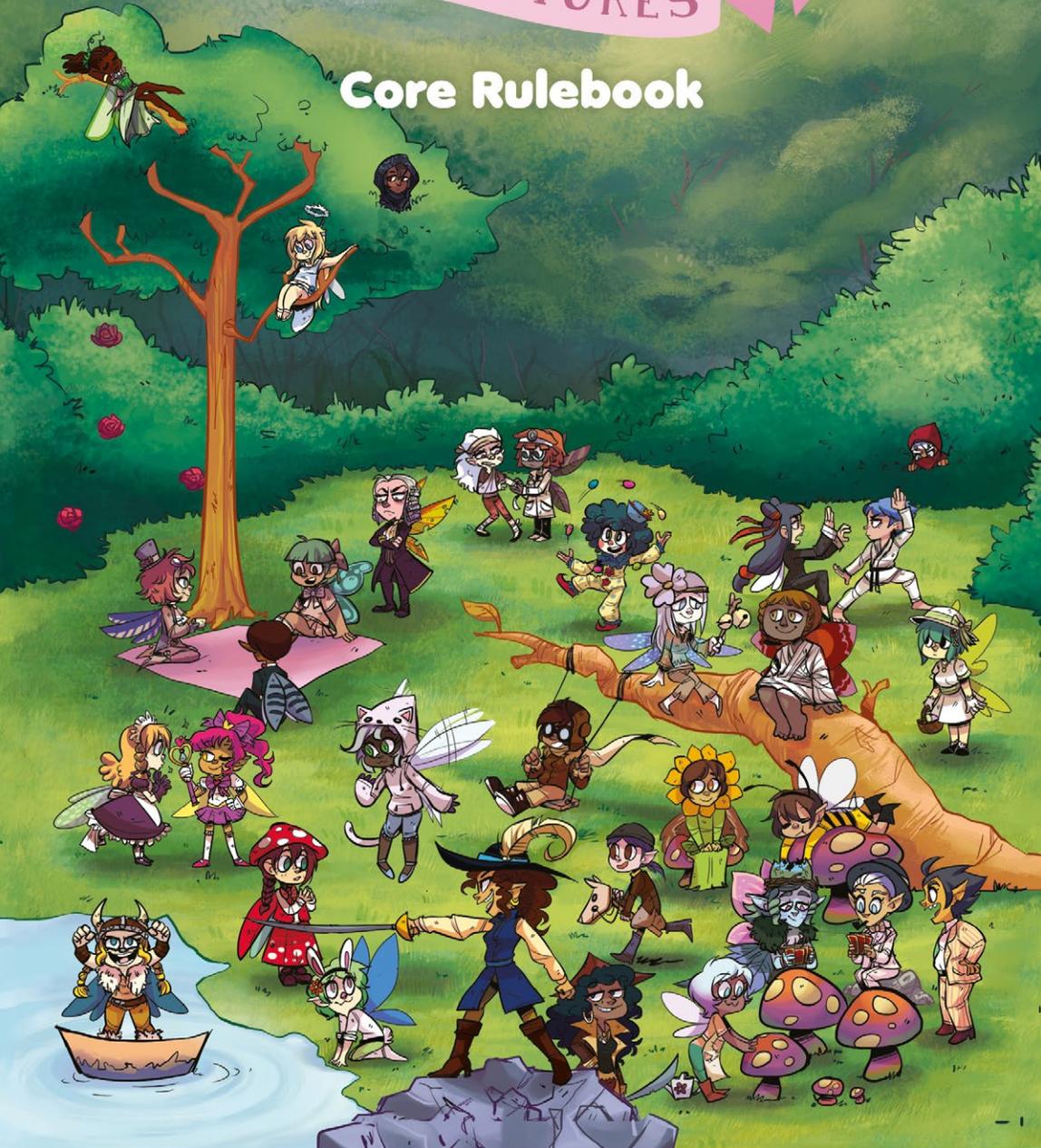


costume fairy

ADVENTURES

Core Rulebook



★ Credits ★

Lead Developer

David J Prokopetz

Editor

Scott Vandervalk

Writers

D. Cobb

Rebecca Mooney

Jye Nicolson

Art Direction, Graphic Design & Layout

Ella Kurki

Cassandra McKown

Illustrators

Esme Baran

Miranda “Frick” Harrell

Nicole Sexton

Jordan Covert

Alisa “Kiyo” Kyypelto

Marie Torres

Dawn Davis

Louise Leung

Louise Kay Uy

Sasha Gallagher

Istefany Macedo

Kimberly Wang

Ami Guillén

Lis Razo

Hollie Williams

Amelie Rommeiß

Contributors

Sal Evans

Ashley Flanagan

Zach Welhouse

Playtesters

Alexander Beetle

Dylan Humphries

Rebecca Orth

Caroline Berg

Emily Jackman

Sarah Reed

Zachary Cieslinski

Ben Leong

Ashley Stevens

Ashley Flanagan

Louise Leong

Lon Teal

Caysi Hinchcliff

Will Mendoza

Zach Welhouse

Michael Hopcroft

Jenn Winn



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★ **Core Rulebook** ★

Revision 1.00

★ Contents ★



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LADIES,
I HAVE CALLED
YOU HERE TODAY
TO STEAL THIS
TRAIN...



...AND JUMP
IT OVER THE
PALACE!



THAT'S THE
STUPIDEST
IDEA I'VE EVER
HEARD.
I'M IN.



FOOLISH
AND RISKY.
IT'LL FAIL
WITHOUT MY
HELP OF
COURSE.



THE JAPE
OF THE
SEASON!
WE ARE
AMUSED.



THE PLAN IS SIMPLE...

YAARGH!
I BE CAPTAIN OF THE CABOOSE!

...RED WILL IGNORE THE PLAN.



CALLA HAS ALREADY SECURED THE DINING CAR...

ANYONE FOR MORE DOZENUTS?

A LITTLE SNOOZE -VIDE?



LETTY WILL DEAL WITH THE CONDUCTOR...

YOU DARE TO HINDER LETICIA REDLEAF?

...WHO?

LETICIA.

REDLEAF.



MABBY WILL WIN HEARTS AND MINDS...

POOKA HAS BEEN IN THE PERFECT SPOT ALL ALONG...

WHAT'S ALL THIS ABOUT THEN?

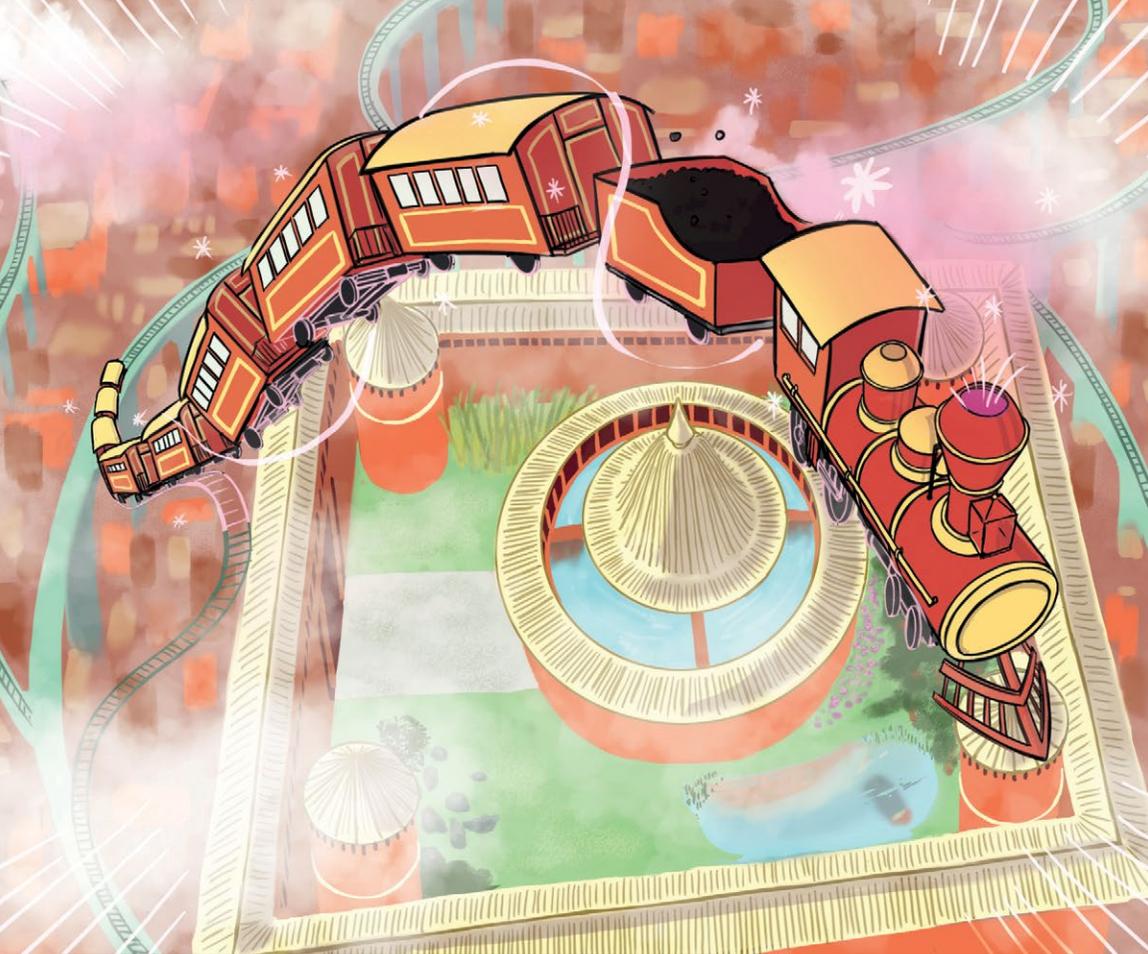
DON'T KNOW ANYTHING ABOUT A GOBLIN SUPERCHARGING ENGINES HERE, MA'AM!



WHILE I REALLY, REALLY HOPE THIS ALL WORKS!

COME ON, IT'D BE SO AWESOME!





★ Introduction ★





Since you didn't skip straight to the fun bits, you're probably reading this to find out what sort of game *Costume Fairy Adventures* is.

What Is *Costume Fairy Adventures*?

This is a game about fairies. In costumes. Having adventures. (Fairies are not good at creative titles.) It's a tabletop roleplaying game – you might also know them as storytelling games – which means that you and your friends will make up your own fairies and tell a story about them, occasionally using cards, tokens and dice to find out what happens next.

We'll talk more about how that works a bit later – but first, we'll need to talk about what fairies are, and what they do.

What Are Fairies?

Fairies are minor spirits of nature given tangible shape. They're human in form (more or less), about a foot tall (give or take), and often possessed of wings, antennae, or other minor bug-like features. They come in a few common varieties, or Kinds – resilient Pixies, mystical Sprites, creepy Goblins – and a bewildering array of minor species besides.

Whatever shape they take, all fairies have a few traits in common:

- ★ Fairies are very tough. Even when squashed or blown up, they have a habit of forgetting that they're supposed to be dead.
- ★ Fairies have powerful magic – and worryingly, they often don't realise that they're using it!
- ★ Fairies have a special relationship with clothing. We'll talk about that a bit more on the next page.

Ask a fairy, and she might tell you she's a hero of the people, a champion of love, or a defender of nature – or she might just tell you she's hungry. (Fairy appetites must be seen to be believed.)

Ask Big Folks – i.e., humans – and mostly they'll tell you that what fairies are is *annoying*. Many fairies would dispute this assessment.



Fairies

No problem is too big (or small!) for a Fairy to make into a bigger problem.

Antennae make you more aerodynamic. It's science!

What? Scheming? Why I never...



The Artful Robin

Of all the Kinds, Fairies are the most prone to bothering humans. They're so often seen that many humans refer to all fae as "fairies". This book does the same; in order to make it clear which we're talking about, we'll spell "Fairy" with an uppercase F when we mean the Kind.

Appearance

A Fairy looks like what most humans think of when they picture a fae creature: about a foot tall, with a youthful appearance, and a pair of translucent dragonfly wings sprouting from her back. Fairies have hair and eyes in all colours of the rainbow, and some have small, bug-like antennae on their foreheads as well.

Powers

As a Fairy, you have the following Power:

Superior Flight: Your wings let you fly with great speed and precision. You can easily outpace any ground-bound creature and most other fliers, and you can hover in place, fly backwards, and make hairpin turns at top speed – handy when running away from the consequences of your latest prank! *You get +1 **edge** in any contest of speed or mobility.*

79 Edge

Stereotypes

Fairies have a reputation for being crafty schemers. This can work in your favour when it makes your friends more likely to listen to your plans, but it's not so much fun when it makes everyone else suspect you're up to something!



Moxie

Courage, boldness and just plain belligerence are the province of Moxie. Any time you're rushing blindly ahead, getting all up in someone's face, or solving problems with brute force – to the extent that someone barely a foot tall is capable of brute force – you're rolling Moxie. Bluster, hot-blooded speeches and gratuitous property damage are the order of the day. Moxie also helps you stand firm when faced with scary situations.

- ★ You're easily pushed around.
- ★★ You can stand up for yourself if you need to.
- ★★★ Actions speak louder than words – though your words are pretty loud too!
- ★★★★ It's better to be behind you than in front of you.



Focus

Focus represents the ability to buckle down and pay attention – a rare enough talent for a fairy! Anything that requires focused effort, a fine touch or attention to detail depends on Focus. Failing a test of Focus is just as likely to mean that you got bored and wandered off as it is that you messed up. Focus also determines how likely you are to get sidetracked because you saw an interesting leaf.

- ★ Ooh, something shiny!
- ★★ You can just about stay on task long enough to get from point A to point B...
- ★★★ ... *and* remember what you were planning to do once you get there.
- ★★★★ You're kind of intense.



Craft

Few fairies are what you'd call geniuses, but many are possessed of a certain cunning. Fast-talk, elaborate schemes and confusing misdirections all fall under the umbrella of Craft. Roll Craft whenever you try to solve a problem by making it more complicated. Craft also governs working with complex systems in general – particularly operating human machinery – and helps you see through illusions, both literally and figuratively.

- ★ You're not the sharpest bulb in the deck.
- ★★ You're no deep thinker, but you try hard.
- ★★★ Your schemes are as elaborate as they are impractical.
- ★★★★ Sometimes you even confuse yourself.



Appearance

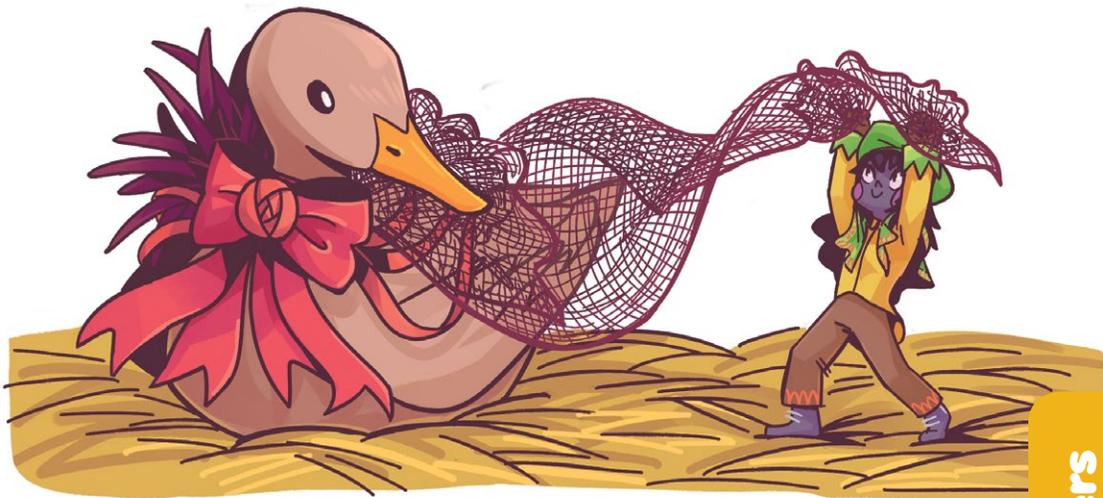
You've probably been thinking about this all along, but now's the time to make it final: what does your fairy look like? The Kind you chose way back at the beginning will determine part of this, but the details are really up to you.

Your character sheet has slots for your hair and eye colour – fill those in now. You can also make a sketch of your fairy's face in the circle labeled "My Fairy", or paste in a picture of a media character who looks pretty close; a Google Image search is great for this purpose, as are online paper-doll programs, or character creation tools for various free-to-play MMOs.

Rebecca takes a look at the general Appearance of Goblins to get some ideas for how Poppy might look. She likes the idea that Poppy has petal white hair like the titular flower, with half-lidded bright red eyes that match the other colour poppy petals can come in. Rebecca also starts thinking up other little details to help bring Poppy to life, like the blanket she prefers to use as a cape (and often loses, requiring her to get creative), or the way she smiles to show only a few fangs. Maybe Rebecca will bring a blanket to a session to play with when she's acting as Poppy, but she'll have to ask the Game Master about that...



That's it! Now go play!



The fairies are attempting to make a convincing doppelgänger of the Countess d’Millefeuille with stolen clothes and a gaggle of farm animals in a village barn. Pooka plans to integrate a duck volunteer into the “Countess” hat, reasoning that the outrageous fashion statement will distract onlookers from the fact that their liege-lady is in fact an overdressed ewe in a wheelbarrow.

Pooka’s player chooses to roll against her Focus of 4, arguing that when combining duck with hat, a slow and steady approach is kinder on both feathers and fashion. She wants as many dice as possible. She starts with one die and must tag Quirks or spend ☹️ for more. She tags Pooka’s “Disarming” trait, reasoning this further helps the duck stay calm during the procedure for her second die. She spends 1 ☹️ to outright buy her third. Finally, her current Costume is the Alchemist’s Frock, so she gleefully tags the Costume Quirk “Knows When to Duck” for her fourth die.

Now is most certainly the time to duck. Pooka’s player is obliged to duck as the GM throws a handy cushion at her for the pun, but the tag is allowed.

A fifth die could be earned if the fairies’ current Location had a relevant Quirk, but she can’t figure out a way to make a barn helpful for millinery.

Her dice show 1, 3, 6, 6. 3 is the highest die that is equal or less than Pooka’s Focus of 4, so her Result is 3, which is a success – and thus a fashion masterpiece is born.

With two 6s, Pooka gains 2 ☹️ and the GM gains 2 😬.

Surprise Attacks

In some cases, you might get the drop on your opponent in a contest. This doesn't have to be a physical fight – you can get a Surprise Attack by dropping a verbal bombshell, too! When a Surprise Attack happens is mostly a matter of roleplaying, but some Powers may let you make Surprise Attacks more reliably.

When you get a Surprise Attack against someone, her Result automatically counts as 0 against you. She's still allowed to roll if she wants to, especially if there's some special effect in play where her Result matters, but you always get to count that Result as 0 no matter how well she does.



If a Power or special rule says that you're "immune to Surprise Attacks", that means that Surprise Attacks don't count as Surprise Attacks against you. It doesn't mean that you automatically win!

Scuffles

A scuffle is simply a contest where everybody is trying to beat everybody else up! (This is what a more traditional RPG would call "combat".) There are no special rules for scuffles in general, but they're called out as their own type of contest because certain Powers specifically affect scuffles.

Using Your Opponent's Quirks

Assistance 70

In a one-on-one contest, you may be able to use your opponent's Quirks against her! This works just like getting Assistance on a test, except that she doesn't have to agree to help you. You can get help from friends and tag an opponent's Quirk on the same roll.

Ganging Up 84

If there are more than two sides in a contest, you can't use this rule – it only works when you can focus on one opponent at a time. A group of statistically identical NPCs counts as one opponent for this purpose, as does a leader making a single roll on behalf of several characters using Ganging Up rules.

Powers

Powers are special rules-based tricks that you can perform by virtue of your **Kind**, your **Costumes**, or for some other reason.

29 **Kinds**

105 **Costumes**

What Do Powers Do?

Powers usually take the form of special exceptions to the rules that apply only to you. They might allow you to add or remove dice from pools you aren't normally allowed to touch, offer special ways of removing Stress or gaining Magic, or adjust the normal sequence of events when rolling for tests or contests.

Reading Powers

Some Powers use special icons to help keep things short and sweet. These icons are as follows:



This icon means “**Magic point**”. Usually, it tells you the cost of activating a Power. If no number appears beside it, that means one Magic point. Some Powers modify the Magic cost of something else; these modifiers can't reduce the Magic cost of anything below 0.



This icon means “**Stress**” – as in Stress suffered or removed. “Restore” or “recover” means reduce the target's Stress by the indicated amount, while “suffer” or “inflict” means increase it. When you see a plus or minus sign – e.g., +2 ⚡ – that means a modifier to something else that inflicts or removes Stress. Stress modifiers can't make someone suffer Stress in a situation that wouldn't normally inflict Stress, and they can't reduce Stress suffered below 0.



This icon means “**Trouble**”. Some Powers add dice to the GM's Trouble Pool, either as a cost for activating the Power, or as one of the potential results. If no number appears beside the icon, that means one Trouble Die.

The GM's Responsibilities

While the specific role of the GM varies from group to group, there are several responsibilities that all GMs have in common:

- ★ Coming up with a premise for each session. This can be as simple as picking a milieu and winging it, perhaps with the help of the random tables in the back of this book. Alternatively, you can brainstorm a specific scenario, either alone or with the help of your players, or run a Playset.
- ★ Making sure that everything is in order before play begins. This includes checking that everyone has a complete character, ensuring that everyone's starting Magic points, Costume Cards, etc. have been dealt out, and – if necessary – explaining the premise of the session to your players.
- ★ Providing a context for the players' actions. This includes describing the various settings they visit; playing the roles of the characters they encounter; and filling in any important details their own narration doesn't cover.
- ★ Looking after the details of the game's rules. Sometimes you'll be called upon to play referee if two players disagree about how a particular rule should work, but most often you'll simply remind folks of the details, keep track of any numbers that don't appear on a player's character sheet, and so forth.
- ★ Helping anybody who's never played before to learn the ropes. Your players can and should offer their own insights, but ultimately, being the GM is at least partly a teaching role. This is especially true if you're running the game for young children, who may not have played a tabletop RPG before!
- ★ Looking out for opportunities to make the Player Characters' lives interesting!

Setting Up
A Game

121

Running A
Game

132

For ease of discussion, we'll divide these responsibilities into two areas – stuff that happens **before the game** and stuff that happens **during the game** – in the following sections. If you have past experience as a GM for other games, you may wish to take a particularly close look at the second one. Owing to the way that narrative authority switches back and forth between the players and the GM in *Costume Fairy Adventures*, a few things work slightly differently here than they might in a more traditional game.

Creating Locations, NPCs and Shenanigans

When you're using a Playset, you don't need to worry about where any of these elements come from. Each Playset will have a "map" of Locations, a list of NPCs, and a built-in set of Shenanigans. This doesn't mean you can't add your own touches, but you'll start out with plenty of stuff to explore.

In a freeform game, there are three basic options:

- ★ Rolling dice
- ★ GM improvisation
- ★ Player narration



Random Encounters

273

The first, **rolling dice**, is the default for freeform games. **Appendix C: Random Encounters** contains tables of NPCs, Locations, etc. for several milieux; if you don't see one that suits your session, you can find more in official and fan-created supplements, or create your own. When a new scene begins, roll for a Location and one to three NPCs, take a moment to ponder how they fit together, and jump right in!

When Chie's players decide to go to the Imperial Aquarium, she has no idea what to put there. She quickly rolls twice on the NPC table, getting "Infernal Barrel Organist" and "Misplaced Philosopher". She decides that the philosopher is actually the kindly bodhisattva from their earlier brainstorm (and a whale who needs the aquarium to give a seminar in comfort), and the Barrel Organist is there to bilk the crowds the aquatic guru has drawn.

NPC Dice Pools and Dice Rolls

NPCs don't count up dice like PCs do. When you roll for an NPC, give her 1–3 dice based on how “in her element” she is – one die for something she just doesn't know how to deal with, and three dice for something that's right up her alley. You can spend **Trouble** to boost an NPC's roll on a one-for-one basis; **Location Quirks** and **Assistance** can add dice to this pool just as they do for PCs.

Trouble 163

Location Quirks 156

Assistance 70

When Robin targets the baker Mae Honeydew with a wand stolen from a sleeping wizard, Meaghan only gives her one die – a life of baking doesn't prepare one for sorcery! She spends 1 ☹️ to give Mae an extra die, though, and has fellow NPC Allison Carter help with her “Ready for Your Shenanigans” Quirk, for a total of three dice.

An NPC's dice don't yield Trouble when they come up 6. However, 6s on an NPC's roll may serve as triggers for NPC Powers, as shown below.

In Chie's game, the fairies have accidentally activated the Arcanodynamic Steam Pachyderm before its completion. Chie decides the technomagical terror has three dice for all contests during its rampage, and gives it the profile shown below. She intends for the fairies to choose between trying to remove the “Overheated” Temporary Quirk to make things safer for themselves, or to leave it in the hope the Pachyderm will Stress Out faster.

Arcanodynamic Steam Pachyderm

Miracle of Modern Metallurgy, Prodigious Prototype

M *moxie*
4

Missing Coolant Systems: The Pachyderm starts with the Temporary Quirk “Overheated”. If it loses this Quirk, the GM can reapply it for 3 ☹️.

S *shine*
4

Enchanted Steam Explosion: When the Pachyderm rolls a 6 while it has the “Overheated” Temporary Quirk, all characters in the same Location – including the Pachyderm! – take 1 ⚡.

⚡ *limit*
20



Starting Trouble

The Trouble Pool starts with a number of Trouble Dice in it equal to the number of players, including yourself. For example, three players plus one GM equals four Trouble Dice.

Growing the Trouble Pool

Whenever a player rolls a 6, two things happen:

- ★ That player's fairy gains a point of Magic.
- ★ The Trouble Pool grows by one die.

If a roll turns up multiple 6s, that means multiple Trouble Dice! (And similarly, multiple points of Magic for the rolling player.)

Zara's dice luck borders on supernatural. When making a Grace test for her fairy to drive a carriage through a department store, she rolls 5, 6, 6, 6, 6. In addition to the failed test causing equine chaos in the petticoat department, it grants Zara 4 🍀 and a delighted Chie 4 🍀.

NPCs 147

Rolls made for **NPCs** don't grow the Trouble Pool. However, some NPCs might have Powers that add to the Trouble Pool in other ways. Similarly, a player might end up with Powers – typically **Costume** or **Location** Powers – that add to the Trouble Pool even if she doesn't roll any 6s. Extra Trouble generated in this way does *not* grant extra Magic points unless the Power in question explicitly says it does.

Costumes 105

Locations 156

Achieving Shenanigans

It's generally easy to tell when a Shenanigan has been achieved. A well-defined Shenanigan should have a clear objective – if it doesn't, you need to adjust the Shenanigan, not the solution! Your players will frequently come up with solutions that only technically satisfy that objective, or that do so in a roundabout way – this is both expected and acceptable. If in doubt of a particular solution, you can always burn a Trouble Die to Add a Complication; otherwise, it's usually best to err in your players' favour.



Each tier of Shenanigan mentions a particular number of successful rolls – either tests or contests – that are required to complete it.

This is just a guideline, though it's intended to be a reasonably firm one. The rolls don't have to be consecutive, or even in the same scene, and it's okay for fairies to work together; in fact, you should *expect* major Shenanigans to be ganged up on! If your players are particularly clever, you can have some individual successes count more than once toward this threshold.



For Shenanigans that involve overcoming or defeating a particular Hazard or NPC, you can let that NPC's Stress Limit stand in for the number of required rolls. A Stress Limit of 5–10 is good for a standard Shenanigan, while a Stress Limit of 15–20 is better for major Shenanigans.

With Chie's fairy trapped inside the Memory Temple of Lucretia Hearn, Seo-yeon thinks the principle difficulty of escaping the temple is the dolls themselves. She models them as a 10 Stress Limit Hazard and creates a 5 Mote Shenanigan called "Curse of the Hanged Hearn Dolls" that is fulfilled when the dolls Stress Out or the temple is escaped by other means. 10 ⚡ is a lot for one fairy to inflict – hopefully one of the other players will help Chie out!

Sisters in Arms: The NPCs are members of the same organisation, be it a business, sorority, military organisation, or cult. They might support each other, or each might try to make herself look better at the other's expense; either way, any mischief directed at one of them is likely to sweep the other up in its periphery.

Student/Teacher: The NPC has someone who's trying to make something of her. This includes any sort of master-and-apprentice arrangement, not just in school settings. An underachieving student could seek out the fairies' help with a tough assignment, or an unconventional teacher might ask the fairies to help spice up her lesson plan.

Unrequited Crush: The NPC harbours romantic feelings for someone who doesn't return them. The fairies might be asked to help her impress her crush, or decide to do so of their own initiative. On the other hand, if the NPC is being a creep about it, or if her attention is clearly unwanted, she may find herself the target of fairy mischief instead!



Structured Shenanigans

The rules for keeping track of how each Shenanigan is coming along are pretty informal. This is usually fine for freeform games, especially for very strange goals where progress may be hard to measure. When the Shenanigans start piling up, though, or when every fairy has her own thing on the go, keeping track of them all can be a real challenge. In situations like that, a more formal approach may be called for.

What Is Structured Shenanigans?

Structured Shenanigans elaborates on the rules for Shenanigans a little bit. Rather than eyeballing progress toward a Shenanigan's completion by counting rolls, you'll give each Shenanigan a Stress Limit, and track your progress toward achieving it just as you'd track your progress toward Stressing Out a Hazard or NPC.

Why Use This Plugin?

This Plugin is pretty straightforward. If you'd prefer to have very concrete rules for tracking progress toward your Shenanigans and determining when they're complete, Structured Shenanigans is the Plugin for you.



Maps and Movement

When you're playing cooperatively, you and your friends have an incentive to stick together, and there's little harm in declaring that any fairy who wanders "off camera" is simply on Break. In competitive play, it's conceivable that every single fairy could be in a different Location – how will your poor GM cope?

The Location Map

Locations 156

Locations are arranged into a map. You don't need exact distances for this – you just need to know which Locations are notionally connected to which other Locations. A few Location names with connecting lines drawn between them will be more than enough – though you should feel free to get artistic if you really want to!



In a face-to-face game, you can use coloured dice, pieces stolen from other games, or other tokens to keep track of where you are. The GM can do the same for any NPCs you know about. In an online game, a variety of online mapping tools can likewise be turned to this purpose.

The GM grabs a deck plan of a large spaceship from a popular sci-fi series online, blanks out all the labels, and writes in the names of Locations from the Exemplar as they come up in play. Close enough! The players write their fairy's initial in a Location when they're there, and cross it out when they leave.

Create a New Kind

Sometimes, you'll want to play a sort of fairy that doesn't really match up with any of the basic Kinds. In this case, you'll have a bit more work cut out for you. Creating a new Kind can be as simple as swapping some existing Powers around, or as involved as cooking up new mechanics from scratch.

Components of a Kind

The rules for every Kind are contained within their Kind Powers, which break down into two broad categories: mobility Powers, and utility Powers. Every Kind gets one of each.



A Fairy's "Superior Flight" Power might seem like an exception, but it's really not. Though it's phrased as a single Power for ease of reading, it has two separate components that fill both of these roles – it's basically two Powers in one!



Quirk Tables

Find the tables for your highest and lowest Facet, and roll once on each. Since similar Quirks may appear on multiple tables – the same general personality type being associated both with a high rating in one Facet and a low rating in a different Facet – it’s entirely possible to end up with two Quirks that basically say the same thing. If this happens, just bump your roll on the “low” column down one row, wrapping around from 6 to 1 if needed.

M

Quirks of Moxie

d6	High Moxie	Low Moxie
1	Compelling	Cowardly
2	Competitive	Delicate
3	Daredevil	Humble
4	Heroic	Inconspicuous
5	Loudmouth	Lazy
6	Show-off	Subtle

F

Quirks of Focus

d6	High Focus	Low Focus
1	Cool	Dabbler
2	Neat Freak	Forgetful
3	Nosy	Gluttonous
4	Paranoid	Impatient
5	Sneaky	Kleptomaniac
6	Stubborn	Wired

Appendix C:

Random Encounters

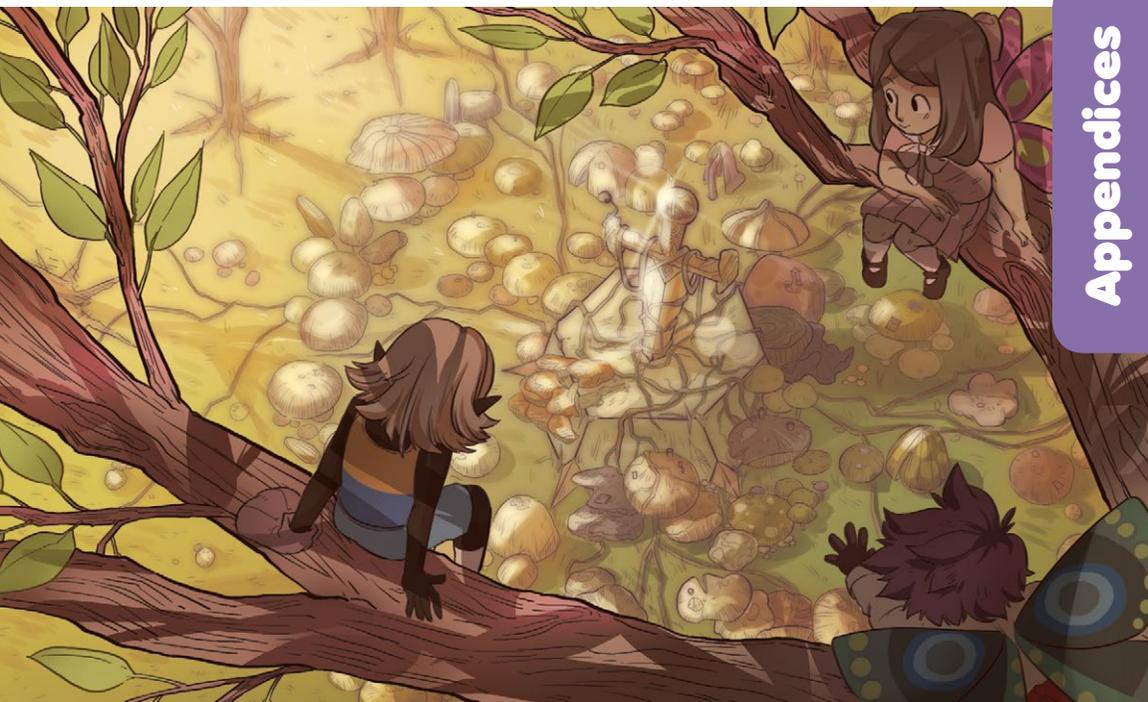
If you're running a freeform game, this appendix provides random NPCs, Locations and Disasters for three flexible pregenerated milieux. If you're not sure which one to run, you can use the following table to decide:

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)

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.

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.



F focus
4

⚡ limit
10

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.

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.

M moxie
4

⚡ limit
7

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.

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 ☹️.

M moxie
3

⚡ limit
8

Magical Gaslight Disasters (d66)

11–13

Electric Rain

There are a few minor downsides to the city's arcanaelectric splendour.

This Disaster creates a Hazard:

Electric Rain (Hazard)

Grace 3, Stress Limit 10, *Price of Progress, Self-conducting*

Crackling Downpour: This Hazard attacks all characters in a Location. The first time it inflicts ⚡ on a character, they gain the Temporary Quirk “Soaked and Conductive”. A character with that Quirk (or any other indicating vulnerability to lightning) takes +3 ⚡ from this Hazard.



14–16

Newfangled Festival

The traditional celebrations of the city are derived from the Five Classics and duty to one's ancestors; the people are fond of filling the gaps in the calendar with imported or fabricated excuses for drinking and merriment.

When this Disaster occurs, the city gains the Temporary Quirk “Some Damn Fool Festival”. While that Quirk remains, the GM rolls the city's populace into every contest as an extra participant with three dice and Shine 4, as obnoxious revellers establish a partying hegemony.

21–23

Menagerie Escape

Sadly, keeping a brace of dangerous beasts from across the Empire in inadequate facilities isn't even the most irresponsible thing happening on this block. But it is the one going terribly wrong at this moment.

When this Disaster occurs, the city gains the Temporary Quirk “The Beasts Are Loose!”. While that Quirk remains, the GM may spend 2 🐾 to introduce a creature with **Moxie 5, Stress Limit 10** and the Quirks and Powers of two randomly drawn Costumes into any Location.

Gallant Starship NPCs (d66)

61–63

The Captain

Beacon of Hope, Problems Are Punchable

War hero, diplomat and absurdly photogenic, the Captain is the very heart of the ship. Her penchant for personally solving problems rather than delegating to her hundreds of subordinates is inefficient but inspiring.

M *moxie*
5

S *shine*
4

⚡ *limit*
10

Heroic Opportunity: Fairies have +1 edge on persuasion contests against the Captain when phrasing their persuasion as giving a quest.

No Matter the Odds: The Captain never rolls less than five dice on any roll.



64–66

Unhelpful Ruling Council

Invincible Self-importance, Dangerously Incompetent

The ship is currently playing host to the Galactic Council, comprising a representative of each major starfaring society. They spend their days in idle luxury, delighting in denying the requests of petitioners and infuriating the Captain.

G *grace*
3

⚡ *limit*
5

Dismissing Your Claim: A fairy who takes ⚡ from the Unhelpful Ruling Council gains the Temporary Quirk “Dismissed!”. They must leave the Location and may not return to any Location where the Council is present while the Quirk remains.

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