

costume fairy

A D V E N T U R E S

OFFICIAL GAME PLAYSET

Tomb of Follies

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—◉— Tomb of Follies —◉—

A Playset for Costume Fairy Adventures

Revision 1.00

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INTRODUCTION

The Elf Acacia Redleaf has stolen immense power from the Court of the Fae Queen and gone on a wishing rampage. She was last seen conjuring up a deadly labyrinth to serve as her stronghold. Your party of effervescent immortal nature spirits will venture into the dungeon to face the likes of the efficient crushing corridor trap, apologetic werebear assassin, and a horde of menacing (and misunderstood) villains!

Tomb of Follies updates *Costume Fairy Adventures* to bring the worlds of tiny eternal pranksters and subterranean treasure hunting together. We've included a complete dungeon crawling scenario, plus everything an aspiring GM needs to create fairy dungeon-delves of her own. It pays homage to a style of play made famous by countless tabletop roleplaying games, video games and board games, while adding a few twists of its own.

Whether you're an old hand with secret doors and vicious kobolds or a dungeoneering novice, your fairy will take risks big and small to defeat a wish-crazed villain and get home safely with piles of loot – and perhaps forge further legends in dungeons of your own devising!





DUNGEON CRAWLING FOR PLAYERS

This section covers the basics of exploring dungeons and fighting dragons, *Costume Fairy Adventures* style. We'll look at it from a player's perspective to start with; running dungeons as a GM has its own section later on.

PREPARATION

This Playset uses the following Plugins from the Core Rulebook:

- ★ Fairy Free-For-Alls
- ★ Methodical Mischief
- ★ Structured Shenanigans
- ★ Competitive Capers
- ★ Level Up! (use the “Medium” advancement column)

We'll call out whenever we're referring to a rule that comes from a Plugin, so don't worry if you run into some unfamiliar terms – we're getting there!

SPECIAL RULES FOR PLAYERS

In addition to the listed Plugins, dungeon crawling has a couple of special rules for player resources:

- ★ You and your friends have a single, shared Magic Pool, with a starting value equal to three times the number of fairies present. Whenever you receive Magic, it goes into this shared pool. You can't stop another fairy from spending Magic – though you can certainly give her a hard time about it!
- ★ Instead of rolling when eating food, the 🍷 recovery is fixed at 5 points. Any reference to a “meal” should be read as “enough food to recover 5 🍷”.

DUNGEON CRAWLING STEP BY STEP

Exploring dungeons goes something like this:

- 1 You'll start out in your base camp, and make any necessary preparations. Mostly this involves filling your inventory up with Costumes and food.
- 2 You'll enter the dungeon and explore it, searching for unvisited rooms.
- 3 When you find a room you haven't explored yet, you can enter it, potentially triggering an Encounter.
- 4 Resolving an Encounter yields Mischief Coins, which you'll carry in unused inventory slots.
- 5 When you can't carry any more Mischief Coins, you'll return to base camp and cash them in for Mischief Motes. This may cause you to level up.
- 6 Repeat until you find the boss.

This happens according to the turn-based framework defined in the **Competitive Capers** Plugin, though you're not actually competing with each other – even working together, you'll have more than enough trouble on your hands!

YOUR INVENTORY

Your fairy has six inventory slots. An unworn Costume occupies one slot, as does a single meal. Certain other things may take up inventory slots as well. This rule completely replaces the normal limits on held Costumes. You could theoretically cart around up to *seven* Costumes (i.e., one currently worn, plus six in your inventory) – but then you'd have no room to carry anything else!

You can discard items from your inventory or trade with other fairies at any time if you need to make room. This doesn't count as your action for the turn. Items disappear when discarded unless another fairy picks them up during the same turn cycle.

Any effect that would normally increase the number of Costumes you can hold – like the level 4 and 8 bonuses in the **Level Up!** table – instead expands your inventory slots.

EXPLORATION

Once you decide to enter the dungeon, you're in exploration mode. Unless otherwise noted, you never count as being on a Break while inside the dungeon, so each fairy gets the standard one action per turn. You're all on the same team, so it doesn't matter what order you take turns in. There are a handful of new actions you can take that deal specifically with dungeon crawling – but first, we'll take a look at how movement works in a dungeon setting.

?

For simplicity, a complete go-around from the start of one GM turn to the start of the next GM turn, in which each fairy takes exactly one turn, will be referred to as a “turn cycle”, or a “cycle” for short.



Encounter Shenanigans

Once you've drawn three cards (and potential replacements), it's time to figure out how they add up to an Encounter Shenanigan.

First, add up the Room Stress Limit and Mischief Coin values for all three cards. This will give you the Encounter Shenanigan's Stress Limit and Mischief Coin payout.

Now: what has drawn this motley gathering here? The problem represented by an Encounter Shenanigan should never be as simple as "beat up the monsters" if you can avoid it. Don't be afraid to ask your players for suggestions – what the fairies decide the problem is can be just as important as what's really going on!

Putting It All Together

In summary, there are three steps to creating an Encounter:

- 1 Draw three Encounter Cards. Optionally, replace drawn cards with cards of your choice at a cost of 5 ☹️ apiece.
- 2 Add up each card's Room Stress Limit and Mischief Coins to find the totals for the overall Encounter Shenanigan.
- 3 Figure out what on Earth is going on here!



RANDOM DISASTERS

In a fairy's life, disaster lurks around every corner, and dungeons are no exception – Disasters really do lurk around corners!

Where Disasters Happen

Dungeon rooms are connected by corridors. These aren't proper Locations; the fairies just visit them in passing. That doesn't mean nothing can happen there, though: any time the fairies move from room to room, there's a chance that they'll trigger a Random Disaster. Securing rooms can reduce the odds of a Disaster, but it can't always entirely prevent them.

The Disaster Pool

Whenever the fairies move, you'll roll a special dice pool called the Disaster Pool. The size of this pool depends on the Turn Counter: the longer the fairies stay in the dungeon, the trickier things get! Periodically, the Disaster Pool will "reset", switching the dungeon to a less forgiving Random Disaster table in the process.

The progression of the Disaster Pool looks like this:

TURN COUNTER	DISASTER POOL	DISASTER SEVERITY
1–3	–	n/a
4–6	1d6	Odd
7–9	2d6	Odd
10–12	3d6	Odd
13–15	1d6	Painful
16–18	2d6	Painful
19–21	3d6	Painful
22–24	1d6	Catastrophic
25–27	2d6	Catastrophic
28+	3d6	Catastrophic

On the 21st turn cycle of the game, Aadhya is rolling three dice for Random Disasters. Her players aren't happy with that, and are relieved when she drops back down to one die next turn. At least until she makes a show of flicking through the Catastrophic Disasters and cackling...

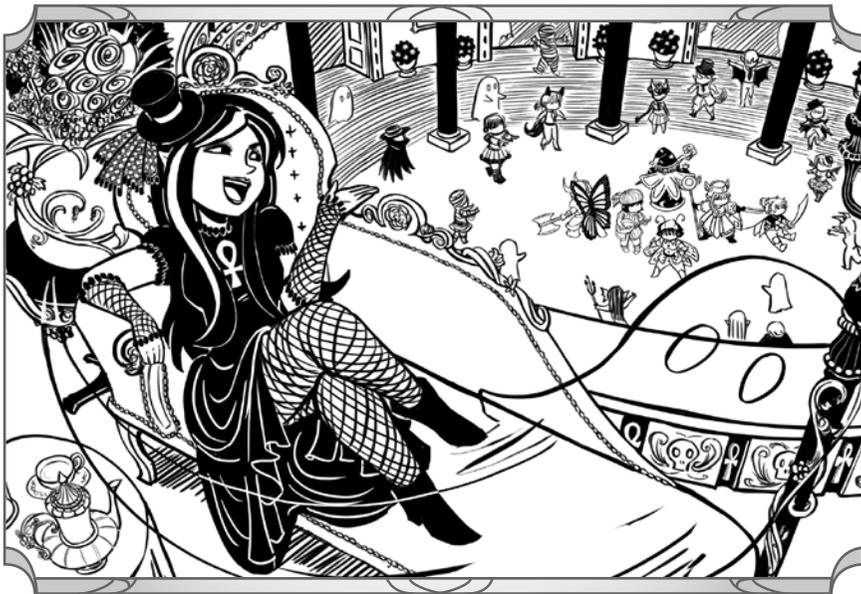
THE SCENARIO

The villainous Elf Acacia Redleaf has somehow absconded with a portion of the Fae Queen's power. Now she plots world domination from her underground lair, and only the fairies can stop her! Not that they have much choice in the matter; the Fae Queen has press-ganged the lot of them as her personal dungeon squad, perhaps reasoning that their ability to fit into small spaces and their tendency to reform after being exploded by ludicrous death traps (of which Acacia's dungeon has many) make them perfect for the job. The Queen has offered each fairy a boon in exchange for "volunteering" – and each has her own reasons to go in after Acacia as well...

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This scenario is designed for groups of at least three fairies, and works best with four or five. It's not meant to be soloed! If you only have two players, consider letting each player direct two fairies rather than one. Nothing will break if you do.





Acacia Redleaf, Unbound (NPC)

weakness
special

This can't be good.

⚡ limit
20

Revolutionise the World: Acacia may pay 20 ⚡ to clear her ⚡ and draw a new Costume, remaking the world in the process. This Power can be used to avoid Stressing Out.

S shine
5

Authority of the Mischief Queen: Acacia may pay 10 ⚡ to force a fairy to discard her current Costume, draw a new one, and Quick Change into it at no cost.

🎲 limit
6

stress out
N/A

Not Going down Quietly: Acacia may pay 5 ⚡ to cancel a Temporary Quirk or other special effect inflicted on her.

Wishful Aggression: Acacia uses her action each round to turn the world against the party as a Shine-based attack. This attack can target up to three fairies, inflicts +3 ⚡, and opposes Wishful Thinking rolls by targeted fairies, turning them into contests. This is an explicit exception to the rule that Wishful Thinking rolls can't be opposed.

Wishful Vulnerability (Weakness): Acacia ignores ⚡, Temporary Quirks and other effects from normal rolls, but is vulnerable to Wishful Thinking that turns her world against her. Wishful Thinking rolls that tie or beat Acacia's roll inflict ⚡ equal to their Result on her in addition to their usual effects, and may impose Temporary Quirks. She suffers +2 ⚡ if one of her Costume Quirks was tagged on the Wishful Thinking roll.

RANDOM DISASTERS: PAINFUL

6. Somebody Explodes

61 Sphere of Destruction – A random fairy is Stressed Out as an orb of utter darkness destroys its way through one wall, rolls through her, and then eats a hole in the opposite wall.

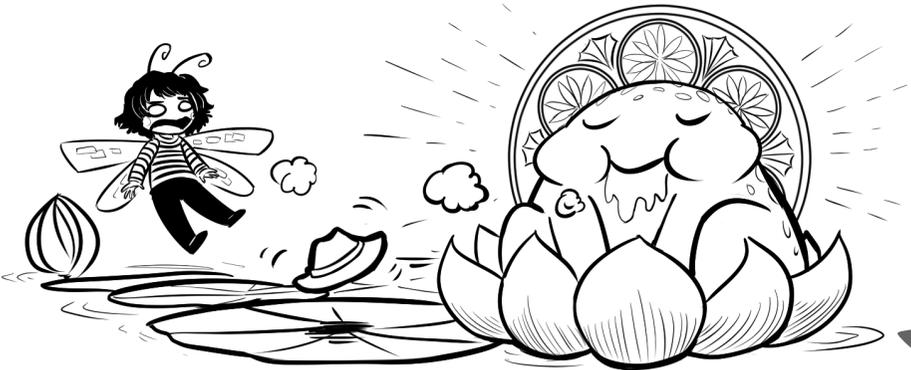
62 Devoured by the Great Frog – In an apparent case of mistaken identity, the Avatar of the Frog God devours a random member of the party (who Stresses Out). She hops off, happy to have achieved vengeance for her kind.

63 Vision of the World-devourer – A random fairy is suddenly seized with an understanding of the sort of power Acacia is wielding, and what could be done with it if it could be taken off her. Luckily she explodes with excitement (Stressing Out) before this line of enquiry gets out of hand.

64 Potion of Explosive Growth – A random fairy finds a stash of treasure, and for reasons best explained by her player drinks a potion she finds within. She rapidly grows far larger than the corridor can accommodate and explodes (Stressing Out).

65 Gnome Sniper Arrow – A fairy of the GM's choice is Stressed Out by a black-feathered arrow fired by a concealed gnome (who makes good her escape). Those damn gnomes!

66 Explodes from Happiness – Acacia has left a magnificent gift for a fairy of the GM's choice, something she's always wanted. Her player should describe what it is (so long as it's not mechanically useful). She Stresses Out from sheer joy, but may keep the gift.



DESIGNING ENCOUNTER CARDS

Encounter Cards are the engine that makes *Tomb of Follies* go. The obstacles the fairies will face are defined entirely by the luck of the draw, so it's important to make sure that the Encounter Cards provide plenty of grist for the mill. This is where 90% of the actual work of designing a scenario happens!

Types of Challenges

There are three types of Challenges that can be included in a scenario: regular Challenges, minibosses, and bosses.

Regular Challenges make up the bulk of the Encounter deck. They represent the everyday inhabitants of the dungeon (or other locale) in which the scenario takes place. They typically don't have names or specific backstories – at least, not until you make something up when putting individual Encounters together.

- ★ Minibosses are unique characters who add a special twist to the Encounters in which they appear. They usually represent named NPCs who have some special role to play in the scenario. Acacia's lieutenants, for example, are minibosses. We recommend no more than three minibosses in a standard 36-card Encounter deck.
- ★ The boss is the Big Cheese at the end of the scenario. She doesn't get a card in the Encounter deck – you have to find her before you can fight her!

Unless otherwise noted, these guidelines apply to all types of Challenges. Special considerations for minibosses will be called out as they arise, while bosses are discussed in their own section later on.

83 Designing Boss Encounters



DESIGNING BOSS ENCOUNTERS

What's a dungeon without a rollicking boss fight at the end? Not much of a dungeon at all, is what! Once the fairies find the master of the dungeon, it's time for the final showdown – but first, they have to find her.

Boss Encounter Concepts

The range of possible scenarios is nearly infinite, so bosses can be equally varied. Your scenario's boss could be a milieu-appropriate mastermind, a character lifted from popular media (perhaps with the serial numbers gently filed off), or even something completely out of left field.

There's just one hard rule, though: the boss must be someone the fairies can talk to. The final Encounter may well turn into a scuffle, but it shouldn't be something that can only be dealt with by scuffling; the fairies should plausibly be able to inflict ⚡ on the boss by tricking her, arguing with her, or even just getting in a really good insult, too. This doesn't mean that big scary monsters are off the table – but if you do use a big scary monster, it needs a personality!

Karyn has watched a few too many reality cooking shows and creates the COOKING DUNGEON Playset for her friends. Melody Pickles is the group's mentor/questgiver, so Karyn makes the final boss a judging panel of celebrity NPCs: Mae Honeydew, the Tanuki Tart Consortium Rep and a far less powerful but doubly snarky Acacia Redleaf. That triples the personalities and gives the party the opportunity to inflict ⚡ by getting the judges to fight amongst themselves.



★ ENCOUNTER DECK ★

These are the Encounter Cards for Acacia's dungeon. We've included them in the book for offline reading and ease of reference, but in a face-to-face game, you may find a physical deck easier to work with. If you purchased this Playset electronically, you'll find a print-and-play PDF of the Encounter deck in your download package; otherwise, you can get one from the Penguin King Games website at www.penguinking.com.



CAKE GOLEM (NPC)

Sufficiently dense and rich chocolate cake can serve as a construction material. Or, if you're Acacia, you can animate it and fill it with a towering rage towards fairies, the natural predators of cake.

WEAKNESS <i>grace</i>	STRESS LIMIT 10	MOXIE 4	DICE LIMIT 4	STRESS OUT +3
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Sticky Icing over Everything: Whenever Cake Golem inflicts ☹️, she also forces her target to make a free Quick Change into any other Costume in her inventory. If her target isn't carrying any spare Costumes, she takes +3 ☹️.

Don't Touch the Bottom: If a fairy successfully uses Grace to inflict ☹️ on Cake Golem, she may add one food to her inventory if she has space.

ROOM
STRESS LIMIT
+8

MISCHIEF
COINS
3

FLOURLESS



EYE TYRANT BODHISATTVA (NPC)

She floats serenely, her eyestalks held in the mudras of the Compassionate Way of the Laser. She is here to guide you to an enlightened existence free of greed and sin and suffering.

WEAKNESS <i>grace</i>	STRESS LIMIT 12	FOCUS 4	DICE LIMIT 3	STRESS OUT +4
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Freedom from the Delusion of Flesh ~Disintegration Sutra~: When the Eye Tyrant inflicts ☹️, the GM may spend 5 ☹️ to instantly Stress Out the target.

Koan of the False Master: When the Eye Tyrant is targeted by a fairy, the GM may pay that fairy's Focus in ☹️ to redirect the action to another Challenge, or twice that to redirect it to another fairy.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
4

AN ILLUSION OF SUFFERING



HISTORICAL ACCURACY GNOME (NPC)

She is displeased with the anachronisms Acacia has wished into being, and frankly you lot are no better. She will beat you with her replica mace until you show an acceptable level of medieval authenticity.

 WEAKNESS <i>special</i>	 STRESS LIMIT 8	 FOCUS 4	 DICE LIMIT 2	 STRESS OUT +3
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Exhaustively Researched: The Gnome must be allocated exactly two dice, which she always rolls at Focus 4. No mechanic can deprive her of her dice or change her Focus.

Whitelisted Costumes: The Gnome never targets fairies wearing "accurate" adventurer gear (Holy Robes, Leather Jerkin, Feather Robe, Plate Mail, Robe & Wizard Hat, Sorceress' Gown, Viking Hat, Ruffled Tunic, others at GM's option).

So Full of Hate: Historical Accuracy Gnome deals +3 ⚡ to any fairy wearing an "anachronistic" costume (as determined by the GM). She suffers +3 ⚡ from them in turn.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
2

ODDLY SPECIFIC HISTORICAL REVISIONISM

 B63

SANITY VORTEX (HAZARD)

A devouring vortex of predictability and quiet opens, as if in reaction to the sheer power of Acacia's wish. While theoretically bad for her, in practice you're right next to it and she isn't.

 WEAKNESS <i>special</i>	 STRESS LIMIT 20	 FOCUS 5	 DICE LIMIT 1	 STRESS OUT +5
----------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------

Orderly Prosperity: Sanity Vortex targets all fairies. Any fairy that takes ⚡ from Sanity Vortex gains the Temporary Quirk "Chains of an Ordinary Life". Until this Quirk is removed, their Costume is considered to be "Office Worker", with the Quirks "Clock-watching" and "Looking Busy".

Inevitable Progress: Sanity Vortex gains 1 Dice Limit and 1 free die for each fairy in the Office Worker Costume.

Unsanctioned Levity (Weakness): Sanity Vortex instantly Stresses Out if the fairies complete a Shenanigan during the Encounter.

ROOM
STRESS LIMIT
+9

MISCHIEF
COINS
3

PROJECTED GROWTH

 B64