

QUICKSTART EDITION!

costume
fairy

ADVENTURES



The Big Pie Caper

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Note: This document is a PLAYTEST DRAFT of material currently in development. Final product may differ.

THIS IS NOT A COMPLETE GAME

In order to play *Costume Fairy Adventures* Quickstart Edition, you will also need:

- The Core Rules Booklet.
- The pregenerated PC playbooks.
- The print-and-play Quickstart Costume Deck.

All of these items can be downloaded from the Penguin King Games website at penguinking.com.

Introduction

Become the life of the village party in *The Big Pie Caper*! Three humans have made the drastic error of inviting you and your fairy friends to interfere with the annual Pie-Eating Contest, hoping to secure their own victory and win the heart of the fair baker.

They'll learn the hard way that fairies honour the letter and not the spirit of humans' requests, but not before you've brightened up the festival with pranks, shenanigans and general mayhem!

The Big Pie Caper is a demo Playset for *Costume Fairy Adventures*, giving 3–6 fairies a rich target for mischief and light-hearted chaos. Use the powers of your Costumes and magically-empowered Wishful Thinking to make a sleepy farming village into a much more interesting place, and get your hands on as many tasty pies as you can.

Preparation

Read the rules! The Quickstart Core Rules Booklet has been stripped down to only the most important concepts, so while there isn't much to remember, both players and GMs will want to know all of it.

The GM should make sure she has the handouts (Character Playbooks, Quickstart Costume Deck and Mischief Cards) ready to go in the most convenient format. Usually this will be printed for in-person and electronic for online. Having "The Little Pie Caper" comic handy will also be useful, since it introduces four of the fairies and a major NPC.

The GM should familiarise herself with the Core Shenanigans, Main Characters, Supporting Cast and Main Locations. Her aim is to be confident improvising in response to whatever nonsense the fairies get up to, without contradicting herself or the Mischief Cards too much. Because we assume the players will throw the village into chaos, these are most important as riffing ammunition; they're not intended to lead to a reproducible sequence of play.

The GM should also skim over the Random Adventures. These can be used in play directly, or randomly invoked as needed during the game, changing any details as suits the GM's at the time. As they have only loose connections to the core material there's not much that can go wrong and plenty of scope for the GM to add her own touch.

Remove the Chef's Smock, Gothic Dress, Maid Uniform and Pot Lid Armour costumes from the deck and set them aside. These are guaranteed scrounging results at four of the Main Locations.

Gather a healthy supply of snacks and friends, and get started!

The Pie Festival

The village is a rural community in a poorly-defined fantasy world just on the cusp of an industrial revolution. The Pie Festival is the biggest day of the year, bringing in farmers from across the district and travellers from across the barony. The focus of the festival is the pie eating competition, which awards copious local glory and a trophy. Mae Honeydew (the baker from *The Little Pie Caper*) is responsible for producing sufficient pies for the competition, and despite her exceptional baking skills is hopelessly overwhelmed by the work, as she is every year.

Today's core drama is the three suitors competing for Mae's affections, all oblivious to her complete lack of time or patience for matters of the heart on her busiest day of the year. Bill Harvey and John Thompson have made Mae the focus of their pointless rivalry, while Tanya Barrington is operating under the increasingly delusional fantasy of being the heroine of a romance story with Mae as the dashing prize. All three have entered the pie competition, and all three have requested the help of the fairies to foil their rivals.

The secondary drama revolves around the family traditions of the Smiths, who are the village smiths. Smithee Smith VI is determined that his son will succeed him; Smithee Smith VII is determined to rebel against his father, aided by his charismatic and cunning girlfriend Rose Carter.

In an alternate universe where the fairies do not arrive to throw everything into chaos, Mae will barely squeeze out enough pies for the contest at the cost of a borderline breakdown. The shepherd Allison Carter will win the trophy (Allison always wins), with Smithee Smith VI and Tanya Barrington coming in second and third respectively. Bill and John's mutual attempts at sabotage will see them tie for last place, before starting an undignified fistfight that causes Mae to bludgeon the pair of them to the ground with a rolling pin. Tanya chooses that moment to confess her love, sending a frazzled Mae over the edge, while Smithee Smith VII arrives to drunkenly disown his father. The Mayor spends the next month trying to patch up shattered friendships and families.

Of course that won't happen, because the three idiot suitors did invite the fairies, who will ruin everything and make it awesome.

Almost anything could happen to the village with the fairies up to shenanigans, but the following rules of thumb should generally hold true:

- Bill and John will use any opportunity to compete with each other.
- Tanya will use any opportunity to interact with Mae (and make a hash of it).
- Smithee Smith VI will always act to uphold tradition; his son will do whatever he thinks his father wouldn't do.
- Rose Carter will always try to improve her position in the community and "improve" Smithee Smith VII.
- Allison Carter will always gently encourage mayhem unless she herself is targeted, in which case she'll counterattack with overwhelming force.
- Sheriff Jack Pratt will always oppose fairies.
- Mayor Vanderberg will try to get everyone to settle down, be kind to the fairies, and have a nice cup of soothing tea.
- Mae Honeydew will try to increase the number of pies in the village and protect the existing ones with the manic, relentless ferocity of a poor planner ambushed by a deadline.

Left As an Exercise to the GM

While we've defined the core elements of the festival and the village, many more (such as why Jack Pratt hates fairies so much, and what's up with the creepy shrine under the Town Hall) are left deliberately vague. We feel it's easier and better to improvise a custom element onto the Playset's skeleton than memorise many details that may not be needed in play. Likewise, demo scenarios are often run multiple times by the same GM and

Costumes of the Future!

Many costume cards are anachronistic in the vaguely late-renaissance context of the playset. Normally if that bothered you, you'd simply build an appropriate deck out of whatever cards you considered okay for fantasy. But with the Quickstart deck you don't have enough cards to do that. We suggest two alternatives:

- Accept that the fairies' imaginations (and sense of humour) are disconnected from the ordinary flow of time, probably because they don't pay that much attention to it. The humans won't understand what the robot costume is supposed to be, but not understanding fairy nonsense is the default anyway.
- Whenever a fairy puts on an anachronistic costume, improvise a setting-appropriate variation of it. Maybe you'll explain the robot is a dwarven construct. Maybe you'll have a story about how disco became a thing in the Empress' court. If you have trouble, take suggestions from the group; the idea isn't to make these costumes hard to use, but to put enough of a genre fig-leaf on them to get over the low hurdle of "making sense" in a fairy context.

sometimes have repeat players; variation in peripheral elements can help add replayability to otherwise familiar material.

A Pub with No Beer

As with many festivals the world over, the consumption of alcohol is an important part of the festivities; for many of the villagers, the pies are just an excuse. If the GM happens to be a parent running this Playset for young children, though, she might want to reduce the role of alcohol in the festivities – and in particular, remove the possibility of the PCs getting drunk or enabling the village drunkards themselves.

If this is the case, throughout the text the following header will occasionally appear:

For Younger Gamers

Alternative booze-free content will be provided for the benefit of conscientious parental GMs. The print-and-play Mischief Cards appended to this document also contain alternative versions of the relevant Shenanigans at the end; they're not marked as such – so as not to tip off the kiddies that their Shenanigans are being censored, of course – so the GM will have to go through her printed Mischief Deck and swap out the relevant cards before play begins.

Core Shenanigans

The following Shenanigans make up the central “adventure” of this Playset. The Core Shenanigans for Act One should be distributed at the start of the session; after an appropriate span, the GM should select a set of core Shenanigans for Act Two based on how badly the festival has gone off the rails by that point.

Act One: A Bargain with the Fair Folk...

Getting the fae to solve your problems is never a good idea, but three of the villagers are desperate enough to do it anyway. The fairies have come to the village on the day of the great pie eating competition in response to three messages left in the woods with offerings.

Hand out the following shenanigans to the players after they’ve picked their characters and received their costumes.

The Butcher’s Prayer

You found the following note strapped to a side of bacon hung half way up a tree:

“Dear Fairies, that bastard Bill Harvey has almost won my beloved Mae over, and I can’t have that. Stop him from winning tomorrow’s pie eating contest, and you’ll have enough sausages for a year.”

■ Burn His Wick (10 Motes)

Ensure that the candlestick maker Bill Harvey does not win the pie-eating competition, by any means necessary.
--

The Candlestick Maker’s Prayer

You found the following note tied to a burning scented candle on a beautiful brass candlestick hastily mounted on a road sign:

“Dear Fair Folk, I have almost won the heart of my beloved Mae, but that awful John Thompson is always getting in the way. Make sure he doesn’t win tomorrow’s pie eating contest, and your lairs will not be dark for a year.”

■ Spoil His Meat (10 Motes)

Ensure that the butcher John Thompson does not win the pie-eating competition, by any means necessary.
--

The Tailor’s Prayer

You found the following note in the hands of an exquisitely dressed doll seated serenely in the middle of a fairy stone circle:

“Noble fair ones, I want to tell my beloved Mae how I feel, but I can never get a moment alone with her. Can you arrange for us to have some time to speak tomorrow, without those oafs Bill and John or all the stress of the pie competition? If you can, you’ll have dresses for a year. Yours, Tanya Barrington”

■ Playing at Cupid (10 Motes)

Arrange for the tailor Tanya Barrington to have some peaceful time alone with the baker Mae Honeydew, the busiest woman in the village, on the day of the pie eating competition.

The GM should tell the fairies it's customary amongst fairies to honour such requests to the letter, though usually in a way that makes the humans wish they'd been *much* stricter with their wording. It might also be a good time to talk about the tone of the game. By default it's a gentle screwball comedy, so hilarious mishaps for Bill and John are appropriate, but not death and dismemberment.

Fairies aren't good at planning, so it's best to get into play as soon as possible. The GM should describe the fairies arriving at the edge of the village on a beautiful spring morning – the Village Square bustling with activity, the plume of smoke from the Smithy's forge, and the delicious smell wafting from the Bakery – and turn them loose.

From there the GM should be able to react to whatever the fairies investigate and do. When a fairy checks out a Location or NPC, the GM will describe the Detect Mischief rules so they can access the appropriate Shenanigans. It's fine if the group splits up to cause mischief in different locations as long as the "camera" cycles quickly and fairly among them. If the game slows down, the GM should try prompting a player who hasn't been doing much to try Detect Mischief on something that interests her, or just unleash a Random Adventure on the group.

Act Two: ... Is Never a Good Idea

After about 45 minutes to an hour, the presence of fairies should have changed the situation in the village dramatically. How exactly will depend on what the players have done, but there should be a point that feels right for the introduction of new major Shenanigans. They might have successfully completed the first three and are actively looking for more stuff to do, or they might have lost interest in those goals or perhaps could use some wrinkles in their pursuit of them.

When it's time for Act Two (we expect this to happen at around 35 Mischief Motes), the GM will introduce two new 10 point Shenanigans that will help shape the climax of the story. If the situation in play inspires the group to come up with two of your their, go for it. Otherwise, pick two from below, usually as a pair but mixing and matching if it makes more sense. By default the Shenanigans should lead a quiet game towards a more energetic climax, or a manic game back towards the status quo. Ideally it should feel like the festival will never be the same, but next year there will still be a festival. Whatever feels right for the group is the best story.

By Some Miracle the Competition Is Still Happening

Use this branch if the players haven't ruined the pie-eating contest and seem interested in participating.

This is a really impressive show of restraint by fae standards. The humans' plan for the day is coherent enough to proceed, so you may as well enjoy it.

■ <i>Victory through Superior Gluttony (10 Motes)</i>
Make sure a faery wins the competition. Note that being accepted as a legitimate contestant is much harder than out-eating a human.

■ <i>Festival to End All Festivals (10 Motes)</i>
Make the festival such an awesome success through your conspicuous efforts that faeries will be invited every year.

Piestravaganza

Use this branch if the players have most or all of the remaining pies in their possession.

You've taken the village's most precious resource on this most important of days. You've enraged Mae Honeydew, Jack Pratt and the contestants. Good work!

■ **Eat the Hostages (10 Motes)**

Eat the pies. Every last one. This is *possible* for fairies, but not easy with half the town on your heels.

■ **Rebranding (10 Motes)**

Successfully convert today into some other sort of festival, so the humans aren't so broken up over their lack of pies.

Gratuitous Property Damage

Use this branch if the players have inflicted the sort of property damage you'd associate with an invading army rather than pranksters.

That was some hilarious mayhem you caused, but it fits the Ogre idiom much better than fairy. Humans don't seem to like it when their villages are ruined, and you're so much squishier than an Ogre. Eep.

■ **The Great Fairy Hunt (15 Motes; -1 Mote Per Fairy Who Stresses Out)**

Survive everyone in town hunting you down with pitchforks, nets, frying pans and blunderbusses. *Lose 1 Mote for every fairy who Stresses Out during the Hunt.*

■ **Good As New (10 Motes)**

Fix all the destruction you caused (more or less).



The Baker's Prayer

Use this branch if the players have taken an interest in Mae Honeydew and her situation.

On the craziest day of the year, Mae Honeydew is out of sane solutions. Compounding her paramours' errors, she turns to you for help.

■ **Time to Get Paid (10 Motes)**

Fulfil Mae's request to the letter, but not before extorting an extravagant and delicious reward from her.

■ **Quality over Quantity (2 Motes Per Ingredient; Max. 10 Motes)**

Convince Mae to prove her artisan status by baking the best damn pie ever. You should provide five surprising but delicious ingredients for the cause. *Gain 2 Motes per ingredient, to a maximum of 10 Motes.*

None of the Above

If these all feel wrong, but nothing better springs to mind, roll two Random Adventures and alter them just enough that they feel like part of the "main" story rather than side quests. If it feels like the main narrative is already over or is completely off the rails, never to return, just play out the fairies having fun with the village and roll two Random Adventures to make up the points, spaced out over the next 45 minutes to an hour.

Running Shenanigans

This Playset is expected to be used for introductory sessions and demos, so accomplishing Shenanigans should be relatively straightforward. The defaults in the rules – 2–3 successful rolls or one Wishful Thinking per 5 Mischief Motes – hold.

For adjudicating conflicts, we've included Facets and Quirks for all NPCs. These usually work out to an NPC rolling two or three dice against Facet 4 in her area of specialty, with younger/less competent characters using Facet 3 and rare heroic types using Facet 5. If the GM is making up her own NPC on the fly, anything that roughly lines up with those values should be fine. If all else fails, the opposition should roll two dice against Facet 3 – that will let a PC have a good chance of winning if she's able to use her best Facet, and make a draw likely if she can't.

The GM can and should adjust the work required for a Shenanigan or an NPC's dice or Facet used to whatever makes the most sense (with the understanding that a great deal less sense is expected than in most games due to the fairies). Starting from the suggested baseline and deviating to taste, the game should still stay within the system's expectations.

We advise the GM to err on the side of the PCs for this introductory Playset; a game of freewheeling nonsense is less harmed by "too easy" than "too hard". And with a relatively short running time, going with the flow may save valuable minutes.

On Romance

We explicitly do not include a goal for actually securing a romance between Mae and one of her pursuers. Bill and John are treating her as a prize for "beating" the other guy. Tanya is treating her like a character in a bittersweet romance story. And all three are failing to respect Mae as an artisan by pushing their soap opera on her big day. Narratively they don't deserve success, doubly so for involving the fairies in a private matter. But maybe it'll feel different in play at your table; maybe your group really wants a romance. Feel free to make an appropriate Shenanigan, or just reveal at the end that there's something Allison and Mae should have owned up to some time ago...

Pacing

The Playset is intended to escalate by default. The situation in the village starts placid and gets successively crazier as the PCs commit shenanigans, but that building insanity doesn't make further shenanigans more difficult. It may require the fairies to do increasingly wacky things to keep up their momentum by linking antics together, but it shouldn't slow them down (outside the many extra ways to Stress Out they'll doubtlessly stir up).

If the group prefers to plan things out meticulously, the GM should go ahead and let them sneakily set the village up as a Rube Goldberg machine throughout the session, then set it off in a single cascade of Shenanigans at the end. That doesn't fit the game's image of fairies and their attention span, but fun is fun. The key though is not to create any incentives for this style of play by making seat-of-the-pants Shenaniganising unnecessarily difficult.

Major Characters and Locations

This section details the major people and places the players will encounter in the course of the Playset. These NPCs and Locations are assumed to always be present. See the following chapter, “Random Adventures”, for a selection of additional people, places and opportunities for mayhem with which to round out the session.

Main Characters

These people aren’t guaranteed to remain the main characters of the Playset, but they are involved in the main Shenanigans, so there’s more points in messing with them than other villagers.

Mae Honeydew

Pie Baker Extraordinaire, That Lady from the Intro Comic

The middle-aged owner of the village bakery, jovial by nature but fiercely proud of her art. Today she’s looking exceptionally frazzled; she’s far better at crafting an individual pie than managing the logistics of baking at scale.

The fairies have stolen pies from her before; she won’t be happy to see them.

Stats: M3, F3, SL10

Quirks: Artisan Baker, This Is the Most Important Day

Pies Are My Life: +1 edge on any roll involving pies.

Pievenger: Mae can be invoked as a Disaster for 2 ☹️ after any misadventure occurs to pies anywhere in the village.

■ **The Pie Price (5 Motes)**

Present Mae with a gift that adequately compensates her for the pie you stole earlier (by the standards of the fae and GM, not necessarily a baker’s).

Tanya Barrington

Expert Tailor, Incurable Romantic

While exiting the stage of life where she could be plausibly described as “young”, Tanya is still a teenager at heart and by metabolism. She’s painfully thin despite using the bakery as a daily excuse to see Mae, and is sure the great love story of her life is just around the corner. Wears glasses from late nights doing fine work by lamplight, and is prone to misinterpreting... everything... in a romantic light.

Special: Tanya can quickly repair a costume lost to Stressing Out if asked. The GM gains 3 ☹️ each time the players take this option.

Stats: G3, C4, SL5

Quirks: Overactive Imagination, Overactive Metabolism

Professional Advantage: If Tanya inflicts ⚡ to a fairy in a contest, she may spend 1 ☹️ to force the fairy to discard her current costume instead.

■ **Bodice-ripper (5 Motes)**

Find or fabricate Tanya’s terrible fiction and read it in public.

John Thompson

Veteran Butcher, Doesn't Think Things Through

An imposing and direct gentleman who prizes efficiency in his methods but somehow never extends that to his actual goals. He set up a butchery business to found a dynasty to compete with his good friend Smithee Smith VI, mastered the trade without remembering to establish a family to inherit it. Today he has been firmly sidetracked into competing with Bill Harvey, and will try to beat him in every little thing.

Stats: M3, C3, SL10

Quirks: Pointlessly Competitive, Ruthless Efficiency

Clear, Simple and Wrong: +1 edge when taking action detrimental to his own goals.

■ Solving the Actual Problem (5 Motes)

Find someone for John to adopt as heir to his business. He'll thank you some day.

Bill Harvey

Candlestick Artisan, Didn't Plan On Being Sober

Would prefer to be called "William", but that's a vain hope in a village. Substantially smaller and more fashionable than his romantic rival, he looks like he missed his calling selling used carriages in the capital. Doing his best to face the day with dapper charm and outwit John at every turn, but unexpectedly struggling due to the rule that competitors are barred from the inn for twenty-four hours prior to the pie-off.

Stats: G3, S4, SL8

Quirks: Too Slick for This Town, Better When I'm Tipsy

■ Enabler (5 Motes)

Hook Bill up with a really, really strong drink.
--

For Younger Gamers

Bill becomes a coffee fiend. His "Better When I'm Tipsy" Quirk becomes "Caffeinated Gentleman". It's not like he can't get coffee today, but he needs something special to give him an edge against John. His non-Core Shenanigan changes to:

■ Enabler (5 Motes)

Hook Bill up with a really, really strong coffee.

Supporting Cast

These people are intimately connected with the contest and its competitors, or very likely to get involved in any village-spanning mayhem.

Allison Carter

Shepherd/Ranger Multiclass, Pie-Eating Challenger

A suspiciously omniscient woman who will probably turn out to be the rightful Empress once she pulls a sword from a stone or happens across a reasonably slayable dragon. For now she herds sheep through the village's surrounds, chasing off predators and bandits and amusing herself by counter-pranking fairies. Has bulked up a bit in preparation for her inevitable pie-eating victory.

Allison is fond of her fellow villagers, but likes seeing them made the butt of harmless jokes and tomfoolery; she'll only get serious if real harm seems likely or her own dignity is threatened. She serves as something of an "optional boss" for particularly pranky fairies, not threatening the PCs unless provoked, but providing a very stiff challenge if they do tangle with her.

Stats: G5, S4, SL15

Quirks: Hero's Destiny, Ready for Your Shenanigans, Knows the Land

So Close Yet So Far: Allison wins ties.

■ **Not Fooling Anyone (5 Motes)**

Trick Allison into doing something conspicuously heroic in public.

■ **Get Carter (15 Motes)**

Successfully prank Allison. **Note:** this is the hardest Shenanigan in the Playset.

Smithee Smith VI

Hereditary Smith, Reigning Pie-Eating Champion

The platonic form of a blacksmith, having been literally born into the role. Whatever cliches of blacksmiths you believe, that's what he's like. Takes any deviation from tradition intensely personally. The traditions closest to his heart are the family succession of the smithy and the village smith winning the annual pie-eating competition.

Stats: F3, SL10

Quirks: Just Like My Father Did, Horrified by Novelty

Following the Script: +1 edge on any test conforming precisely to his traditional role.

■ **The Dam Breaks (5 Motes)**

Make VI lose it. Completely.

■ **Traditional Fairy Values (5 Motes)**

Fabricate a ridiculous "tradition" and convince VI that he's been shamefully neglecting it.

Smithee Smith VII

Petulant Young Man, Rose's Boyfriend

Smithee is an adult in years (just) but has a lot of growing up to do. His rebellious phase is painful to behold, involving exaggerated outdoorsman gear and a laughable attempt at facial hair. To be fair, given his name, family history and overbearing father, he needs to rebel particularly hard if he's to escape his destiny as a blacksmith in favour of a pastoral life with Rose.

Stats: M3, SL5

Quirks: Whatever My Father Wouldn't Do

First Gentleman: +1 edge whenever following Rose's "suggestions".

■ **Refusal of the Call (5 Motes)**

Demonstrate conclusively to Smithee Smith VI that his son is the unluckiest and/or worst smith ever.

■ **Scapegoatee (5 Motes)**

Get that ridiculous excuse for a beard off VII's face.

Rose Carter

Heiress of the Pasture, VII's Girlfriend

An extraordinarily fit young woman, raised by her mother Allison to feel a keen sense of duty and compassion towards the people of the village. She plans on being the next mayor, and to send VII out to the fields in her stead (she's sure he could manage the constant training, hundred mile runs and night-time ambushes demanded by her mother's shepherding method). She hasn't yet announced her intentions, but the aggressive helpfulness of a born politician is perfectly obvious.

Stats: S4, SL8

Quirks: Born to Rule

Attack Their Strengths: Rose may use her opponents' Quirks to grant dice to her own or VII's rolls with even the most absurd or flimsy pretext.

■ **Kissing Hands and Shaking Babies (5 Motes)**

Create a high-profile disaster for Rose to take the lead in fixing.

■ **Non-core Promise (5 Motes)**

Extort some ridiculous Fae Oath from Rose, to be fulfilled after her inevitable rise to power.

Mayor Wallace Vanderberg

Mae's Uncle, Closet Fairy Enthusiast

A kindly old man who faces any sort of chaos with good humour and a stout heart. He's likely to involve himself on the periphery of the game's events, gently guiding them back towards the status quo, just not to the extent of ordering back the tide. But he is concerned for his niece, Mae, and wants her big day to be a success.

Stats: C3, SL8

Quirks: Benign Patriarch

We've Had Worse: Mayor Vanderberg may spend 5 ☹️ to give the town the Quirk "Great [Disaster] of Eleventy-Two", where [Disaster] is the fairies' most spectacular nonsense in the session so far. Make up a story as to why the historical incident was worse. All humans in the village heal 1D6 ⚡️. The Fairies gain the 5 Mote Shenanigan: Top the Great Whatever of Whenever. If they outdo the historical incident, all humans in the village take 2D6 ⚡️.



■ **Fair Folk Fanboy (5 Motes)**

Oblige the Mayor to come clean in public about his soft spot for fairies.

■ **Mint Condition (5 Motes)**

Break into the Mayor's house and steal a costume from his collection of fairy paraphernalia. **Bonus:** Draw a Costume from the deck; work out amongst yourselves who gets it. (Uh oh...)

Jack Pratt

Village Sheriff, Loathes Fairies

A handsome man in his early thirties, his otherwise entirely practical demeanour is offset by a clockwork wedding ring. Normally a good-natured, laid-back keeper of the peace, today he's on edge and jumping at shadows, paranoid that fairies will interfere with the festival.

Stats: M4, F4, SL12

Quirk: Unforgiving, Protector of the Village

Tough on Crime: +1 edge when opposing anything illegal.

On Patrol: Jack may be invoked as a Disaster anywhere in the village at a cost of 3 ☹️.

■ **What Is His Damage? (5 Motes)**

Pry the secret of why Jack hates fairies so much from his husband Guilherme, the inventor. Then make up a better story and pretend that's true instead.

■ **Key to the City (5 Motes)**

Filch the village master key from Jack.

Main Locations

The village serves a large agricultural community, so it boasts infrastructure and a professional community that belies its small size. The following are just the locations closely associated with the competition or particularly prominent citizens.

The Town Hall and Rose Gables are both on the Village Square (along with Bill, John and Tanya's shops). The bakery and smithy are nearby (on opposite sides) but out of line-of-sight. Owing to the village's modest size the fairies will always be able to get from one location to another quickly; owing to their own modest size they'll only be able to see what's going on in directly neighbouring locations.

Scrounging: Several main Locations list a Costume that automatically goes to the first fairy to scrounge there. These are the Costumes that were pulled out of the Costume Deck during setup.

Village Square

Currently abuzz with festival-goers, waiting for the start of the pie-eating competition. Five long tables have been set up to the North of the statue of the town's (wholly fictional) founder Miranda Clegg, ready for the gastronomical frenzy. The competitors – including Allison, VI, Tanya, Bill and John – are likely to be already here, in a tense stand-off over the many pies delivered to the site so far. Pies are serious business.

If the fairies' arrival doesn't provoke its own reaction, by default Bill will be trying to sneak into the Rose Gables, and John will be stopping him out of sheer contrariness. VI will support John out of respect for the rules, Allison will support Bill because she thinks it's funny. It is to be expected this little conflict will be rendered swiftly irrelevant by fairy shenanigans.

Quirks: Centre of Attention, So Many Pies, Highly Scroungable

■ **Historical Revisionism (5 Motes)**

Turn Miranda Clegg into a fairy.

■ **Pointless Competitiveness (5 Motes)**

Hold an impromptu no-holds-barred race around the outside of the square. Go! **Special:** the winner gains 3 .

Town Hall

Also serves as a courthouse, school and a temporary base of operations for representatives of the Baroness whenever they're in town. A building of uneven splendour, its fortunes having risen and fallen with the village's affluence over the decades. Currently covered in cheap festive bunting. Mayor Vanderberg and Jack Pratt are likely to be found here.

Quirks: Modest Rural Dignity, Ridiculously Convoluted Backstory

Scrounging: Gothic Dress

■ **Pixie's Perfect Math Class (5 Motes)**

Prove $2 + 2 = 9$ on the blackboard.

Scrounging or Detecting Mischief here will reveal the well-hidden (except to fairies) trapdoor on the ground floor. The Mayor and Sheriff will try to prevent fairies from accessing it, and must be evaded to exploit the discovery. The trapdoor leads to a gloomy but elegant chamber that seems to be a shrine to an elf of particularly gothic pretensions. Her portrait overlooks a small amethyst sapling growing from the floor.

Guardian Tree

Stats: F4

Quirks: Memory of Friendship, Only Rewards Treachery

■ **Wrath of the Pie-tans (1 Mote Per Action; Max. 5 Motes)**

Convince the tree that you'll protect the village in order to gain its blessing. The blessing increases you to human size for five minutes or posts, giving you +2 edge to all human-scale tasks. *Gain 1 Mote per act of mayhem completed that would normally be impossible for fairies, to a maximum of 5 Motes.*

The Mayor knows a little of the history of this secret room, but even that much goes beyond a fairy's attention span.

The Rose Gables Inn

Formerly "The Butchered Lamb", a run-down village pub. Khadija Shirazi and her wife Xiaoling, retiring young from ludicrously successful careers as bankers in the capital, took over the property and renovated it into a splendid inn. They've had considerable trouble hiring staff of the calibre they're used to, and are struggling to deal with the influx of farmers and other district guests for the festival.

The contestants are banned from the Gables until after the competition, but this is apparently no obstacle to everyone else; a substantial proportion of the district is here getting an early start on the celebrations. Rose is here being the life of the party but actually drinking very little, while VII is drinking a great deal specifically because his father can't. The fairies should find a generally welcoming audience here, as the humans are in a good mood and up for a bit of nonsense so long as it doesn't disrupt their supply of food and booze.

Quirks: The Gentrification Process, More Authentic Than the Real Thing
Scrounging: Maid Uniform

■ **Help Reluctantly Accepted (2 Motes)**

Help the Shirazis out by cleaning the inn, serving drinks and food to the guests etc. **Bonus:** +3 Motes for doing so in a convoluted manner that's impressive, horrifying or both.

■ **Merry Mixologist (1 Mote Per Action; Max. 5 Motes)**

Invent a crowd-pleasing drink from the Shirazis' absurd stock of boutique beers and random gourmet ingredients. *Gain 1 Mote per human that likes it, to a maximum of 5 Motes.*

For Younger Gamers

The tavern section of the Rose Gables instead becomes an elegant tea and cake shop; millefeuille and artisanal hot chocolate replace the escargot and fruit sour beers. This doesn't change much, since that's the sort of place over-monied treechangers might open anyway, and the hordes of farmers and other travellers can't exactly shop around in this village. The *Merry Mixologist* Shenanigan changes slightly to:

■ **Merry Mixologist (1 Mote Per Action; Max. 5 Motes)**

Invent a crowd-pleasing drink from the Shirazis' absurd stock of boutique hot chocolates and random gourmet ingredients. *Gain 1 Mote per human that likes it, to a maximum of 5 Motes.*

Honeydew Bakery

It'd have a more interesting name, but thinking it up would have wasted precious baking time. Normally a utilitarian, well-ordered bread shop, today it is the nexus of a logistics nightmare. Sacks of ingredients, exhausted apprentices and makeshift ovens filled with pies litter the surrounds. Mae will be found here, baking furiously, and will be extremely reluctant to leave unless it is time for the competition or there is a grave risk to the pies already delivered to the site.

Quirks: So Many Pies Yet Still Not Enough, Scene of a Previous Crime

Scrounging: Chef's Smock

■ **Pie-a-pult 2.0 (5 Motes)**

Using only materials obtained on-site, hit someone in the Village Square with a pie fired from the bakery.

■ **Overtime Considered Harmful (5 Motes)**

Convince an overtired apprentice to do something deeply stupid and hilarious.

The Smithy

The Platonic ideal of a village smithy, functionally unchanged for six generations. Closer inspection reveals evidence of being overrun by work, the Smiths having failed to expand their facilities as their market grew. Today the forge is hot and the smithy ostensibly open, but Smithee Smith VI is preparing for the competition and VII has abandoned his duties.

Quirks: Frozen in Time, Uncomfortably Hot

Scrounging: Pot Lid Armour

Disaster: 2 ☹️ causes Smithee Smith VI to return to check on his son.

■ ***Hot Iron (5 Motes)***

Take over the smithy and successfully give one customer a magical blacksmithing experience.

■ ***Surprisingly Sensible Precaution (5 Motes)***

Contaminate the forge so that it cannot be used to produce Cold Iron.

Random Adventures

The following is a collection of things that might be in the village – it isn't big enough for all of them. The GM should use them if the players explore beyond the core Locations and NPCs, and any time it feels like the game needs more... stuff.

Each element is numbered from one through six, allowing the GM to roll a d6 to select one at random. If she doesn't care whether she gets a place, an NPC, or an opportunity, she can also roll d3 – roll a d6 and divide by two, rounding up – for the “tens place”.

1. Places

These locations can appear anywhere convenient within the village bounds, but not bordering the Village Square.

11. Alchemist Atelier

It's unusual to see an alchemist set up a shop in a tiny village. Maybe she just likes the quiet country life? Her atelier is filled with amazing stuff, and is currently unguarded while she snuggles with her soldier girlfriend in the shade of a nearby tree.

Quirks: Unpredictable Concoctions, My That Is a Lot of Fireworks

Alchemist

Stats: C4, SL8

Quirks: Here's One I Prepared Earlier, Explosives Veteran

Glue Bomb: When the Alchemist inflicts Stress in a contest, she may spend 1 ☹️ to instead glue her victim to the ground. The glue is a Hazard that opposes all attempts to move or to free those stuck in it with Moxie 5; a would-be rescuer who suffers ☹️ from this contest is stuck herself! A solvent for the glue is somewhere in the atelier.

Soldier

Stats: M4, SL10

Quirks: Things I Do for Love



■ **Festival Means Fireworks! (5 Motes)**

Steal the fireworks that have been prepared for the festival, detonate them somewhere hilarious, survive the retribution of the alchemist and her girlfriend.

■ **Pielixir (5 Motes)**

Eat the delicious-looking pie that's just been brought out of the cauldron to cool. **Special:** Roll on the Pie Chart (Weird Subsection) to determine the effects of eating the alchemical pie.

12. Chapel

Today, organised religion is eclipsed by worship of the Great Pie God, so this humble building has a slightly neglected feel. It's maintained by a good-hearted middle aged man who doesn't deserve the fairy-nonsense that's about to be inflicted on him.

Quirks: Quiet Sanctity, Buried History

Priest

Stats: F3, SL5

Quirks: Innocent

■ <i>Pareidolia (5 Motes)</i>

Successfully prank the village priest with a staged “divine manifestation”.

■ <i>Vestments of Faith (5 Motes)</i>
--

Loot a set of sweet clerical get-up from the chapel. Bonus: One fairy may trade one of her Costumes for the Holy Robes if they are available.
--

13. Jack Pratt's House/Inventor's Lab

This is just the nicest house. It doesn't look expensive, but it's been maintained and improved with love; Jack and his husband like to take care of the place together in their off-hours. Which is why the lab is a separate building that's less likely to take down the family home with it during its frequent misadventures. Jack's husband will be here about 50% of the time.

Quirks: Happy Family Home, Potential Clockwork Apocalypse

Guilherme Pratt

Stats: C4, SL8

Quirks: The Best Husband

Maybe This Will Work: Spend 3 ☹️ to unleash an experimental prototype on the fairies. In a conflict, roll 1d6 to determine its effective Facet rating, then 1d6 to determine how many dice it rolls.

Sprocket the Dog

Stats: M3, SL8

Quirks: The Best Dog

Beware of Dog: +1 edge when defending the Pratt home.

■ <i>Should Have Invented Security (5 Motes)</i>

Describe an awesome invention in the lab and then liberate it. Watch out for the guard dog.

■ <i>Home Improvement (5 Motes)</i>
--

Help out the Pratts by adding a “tasteful” and “restrained” decoration to the front of the house.

14. Village Green

A central grassy field, commonly owned by the community, used for grazing and gatherings. Since the village square hosts the Pie Festival, today it's mostly full of travellers' horses.

Quirks: Pastoral Serenity, Well-Fertilised.

■ **Tragedy of the Commons (3 Motes)**

Hold the messiest possible picnic, and leave the mess for the humans to clean up after the festival (you monsters). **Bonus:** +3 Motes if you use pies in your picnic.

■ **Grand National (5 Motes)**

Spook the horses into a “race” around the village. **Special:** Each fairy may choose a different horse and bet 🐾 on the outcome (winner takes all). Cheating is encouraged.

15. The Old Oak Tree

This is where young lovers carve their initials in the mistaken belief that the rest of the village won’t know exactly who did it.

Quirks: Essentially the Entire Romantic History of the Village, Concealing Branches

■ **Something to Tell the Grandkids (5 Motes)**

Prank young Yeva Kovac and Levent Cevahir as they come to celebrate their new love under the tree.

■ **Crack Pairing (1 Mote Per Pairing; Max. 5 Motes)**

Waste time carving embarrassing pairings for each other into the tree. *Gain 1 Mote per pairing, to a maximum of 5 Motes.*

16. The Water Mill

A quaint grist mill on a picturesque stream, the primary source of Mae’s flour. The Millers (originally the Kjeldsens, but gave up fighting Smithee Smith V over it) are hard at work, since Mae’s demand is currently without limit, and many of the farmers coming in for the festival brought extra grain with them.

Quirks: Grinding Gears, Fine Layer of Flour over Everything

Millers/Kjeldsens

Stats: F3, SL5

Quirks: Industrious

■ **Miller’s Toll (5 Motes)**

Steal exactly ten percent of the flour in the mill and do something irresponsible with it.

■ **All the Fun of the Fair (5 Motes)**

All fairies successfully ride the wheel for a full circuit.

2. People

21. Tanuki Tart Consortium Rep

This dapper racoon-dog gentleman has impeccable manners and an extraordinary supply of baked sweets. Would you young ladies be interested in some grass-roots marketing work?

Stats: S4, SL5

Quirks: Shapechanging Ultracapitalist, Perfect Gentleman

You Agreed To This: +1 edge when enforcing the terms of a deal.

■ ***Astroturfing (1 Mote Per Tart-Eater; Max. 5 Motes)***

Convince humans to try a tart in place of a pie. *Gain 1 Mote per tart-eater, to a maximum of 5 Motes.*

■ ***Tanuki Leaf (5 Motes)***

Successfully filch the Tanuki's shapechanging leaf. **Bonus:** One fairy draws a bonus Costume card. She does not have to discard down to her normal Costume limit until fifteen minutes or posts have passed.

22. Unethical Grandparents

Older folk are fairy-wise, which means the fae are the first ones they turn to when they need something ruined. The Harvey family are tired of the senior Barringtons boasting about their grandson Robert at the expense of Elissa Harvey, and want him dealt with.

Grandparents

Stats: C2, SL0

Quirks: Living Vicariously through Our Families

Kids

Stats: M2, SL0

Quirks: We're Just Kids Why Are You Doing This to Us?

■ ***Isn't This a Bit Much, Even for Us? (5 Motes)***

Terrify an innocent young boy in front of his grandparents.

■ ***Natural Justice (5 Motes)***

Prank the senior Harveys as their just deserts for making such a wicked request (regardless of whether or not you agreed to it).

23. The Terrible Twins

Grainne and Padraig McAinsley are too young to have ever had whiskey, and they think you're irresponsible enough to get it for them.

Grainne

Stats: C3, SL3

Quirks: Worse Than Padraig

Padraig

Stats: C3, SL3

Quirks: Worse Than Grainne

■ **Over Eighteen, Probably (5 Motes)**

Get whiskey for the twins, despite their parents having anticipated this scheme. **Bonus:** They give you the stuff in their pockets. Sweet!

■ **Playing Favourites (5 Motes)**

Convince one twin that the other has betrayed them to their parents.

For Younger Gamers

Grainne and Padraig actually want a blueberry pie. The only reason this is mischievous is they're wearing their predominantly white Sunday best. Change their "Over Eighteen, Probably" Shenanigan to:

■ **This Will Be Such a Mess... (5 Motes)**

Get a blueberry pie for the twins, despite their parents having anticipated this scheme. **Bonus:** They give you the stuff in their pockets. Sweet!

24. Teenage Witch in Trouble

This nice young lady accidentally summoned a gaggle of poltergeists instead of the hungry ghosts she wanted (for the pies you see). How do you get rid of poltergeists? Fairies, sure, that'll work.

Travelling Witch

Stats: S4, SL12

Quirks: Insecure, Mysterious Eyepatch

Poltergeists (1d3 + 3 of them)

Stats: M3, SL5

Quirks: Telekinetic Trouble, Technically Not Ghosts

Invisible Tantrum: +1 edge when throwing something.

■ **All's Well That Ends Well (5 Motes)**

Make the poltergeists someone else's problem.

■ **Looks Familiar (5 Motes)**

Trade a promise of allegiance to the witch in return for a magical secret. **Bonus:** one fairy gains 2  and must exchange one of her costumes for the Witch Hat if it is available. (It's up to the GM whether the witch calls in the favour during this session.)

25. Feisty Farmers

The Rhydderchs are a large family of farmers (both in numbers and stature) who've come in for the festival. They're earthy sorts who think of fairies as excellent sport and insist on sharing their cider with them.

Pa Rhydderch

Stats: F3, SL5

Quirks: Mad Cider Scientist

Ma Rhydderch

Stats: C3, SL5

Quirks: Troublemaker

Many Rhydderch Children

Stats: M2, SL2

Quirks: Rowdy Farm Kids

■ *Social Drinkers (5 Motes)*

What the hell, drink the cider. **Bonus:** All fairies gain 1 🍷 and the Temporary Quirk “Drunk”.

■ *Cowherd Tipping (5 Motes)*

Subject a Rhydderch to a hilarious pratfall. Go on, they’ll take it in good spirits (run anyway).

For Younger Gamers

The Rhydderchs’ special festival cider is now a sweet apple fizzy-drink, non-alcoholic but so sugary that it’s just this side of being toffee. Their Shenanigan Social Drinkers becomes:

■ *The Dentist Wouldn’t Approve (5 Motes)*

What the heck, drink the cider. **Bonus:** All fairies gain 1 🍷 and the Temporary Quirk “Sugar Buzzed”.

26. The One Good Gnome

The fairies have heard of her, of course. She worships the last good god of the Gnomish Pantheon, dual-wields shovels and has a pet stone cat (it doesn’t do much). She’s reaching out to you, the ancient enemies of her people, to right a terrible wrong.

Stats: G4, SL10

Quirks: Tragic Backstory, Dual-Wielder.

■ *The Oathbreaker Redeemed (5 Motes)*

Make the Mayor’s garden magical. Who knows why this is such a big deal?

■ *Special Snowflake (5 Motes)*

Obtain a serviceable trenchcoat for the gnome to brood in.

3. Opportunities

31. Beer Cart Pulling In

The fairies would know that sweet rumbling sound anywhere. A beer cart laden with emergency supplies sourced by the Shirazis is pulling in to town!

■ *The Great Cart Robbery (5 Motes)*

Secure the beer for faekind (all of it).

■ ***This Is a Terrible Idea (5 Motes)***

Get the carthorse drunk. **Note:** Horses can really hold their liquor.

For Younger Gamers

If this one comes up as a random Opportunity, just reroll it. Booze is so intrinsic to its premise and context you're likely to find it unconscious under your gaming table, cradling an empty keg. Throw a blanket over it and move on to other Shenanigans – the kids don't need to see that.

32. The Entertainment Business

A travelling band of entertainers have come to make some coin off the festivities, but due to fairy-spawned chaos, beer or both, they are currently neglecting to watch over their stuff, which is conveniently nearby.

■ ***The Fairy Show with the Pixiedust Mayhem (2 Motes)***

Special: On starting this Shenanigan, all players draw a new Costume and Quick Change into it at no cost. Put on a show! **Bonus:** +3 Motes if you come up with a group theme for your new Costumes.

■ ***Stealing the Limelight (5 Motes)***

Ham it up to compete amongst yourselves for attention. **Bonus:** The GM awards 3 🌀 to the fairy she judges to have made the most ridiculous spectacle of herself.

33. The Babysitters

Alexander Smith and Freddy Petridis are responsible young men who've been entrusted with keeping an eye on the children of the farmers and other out-of-towners here for the pie festival (conveniently nearby). But they're far more interested in each other than the children, leaving a gaggle of kids vulnerable to the pernicious influence of the fae.

■ ***Off With the Fairies (5 Motes)***

Hyperstimulate the children and set them loose.

■ ***The Sport of Queens (5 Motes)***

Ride human children like ponies.

34. Food Stockpile

You find a great deal of fresh food – fruits, vegetables, meats and the like – no doubt brought in by the farmers to share at the festival once everyone's sick of pies.

■ ***Food Fight? (5 Motes)***

Food fight.

■ ***When Your Tailor Is a Chef (5 Motes)***

Make functional armour out of a pumpkin. **Bonus:** One fairy may don the pumpkin over her Costume. On the next occasion she would take 🌀 from a physical threat, she takes no 🌀.

35. The Squire's Speech

The representative of the Baroness has shown up to the festival and is being typically obnoxious. Wait... he's trying to give some sort of speech. And it's terrible. Even the other humans are hating it. Time to serve the community.

Squire

Stats: F2, SL3

Quirks: Just Awful Really, Unearned Authority

■ <i>Post-traumatic Stage Fright (5 Motes)</i>

Make sure the Squire never wants to give a speech again.
--

■ <i>In the Name of the Queen (5 Motes)</i>
--

Filch the Squire's signet ring and make some ridiculous proclamation leveraging its dubious authority.
--

36. Meddling in the Affairs of Wizards

A festival-goer has succumbed early to the lure of booze and is sleeping it off nearby. But you sense an intense aura of power belied by her nondescript traveller's garb – she's a wizard, and a high level one at that. You'd best leave her alone if you know what's good for you.

Wizard

Is just not going to wake up. Her various arcane defences function as Hazards with C4 and unlimited SL, and inflict weird Temporary Quirks as well as Stress. They serve only to oppose actions taken against her directly.

■ <i>We Have No Idea What's Good for Us (5 Motes)</i>
--

Conduct a weird fairy ritual over the sleeping wizard for laughs. Bonus: Each fairy gains 3  but takes 2d6  from meddling with powers they really don't understand.
--

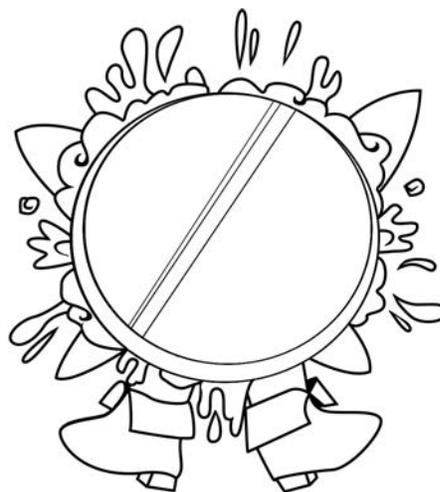
■ <i>+5 Thingy of Shininess (5 Motes)</i>
--

"Find" an awesome magical item on the wizard and survive its activation.
--

Random Disasters

The GM may spend 3 ☹️ to roll or pick one of the following and inflict it on the players. This is best done when things are going too smoothly for them and there's plenty of time left in the game (don't hurl bears at them in the last five minutes of a game with Core Shenanigans still undone). As with Random Adventures, the GM can roll d6 for a Disaster in a particular category, or roll d3 first to randomly select the category, too.

By default, Disasters that bring in multiple NPCs bring in one per PC.



1. Suddenly, Ninjas

11. Ogres Can Smell Pies from 30 Miles Away

It turns out a lot of hungry ogres live within a 30 mile radius of the village. 1d3 show up now, 1d6 more can be heard in the distance.

Stats: M3, SL10

Quirks: Hungry, Easily Tricked

Absolutely Huge: Inflicts +3 ⚡ in a scuffle; takes -3 ⚡ from physical threats; +3 edge on contests of strength.

12. Sheriff Has Had Enough

Whatever you just did, it put Jack Pratt over the edge. If he was already involved in the scene, he backs up over the edge just so he can go over it again. (Add the *Over the Edge* Quirk to Jack)

13. Actually Ninja (... fairies)

1D6 + 1 fairies in ninja costumes attack you for no reason. They all benefit from the Shinobi Shozoku costume.

Stats: G3, SL5

Quirks: Taking This Seriously

Last Ninja: +1 edge on all rolls if all allies have been defeated.

14. This Village Has Too Many Cats

They're hungry, they like playing with their food, and they're all here for some reason.

Stats: G3, SL12

Quirks: Unherdable, Adorable but Cruel

Special: The Cat Gang shares a single Stress pool, but can be in multiple places and doing multiple things at once (spoiler: all of those things are trying to eat fairies).

15. Is That a Bear?

Wow, it is a bear. What did you do to annoy a bear into hunting you down?

Stats: M5, SL15

Quirks: Seriously it's a Bear, You Really Made it Mad

Ursine Juggernaut: Inflicts +2 ⚡ when rolling Moxie.

16. Gnome Gnihilists

They don't believe in anything, especially fairies. They choose to resolve the paradox of your apparent existence with picks and knives. 1d3 + 3 gnomes.

Stats: F3, SL5

Quirks: A Void Where a Soul Should Be, Garden Implements of Ill Omen

Don't Cry Emo Gnome: +1 edge to all rolls when feeling only despair and emptiness; instantly Stresses Out if made to feel any positive emotion.

2. Village Perils

21. Church Bells

What is that hellish sound coming from that tower? Do the humans not hear that cacophonous clanging catastrophe? All 🌀 expenditures cost +1 🌀 for five minutes or five posts.

22. Instant Rainstorm

The weather here is awful, and it's even worse when you're one foot tall and trying to keep the magic of a Costume intact. The rainstorm is a Hazard that opposes any actions taken out in the open while it lasts:

Stats: M3, SL10

Quirks: Thoroughly Miserable

23. Morris Dancers

All fairies must stop whatever they're doing and prank the Morris Dancers until they go away. It's a joyless, miserable duty, but the humans cannot be allowed to prank themselves worse than you ever could.

Stats: S2, SL3

Quirks: Belled Legs

24. Carter's Flock

Suddenly, sheep everywhere! They're not really doing anything, but are comprehensively in the way, and oddly resistant to any attempts to move them on. All fairies in this location doing anything a sheep could conceivably inconvenience are opposed by sheep. The flock functions as a Hazard:

Stats: F2, SL10

Quirks: Abnormally Placid

Strategically Placed: +2 edge against fairies

25. Big Friendly Dog

It's huge and it loves everyone, especially fairies. Until you can get rid of it somehow, one fairy at any given time is opposed by it in any task other than playing with it.

Stats: M3

Quirks: Overwhelmingly Friendly, Doesn't Know Its Own Strength

26. Rascals, Scallywags & Brats

Yet more of this village's seemingly endless population of children show up, having apparently ransacked Tanya Barrington's doll clothes collection while she was busy. Not owning many dolls themselves, they're looking for

appropriately sized models. Any fairy who takes ⚡ in the next ten minutes or ten posts Stresses Out instead and must discard all her Costumes and draw an equal number of replacements.

3. Supernatural Nonsense

31. Typical Fae Melodrama

If your group is not using all the provided characters, the ones you didn't pick show up and make trouble out of petulance for not being picked. If you are using them all, clones/imposters/cosplayers of your characters show up to steal your place as protagonists. Deal a random costume for each fairy.

32. Too Many Frogs

Where did they all come from? Someone's been hitting the Witch costume too hard. Their creepy stares impose a Hazard on everyone in the village until they're all kissed. GM's option how many princes or princesses are produced thereby.

Stats: F4, SL special (only takes Stress from attempts to kiss the frogs)

Quirks: Creepy as All Get-Out

33. The Fae Hunter

Your arch-nemesis is here on her day off! She looks particularly irritated at having to leave the fun of the festival to kill you. Find a way to let her ignore you without losing face in the next five minutes or five posts, or face a boss fight.

Stats: G4, SL10

Quirks: Cold Iron Weapons, Wanted Today Off

Autumn's Touch: Inflicts +2 ⚡ on fairies in conflicts.

34. Oh No, Not ROWAN!

Someone has deployed a charm of rowan to ward against fairies! It doesn't work, but by Fae Law you must pretend it does lest the humans replace its use with something that does. Each fairy must take 1 ⚡ selling her "vulnerability" in the most extravagant fashion possible, or suffer 3 ⚡ from paranoia wondering if the Queen's agents saw you ignoring the rowan.

35. The Fae Queen's Herald

Oh no, one of the human pie-eaters is really a mighty elven sorcerer-knight in disguise, and you recognise each other! She attacks out of embarrassment. Any fairy who takes ⚡ from her Stresses Out, but instead of discarding a costume loses her memories of the last ten minutes of play (roughly speaking, don't try to nail it down exactly). If she successfully memory wipes all fairies, she leaves.

Stats: S5, SL20

Quirks: Deeply Humiliated, Really Loves Pies

36. The Mythkenner

It's one of those smarmy human bards, and he's using song-magic to fabricate ridiculous stories about fairy behaviour and make them true. Until you get rid of him somehow, any action not complying to his fabricated superstitions causes 1 ⚡.

Stats: S3, SL10

Quirks: Mythkenner, Prodigious Falsehoods

Flim-Flam: +1 edge on any roll in keeping with his current or most recent song. Takes 1D6 ⚡ if he's forced to contradict himself.

Mischief Thresholds

It's a little easier to hit the major thresholds in this playset because we assume it's being run as an introductory session, with about two hours of actual play.

All benefits apply to all PC fairies.

Every 10 Points: Gain 1 🌟.

35 Points: Gain a third Personal Quirk chosen by another player based on your actions so far.

55 Points: Gain an additional Costume slot, and draw an additional costume to fill it. You gain a free and compulsory Quick Change into that costume.

75 Points: Epilogue bonus – gain a free, automatically successful use of Wishful Thinking to be used after the game proper is finished to describe what happens to the village in the aftermath of your Shenanigans.

105 Points: Pointless bragging rights – you earned earned many more points than we expected. You win justifiable smugness, in and out of character.

Pie Chart

The centrepiece of the contest and Mae's forte, pies are an important piece of the story. For those GMs who aren't proficient in pastry production, but are still interested in appealing the senses, a pie chart with appropriate descriptors has been provided so a cookbook isn't necessary to make the players (and their characters) drool.

On describing a good pie in general, the crust is essential. It's a container for the filling, and can make or break a pie. Mae being the brilliant baker she is, would know that the best pie crust is made with lard. It makes for a flavorful, light crust that melts in your mouth, tender and smooth that using butter will not compare to. A good crust becomes lovely golden brown that is slightly crispy when you bite into it, and yields as you chew.

As always, the GM can pick a pie from the list, roll d6 to select a pie from a particular category, or roll d3 first to select a random category as well.



1. Ordinary Local Sweet Pies

Consuming any of these pies restores 1d6 Stress, as per the normal healing rules.

11. Cherry

Tart, sweet, deep red filling, a lake bursting with whole fruit.

12. Apple

Cinnamony. Sweet slices, firm to the touch, melting when bitten.

13. Raspberry

Uniquely flavoured, tart and sweet. Delicate fruit. Seeds crackle when chewed.

14. Plum

Sweet, firm, pulpy. Add apricots for tartness.

15. Pear

Light, sweet. Firm fruit, juicy.

16. Blueberry

Popping in your mouth. Flavorful. *It will stain everything.*

2. Savoury Pies

Consuming one of these hearty pies restores an extra point of Stress (for a total of 1d6+1).

21. Pheasant

Dark meat, gamey flavor. Cut with round turnips.

22. Beef

Strong, tinny flavor, tender. With onion, potato, and pungent parsnips.

23. Mincemeat

Fatty on the tongue, sweet and spicy! Dried fruit and apple, festive.

24. Quiche

Creamy, cheesy, a savory custard. Goes with ham, vegetable or more cheese.

25. Cottage

Mashed potato and turnips topping! Green peas dotting ground meats.

26. Pork

Mild, tender. Soft, with stringy pork and potato in each bite.

3. Wonderful, Tasty, Flaky Pastries (i.e. The Weird Stuff)

Each of these pies yields a different effect when eaten. To humans, they're just food, but such exotic fare interacts strangely with a fairy's internal alchemy. Unless otherwise noted, these effects are in addition to the usual 1d6 Stress recovery.

31. Pickled Pepper Pie

Sour and peppery, with a kick that burns your throat.

Upon eating this pie, you gain the Temporary Quirk “Burning Up”. While it lasts, you're hot enough to set stuff on fire with a touch – but if you fail a roll, you might set something ablaze even when you didn't mean to! Remove the Quirk by fully immersing yourself in water.

32. Cookie Cake Pie

Three layers of sweet heaven. Chocolate chip cookie, chocolate cake, and pie crust.

Upon eating this pie, you gain the Temporary Quirk “Sugar Buzzed”. While it lasts, you're extremely twitchy and speak very rapidly. This helps you with anything that requires great energy – but hinders just about anything else! This Quirk goes away after five minutes.

33. Flower Pie

Quirky and fragrant, a light, sweet rosewater custard with sugared violets and lavender.

When eaten, this pie reduces your Stress to zero, no matter how high it is.

34. Stargazey Pie

Fishheads sticking out of the crust, looking skyward. Smoky bacon and mustard.

Upon eating this pie, all of your Facets become inverted for five minutes. Take each Facet's current score and subtract it from five to find its new score: 1 becomes 4, 2 becomes 3, and so forth. This strange transformation should be roleplayed to the hilt!

35. Blood Pie

A vampire's treat! Coppery, thick, looks something like gelatinous chocolate, with chunks of sausage.

Upon eating this pie, you suffer 1d6 ⚡ (rather than recovering any Stress), and gain ⚡ equal to half the amount of ⚡ you just took, rounding up.

36. Fairy Dust Pie

Not made from real fairies! Tastes like mushrooms, apples, rosemary and honey.

Upon eating this pie, you gain 1d3 ⚡ (in addition to the usual Stress recovery), then roll on the following table to determine what effect transpires:

1. You grow to enormous size! Gain +1 edge on feats of strength.
2. You shrink to miniscule size! Gain +1 edge on feats of agility.
3. You're multiplied! There are now several of you. All of you share the same Facets and Stress pool, but you can be in several places at once!
4. Unstable Effect! Roll 1d3 and apply that effect. If you suffer Stress before the effect wears off, roll again!
5. Discard and redraw all of your current Costumes.
6. Swap all of your Costumes with your nearest fairy friend.

Effects 1–4 last for ten minutes; effects 5 and 6 are instantaneous.



Act 1: A Bargain with the Fair Folk

Burn His Wick (10 Motes)

Ensure that the candlestick maker Bill Harvey does not win the pie-eating competition, by any means necessary.

Spoil His Meat (10 Motes)

Ensure that the butcher John Thompson does not win the pie-eating contest competition, by any means necessary.

Playing at Cupid (10 Motes)

Arrange for the tailor Tanya Barrington to have some peaceful time alone with Mae Honeydew, the baker.

Act 2A: The Pie-Eating Contest

Victory through Superior Gluttony (10 Motes)

Make sure a fairy wins the competition. Note that being accepted as a legitimate contestant is much harder than out-eating a human.

Festival to End All Festivals (10 Motes)

Make the festival such an awesome success through your conspicuous efforts that fairies will be invited every year.

Act 2B: Piestravaganza

Eat the Hostages (10 Motes)

Eat the pies. Every last one. This is *possible* for fairies, but not easy with half the town on your heels.

Rebranding (10 Motes)

Successfully convert the day into some other sort of festival, so the humans aren't so broken up over their lack of pies.

Act 2C: Gratuitous Property Damage

The Great Fairy Hunt (15 Motes)

Survive everyone in town hunting you down with pitchforks, nets, frying pans and blunderbusses. *Lose 1 Mote for every fairy who Stresses Out during the Hunt.*

Good As New (10 Motes)

Fix all the destruction you caused (more or less).

Act 2D: The Baker's Prayer

Time to Get Paid (10 Motes)

Fulfil Mae's request to the letter, but not before extorting an extravagant and delicious reward from her.

Quality over Quantity (2 Motes Per Ingredient; Max 10 Motes)

Convince Mae to prove her artisan status by baking the best pie ever. You should provide five surprising but delicious ingredients for the cause.

Gain 2 Motes per ingredient, to a max. of 10 Motes.

Mae Honeydew

• *Artisan Baker, This Is the Most Important Day*

The Pie Price (5 Motes)

Present Mae with a gift that adequately compensates her for the pie you stole earlier (by the standards of the fae and the GM, not necessarily a baker's).

Tanya Barrington

• *Overactive Imagination, Overactive Metabolism*

Bodice-Ripper (5 Motes)

Find or fabricate Tanya's terrible fiction and read it in public.

John Thompson

• *Pointlessly Competitive, Ruthless Efficiency*

Solving the Actual Problem (5 Motes)

Find someone for John to adopt as heir to his business. He'll thank you some day.

Bill Harvey

- *Too Slick for This Town, Better When I'm Tippy*

Enabler (5 Motes)

Hook Bill up with as really, really strong drink.

Allison Carter

- *Hero's Destiny, Ready For Your Shenanigans, Knows the Land*

Not Fooling Anyone (5 Motes)

Trick Allison into doing something conspicuously heroic in public.

Get Carter (15 Motes)

Successfully prank Allison. **Note:** this is the hardest Shenanigan in the Playset.

Smithee Smith VI

- *Just Like My Father Did, Horrified by Novelty*

The Dam Breaks (5 Motes)

Make VI lose it. Completely.

Traditional Fairy Values (5 Motes)

Fabricate a ridiculous tradition and convince VI that he's been shamefully neglecting it.

Smithee Smith VII

- *Whatever My Father Wouldn't Do*

Refusal of the Call (5 Motes)

Demonstrate conclusively to Smithee Smith VI that his son is the unluckiest and/or worst smith ever.

Scapegoatee (5 Motes)

Get that ridiculous excuse for a beard off of VII's face.

Rose Carter

- *Born to Rule*

Kissing Hands and Shaking Babies (5 Motes)

Create a high-profile disaster for Rose to take the lead in fixing.

Non-core Promise (5 Motes)

Extort some ridiculous Fae Oath from Rose, to be fulfilled after her inevitable rise to power.

Mayor Wallace Vanderberg

- *Benign Patriarch*

Fair Folk Fanboy (5 Motes)

Oblige the Mayor to come clean in public about his soft spot for fairies.

Mint Condition (5 Motes)

Break into the Mayor's house and steal a costume from his collection of fairy paraphernalia. **Bonus:** Draw a Costume from the deck; work out amongst yourselves who gets it. (Uh oh...)

Jack Pratt

- *Unforgiving, Protector of the Village*

What Is His Damage? (5 Motes)

Pry the secret of why Jack hates fairies so much from his husband Guilherme, the inventor. Then make up a better story and pretend that's true instead.

Key to the City (5 Motes)

Filch the village master key from Jack.

Village Square

- *Centre of Attention, So Many Pies, Highly Scroungable*

Historical Revisionism (5 Motes)

Turn Miranda Clegg into a fairy.

Pointless Competitiveness (5 Motes)

Hold an impromptu no-holds-barred race around the outside of the square. Go! **Bonus:** The winner gains 3 🍷.

Town Hall

- *Modest Rural Dignity, Ridiculously Convoluted Backstory*

Pixie's Perfect Math Class (5 Motes)

Prove $2 + 2 = 9$ on the blackboard.

Guardian Tree

- *Memory of Friendship, Rewards Only Treachery*

Wrath of the Pie-tans (1 Mote Per Action; Max. 5 Motes)

Convince the three that you'll protect the village in order to gain its blessing. The blessing increases you to human size for five minutes or posts, granting +2 edge to all human-scale tasks. *Gain 1 Mote per action of mayhem that would normally be impossible for fairies, to a maximum of 5 Motes.*



The Rose Gables Inn

- *The Gentrification Process, More Authentic Than the Real Thing*

Help Reluctantly Accepted (2 Motes)

Help the Shirazis out by cleaning, serving food and drink, etc. **Bonus:** +3 Motes for doing so in a way that's impressive, horrifying or both.

Merry Mixologist (1 Mote Per Action; Max. 5 Motes)

Invent a crowd-pleasing drink from the Shirazis' absurd stock of botique beers and random gourmet ingredients. *Gain 1 Mote per human that likes it, to a maximum of 5 Motes.*



Honeydew Bakery

- *So Many Pies Yet Still Not Enough, Scene of a Previous Crime*

Pie-a-pult 2.0 (5 Motes)

Using only materials obtained on-site, hit someone in the Village Square with a pie fired from the bakery.

Overtime Considered Harmful (5 Motes)

Convince an overtired apprentice to do something deeply stupid and hilarious.

The Smithy

- *Frozen in Time, Uncomfortably Hot*

Hot Iron (5 Motes)

Take over the smithy and successfully give one customer a magical blacksmithing experience.

Surprisingly Sensible Precaution (5 Motes)

Contaminate the forge so that it cannot be used to produce Cold Iron.

Alchemist Atelier

- *Unpredictable Concoctions, My That Is a Lot of Fireworks*
- *(Alchemist) Here's One I Prepared Earlier, Explosives Veteran*
- *(Soldier) The Things I Do for Love*

Festival Means Fireworks (5 Motes)

Steal the fireworks that have been prepared for the festival, detonate them somewhere hilarious, and survive the retribution of the alchemist and her girlfriend.

Pielixir (5 Motes)

Eat the delicious-looking pie that's just been brought out of the cauldron to cool. **Special:** Roll on the Pie Chart (Weird Subsection) to determine the effects of eating the alchemical pie.

Chapel

- *Quiet Sanctity, Buried History*
- *(Priest) Innocent*

Pareidolia (5 Motes)

Successfully prank the village priest with a staged divine manifestation.

Vestments of Faith (5 Motes)

Loot a set of sweet clerical robes from the chapel. **Bonus:** One fairy may trade one of her Costumes for the Holy Robes, if they are available.

Jack Pratt's House/Inventor's Lab

- *Happy Family Home, Potential Clockwork Apocalypse*
- *(Guilherme Pratt) The Best Husband*
- *(Sprocket the Dog) The Best Dog*

Should Have Invented Security (5 Motes)

Describe an awesome invention in the lab and then liberate it. Watch out for the guard dog.

Home Improvement (5 Motes)

Help out the Pratts by adding a tasteful and restrained decoration to the front of the house.

Village Green

- *Pastoral Serenity, Well-Fertilised*

Tragedy of the Commons (3 Motes)

Hold the messiest possible picnic, and leave the mess for the humans to clean up after the festival (you monsters). **Bonus:** +3 Motes if you use pies in your picnic.

Grand National (5 Motes)

Spook the horses into a race around the village. **Special:** Each fairy may choose a different horse and bet 🎲 on the outcome (winner takes all). Cheating is encouraged.

The Old Oak Tree

- *Essentially the Entire Romantic History of the Village, Concealing Branches*

Something to Tell the Grandkids (5 Motes)

Prank young Yeva Kovac and Levent Cevahir as they come to celebrate their new love under the tree.

Crack Pairing (1 Mote Per Pairing; Max. 5 Motes)

Waste time carving embarrassing pairings for each other into the tree. **Gain 1 Mote per pairing, to a maximum of 5 Motes.**

The Water Mill

- *Grinding Gears, Fine Layer of Flour over Everything*
- *(Millers/Kjeldsens) Industrious*

Miller's Toll (5 Motes)

Steal exactly ten percent of the flour in the mill and do something irresponsible with it.

All the Fun of the Fair (5 Motes)

All fairies successfully ride the wheel for a full circuit.

Tanuki Tart Consortium Rep

- *Shapeshifting Ultracapitalist, Perfect Gentleman*

Astrourfing (1 Mote Per Tart-Eater; Max. 5 Motes)

Convince humans to try a tart in place of a pie. **Gain 1 Mote per tart-eater, to a maximum of 5 Motes.**

Tanuki Leaf (5 Motes)

Successfully filch the Tanuki's shapechanging leaf. **Bonus:** One fairy draws a bonus Costume card. She does not have to discard down to her normal Costume limit until fifteen minutes have passed.

Unethical Grandparents

- *(Grandparents) Living Vicariously Through our Families*
- *(Kids) We're Just Kids Why Are You Doing This To Us?*

Isn't This a Bit Much, Even For Us? (5 Motes)

Terrify an innocent young boy in front of his grandparents.

Natural Justice (5 Motes)

Prank the senior Harveys as their just deserts for making such a wicked request (regardless of whether or not you agreed to it).

The Terrible Twins

- *(Grainne) Worse Than Padraig*
- *(Padraig) Worse Than Grainne*

Over Eighteen, Probably (5 Motes)

Get whiskey for the twins, in spite of their parents having anticipated this scheme. **Bonus:** They give you the stuff in their pockets. Sweet!

Playing Favourites (5 Motes)

Convince one twin that the other has betrayed them to their parents.

Teenage Witch in Trouble

- *(Witch) Insecure, Mysterious Eyepatch*
- *(Poltergeists) Telekinetic Trouble, Technically Not Ghosts*

All's Well That Ends Well (5 Motes)

Make the poltergeists someone else's problem.

Looks Familiar (5 Motes)

Trade a promise of allegiance to the witch in return for a magical secret. **Bonus:** One fairy gains 2 🎲 and must exchange one of her Costumes for the Witch Hat, if it is available. (It's up to the GM whether the witch calls in the favour during this session.)

Feisty Farmers

- *(Pa) Mad Cider Scientist*
- *(Ma) Troublemaker*
- *(Kids) Rowdy Farm Kids*

Social Drinkers (5 Motes)

What the hell, drink the cider. **Bonus:** All fairies gain 1 🎲 and the Temporary Quirk Drunk.

Cowherd Tipping (5 Motes)

Subject a Rhydderch to a hilarious pratfall. Go on, they'll take it in good spirits (run anyway).

The One Good Gnome

• *Tragic Backstory, Dual-Wielder*

The Oathbreaker Redeemed (5 Motes)

Make the Mayor's garden magical. Who knows why this is such a big deal?

Special Snowflake (5 Motes)

Find a serviceable trenchcoat for the gnome to brood in.

Beer Cart Pulling In

The Great Cart Robber (5 Motes)

Secure the beer for fairykind (all of it).

This is a Terrible Idea (5 Motes)

Get the carthorse drunk. **Note:** Horses can really hold their liquor.

The Entertainment Business

The Fairy Show with the Pixiedust Mayhem (2 Motes)

Special: On starting this Shenanigan, all players draw a new Costume and Quick Change into it at no cost. Put on a show! **Bonus:** +3 Motes if you come up with a group theme for your new Costumes.

Stealing the Limelight (5 Motes)

Ham it up to complete amongst yourselves for attention. **Bonus:** The GM awards 3 🍷 to the fairy she judges to have made the most ridiculous spectacle of herself.

The Babysitters

Off with the Fairies (5 Motes)

Hyperstimulate the children and set them loose.

The Sport of Queens (5 Motes)

Ride human children like ponies.

Food Stockpile

Food Fight? (5 Motes)

Food fight.

When Your Tailor Is a Chef (5 Motes)

Make functional armour out of a pumpkin. **Bonus:** One fairy may don the pumpkin over her Costume. On the next occasion she would take 🍷 from a physical threat, she takes no 🍷.

The Squire's Speech

• *Unearned Authority, Just Awful Really*

Post-traumatic Stage Fright (5 Motes)

Make sure the Squire never wants to give a speech again.

In the Name of the Queen (5 Motes)

Filch the Squire's signet ring and make some ridiculous proclamation leveraging its dubious authority.

Medding in the Affairs of Wizards

We Have No Idea What's Good for Us (5 Motes)

Conduct a weird fairy ritual over the sleeping wizard for laughs. **Bonus:** Each fairy gains 3 🍷, but takes 2d6 🍷 from meddling with powers they don't really understand.

+5 Thingy of Shininess (5 Motes)

Find an awesome magical item on the wizard and survive its activation.

Bill Harvey

• *Too Slick for This Town, Caffeinated Gentleman*

Enabler (5 Motes)

Hook Bill up with as really, really strong coffee.

The Rose Gables Inn

- *The Gentrification Process, More Authentic Than the Real Thing*

Help Reluctantly Accepted (2 Motes)

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Merry Mixologist (1 Mote Per Action; Max. 5 Motes)

Invent a crowd-pleasing drink from the Shirazis' absurd stock of botique hot chocolates and random gourmet ingredients. *Gain 1 Mote per human that likes it, to a maximum of 5 Motes.*



The Terrible Twins

- *(Grainne) Worse Than Padraig*
- *(Padraig) Worse Than Grainne*

This Will Be Such a Mess... (5 Motes)

Get a blueberry pie for the twins, in spite of their parents having anticipated this scheme. **Bonus:** They give you the stuff in their pockets. Sweet!

Playing Favourites (5 Motes)

Convince one twin that the other has betrayed them to their parents.

Feisty Farmers

- *(Pa) Mad Cider Scientist*
- *(Ma) Troublemaker*
- *(Kids) Rowdy Farm Kids*

The Dentist Wouldn't Approve (5 Motes)

What the heck, drink the cider. **Bonus:** All fairies gain 1 🍷 and the Temporary Quirk Sugar Buzzed.

Cowherd Tipping (5 Motes)

Subject a Rhydderch to a hilarious pratfall. Go on, they'll take it in good spirits (run anyway).