



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 contest, by any means necessary.

Spoil His Meat (10 Motes)

Ensure that the butcher John Thompson does not win the pie-eating contest 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.

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 (10 Motes)

Survive everyone in town hunting you down with pitchforks, nets, frying pans and blunderbusses until things cool off!

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 (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.



Mae Honeydew

The Pie Price (5 Motes)

Present Mae with a gift that adequately compensates her for past pie thievery.

With a Little Help (5 Motes)

Engineer a situation in which one or more of Mae's friends can be genuinely supportive on her big day.

Tanya Barrington

Playing the Field (5 Motes)

Send Tanya on a date with any woman other than Mae.

Very Big Sister (5 Motes)

Convince Tanya to join you in cosplay.

John Thompson

Leverage (5 Motes)

Steal Bill Harvey's most prized possession and deliver it to John.

Puppies Before Paramours (5 Motes)

Arrange for John to adopt a pet.



Bill Harvey

Enabler (5 Motes)

Deliver Bill a copy of the key to John's house.

Guilty Conscience (5 Motes)

Trick Bill into thinking he's under investigation by the Imperial Tax Service.

Smithee Smith VI

Doomed to Repeat It (5 Motes)

Find evidence of VI's own rebellious phase and present it to VII.

Traditional Fairy Values (5 Motes)

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

Allison Carter

Mandate of the Fields (Max. 5 Motes)

Convey fabricated "suggestions" from Allison to Rose, Jack and the Mayor. Gain **1 Mote** per order. **Bonus:** Actually getting someone to follow through counts as an extra minor (**2 Mote**) Shenanigan.

+2 (bonus)

Get Carter (15 Motes)

Successfully prank Allison.

Rose Carter

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.

Smithee Smith VII

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.

Mayor Wallace Vanderberg

Uncaging the Dragon (5 Motes)

Give the Mayor the courage to use his authority to "volunteer" Rose for the Imperial Army.

Work/Life Balance (5 Motes)

Fake a successful love life for Mae, or even just a hobby, to put her uncle's mind at rest.

Jack Pratt

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.

Decisive Action (5 Motes)

Have at least one pie competition contestant arrested and locked up by Jack.

Village Square

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 🍪.



Honeydew Bakery

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

Hot Iron (5 Motes)

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

Surprisingly Sensible Precaution (5 Motes)

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

Town Hall

Pixie's Perfect Math Class (5 Motes)

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

Town Hall (Hidden Room)

Wrath of the Pie-tans (Max. 5 Motes)

Convince the tree that you'll protect the village in order to gain its blessing. The blessing increases you to giant size for five minutes or posts once you leave the building; you inflict +2 ⚡ in scuffles, suffer -2 ⚡ from physical threats, and gain +2 edge on contests of strength. Gain **1 Mote** per act of mayhem completed that would normally be impossible for fairies.



The Rose Gables Inn

Help Reluctantly Accepted (2 Motes)

Help the Shirazis serve their guests. **Bonus:** +3 Motes for doing so in a way that's impressive, horrifying or both.

+3 (bonus)

Merry Mixologist (Max. 5 Motes)

Invent crowd-pleasing drinks from the Shirazis' stock of boutique spirits and random gourmet ingredients. Gain **1 Mote** per human that likes it.



Chapel

Pareidolia (5 Motes)

Successfully prank the Village Priest with a staged "divine manifestation".

Vestments of Faith (5 Motes)

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

Alchemist Atelier

Festival Means Fireworks! (5 Motes)

Steal some fireworks, set them off somewhere unwise, and survive the inevitable consequences.

Pielixer (5 Motes)

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

Jack Pratts House / Inventors Lab

Should Have Invented Security (5 Motes)

"Liberate" an awesome invention from the lab.

Home Improvement (5 Motes)

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



Village Green

Tragedy of the Commons (5 Motes)

Organise an impromptu public picnic. Everyone's invited!

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 take all). Cheating is encouraged.

The Old Oak Tree

Something to Tell the Grandkids (5 Motes)

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

Crack Pairing (Max. 5 Motes)

Waste time carving embarrassing pairings for each other into the tree. Gain **1 Mote** per pairing.

The Water Mill

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.

The Haunted House

Beat the Home Team (5 Motes)

Surpass Miriam in spooking passers-by.

Cliché Romance Ending (5 Motes)

Find a brave and open-hearted villager to befriend Miriam.

Abandoned Garrison

Annexation (5 Motes)

Fabricate a sufficiently spectacular fairy flag and run it up the garrison flagpole to claim the village.

Little Sisters' Army (5 Motes)

Use the faded paperwork at the garrison to recruit a militia of at least three Big Folk. *Bonus:* Your militia will complete one mission before tiring of the game. Counts as two successful rolls toward an appropriate Shenanigan.

Dungeon Entrance

In Accordance with Prophecy (5 Motes)

Fake a convincing monster emerging to terrorise the village.

Recursion (5 Motes)

Stage a thrilling adventure for a brave band of village children in the dungeon's first room.

Prototype Clothing Factory

Mass Production (5 Motes)

Recalibrate the machine to make fairy-size clothing. *Bonus:* Choose one Costume currently in the fairies' possession. All fairies gain the "New Spring Range" Temporary Quirk, and while it remains are considered to be wearing that Costume. A fairy who Stresses Out loses the Quirk rather than discarding a Costume.

The March of Progress (5 Motes)

Make a functioning robot out of the factory's machinery.

Wedding Grove

Mercy Mission (5 Motes)

Stage a distraction allowing the guests to retreat to the festival.

By the Power Invested in Someone Else (5 Motes)

Steal the celebrant's paperwork and marry a pair of Big Folk (willing or otherwise).



Mannerly Manor

Mannerly Mnemonics (Max. 5 Motes)

Keeping track of the five Mannerly daughters is difficult for a fairy. Fabricate a more easily remembered name and personality for each. Gain **1 Mote** per daughter.



Bring the Party to Them (5 Motes)

Extend the Pie Festival onto the Mannerly Estate by holding an impromptu ball and drawing in as many of the villagers as possible.

The Terrible Twins

Over Eighteen, Probably (5 Motes)

Get whisky 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.

The Terrible Twins (G-Rated Version)

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!

Playing Favourites (5 Motes)

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

Unethical Grandparents

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)

Give the senior Harveys their just deserts for such a wicked request (regardless of whether you agreed to it).

Tanuki Tart Consortium Rep

Astroturfing (Max. 5 Motes)

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



Tanuki Leaf

Successfully filch the Tanuki's shapechanging leaf. **Bonus:** One fairy draws an additional Costume.

Teenage Witch in Trouble

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's Hat, if it is available.

Feisty Farmers

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 sprits (run anyway).

Feisty Farmers (G-Rated Version)

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 sprits (run anyway).



The One Good Gnome

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.

Mistress of Cakes

Cold Iron Chef (5 Motes)

Defeat the Arch-pâtissière in a cooking battle.

Michelin Peace Price (5 Motes)

Bring Mae and the Arch-pâtissière together as friends.

The Prince

Half the Battle (5 Motes)

Teach the Prince a valuable life lesson in place of the sword training she clearly won't be getting.

Safer to be Feared than Loved (5 Motes)

Help the Prince escape her fangirls, or lure her into their clutches.

Poorly Disguised Spider

Let's See if They'll Notice (10 Motes)

Enter the Giant Spider in the pie-eating competition without any Big Folk discovering her true nature.

Atypical Monk

Like Water (5 Motes)

Render the Itinerant unconscious with pies.

Like Wind (5 Motes)

Get the Itinerant out of the village by any means necessary.

The Thief

Nine Tenths of the Law (5 Motes)

Take Second-storey Man's ill-gotten loot for yourself.

Citizen's Arrest (5 Motes)

Throw Second-storey Man into the lockup, lure him to Jack Pratt, or otherwise bring his crime spree to a decisive end.

Fops

Honest Day's Work (5 Motes)

Compel the fops to undertake hard labour.

Cut Off from the Herd (5 Motes)

Lukungu is actually a decent guy, just in bad company. Get him back to the festival without his awful friends.

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. One the next occasion she would take 🍷 from a physical threat, she takes no 🍷.



Pie Decoration Table

Do Your Best! (Max. 5 Motes)

Decorate pies with heartfelt, adorable messages of encouragement. Gain **1 Mote** per pie.



Meta-sabotage (5 Motes)

Alter pies decorated by others to horrify and discourage the contestants.

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.

Beer Cart Pulling In

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.

The Squire's Speech

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.

Meddling 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 really don't understand.

+5 Thingy of Shininess (5 Motes)

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

Hat Sale

Combo Deal (Max. 5 Motes)

The Hatter is already offering a Pork Pie Hat with free pork pie; create more thematic hat plus pie deals to help her festival trade. Gain **1 Mote** per combination.



Publicity Stunt (5 Motes)

Design an "Official Pie Festival Hat", have the Hatter make them, and put one on each competitor.

Instant Pie Challenge

The Prize Is More Pies (5 Motes)

Win the Instant Pie Challenge. **Bonus:** Roll three times on the Random Pies Table and gain those pies.

The Pie Is in the Other Dish Now! (5 Motes)

Concoct a worthy pie challenge of your own and put the Piemaden and Pieboy to the test!

Mildly Deranged Missionary

Don't Call it a Cult (Max. 5 Motes)

Recruit villages to the Prophet's cause Gain **1 Mote** per worshipper. **Bonus:** All fairies gain 2 🍀 if five or more are recruited.



The Pie Prophecy (5 Motes)

Concoct a "revelation of the future" involving pies for the Prophet to declare to the village, then make it come true.



Spontaneous Display of Patriotism

I See Your Lips Moving, But... (5 Motes)

Expose the festival-goers who don't know the words and are just mumbling along.

One More Verse (5 Motes)

Prove nobody knows the whole thing by stringing them along with completely fabricated extensions to the song.

The Entertainment Business

The Fairy Show with the Pixiedust Mayhem (2 Motes)

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

+3 (bonus)

Stealing the Limelight (5 Motes)

Ham it up for attention. **Bonus:** The GM awards 3 🍷 to the fairy she judges to have made the biggest fool of herself.

Goddess of Pies

Ironically Poor Godmothers (5 Motes)

Ensure the first thing the Goddess learns about Big Folk and their relationship to pies is disastrously inaccurate.

In the Beginning, There Was Pie (5 Motes)

Concoct and help stage the Goddess' first miracle.