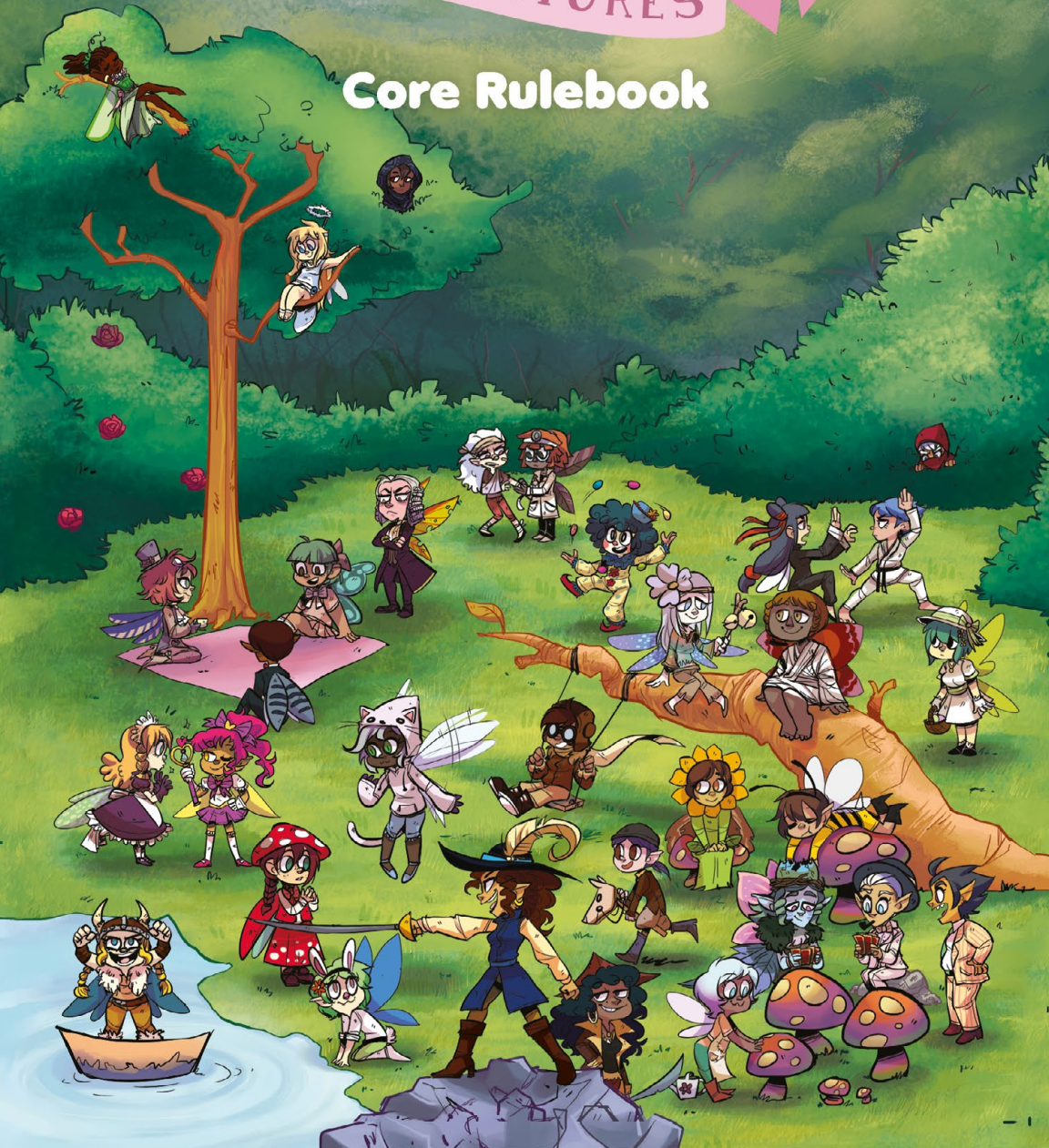


costume fairy

ADVENTURES

Core Rulebook



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★ **Core Rulebook** ★

Revision 1.03

★ Contents ★



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



...AND JUMP
IT OVER THE
PALACE!



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



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



THE JAPE
OF THE
SEASON!
WE ARE
AMUSED.



THE PLAN IS SIMPLE...

YAARGH!
I BE CAPTAIN OF THE CABOOSE!

...RED WILL IGNORE THE PLAN.



CALLA HAS ALREADY SECURED THE DINING CAR...

ANYONE FOR MORE DOZENUTS?

A LITTLE SNOOZE -VIDE?



LETTY WILL DEAL WITH THE CONDUCTOR...

YOU DARE TO HINDER LETICIA REDLEAF?

...WHO?

LETICIA.

REDLEAF.

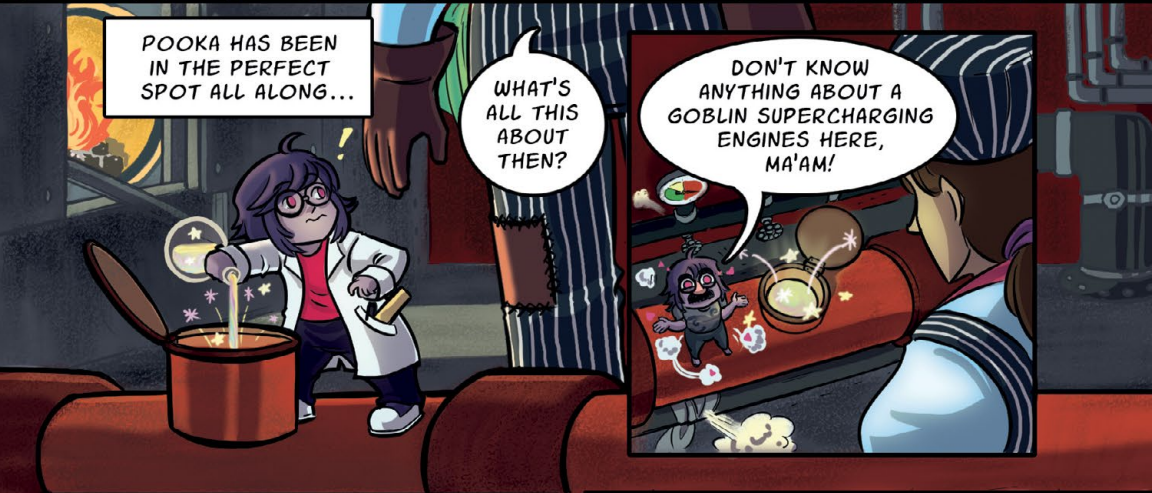


MABBY WILL WIN HEARTS AND MINDS...

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

WHAT'S ALL THIS ABOUT THEN?

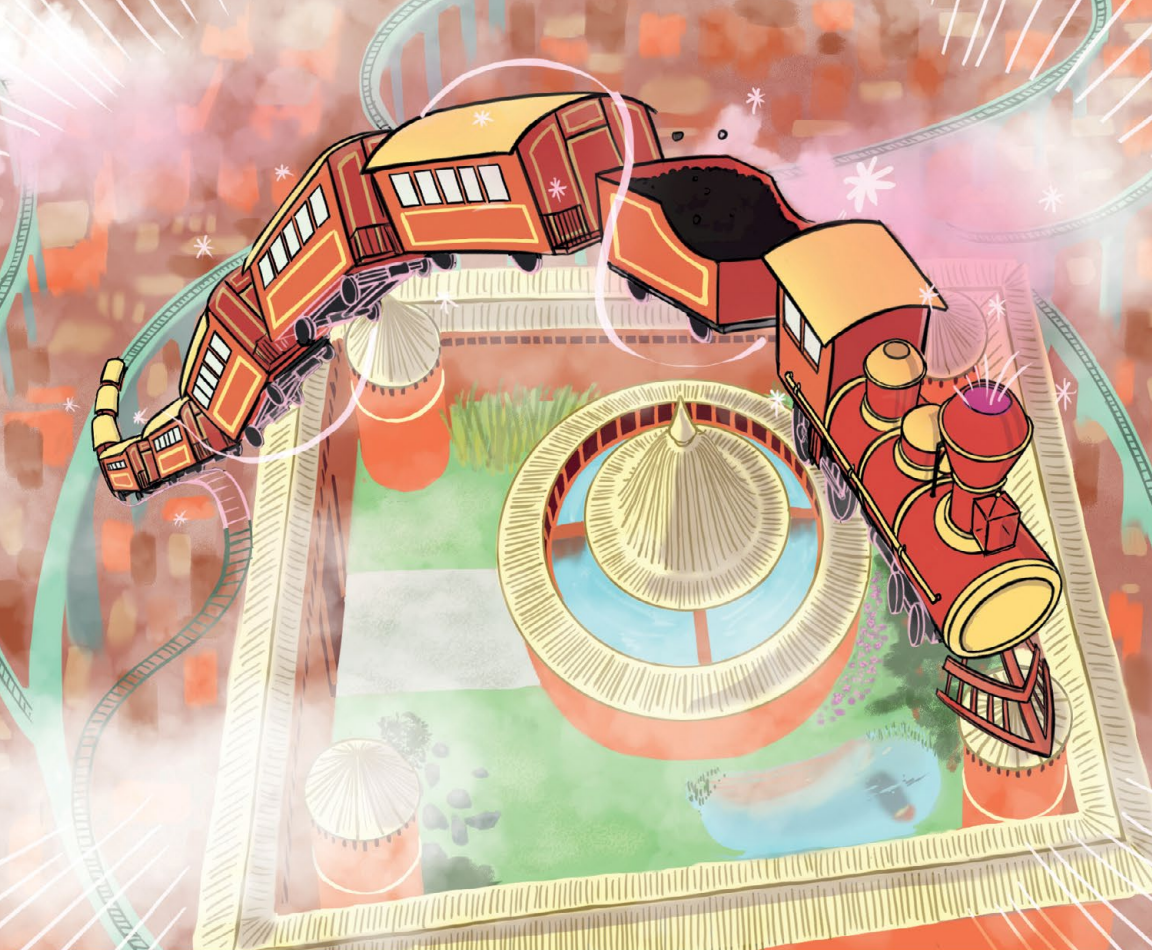
DON'T KNOW ANYTHING ABOUT A GOBLIN SUPERCHARGING ENGINES HERE, MA'AM!



WHILE I REALLY, REALLY HOPE THIS ALL WORKS!

COME ON, IT'D BE SO AWESOME!





ROBIN,
HOW WERE YOU
PLANNING ON LANDING
THE TRAIN?

★ Introduction ★





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

What Is *Costume Fairy Adventures*?

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

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

What Are Fairies?

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

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

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

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

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



What Do Fairies Do?

In a word: shenanigans. Fairies are all about mischief. This isn't a figure of speech: their magic is literally powered by it. Every fairy has an instinct for where the "stress points" are in any given situation – that is, exactly where she needs to push to make everything blow up in an entertaining way. Fairy pranks aren't necessarily malicious – they almost never cause lasting harm, and often end up helping people, in a roundabout sort of way – but their targets rarely appreciate the finer points of fairy ethics.

Costumes?

Indeed! Most fairies change their outfits as often as they change their minds – and it's not just for show. When a fairy puts on a new outfit, she actually gains the skills, powers, and sometimes the personality traits of whatever that outfit represents – be it an archetype, a profession, or a particular kind of creature. Nobody – least of all the fairies themselves – knows how or why this works. Maybe it's just because fairies don't realise that it shouldn't!



Get Your Game On

Tabletop roleplaying games are a varied medium, and each game is tuned for a particular kind of play. *Costume Fairy Adventures* is no different. We'll go into the nuts and bolts of how that works in subsequent chapters; for now, we'll cover a few of the high points – including some quirks that may come as surprises if you're accustomed to more traditional RPGs.

Shared Storytelling

Though *Costume Fairy Adventures* is a game, the rules usually don't have much to say about who wins and loses. The result of picking up the dice is less about "do I succeed or fail?", and more about "who gets to narrate the outcome?". Though there's still a traditional **Game Master**, she's not always the narrator; that role will ping-pong from player to player at the whim of the dice. Be ready to think on your feet!

For Game
Masters 118

We Need to Go Deeper

Costume Fairy Adventures can get a bit “meta” at times. Thanks to the costumery conceit, most of the time, you’ll be playing a role who is, in turn, playing a role. Your fairy is playing a game just as much as you are. While you should generally leave the fourth wall alone (hasn’t the poor thing suffered enough?), it’s totally appropriate for your character to be, if not *medium*-aware, then very decidedly *genre*-aware.

And Then Everything Exploded

Costume Fairy Adventures is a very random game – not “random” as in “wacky” (though it can be that, too), but as in relying heavily on randomly determined elements. Chance meetings, plot twists and other events will typically be determined by the roll of the dice. Even your skills and powers are determined by random draw, and will change frequently during play. It’s usually best to just go with the flow!

The Rule of Fun

Costume Fairy Adventures isn’t the most rigorous game out there. While we’ve made every effort to provide a robust and balanced foundation, we also recognise that the game’s premise doesn’t benefit from too much exactitude. Like the game’s stars, the mechanics are built for resilience. If you’re running the game, we encourage you to apply the rules based on what would be most fun for your players, rather than what would be most “correct” – and as players, we encourage you to abuse this indulgence at every opportunity.

From here, we’ll move on to the glossary, recommended media, and other obligatory bits and bobs – but if you’re already raring to go, you can skip ahead a few pages to the **character creation chapter** and start making your own fairy.

26 Your Fairy

What are you waiting for? Mischief awaits!

?

At this point, most games would have a sidebar reassuring the reader that this game is a work of fiction and fairies aren’t real.

They’re lying. Fairies are *totally* real.

What Do You Need To Play?

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What you'll need to play depends on whether you're playing **face-to-face** or **online**. We'll go over each venue in greater detail later – for now we'll just cover the required equipment.

All Games

Some things are needed no matter how you're playing.

Players

Costume Fairy Adventures is built for 2–6 players plus a GM. Many of the rules are built around players bouncing off each other, so one-on-one games will take a bit of work.

The Rules

If you need extra copies of the rules for reference, you can download the *Costume Fairy Adventures* Quickstart Edition from the Penguin King Games website at www.penguinking.com. The included Core Rules Booklet has all the basic rules in it.

Face-to-face

When you're all in in the same room, you're playing face-to-face.

Dice

The game uses six-sided dice, or “d6s”. You can get away with as few as three, though ideally you'll want at least five per player.

Tokens

Magic 98

Trouble 163

You'll need tokens to keep track of **Magic** and **Trouble**. A dozen per player should be enough. If you're using candy for Magic tokens, be sure to ask about food allergies!

Costume Cards

If you obtained this game in PDF format, you'll need to print off the Core Costume Deck on lightweight cardstock and cut out all 108 cards. It's a bit of a job, but you'll only need to do it once!

Pencils and Paper

Naturally.

Chat

We'll refer to any online venue that lets you communicate with your friends in real time as a chat-based game.

Dice

Your platform may have a gaming dice app, or it may support dice-rolling scripts or “dice bots”. If it doesn't, it's easiest for the GM to roll for everyone – she'll need at least five dice.

Costume Reference Booklet

Cards are of limited use in an online game, so you'll likely want to use the Costume Reference Booklet instead. If you don't already have a copy, you can get one from the Penguin King Games website at www.penguinking.com.

Forum or Email

This includes any venue where you post your narration for others to read later. Most social media platforms can be used this way.

Dice

As with chat, your venue may have a built-in dice roller. If it doesn't, you can use a dice-rolling site that will email your rolls to the GM. A web search for “rpg dice server” should point you in the right direction.

Costume Reference Booklet

See above.

Shared Documents

Since you may not be around to ask if your friends need any info, you should create a shared document repository where everyone can post their character sheets and such. A private wiki can work well, as will most shared document-hosting services. Forum-based games can also use a separate “OOC” (out-of-character discussion) thread.



Recommended Media

While we hope this book will give you everything you need to play, no game stands alone. *Costume Fairy Adventures* borrows, adapts, and sometimes blatantly steals from a wide range of media, including books, video games, and even other tabletop RPGs. These are just a representative sampling of our inspirations.

Books

The Works of Brian Froud

Best known for his work as a creature designer in films like *Labyrinth* and *The Dark Crystal*, Brian Froud has also written and illustrated a number of guides to fairykind. Drawing from sources both fictional and folkloric, these books provide an approachable introduction to the fairy lore that informs *Costume Fairy Adventures*. Both *Fairies* and *Good Fairies, Bad Fairies* are great places to start – or, for a slightly more grown-up take, try *Lady Cottington’s Pressed Fairy Book!*

Computer and Video Games

Costume Quest

This adventure game/RPG hybrid sees the player collect and wield a variety of Hallowe’en costumes in order to take on candy-stealing monsters. The battles are somewhat more giant-monstery than is customary for *Costume Fairy Adventures*, but the adventure game side makes extensive use of each costume’s out-of-combat abilities, perfectly capturing the slightly warped logic you’ll apply to your own costumes’ powers in your pursuit of fairy shenanigans.

Final Fantasy X-2

Several *Final Fantasy* titles feature elaborate costume changes as part of the game’s various “job classes”; *X-2* sets itself apart by treating the costumes themselves as sources of special abilities, as well as by allowing costumes to be swapped out on the fly. On top of that, its all-girl cast and light-hearted, frequently snarky tone make it a good idea mine for *Costume Fairy Adventures*.



Tabletop Games

Golden Sky Stories

Costume Fairy Adventures draws a lot of inspiration from Japanese RPGs, and few make their influence more strongly felt than *Golden Sky Stories*. Its non-violent mechanics and G-rated tone make for a great introduction for young gamers, and a nice change of pace for anyone who's tired of solving their problems by beating people up!

Fate Accelerated Edition

If Japanese indie games like *Golden Sky Stories* are our major inspiration in terms of style, the rules-based nuts and bolts of *Costume Fairy Adventures* owe an equally large debt to *Fate*. There are many different versions of the *Fate* system available; *Fate Accelerated* is a rules-light edition with a YA adventure spin.

Multimedia

The Touhou Franchise

The fairies of *Touhou* – a popular series of “bullet hell” shooting games – are a big influence on their *Costume Fairy Adventures* counterparts. Though fairies appear in the core games mostly as obstacles and mid-bosses, they have a major role in in spin-offs like *Great Fairy Wars* and *Strange and Bright Nature Deity*. *Touhou*'s whimsical worldbuilding and stream-of-consciousness plots are also easily adapted for *Costume Fairy Adventures* games.

Glossary

68

6

When dice on one of your **rolls** come up showing 6, you get one point of **Magic** per 6 rolled, and the **GM** gets one Trouble Die per 6 rolled. Normally, only 6s rolled by **PCs** have this effect.

153

Big Folk

Mostly, Big Folk means humans, though the term can also refer to any person (or person-ish entity) larger than a fairy.

94

Break

A Break is any situation where your character is “off camera” for a few minutes. Some game actions, like changing **Costumes** without a **Quick Change**, can only be performed during a Break.

36

Brownie

One of the common **Kinds**. Big Folks tend to regard Brownies as more respectable than other types of fairies, which allows them to easily integrate into human communities. Some Brownies do odd jobs for Big Folks in exchange for room and board.

75

Contest

A contest is a **roll** where one or more characters square off against each other to determine who gets to narrate the outcome. The participants in a contest can be other **PCs**, **NPCs**, or **Hazards**. To win a contest, you need to get the best Result out of any competitor; **edge** can help with this. Contests always inflict **Stress** upon the loser(s).

105

Costume

The term Costume refers both to a suitable set of clothes and to the collection of **Quirks** and **Powers** granted by that outfit. Costumes are represented by *Costume Cards*.

44

Craft

Craft is the **Facet** that reflects low cunning. Fast-talk, schemes and misdirections, and complex tasks of all sorts all fall under the aegis of Craft.

d36

As a **d66**, below, except that the “tens” die is divided by two, rounding up, resulting in a number ranging from 11 to 36.

68

d6

A standard six-sided die. Used for most **rolls**.

d66

A pair of two differently-coloured **d6s** rolled together. Before rolling, you’ll choose one to represent the “tens” place, and the other, the “ones” place, resulting in a number ranging from 11 to 66. **d66s** are mostly used to roll on random tables.

171

Disaster

Disasters are special events that shake things up and place obstacles between you and your goals. Disasters can be rolled from a table – in which case they’re known as *Random Disasters* – or they may occur as a result of a **Power** used by an **NPC** or **Hazard**. The **GM** activates them by spending Trouble Dice.

79

Edge

Edge is a special bonus that increases your effective Result for the purpose of determining whether you win a **contest**. It doesn’t affect your Result for any other purpose (e.g., assessing **Stress**).

40

Elf

One of the common **Kinds**. Big Folks think that Elves are the rulers of fairykind. Some Elves take this reputation to heart and attempt to assert their authority, with a magnificent lack of success.

43

Facet

A Facet is a numerical trait that reflects how you overcome the many challenges that beset your daily life. The five Facets are **Moxie**, **Focus**, **Craft**, **Grace**, and **Shine**. Facets are rated on a scale of 1 to 5, with 1 being terrible (just... terrible) and 5 being world-class (for a fairy).

29

Fae

A collective term for the various **Kinds**. Most Big Folks use the terms “fae” and “fairy” interchangeably. Formally, the fae are also known as the “Fair Folk” or “Fair Ones”; fairies almost never use these titles unless they’re trying to impress someone.

30

Fairy

One of the common **Kinds**. Fairies are speedy fliers, and have a reputation for scheming. Big Folks often use the word “fairy” to refer to the fae as a whole, much to the annoyance of many members of other **Kinds**.

44

Focus

Focus is the **Facet** that reflects your ability to buckle down and pay attention. Anything requiring stick-to-it-iveness depends on Focus. If you fail a Focus roll, it could mean you messed up, or it could mean you just got bored and wandered off!

125

Freeform

If you’re not using a **Playset**, you’re playing freeform. In this type of game, the scenario is created on the fly with input from both players and GM.

118

Game Master (GM)

The Game Master is a special player whose job it is to look after all the stuff that regular players don’t. This includes narrating the outcome of failed **tests**, playing **NPCs**, setting **Shenanigans**, and spending Trouble Dice to make your life more interesting.

38

Goblin

One of the common **Kinds**. Goblins can’t fly, but they’re so agile that it hardly matters. Big Folks think Goblins are ugly, baby-stealing monsters, but that’s just not true. Goblins are *adorable*, darn it!

45

Grace

Grace is the **Facet** that reflects both physical and social comportment. It’s your go-to Facet for avoiding pitfalls, whether that means a literal hole in the ground, or an opportunity to put your foot in your mouth.

155

Hazard

A Hazard is an inanimate obstacle that the **GM** has decided to run as a character. A Hazard typically has just one **Facet**. Some may also have **Quirks**, **Powers**, and even a **Stress Limit**.

97

Intermission

Whenever everybody is on **Break** at the same time, that's an Intermission.

29

Kind

Words like “species” don't really apply to fairies, but they do tend to come in several recognisable “flavours”. The most common of these Kinds are **Fairies**, **Pixies**, **Sprites**, **Brownies**, **Goblins** and **Elves**.


156

Location

A Location is wherever you currently are. Locations can have **Quirks** and **Powers** just like **NPCs** do, but they don't have **Facets**.

98

Magic

Fairies can bend reality to their will, though not all of them realise they're doing it. By spending Magic, you can roll extra dice, activate **Powers**, or even make things happen just by wishing really hard. Magic is measured in points, which make up your *Magic Pool*. The  icon represents Magic.

184

Mischief Mote

A tangible representation of the chaos your fairies have brought into the world. Mischief Motes are special points earned by completing **Shenanigans**. Some **Playsets** may have special uses for them, but they're mostly a way of keeping score.

44

Moxie

Moxie is the **Facet** that reflects courage, boldness and plain old belligerence. Any time you're rushing blindly ahead or solving problems with brute force, you're using Moxie.

147

Non-Player Character (NPC)

An NPC, or “Non-Player Character”, is any game character portrayed by the **GM**. They're the game's extras, supporting cast, and sometimes its antagonists. NPCs have most of the same traits as **PCs** – **Facets**, **Quirks** and so forth – but are usually simpler to run.

32

Pixie

One of the common **Kinds**. Pixies are more resilient than other fae, and have a reputation among Big Folks for being rowdy and violent. That's not fair, though – it's not *your* fault that everything is so much more breakable than you are.

54

Player Character (PC)

A game character portrayed by a player like you. PCs are the game's protagonists, and are almost always fairies of some description.

188

Playset

A Playset is a combination game setting and adventure scenario. A Playset consists of a collection of **NPCs** and **Locations**, each with associated pre-defined **Shenanigans**, as well as a sequence of Core Shenanigans to help guide the scenario along.

210

Plugin

Plugins are packages of optional rules that can be layered on top of the regular rules to add new features to the core game.

101

Power

A Power is a trait that gives you a special in-game ability, or that lets you break the rules of the game in a particular way. You'll usually have several fixed Powers by virtue of your **Kind**, and one or more variable Powers based on your current **Costume**.

109

Quick Change

When you change your **Costume** and you're not on a **Break**, it's a Quick Change. Quick Changes happen instantly – as well they should! – and cost one point of **Magic**.

46

Quirk

A Quirk is a descriptive keyword that applies to a person, place or thing. You'll typically have a couple of fixed Quirks based on your personality, and a number of extra Quirks by virtue of your current **Costume**. The people, places and objects you interact with may also have Quirks. You can get extra dice on a **roll** by working relevant Quirks into your narration.

68

Roll

There are two kinds of rolls depending on whether you're facing any opposition: **tests** and **contests**. You gather up a number of dice based on your **Quirks** and other traits, roll them, and pick the highest one that's *less than or equal* to the relevant **Facet**. The value of this die is your *Result*.

107

Scrounging

When you search for a new **Costume**, you're Scrounging. Scrounging during play requires a **test**, while Scrounging on a **Break** is automatic. Either way, you draw a new Costume Card.

80

Scuffle

A scuffle is a **contest** where everybody is trying to beat everybody else up! Certain **Powers** specifically affect scuffles.

173

Shenanigan

Shenanigans are special goals that you can complete to score **Mischief Notes**. If you're using a **Playset**, each **NPC** and **Location** will usually have one or more Shenanigans associated with it. Playsets also tend to have special linked Shenanigans called *Core Shenanigans* to help guide your mischief. In **freeform** play, the GM will make up Shenanigans on the fly, with your input.

45

Shine

Shine is the **Facet** that reflects how in tune you are with your own magical nature. Shine also comes into play whenever dumb luck is called for.

34

Sprite

One of the common **Kinds**. Sprites find it especially easy to use **Magic**. In fact, they have a worrisome tendency to use it without realising it! Ironically, Big Folks usually regard Sprites as amusing but harmless.

86

Stress ⚡

Stress represents how much hardship you've suffered. The higher it is, the more frazzled and beat up you are. When your current Stress exceeds your **Stress Limit**, you **Stress Out**. The ⚡ icon represents Stress.

86

Stress Limit

Your **Stress Limit** is the amount of **Stress** you can accumulate before **Stressing Out**. Unless you have a **Power** that says otherwise, this is normally 10 for **Player Characters**.

89

Stressing Out

When your **Stress** exceeds your **Stress Limit**, you Stress Out. This removes you from play for a little while. You also have to discard your current Costume Card. Stressing Out counts as a **Break** for all purposes, including off-camera **Costume** changes.

67

Test

A test is a **roll** in which you're not rolling against anybody else. Just rolling less than or equal to your relevant **Facet** is enough to succeed at a test. You get to narrate the outcome if you succeed at a test, while the **GM** gets to narrate your failure.

163

Trouble ☹️

Trouble is a resource the GM uses to give your fairy a hard time. It's measured in *Trouble Dice*, which are gained when you roll a 6 in a **test** or **contest**. Trouble Dice can be spent to enhance **NPC** rolls and unleash **Disasters**, among other uses. The ☹️ icon represents Trouble.

54

You

This game uses the term “you” to refer to both to you, the player, and to your **Player Character**. It will usually be clear from context which is which.

112

Wishful Thinking

Wishful Thinking is the most powerful sort of **Magic**: the ability to make stuff happen just by wishing for it really hard! Some fairies have no idea that they even have this ability, and think they're just really lucky!



Chapter One: ★ Your Fairy ★



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If you want to play *Costume Fairy Adventures*, you're going to need a fairy. Those costumes aren't going to wear themselves, after all! This chapter will guide you through the process of creating your own fairy alter ego.

To create your *Costume Fairy Adventures* character, just follow this simple checklist:

- Choose **Kind**. What sort of fairy are you?
- Choose **Facets**. How does your fairy approach challenges?
- Choose **Quirks**. What motivates your fairy to act?
- Note **Stress Limit**. How much abuse can your fairy take before throwing in the towel?
- Describe **Appearance**. What does your fairy look like?

That's it! The following sections will discuss each stage in more detail.



Parts of this chapter may refer to terms you haven't seen yet, like "edge" or "Magic", or use icons like 🌪️ or ⚡. You can look these up in the Glossary (page 18) if you're curious, but mostly you don't need to worry about them yet – they'll all be explained in the next chapter.



Rebecca is going to be joining a game of Costume Fairy Adventures, and her GM wants her character ready when she gets there. She wants to play an ethereal, dreamy character who carries a blanket along with her and is often caught napping. Because she's a bit sleepy, Rebecca decides her name is going to be Poppy Petal.



Kinds

The first step in creating your fairy is to decide what sort of fairy you are. There are many different types of fairies, ranging from the tiny flower-fairies to the mightily nobles of the Fae Courts. This section will focus on the sorts of fairies that are most likely to go on adventures. (That is, to go wandering about bothering Big Folks and otherwise getting up to mischief!)

If none of the Kinds presented here feel right for you, check out **Appendix A: Custom Kinds** for guidelines on customing your Kind, or even creating your own Kind from scratch.

254 Custom Kinds



The word “Kind” will be spelled with an uppercase K when we’re talking about a particular type of fairy. This can be extended to include the Kind name – Fairykind, Spritekind, Elfkind, etc. – when you need to be formal, which is almost never.

Pick any Kind you want for your character. If you’d rather leave it up to the dice, roll d6 and consult the following table:

d6	Kind
1	Fairy
2	Pixie
3	Sprite
4	Brownie
5	Goblin
6	Elf

Fairies

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

Antennae make you more aerodynamic. It's science!

What? Scheming? Why I never...



The Artful Robin

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

Appearance

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

Powers

As a Fairy, you have the following Power:

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

79 Edge

Stereotypes

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

Pixies

Who says redheads have a temper? I'll show them!

Shell is extra protection in case of roughhousing.

Extra strong, could probably bench a whole pound.



Snapdragon Red

When trouble comes knocking, it's often a Pixie leading the charge. Among the strongest of the common fae – which admittedly isn't saying much – and unbelievably tough for their size, Pixies are especially suited for mischief of the rough-and-tumble variety.

Appearance

Pixies are stockier and more muscular than their kin, and have a less child-like cast to their features. Their wings are small and protected by a hard casing, like a beetle's shell. Red and gold hair and eyes are common among Pixies.

Powers

As a Pixie, you have the following Powers:

Flight: You can fly, if a bit clumsily.

Resilient: You're tougher than most creatures ten times your size. *Your **Stress Limit** is increased by 5 (usually to 15, for a normal character).*

86 **Stress Limit**

Stereotypes

One look at a Pixie, and most folks expect a rowdy troublemaker. This reputation can make Big Folks reluctant to antagonise you. On the other hand, if anything gets broken, you're usually the first one to catch the blame for it.

Sprites

Bright colours are always in season for a Sprite!

Could be an accessory. Could also be growing there...



Care-free skipping and dancing come naturally when you're this lucky.

Danainae "Queen Mabby" Mab

Sprites wear the touch of magic more openly than most of their kin, and are blessed with exceptional good fortune even by fairy standards. Of course, good fortune for a fairy isn't necessarily good fortune for anybody else!

Appearance

Sprites tend toward slight builds and delicate features, with brightly coloured butterfly wings and hair and eyes in the colours of healthy plants and blooming flowers. In fact, Sprites are often seen with leaves and flowers sprouting from their hair. (Though this may be less a matter of fairy magic and more a matter of hygiene...)

Powers

As a Sprite, you have the following Powers:

Flight: You can fly, though not with any great speed.

Charmed Life: Fairy magic responds easily to your call – so easily, in fact, that you may not even realise you're using it! *Whenever you roll one or more 6s in a test or contest, you receive one extra 🧙. This does not give the GM an extra 🧟.*

98 Magic

163 Trouble

Stereotypes

Most folks don't expect much of a Sprite in the thinking department. As far as they're concerned, you're good for dancing in meadows and not much else. Sometimes it's convenient to be left to your own devices – but it's so frustrating that nobody will take you seriously!

Brownies

Earth tones go with everything.

Pranks or thanks, who knows what you'll get. It's all good.



You say “dirty” – I say “naturally accessorised”.

Calla Lily

Out of all the fae, Brownies are the most likely to be encountered living alongside Big Folks. Humans tell stories of Brownies performing household chores and doing other favours in exchange for special offerings. Some of those stories are even true!

Appearance

Brownies are short, even by fairy standards, and often chubby, mostly as a consequence of cadging regular meals from their human friends. Their moth-like wings sport patterns in vibrant earth tones, a colour scheme that carries over to their eyes and hair.

Powers

As a Brownie, you have the following Powers:

Flight: You can fly with reasonable grace.

Instant Wardrobe: You have an easier time with Costume magic than most fae. Where others need a full change of clothes to take on a new role, you can just quickly swap out a few accessories. *You do not need a Break to change Costumes, and can do so any time you're not actively rolling for a test or contest. You can still use the regular **Quick Change** rules – paying the usual 1 🌀 cost – if you need to change Costumes mid-roll.*

109

Getting into
Costume

Stereotypes

In most humans' eyes, you're "one of the good ones", and it's nice to be able to walk (well, fly) down the street without causing a commotion. It can cause a lot of tension with your non-Brownie friends, though – and sometimes you just get tired of explaining that no, you *don't* know how to mend shoes.

Goblins

Look at that adorably disarming smile. Pay no attention to the fangs and claws...

Undisputed hide-and-seek champions of the fae kingdom.

Who needs wings? They'd only get in the way.



Pooka Lavender

Few fae are as misunderstood as Goblins. Human folklore blames all manner of devilry on them, though in truth, a Goblin is no more likely to get up to mischief than any other fairy. In fact, some Big Folks don't think Goblins are a kind of fairy at all – but what do *they* know?

Appearance

Folklore notwithstanding, Goblins much resemble their cousins in appearance. Their builds tend to be slender and acrobatic, and they sport small claws on their hands and strikingly pointed teeth. Goblins' eyes are usually red or purple (and glow in the dark!), and their hair comes in white, purple, and other shocking hues. Unusually for fairies, Goblins entirely lack wings – but then, they hardly need them.

Powers

As a Goblin, you have the following Powers:

Agility: You can't fly, but you can scuttle up walls and even across ceilings like a spider, squeeze through tiny gaps, and leap great distances.

Keen Senses: All of your senses are just as acute and discerning as your eyesight. You can navigate a dark room by touch, sense a human's mood by scent, or even read a book by taste (but don't, because it's gross). *You may count this Power as a bonus **Quirk** that stacks with your Personal Quirks on any roll. In addition, **Surprise Attacks** don't count as Surprise Attacks against you.*

46 Quirks

80 Surprise Attacks

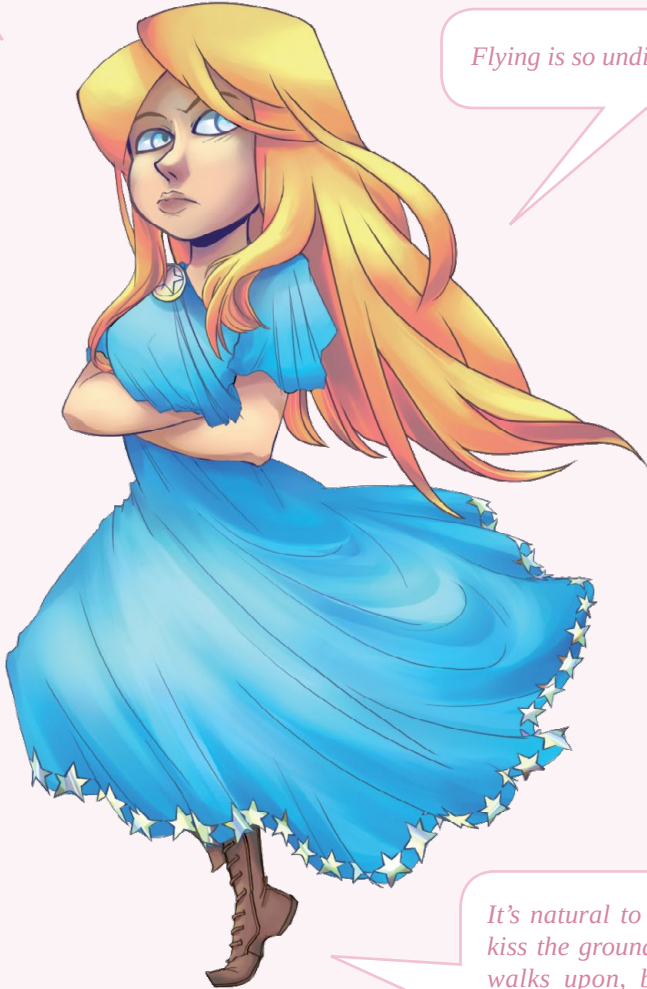
Stereotypes

Humans tell each other that Goblins are ugly, malicious monsters who love to steal babies. This is, of course, a load of nonsense – I mean, what would you even *do* with a baby? And ugly? You are *adorable*, darn it. Still, sometimes it's fun to flash your teeth and watch Big Folks cringe...

Elves

Bad hair day? Never! It always just falls perfectly in place like this.

Flying is so undignified.



It's natural to wish to kiss the ground an Elf walks upon, but that would be impossible.

Leticia Redleaf

The stories claim that elves are the noble rulers of all the fae. Nobody's quite sure how those stories got started, though most fairies assume it was an Elf who started them! In truth, fairies don't really go in for hierarchy, though they'll sometimes play along if they have nothing better to do.

Appearance

Elves are among the tallest of the fae, often towering over their friends by as much as a full inch. They have hair like spun metal and eyes the colour of precious gems; whether the overall effect is beautiful or eye-watering depends on who you ask. Like Goblins, Elves have no wings.

Powers

As an Elf, you have the following Powers:

Twinkle Toes: You can walk on air as though it were solid ground. When you use this Power, your footsteps emit puffs of sparkles and a noise like tiny bells.

Protagonist Syndrome: It's strangely difficult to upstage you or make you look foolish. You always have perfect dramatic lighting, and getting dirty or beat up just makes you look dashing or lends you a rough dignity, whichever best suits your idiom. *You get +1 **edge** against any opponent who has at least +1 **edge** against you.*

79 Edge

Stereotypes

It's mostly just Big Folks (and some Elves) who take the whole "rulers of the fae" thing seriously; among other fairies, the Elvish stereotype is less "noble ruler" and more "pompous blowhard". Humans might sometimes ask you to intercede with other fairies on their behalf, which can make for an awkward conversation.

Other Kinds?

If none of the Kinds in this section strike your fancy, you're welcome to create your own Kind, or to customise one of the default ones. See **Appendix A: Custom Kinds** for guidelines on both options.

Custom Kinds 254

Poppy is the sort of fairy who sleeps a lot but still gets things done. It could be dangerous – or funny – for her to be a flier, but Rebecca is more interested in the idea of someone who can take a nap anywhere and has an excuse to poke her head up in unexpected places. So, instead of someone who might doze off on the wing, she's going to be a Goblin who often turns up sleeping in the weirdest places (and positions).





Facets

Fairies don't have much in the way of physical or mental resources. Your average fairy is about as strong as a small child, has very little in the way of life experience, and suffers from a conspicuous lack of common sense. What you lack in basic competence, though, you more than make up for in personality.

Your basic personality is measured by five Facets: Moxie, Focus, Craft, Grace and Shine. These traits don't represent qualities like strength or intelligence; rather, each Facet reflects a particular approach to the (many, *many*) challenges that beset a fairy's daily life. You might use the same Facet in physical, mental and social challenges alike.

A normal fairy's Facets are rated on a scale from one to four. To determine your Facets, take the following spread of numbers and allocate them – one to each Facet – as you see fit:

4 3 2 2 1

If you'd rather be surprised, you can roll two dice, sum their results, and look up the total on the following table. Do this five times, once for each Facet.

2d6	Facet
2-4	1
5-7	2
8-9	3
10-12	4



You've probably noticed that your Kind doesn't give you any Facet modifiers. This is intentional – every character is an individual, and the stereotypes associated with your Kind are just that: stereotypes. You're perfectly free to play a crafty Fairy or a graceful Elf if you wish – but if you want to be a romantic Goblin, a scheming Pixie or a rough-and-tumble Sprite, the rules aren't going to tell you you're wrong.

M**Moxie**

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

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

F**Focus**

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

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

C**Craft**

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

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

G

Grace

Fairies are good at getting into trouble, but getting *out* of it is another matter. That's where Grace comes in; this Facet reflects how smoothly you comport yourself, both physically and socially. It's the go-to Facet for avoiding pitfalls in general, whether that means an actual hole in the ground, or an opportunity to put your foot in your mouth.

- ★ You don't know the meaning of the word subtle. (You really don't!)
- ★★ You know when to shut up.
- ★★★ "Smooth" is your middle name. Or it would be, if fairies had middle names.
- ★★★★ Whether in a verbal tiff or an all-out brawl, you're untouchable.

S

Shine

Fairies are born of magic, and have a natural connection with it that few others ever achieve. Most of the time, this manifests as an incredible supply of pure, dumb luck. Some fairies learn to tap into it more deliberately, but it's not a matter of skill – it's more about going with the flow and letting things fall naturally into place. Shine is the Facet you roll when it's unclear what else might apply, or when you need a lucky break in something whose outcome you can't directly affect.

- ★ You're scarcely luckier than a human – how tragic!
- ★★ When you need a lucky break, you often get it.
- ★★★ Your good luck is often others' misfortune.
- ★★★★ You could fly through a rainstorm without getting wet.

Poppy is intended to be a bit sleepy and full of non sequiturs, usually getting lost in thought and dozing off in odd places (Craft 1). When she's actually awake, she can generally keep on task long enough to get something done (Focus 2). She's mellow and calm, not prone to pushing her way into things, unless she falls asleep and flops onto something (Moxie 2), and tends to do it with a certain serenity that makes it seem mostly intentional (Grace 3). Mostly. The world seems to look out for her, making her far luckier than she has any right to be (Shine 4).

Quirks

Where Facets reflect *how* you approach challenges, Quirks are all about *why*. Each of your Personal Quirks is something that motivates you to act, and helps you out when you're pursuing that motivation.

By default, you have two Quirks, one tied to your highest Facet, and one tied to your lowest Facet. You're not limited in terms of what Facet you're rolling when you tag a Quirk, though – this is just a guideline to help you come up with Quirks that suit your fairy's personality. Some Quirks might even work for multiple Facets, depending on how you phrase them! If you have multiple Facets that are tied for highest or lowest, you can pick any of them for this purpose.

Pick two Quirks from among the examples given below, or come up with two Quirks of your own. If you pick your Quirks from the list, give them more evocative names if you want – the names on the list are phrased to be as generic as possible.



There isn't enough room in this chapter for randomly rolled Quirks – the number of possible combinations of highest and lowest Facet is just too large! If you want to randomly determine your Quirks as well, flip to Appendix B: Random Quirks on page 263.

Competitive

Everything's a competition to you, and you play to win. This Quirk helps whenever you're participating in an "official" contest of skill – or whenever you can turn something *into* an official contest of skill!

Facets: This Quirk is often associated with high Moxie, though it could also work for high Craft if you frame it so that it's about being *smarter* rather than about being *better*. Low Grace is also a possibility if your fairy is in denial about how clumsy she is.



Cowardly

Bravery isn't necessarily a virtue when you're only a foot tall! This Quirk helps when you need to avoid danger or beat a tactical retreat.

Facets: Low Moxie is usually a given for this Quirk, though it can also represent the hair-trigger danger sense that comes with high Focus; in the latter case, it might be rephrased as “Jumpy” or “Easily Startled”!

Creepy

You *love* to creep people out. This Quirk helps whenever you're deliberately being weird or off-putting.

Facets: Creepy fairies are sometimes compensating for low Grace, though high Grace is just as likely for those for whom creepiness is a calculated pose. Oddly, this Quirk can also reflect high Shine, for fairies who like to play up their spooky, mystical side. With slight adjustments, this Quirk could reflect off-puttingly aggressive cheerfulness instead.



Curious

So, what does the red button do? This Quirk helps with investigating new and interesting stuff, especially if it's stuff you really ought not be poking at.

Facets: Though curiosity is sometimes associated with high Craft, this isn't always the case – just as often, fairies with high Craft think they know it all already! High Shine is a more likely candidate, or possibly low Focus if your curiosity is born of being easily distracted.



Daredevil

Never let them see you sweat! This Quirk helps whenever you're venturing into a precarious situation while steadfastly refusing to acknowledge that you're in any danger at all.

Facets: This Facet is an obvious choice for high Moxie, but it can also work for low Focus or Craft if you don't so much ignore the danger as fail to notice it in the first place! In this case, it might make sense to rename it something like "Oblivious" instead.

Insecure

You constantly need to prove your worthiness, and this Quirk helps with exactly that.

Facets: Insecurity can stem from a variety of low Facets, ranging from Moxie (lack of confidence), to Grace (lack of poise), to Shine (insecurity over lack of magic) – it all depends on how you frame it.

Kleptomaniac

When you see something that catches your eye, you've just got to get your hands on it. You might not even want to *keep* it – you just want to *have* it. This Quirk helps with pursuing the current object of your desires.

Facets: Low-Focus fairies are often kleptomaniacs. This Quirk can be adjusted to suit whatever your fairy's primary distraction is – "Gluttony" for food, for example.

Lazy

You're particularly averse to hard work – so much so that you'll often put enormous effort into avoiding it! This Quirk helps whenever you're trying to take shortcuts or find an easy way out, even and especially if this ends up being more work than just doing things properly.

Facets: Fairies with low Moxie are often lazy. With high Craft, this Quirk can take the form of an obsession with working smarter, not harder, even if the "smart" way is more effort than the "hard" way!

Magnanimous

Look at your friends. Now look back to you. Sadly, they aren't you – but then, so few in this world are blessed with as much awesome as you are. It's your duty to put your awesomeness to good use and help out the less fortunate – which is exactly what this Quirk helps with.

Facets: This Quirk can reflect a variety of high Facets. For high Craft, it can represent the belief that you always know what's best; for high Grace, a sense of *noblesse oblige*; for high Shine, a simple certainty that you're Just That Awesome.

Melodramatic

Everything is a big deal to you. Everything! This Quirk helps when you're making a big production out of something.

Facets: A gloomy sort of melodrama is a frequent feature of low Shine – you'll take any opportunity to extravagantly bemoan your poor fortune. Fairies with high Grace can be more proactive, often going out of their way to engineer high-drama situations.

Optimistic

You're absolutely certain that everything will work out, in spite of all evidence to the contrary. This Quirk helps when you keep up a positive attitude when you'd be better off cutting your losses.

Facets: This Quirk can work for high or low Shine – unflagging optimism can be as much a response to bad luck as good!

Paranoid

You're sure They're out to get you – even if you're not quite clear on who "They" are. This Quirk helps when you make extra effort to counter threats, real or imagined.

Facets: Paranoia is typically a feature of low Shine (the *whole universe* is out to get you!), though it can also help to explain exactly why a high-Focus fairy is so on edge.





Schemer

Even your backup plans have backup plans. This Quirk helps whenever things are going Just As Planned – or whenever you can plausibly claim that they are!

Facets: This is an archetypical Quirk for high-Craft fairies, though it can also work for low Craft; nobody said they had to be *good* plans!

Show-off

You just love being the centre of attention! This Quirk helps when performing flashy stunts or otherwise doing things to draw attention to yourself.

Facets: Show-offs often have high Moxie or high Grace. Being a Show-off is distinct from being Competitive in that this Quirk is all about seizing the spotlight *right now*, not necessarily about being recognised as the best ever.

Sincere

You wear your heart on your sleeve. Everyone can tell what you're feeling, and it's clear you can't lie to save your life – which helps a great deal when you need to take a stand or convince others of your good intentions.

Facets: If you've no patience for deception, this is a good Quirk for high Moxie. On the other hand, if it simply never occurs to you to be less than perfectly honest, it's also a good fit for low Craft. You might rename this Quirk "Honest", "Earnest", or for a more heroic bent, perhaps "Goody Two-shoes".

Sneaky

You like nothing better than getting one over on others, especially Big Folks. This Quirk helps when you need to get up to mischief right under someone's nose.

Facets: Both high Focus and high Grace are often reflected in sneakiness. Sneakiness can also reflect low Moxie if you think of it more in terms of avoiding direct confrontation.

Sophisticated

You have elegant manners and know lots of long, fancy words. Sometimes you even use them correctly! This Quirk helps you navigate social situations and impress others with your comportment.

Facets: This Quirk has high Grace written all over it. Rephrased as “Formal”, it can also work for high Focus.

*Rebecca decides that the first order of business is to explain why Poppy goes on so many adventures in spite of her love of sleep. Looking at the list of examples in this section, **Curious** fits Poppy's high Shine, and it would definitely get her out of bed in the morning. After a moment's thought, Rebecca rephrases it as **Around Every Corner**.*

*Poppy's low Craft is trickier. It's obviously tied to her sleepiness, but how to turn that into something that helps with going on adventures, rather than avoiding them? None of the example Quirks are quite right, so Rebecca works with her GM to come up with a custom Quirk based on a tweaked version of **Daredevil**:*

Half-asleep: *Your sleepiness often causes you to miss the big picture. You'll wander into harm's way without even noticing the danger – yet you rarely come to harm, stumbling aside or sitting down to rest at just the right moment to let any threats pass you by. This Quirk helps whenever you're braving the odds while completely failing to notice the danger you're in.*

Finishing Touches

There are just two final steps left before your character is ready to play: **Stress Limit**, and **Appearance**.



Stress Limit

Stress **86**

Your Stress Limit represents how much trial and turmoil you can tolerate before throwing in the towel. This trait isn't rolled against – it's more of a threshold. When your current **Stress** exceeds this threshold, you have to sit out for a while.

Unless you have a Kind Power that specifically says otherwise, your Stress Limit is 10. Costume Powers can also modify your Stress Limit, but only while you're wearing that Costume, so don't include such bonuses in the value you write on your character sheet.



As Goblins do not have a Kind Power that affects their Stress Limit, Rebecca writes down that Poppy Petal has a Stress Limit of 10.

Appearance

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

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

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



That's it! Now go play!

Chapter Two: ★ For Players ★





Like most tabletop roleplaying games, *Costume Fairy Adventures* is basically a conversation. One participant, the **Game Master (GM)**, takes on the role of narrator, describing the game's setting and playing the roles of any supporting characters you might run into. Everybody else is a player, and takes on the role of a **Player Character (PC)** – one of the mischievous, well-dressed fairies the game is named for.

Playing the game goes something like this:

1. The GM describes a situation.
2. You and your friends tell the GM what you're doing.
3. The GM narrates what happens as a result of those actions.
4. Return to step 1.

You can continue in this way for as long as you like. If you've ever participated in freeform roleplaying in a moderated online forum or chat room, this should be very familiar to you.

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Rules and Dice

Eventually, though, the dice – the part that puts the “game” in “roleplaying game” – are going to come out. This can happen for a number of reasons:

- ★ The GM thinks that you’re trying to do something with an uncertain outcome.
 - ★ Your fairy and another character – possibly another player’s fairy, possibly an **NPC** – decide to compete for something, or just plain get in a fight.
 - ★ Something unexpected happens, and you need to find out whether you can stop or avoid it.
 - ★ There’s a **Power** or other rules-based effect in play that allows you to gain some special benefit by rolling.
 - ★ Because it’s fun to roll dice!
- NPCs** 147
- Powers** 101

Whatever the reason, you’ll pick up some dice, possibly invoke a few special rules, and roll them. This will give you one of two possible results: success, or failure.

Success, Failure and Narration

If you’ve played other tabletop roleplaying games, this will seem like old hat. Succeeding at a dice roll means that you succeeded at whatever you were trying to do, right? Mostly, this is exactly what it means – but in *Costume Fairy Adventures* that’s not always so!

When you make a successful roll, what you’re really winning is the right to narrate what happens next. By the same token, when you fail, either another player (whom you might be competing with) or the GM (if you’re not) gets to narrate what happens next. When you make a successful roll, you – and we mean “you” as in the player – get to take over



the story for a little while. This is the major reason that you might insist on rolling for something even though you don't have to. Succeed at that roll and you get to narrate the outcome.

This isn't the same as succeeding or failing at a task. In fact, there's no rule against making a successful roll and proceeding to narrate your fairy messing up horribly. Similarly, when you fail a roll, your opponent or the GM may narrate that you get what you want anyway. This is totally allowed. Though it might not always be in the way you expected...

The GM's job is to provide entertaining drama. If the GM's narration gives you what you wanted on a failed roll, she probably has something up her sleeve. This should worry you! We'll talk a bit later about when it's appropriate for the GM to narrate failure into success. For now, just bear in mind: if your **GM** is being unusually generous with her narration, be afraid.

We'll talk about how to make rolls in a little bit. But first, let's take a closer look at the tools you'll use to do so: your Facets, and your Quirks.



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The GM's Responsibilities

For Players

?

If all this is confusing, you can assume that *in general*, when you fail a roll, you're not going to get what you want. Likewise, even though there's no rule that says you *have* to use a successful roll to make your fairy succeed at the task at hand, we're going to assume that *most of the time* you're going to take advantage of your temporary narrative authority to have your fairy do something awesome. It's completely okay to treat a successful roll as the same thing as a successful action, and a failed roll as a failed action. The game won't break if you do!

Using Facets & Quirks

Before you actually roll the dice, the first step is always to determine which Facet you're using, and what Quirks you'll use to help.



Using Facets

Powers 101

Every roll you make is based on one of your Facets. Most of the time, you'll get to choose the Facet. Sometimes, though, this will be decided for you; for example, you might use a **Power** that requires you to roll a certain Facet. Similarly, sometimes the GM will ask for a roll against a particular Facet in order to react to a sudden threat.

Your Fairy 26

Back in the **character creation** chapter, we talked about how Facets are less concrete physical or mental traits and more approaches to overcoming challenges. In game terms, it means that there are no real limits on which Facet you can roll to face a given challenge. No matter how inappropriate a given Facet might seem under the circumstances, you're always allowed to give it a try.

This doesn't mean that Facets are interchangeable, though. Remember that when you succeed at a roll, the real prize isn't doing well at some task – it's the right to narrate the outcome of whatever you just did. Your narration has to be appropriate for the Facet used for your roll. By the same token, if you fail a roll, the Facet used will serve as the GM's guide when she determines exactly how things go pear-shaped!



This section will assume that the GM is the one handling the narration when you fail. It may well be another player for some types of rolls, such as contests, but if so, she's likely to care more about what Facet *she* used to win than what Facet *you* used to lose. She can still use the failure guidelines for your Facet if she wants to really rub it in, though!

M**Rolling with Moxie**

Moxie is all about pure force. This force can be verbal or physical; you may not be able to bring much physical force to bear when you're twelve inches tall, but you're going to use what you've got! You're not going to be doing anything carefully – or quietly – with Moxie.

When You Succeed – Describe how you overwhelm all obstacles in your path. This might involve breaking stuff, shouting someone down, or punctuating your actions with a hot-blooded monologue.

Red disrupts a live telecast of the Gravityball World Championship game by photobombing every camera in the stadium.

Letty rolls a sleeping ogre down the hill and through the flock of geese that were closing in on her.

For Players



When You Fail – Failing with Moxie is all about overdoing it. The GM can have you break something you didn't intend to break, frighten someone away when you needed their help, or otherwise make a spectacular mess of things.

Calla attempts to hurl a full sack of flour, but only manages to tear it, subjecting the fairies to a bakery blizzard.

Mabby becomes the unwilling figurehead of a starship crew mutiny after trying to awe them with her raw majesty.

F

Rolling with Focus

Where Moxie is force, Focus is precision. Roll this Facet to ignore distractions and zero in on what’s important to your goals. This might simply be a matter of staying on task, or it might be a matter of finding just the right thread to pull – figuratively or otherwise!

When You Succeed – Describe how you overcome distractions and find the most efficient solution to your problem. You could find a hidden weakness, point out an important detail that everyone else has been overlooking, or overcome a threat by ignoring it completely – you don’t have time to get sidetracked!



Pooka carries the greased watermelon across the Valley of Excessively Shiny Things without picking up any bling whatsoever.

While everyone else is entranced by the slapstick puppet show, Letty manages to notice the “puppets” are actually gnomes waiting for a chance to attack, and more importantly, she successfully pretends she’s too sophisticated for mainstream puppetry.

When You Fail – Too much Focus can easily work against you. The GM can turn the tables and reveal an important detail that you yourself have overlooked, or have you blunder into danger while your attention is fixed elsewhere.



Robin is so intent on illustrating her fifty-seven-point plan to take over the GnomeCorp Gnetwork that she doesn’t notice the whiteboard being wheeled into the CEO’s office and her with it.

Without realising its true nature, Red’s attempt to hypnotise a Mirror Wasp only results in hypnotising herself.



Both Focus and Craft have an element of perception to them. When we say that your successful roll can let you notice or figure out new facts, you’re totally allowed to make those facts up on the spot and declare that they’ve been true all along. That’s what having narrative control means.

C Rolling with Craft

If it's complicated, it's Craft. This Facet covers both twisty reasoning and complex manual tasks. You may not know precisely what you're on about – fairies so rarely do – but Craft will let you fake it well enough that practically no-one can tell the difference.

When You Succeed – Describe how you cleverly puzzle out the answer to the problem at hand. You can deduce hidden facts and set up elaborate schemes. Even the craftiest solution tends to make things more complicated, but it's the kind of complicated that works in your favour.

Robin passes off her literal napkin math as a doctoral thesis at the Gnuclear Research Institute of Gnomoria.

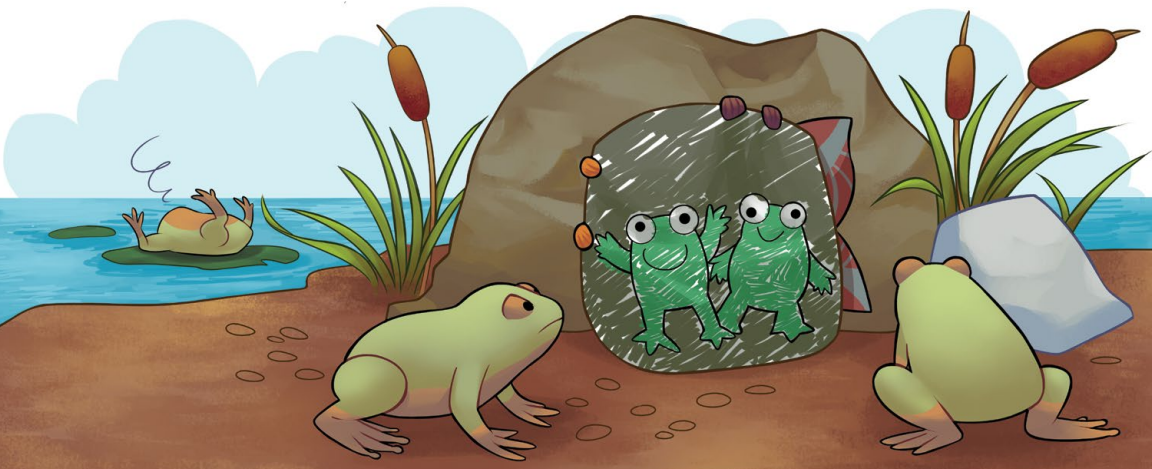
Calla sneaks the Duchess of Spiders through the Hall of Gazing Eyes by laying a meticulously placed trail of candied bacon for her.

When You Fail – Failing at a Craft roll is just begging for unintended consequences, and your GM will be only too happy to oblige. Your clever reasoning may reveal that things are much worse than they seemed, or your masterful scheme may (literally!) explode in your face.

Pooka deduces the Parfait Ziggurat can't possibly stay upright. This alerts the universe to the problem, causing the ziggurat to collapse.

When the Sultana asks Mabby to arrange the stars in the Ninefold Harmonious Orrery, all she gets is giant cogs and crystal spheres rolling through the streets.

For Players



G

Rolling with Grace

You can be awesome with any Facet, but if you need to look *extra*-awesome, Grace is your go-to Facet. Grace is often used reactively, to avoid sudden threats and conversational pitfalls, but you can also roll it just to show off.

When You Succeed – Describe how incredible you look as you deftly evade the obstacles in your path. Even when you’re trying to be inconspicuous, relying on Grace often means that you’re playing to the crowd.

Mrs. Fotheringham’s garden party is saved when Mabby reframes her wife’s faux pas as the “jape of the season!”

Robin humiliates a gnomish knight by wielding an oversized pencil like a rapier and scribbling limericks on her white armour.



When You Fail – Even the most graceful fairy sometimes overreaches herself. In some cases, you’ll find that you’ve avoided one threat, only to dance directly into the path of another! In other cases, your showboating will simply catch up with you, leading to a painful – but elegant – pratfall.

Letty deftly avoids the laser security system by flitting into the safe and locking the door behind her.

Pooka’s ritual dance placates the ursine ambassador, but is interpreted by the weremoose ambassador as a declaration of war.

S

Rolling with Shine

You'll usually roll Shine when you need a lucky break, especially when faced with something where you have no reasonable way of affecting the outcome. Fortunately for you, fairies aren't always bound by what's reasonable.

When You Succeed – Describe how you carry the day through blind luck. You might do so with reckless panache, or you simply might not realise that whatever you did shouldn't have worked!



Calla wins the heart of a daredevil Pixie princess by swooping through a swarm of Razor Bees to give her a single rose.

Red acquires an opera house from an ogre dilettante in a game of two-up rigged against her.

When You Fail – You have to take the bad luck with the good. When you fail a Shine roll, the GM can have the power of coincidence work against you in the most implausible ways. That's the downside of rolling Shine; while you can get away with just about anything when you succeed, the GM can do the same when you fail.



Letty's attempt to swashbuckle her way through the pirate ship is derailed when she discovers the cursed treasure map in the Captain's cabin and is sucked into an entirely different adventure.

Robin's plan to fund her new bandit army by raiding Imperial caravan trains is complicated when every single one of them turns out to be carrying nothing but inedible hard bread. For the Bread Festival. Of the Bread Goddess. Because it's Bread Month.



At this point you might be wondering if it's okay to just come up with excuses to always use your best Facet. The answer is: yes, yes it is. Sometimes this might not be the best idea in the long run, but if you really *want* to use Moxie in a situation that calls for tact and discretion just because it has the biggest number, go right ahead!

Using Quirks

Now that you know what Facet you're rolling, you have to determine how many dice you get to roll. At worst, you could end up with a measly one die; sometimes, you'll get to roll five or more! More dice is generally better, though in some situations it can cause complications in the long run.


This is where your Quirks come into play. You always get one die to roll, plus one extra die for each Quirk you tag. Tagging a Quirk means declaring that it should help you out with whatever you're trying to do. The bar for "help" is pretty low, though; most of the time, just finding an excuse to mention it is good enough. The GM or the group can veto a Quirk if it's obvious that you're *really* stretching things, but this should be a rare occurrence.

Quirks fall into several categories, as outlined below. The primary limit on Quirk use is that you can only tag one Quirk from any given category on any given roll. For example, you can't tag two Personal Quirks or two Costume Quirks on the same roll, but you can tag one of each.

Personal Quirks

Your Fairy 26

These are the basic Quirks that you always have access to. As discussed in the **character creation** chapter, Personal Quirks are about motivation. Where your chosen Facet tells you *how* you're acting, your Personal Quirks tell you *why*. You're not required to tag a Personal Quirk on every roll, but if you're staying in character you should be able to tag one on most rolls you make.



*Mabby's "Rich Fantasy Life" Personal Quirk is applicable to almost anything so long as her vivid imagination can paint it as something else. Rather than have Mabby be pointlessly weird or random, her player has her do things that fit with the story but describes her **reasons** for doing so as divorced from reality.*

Costume Quirks

Every **Costume** comes with a couple of Quirks attached to it. You can tag the Quirks on a Costume that you're currently wearing on any roll. Some Costume Quirks are like personality traits, in which case you can use them to guide your roleplaying while you're wearing that Costume, while others are more like skills. It's usually pretty clear-cut whether a Costume Quirk applies or not.

105

Costumes

While Calla is wearing the Mascot Suit, her player roleplays it to the hilt, adjusting Calla's normally laid back and jokey personality with big helpings of enthusiasm and team spirit. This helps her tag the Costume's "Energetic" and "Distracting" Quirks on most rolls.

For Players



Location Quirks

Locations 156

In spite of the fancy capitalised name, a Location is simply wherever you happen to be. The GM’s chapter talks about **Locations** in more depth, but for now it’s enough to know that Locations also have Quirks. You can tag a Location Quirk for an extra die on any roll made in that Location. Sometimes this will involve “stunting” off your environment, finding a way to use its features to your advantage, but for more atmospheric Location Quirks it’s enough to work their ambience into your narration.



Pooka has been cornered in the Hen House of the Ochre Temple by angry scholars that object to her creative adjustments to their sacred scriptures. The Location has the Quirks “A Bird in the Hand” and “Don’t Count Your Chickens”. Her player tags “A Bird in the Hand” when using a hen as a hand-held pecking weapon, and subsequently tags “Don’t Count Your Chickens” when confusing her foes with a seemingly infinite poultry mandala.

Other Quirk Sources

Assistance 70

Contests 75

There are also a number of situational ways to tag Quirks, like “borrowing” a friend’s Quirk when she decides to **help you out**, or even using an opponent’s Quirk against her in a **competitive roll**! We’ll mention those when we get to talking about the types of rolls where they apply. For now, though, let’s move on to learning when and how to actually roll the dice.



Tests

Costume Fairy Adventures is a fairly freeform game. In many cases, you'll simply say what you're doing, and the GM will describe what happens. Often, though, you'll want to do something that a fairy might mess up. (Note: there are a lot of things that a fairy might mess up.) That means it's time to bring out the dice. A basic roll to see if you mess something up is called a **test**.

For Players



How to Make a Test

Making a test involves several steps:


Using Facets 58

1. Determine which Facet you're rolling against. Sometimes the GM will tell you what **Facet** to use, but if you call for the roll yourself, you get to pick – so it pays to be proactive!

Using Quirks 64



2. Pick up one die, plus *another* die for every Quirk you have access to that might help out. Remember that you can only tag one **Quirk** in any given category.

Magic 98

3. Optionally, you can spend 1 **Magic**  to add a die to your roll. (You can only “buy” one die in this way.)

4. Roll the dice, and look for the highest die that's less than or equal to the Facet you're using. The face value of this die is your Result. If all of the dice came up higher than the relevant Facet, your Result is 0.

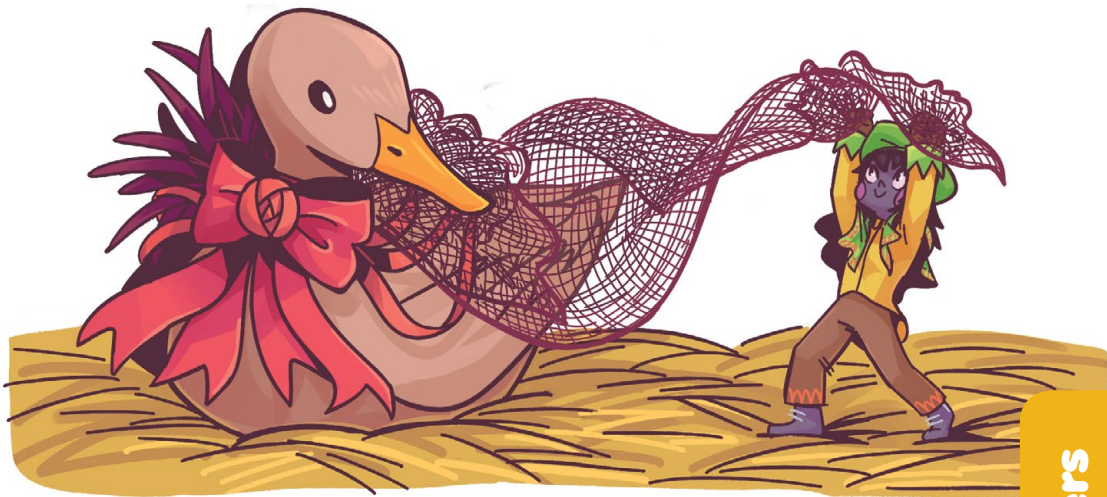
Trouble 163

5. Count up the number of 6s rolled. For each 6, you gain a point of , and the GM gains a **Trouble Die** .

6. If your Result is 1 or higher, you succeed. (*Yay!*) Otherwise, you failed. (*Boo!*) Your exact Result on a success doesn't always matter, but you should remember what it is since it may come up in a moment.



If you didn't have any dice to roll, your Result is also 0. This normally can't happen unless some special rule is in play, since you always get one die to start with, but we thought we'd mention it.



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

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

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

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

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

With two 6s, Pooka gains 2 🎲 and the GM gains 2 🧐.

Assistance

If one of your friends wants to help you out, you can tag her Quirks in addition to your own in step 2. She counts as a separate Quirk “source”, so you can tag one of her Quirks *and* your own personal set on the same roll. You can’t tag one of your helper’s Personal Quirks and one of her Costume Quirks at the same time, though – she can lend you at most one die, so you have to pick one or the other. No double dipping!



Assistance on a test must be voluntary, but there’s another situation where you can tag someone’s Quirk even if she doesn’t want you to. We’ll talk about that in the next section.

Calla, in the Artist’s Smock, is attending the ewe’s makeup, hoping to emulate the Countess’ extravagant style. For her test, Calla’s player uses Shine (Grace might have been technically more applicable, but for this test, going as fabulous as possible works), and tags her “Comedian at Heart” Personal Quirk (lipstick on a ewe!) and the Artist Smock’s “Creative Genius” Costume Quirk. Each Quirk gives a bonus die in addition to her starting die, for a total of three.

Letty, in her Princess Dress, graciously offers her assistance, being obviously the authority on all matters of beauty. Her player suggests tagging the Princess Dress’ “Glamorous” Costume Quirk, but Calla’s player feels Letty’s “Self-important” Personal Quirk is more appropriate for emulating the Countess. This adds another bonus die, for a total of four.



Outcomes

When you succeed on a test, you get to narrate what happens. The GM or the group can veto you if you try to do something that's just too silly, like saying that you ate cake so hard the world blows up, but generally you'll have free rein – with two important limitations.

First, as the outcome of a test, you can't narrate anything that would remove another character from play, tinker with her game traits, or otherwise mess with her in any real way. You need to win a different kind of roll, a **contest**, in order to do that. For the purpose of this rule, anything with its own Stress Limit counts as a character.

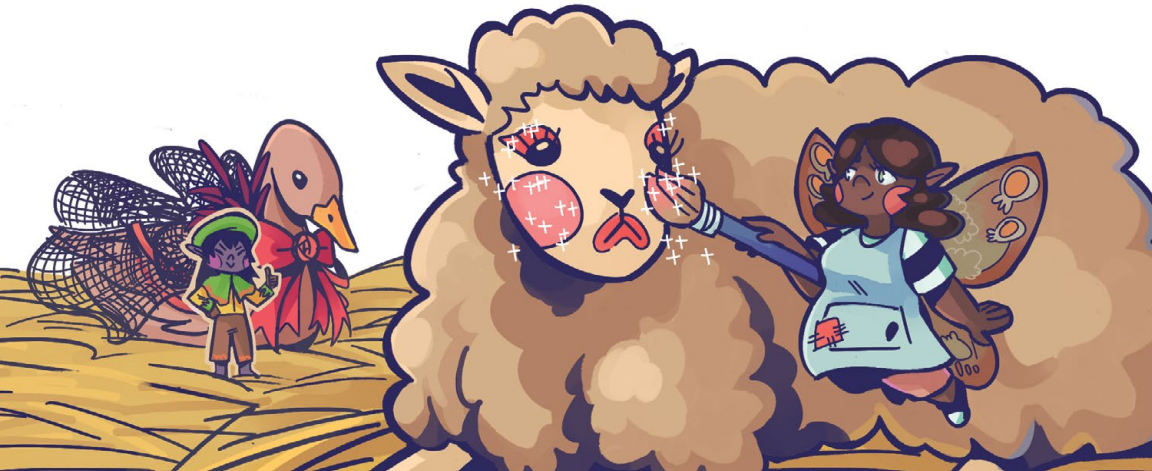
75 Contests

For Players

Calla's player rolls four dice against her Shine of 4, scoring 2, 2, 4, 5. This gives her a Result of 4, a success (1 or better is a success on a test!). She narrates the ewe's makeup as being hauntingly reminiscent of the Countess, while still reminding everyone a little bit of Letty.

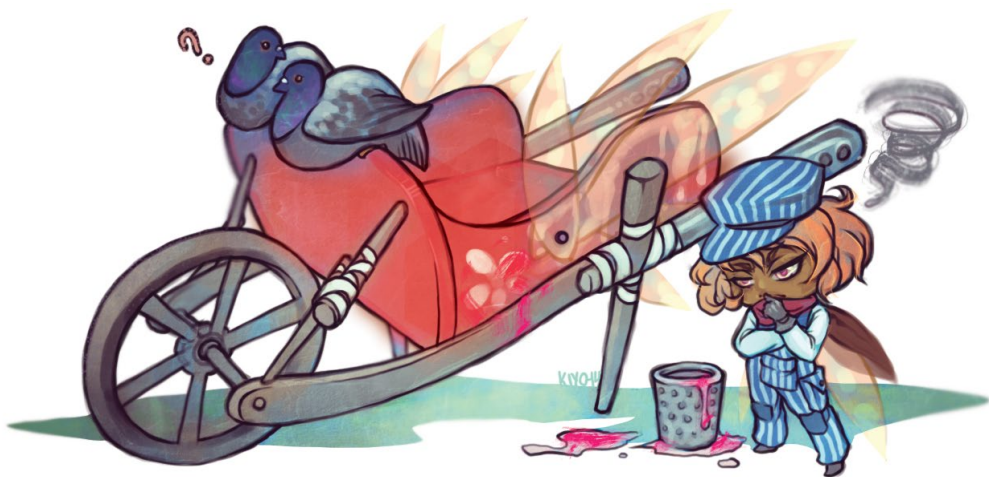
Calla isn't using a Costume Power, Wishful Thinking or anything else that would create a literal illusion or otherwise convincingly disguise a sheep as a noblewoman, so her narration is constrained in that respect – but "hauntingly reminiscent" should be very useful in the context of the duck hat and the rest of the plan.

Likewise, while she wanted to have a joke at Letty's expense, she can't actually affect Letty herself without a contest. Narrating the ewe as now somewhat resembling Letty doesn't have any direct consequences for the Elf, so that's allowed.



Secondly, if there's anybody present who objects to whatever you're narrating, and she's in a position to make that objection matter, she can roll to try and stop you! This retroactively turns the test into a contest. We don't expect this to happen very often – normally, such rolls will be contests from the beginning – but we're including it because sometimes it won't be 100% clear what you have in mind until after you've rolled.

Letty didn't expect to be made fun of in return for her assistance, and her player could legitimately object to Calla's player's narration and oppose it with a retroactive contest. But Calla's Result of 4 is a little rich for her blood, so she declines in favour of plotting a later revenge.



?

It's bad form to wait and see how someone's roll turns out before deciding whether you object. It's fine if you didn't realise what your prospective opponent was planning, but if it looks like you're consistently abusing the privilege of objecting after the fact for tactical advantage, the GM can decide that you missed your chance. This rule can be relaxed if you're playing by forum or email, since you may not see the outcome of a roll right away.

(On the flip side, when you're the one making the initial roll, it's in your best interests to make it crystal-clear what you're trying to do, so that nobody can claim they didn't realise what you were up to after seeing your roll!)

Failing a test means that the GM gets to narrate what happens. This doesn't necessarily mean you *don't* get what you want, but if you do, it'll be on the GM's terms. This usually means more drama!

In addition, the GM can impose any or all of the following consequences for your failed test:

- ★ You fail to avoid some form of danger and suffer ⚡. This might mean just a point or two if there wasn't much danger to begin with, while something much more dangerous could inflict 1d6 ⚡ or more!
- ★ You pick up a **Temporary Quirk**. This is likewise often the result of failing to avoid a danger.
- ★ The situation changes so that nobody can use the same Facet to try and accomplish the same thing. This is especially common when the test was called for because of something you did, as opposed to something you had to avoid.

86 Stress

90 Temporary Quirks

Red is taking care of the "Countess" undercarriage, converting a wheelbarrow into something that would fit under the (admittedly voluminous) stolen skirts. Her player declares she'll just be bending and snapping off various wheelbarrow pieces with her AWESOME PIXIE MIGHT, and will thus be rolling against her Moxie of 4. Since she's using her best Facet, she's confident of success and only tags Red's "Noisy" Personal Quirk in addition to her starting die, for a total of two dice.

She rolls boxcars: 6, 6. Apart from gaining herself 2 🌪 and the GM 2 🌀, she has no dice showing equal or less than her Moxie, and thus has a Result of 0. She fails!

The GM narrates Red snapping the axle and bending its frame. The former wheelbarrow still rolls, but awkwardly at best and with a horrible grinding noise. It's now so fragile that Moxie can't be used to repair it. Furthermore, she awards Red the "All Thumbs" Temporary Quirk.



Contests

Sometimes a simple test isn't enough to sort things out. When two players want mutually exclusive things, or when you're trying to mess with another character directly, it's time to go head to head – it's time for a contest!

How to Have a Contest

A contest is basically an “opposed” **test**: you both choose a Facet, gather up your dice, and roll. Whoever gets the highest Result wins!

There's no particular order of events, but you have to make all of your decisions – including whether to spend **Magic** or use **Powers** – *before* you see the outcome of your opponent's roll. This rule can be relaxed if you're playing via forum or email, or if you didn't realise what your opponent was trying to do until she started narrating the outcome – we talked a little bit about such “retroactive contests” in the previous section.

Winning a contest can mean a couple of different things, depending on what the contest was about in the first place:

- ★ If you were competing for the same goal, you beat the loser to the punch, and are allowed to narrate her ignominious defeat.
- ★ If you were trying to *do* something to the loser – push her into a puddle, paint her pink, etc. – then you successfully do it, subject to a few limitations discussed below.

In either case, the loser suffers **Stress** equal to your Result. (This means your total Result, not the difference between the two Results – we're not asking you to do any math here!) This happens even if you were competing for an external goal, and is not optional: the loser of a contest always suffers Stress. Be sure to apply this effect *first* – you might not be able to get what you want after all if you accidentally make your opponent **Stress Out**!

67 Tests

98 Magic

101 Powers

86 Stress

89 Stressing Out



Contests and Consequences

The basic effect of winning a contest is the same as for succeeding at a test: the winner gets to narrate the outcome. However, you *don't* get to narrate what your opponent actually does. You can describe stuff happening to her, but her actions and reactions remain her own. You also can't describe anything that would remove her from play or otherwise prevent her from taking any actions at all unless your roll made her Stress Out. As with tests, these limitations apply whenever you're dealing with something that has its own Stress Limit.

In game terms, the consequences for the loser can take two forms:

- ★ Stress
- ★ Temporary Quirks

The loser always suffers Stress equal to the winner's Result, though certain Powers can adjust this number. Whether she also suffers a Temporary Quirk is up to the winner. A contest can impose at most one Temporary Quirk.

Calla has obtained the Polyester Suit and wants to wow human theatre-goers with an anachronistic display of funk. Her player tells the GM that she'll interrupt the production of "Romio and Juliet" at the Planet Theatre to lay down some smooth moves. The GM is about to call for a test when Mabby's player interrupts.

"I won't let this happen. As Queen of the Fairies, I'm honour-bound to protect my subjects from even the most terrifying fates. I've got the Firefighter's Uniform on, and I swear I will rescue Calla from disco!"

The GM declares they'll be resolving this inanity with a contest. She decides that the Planet Theatre has the Quirks "All the World's a Stage" and "Tragedy of the Commons".

Calla's player nominates Shine as her Facet, because her dance will be **dazzling**. She tags Calla's "Your Own Little World" Personal Quirk (today, it's a world of disco), the Polyester Suit's "Smooth Moves" Costume Quirk, and the theatre's "All the World's a Stage" Location Quirk (because she's bringing disco to the world). Three Quirks plus her starting die gives her four dice, and she spends 1 🎲 for a total of five.

Mabby's player decides she'll use her Grace, intending to stage a deft and heroic rescue in which she smoothly sweeps Calla off the stage in her arms. She tags her "Noblesse Oblige" Personal Quirk, her Uniform's "Rescue Specialist" Costume Quirk, and the theatre's "Tragedy of the Commons" Location Quirk (because there could be no greater tragedy than the commoners being infected with disco). Like Calla, she spends 1 🎲 for a bonus die, for a total of five dice.

Calla's Shine is 4, as is Mabby's Grace, so both fairies are rolling five dice against a Facet of 4.

Calla rolls 2, 4, 4, 5, 6, for a Result of 4.

Mabby rolls 1, 2, 3, 5, 6, for a Result of 3.

Calla wins, and Mabby takes 🎲 equal to Calla's Result, for 4 🎲. Calla's player narrates dodging Mabby's heroic rescue at the last second with a particularly ostentatious strut, causing the Sprite to hurtle past into the scenery. She elects to inflict a Temporary Quirk on Mabby, bestowing "Can't Stop the Music" on her.

She then proceeds to describe Calla's extreme funk and the crowd's wild reaction in exhaustive detail until she is mercifully stopped by the GM.

Special Situations

Because contests involve multiple characters acting all at once, there are many special situations that can come up. We'll try to address these below.

Ties

If you get a tie in a contest, nobody wins! This is the only circumstance where the GM gets to narrate the outcome of a contest between two players – expect her to be fiendishly inventive. In addition, everybody involved takes Stress equal to the tied Result. If both participants in a contest manage to fail their rolls, this also counts as a tie; in this case, the GM can assign as much or as little Stress to each participant as she likes.

Red and Robin have infiltrated the hold of a famous explorer's ship, intending to alter her trophies to support a more fantastic image of lands across the far seas. Inevitably they have creative differences over theme. Red wants to plant evidence of terrifying dragon-fairy warriors; Robin wants bizarre mystic enigmas. Naturally, they seek to resolve this impasse with name-calling, glue and gunpowder.

After rolling, both have a Result of 3, a tie. Both fairies suffer 3 ⚡, and narration passes to the GM, who gleefully explains that they suffered that ⚡ in the course of accidentally sinking the ship. Not only have they sent priceless artefacts to the bottom of the river, they've made an enemy of the dashing explorer and her crew!



Edge

In some contests, you'll benefit from something called **edge**. Edge is a special bonus that's added to your Result only for the purpose of determining whether you win contests. Having edge doesn't increase the amount of Stress your opponent takes when you win, nor can it turn a failure into a success – a Result of 0 is always 0.

Edge can be specially granted by Powers, but the GM can also grant edge whenever you'd logically have a big advantage over your opponent. Common sources of edge include:

- ★ If you're trying to escape from **Big Folk**, and you're in a large enough space to take advantage of your superior mobility, you'll usually get +1 edge against them. This *does* stack with edge from a Fairy's **Superior Flight** Power – Fairies are annoyingly difficult for Big Folk to catch! 153 **Big Folks**
- ★ On the other hand, if you ever end up in a contest of raw strength with Big Folk, they'll get *at least* +1 edge against you! Fairies usually don't arm-wrestle humans for good reason. 30 **Fairies**

Not long after, a damp and bedraggled Red and Robin are fleeing the explorer and her wrathful crew. Since the explorer is a crack shot, they reason staying low to the ground and flying through the crowded wharf is the safest course.

Once again they differ on implementation details. Robin's player is of the opinion that Red's higher Stress Limit naturally obliges her to stay behind and delay their swashbuckling foe. Red's player thinks that everything that has transpired is Robin's fault somehow, and she should take responsibility. Red will hurl fresh-caught fish at the fleeing Pixie, while Robin will try to startle cart-horses back in Red's direction to cover her escape – another contest!

The GM decides that Robin's "Superior Flight" Power applies to this contest, giving her +1 edge. Red's player rolls a Result of 4, while Robin's only scores a 3. But Robin's +1 edge raises her Result to 4 for the purpose of comparison, causing another tie.

The GM describes the hurled fish being mashed under the hooves of the terrified horses, the odour overpowering the fairies. As the humans on the wharf struggle to get away from the stench, our heroines are left exposed, easily spotted by their pursuers...

Surprise Attacks

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

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



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

Scuffles

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

Using Your Opponent's Quirks

Assistance 70


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

Ganging Up 84




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


In contrast to the chaos surrounding her friends, Letty strides through the silent pews of a grand cathedral, planning to add her own special touch to the site of the upcoming royal wedding. She even condescends to walk upon the marble itself, lest her airborne stride alert the humans.

The GM cheerfully informs Letty's player that such precautions are useless against the even stealthier menace that attacks her from the shadows – a gninjitsu smoke bomb explodes at Letty's feet! Gnomish gninjas in league with the throne! The GM decides that their cowardly ambush is a Surprise Attack.

Letty's Result is automatically 0, so her player elects not to roll for the contest. The GM rolls for the attacking ginja and scores a 2, beating Letty's 0. Letty takes 2  and the GM places the "Lost in the Ginja Clouds" Temporary Quirk on her.

Letty's player has been waiting to unleash her ace in the hole – the Magical Girl Dress she's been holding onto all session. The Costume's "Transformation Sequence" Power allows her to Quick Change into it for free; she does so, narrating the smoke being pierced by beams of ruby light as she unlocks the unlimited power of her heart! In particular, she describes the Staff of Peace materialising from the wellspring of her infinite compassion. She then declares she'll be playing a rousing game of Ginja Golf, informing the GM that she wants a scuffle.

Letty beats the first ginja with a Result of 3. The Magical Girl Dress has a Power named "Final Strike", which can be activated on a successful scuffle to double the  inflicted. Her player happily pays 1 , describing the attack as great ruby wings of light bursting from the staff to envelope the gnome in a smothering hug. 6  is enough to Stress Out the ginja, leaving our heroine victorious... but still outnumbered – gninjas never attack alone.

Mabby to the rescue! She's here to redeem her shame from the disco incident, but more gninjas emerge from the shadows – it'll be a contest. Mabby's player nominates Grace as her Facet, tags "Noblesse Oblige" and spends 1  for a bonus die. She narrates orchestral theme music playing over the rescue, tagging the "Can't Stop the Music" Temporary Quirk inflicted on her earlier. That's four dice, but since she really needs to win this one after her humiliation at the theatre, she wants at least one more.

Mabby's player declares she'll tag the gninjas' "Law of Inverse Ginja Strength" Quirk, reasoning that if there's this many of them, they must be mere goons. (Gnoons?) The GM didn't have that Quirk written down for the gninjas, but it's too good to pass up – she scribbles it on their sheet, and grants Mabby her fifth die.

Persuasion

Someone might get the bright idea of using a contest to persuade another PC of something – to get her to do something, or convince her to go along with some scheme.

This is allowed. Fairies are inconstant and easily confused creatures at the best of times, and being bamboozled into going along with something deeply unwise is all part of the fun! However, since the winner of a contest never gets to control the loser's actions, you have options you normally wouldn't:

- ★ If you find yourself persuaded, you're totally allowed to use Evil Genie Logic to twist your opponent's words and intentions. You *are* a fairy, after all, and those stories don't come from nowhere. When you convince a fairy to help you out, it would often be better if you hadn't!
- ★ Alternatively, you can voluntarily take a Temporary Quirk reflecting the change in attitude that your opponent has inspired in you. This works like any other Temporary Quirk, and doesn't compel any particular action, though it *can* be used against you in future contests. This is normally the only situation where the loser of a contest gets to choose the Temporary Quirk she takes.

NPCs receive no special protection against being persuaded in contests, and the GM should try to respect your intentions unless you're trying to get the NPC in question to do something *really* out of character.



To be absolutely clear, these rules are meant to cover situations where a contest is being used to persuade you of something that *your character* would normally object to. If another player is trying to use a contest to make your character do something that you, *as a player*, are genuinely uncomfortable with, don't use these rules. Ask for a time-out and explain that what they're asking for isn't cool with you.

Given *Costume Fairy Adventures'* PG rating, we don't expect this scenario to come up very often, but everybody's comfort zones are different. Game rules cannot and should not dictate where your boundaries lie.



While swashbuckling and gninjitsu make for compelling gaming, the GM is eventually forced to acknowledge that Calla has been on a disco rampage all this time. She has left nobles, merchants and commoners boogieing in her wake, and has turned at last on poor Pooka.

She finds the Goblin helping herself to the luxuries of a fine manor, impersonating the young heir to the estate despite being half her size. Calla's player declares she'll attempt to persuade Pooka to dance by busting out some enticingly funky moves along with a beckoning finger.

Pooka does not want a bar of this and attempts to order "her" servants to eject the troublemaker. But out-of-character her player has no problem with it as the result of a contest, and is happy to roll it out.

Both players choose their Facets and assemble their dice (Calla's player tagging Pooka's "Disarming" Personal Quirk, arguing the assertive ordering about of servants doesn't fit the quiet and gentle Goblin). Since disco is apparently an unstoppable force at this group's table, Calla rolls a Result of 4 to Pooka's 3 and is victorious.

Calla's player narrates Pooka being grudgingly persuaded by her hypnotic hustle, but can't narrate how Pooka acts on that persuasion. Pooka's player is obliged to make good on the persuasion, but is free to fulfil it as she pleases.

As such, Pooka locks herself in a store-room under the stairs and dances her little heart out in the dark.

Multi-way Contests & Ganging Up

It's entirely possible for a contest to involve more than two characters. We recommend a couple of approaches to help keep things simple:

- ★ If it looks like there are two “sides” to the contest, have each side nominate a leader to actually make the roll. The other characters on each side can contribute dice using the **Assistance** rules for tests. Roll things out as though it was a one-on-one contest between the two leaders. The leader of the winning side gets to narrate the outcome, while the leader of the losing side gets to decide which character on her side takes the Stress.
- ★ If there are more than two sides, try to reduce the number of characters acting as much as possible using the previous rule, then just have everyone who's left roll and hope for the best! Every side or character who doesn't win the contest takes Stress equal to the winner's Result; if there's a tie for the highest Result, then everybody suffers as though the contest had been a tie.

Assistance 70

Fairy Free-
For-Alls 212

If you want to handle things in more detail, you can talk to your group about using the **Fairy Free-For-Alls** Plugin, which is specially designed for this type of contest.



As the session draws to a close, the fairies are reunited but trapped on the grand Capitol Bridge between swashbucklers, gninjas and disco hordes. It's an exciting scene, but also a clash of genres the GM isn't sure how to resolve.

"Can we please have a dance-off?" says Calla's player. "PLEASE? I'll bake a cake for next session."

The GM requires no further convincing and capitulates to the disco juggernaut. She decides that it will be a three-way contest between the heroic explorer, the Gninja Princess and Calla, each serving as the leader of her own group. The winner narrates the end of the session.

The explorer gains Assistance from her crew in the form of their "Scurvy Dogs" Quirk. The gninjas help their Princess by not helping, allowing her to claim Assistance from their "Law of Inverse Gninja Strength" Quirk.

Calla tags "I Told You So" from Letty (she told them disco was the future!), "Rich Fantasy Life" from Mabby (who hasn't dreamed of a pirates vs gninja dance-off?), "The Better Part of Valour" from Pooka (this is so much safer than a scuffle), "I Have a Plan" from Robin (the plan is disco) and "Hot-blooded" from Red for hot-blooded funk. With her own Quirks and a 🎲, she assembles a terrifying nine dice.

The bones are rolled; the explorer gains a 3, the Gninja Princess an unlucky 2, and Calla rolls a 4 (multiple 4s).

Disco reigns. The explorer, her crew and all the gninjas take 4 🎲 from Calla's winning Result. Then Calla's player closes out the session by narrating the boogie that remade a nation in disco.



Stress & Temporary Quirks

Fairies are resilient creatures. In spite of her small size, the average fairy is much tougher than the average human. Being made more of magic than matter, fairies don't really bleed or get injured (unless it would be funny or dramatically appropriate), and even getting blown up or squished flat isn't *that* big a deal.

Being functionally immortal doesn't mean that nothing bad can happen to you, though – even fairies have their limits! In game terms, these limits are reflected by two traits: Stress and Temporary Quirks.

Stress

Every fairy has a trait called **Stress Limit**. This represents your ability to shrug off bad stuff. You made a note of your Stress Limit when creating your character; unless you have a Power that says otherwise, a typical fairy's Stress Limit is 10. Physical, mental, and emotional hardships can all inflict Stress. Stress points add up until they exceed your Stress Limit, at which point you **Stress Out**.



Suffering Stress

Stress can come from two sources: failing a **test**, or losing a **contest**. When you fail a test, you suffer as much Stress as the GM thinks is appropriate; this can range from one point to 1d6 or more. When you lose a contest, you suffer Stress equal to the winner's Result.

67 Tests

75 Contests

Stress suffered (or recovered, as outlined on the next page) will sometimes be shorthanded with the following icon: ⚡. For example, 1d6 ⚡ means "roll one die and suffer (or remove) that much Stress". This icon always refers to points of Stress added to or removed from your current total; other terms that contain the word "Stress", like "Stress Limit", will always be written out in full.

Some **Powers** or other special effects can modify the amount of ⚡ received in a particular situation. Amounts like this will be written using a plus or minus sign, like +2 ⚡ or -1 ⚡. There has to be at least *some* Stress for these effects to modify – a Power that boosts the amount of Stress you inflict doesn't help you if you didn't inflict any Stress in the first place!

101 Powers



Because we know somebody is going to ask: a special effect that reduces the amount of Stress you suffer from a particular threat cannot reduce the amount below 0.



Letty and Robin have been fiercely debating how to approach the famously testy Goat Queen of Herneswood, and their players decide to resolve it with a contest. Letty wins with a Result of 3, so Robin suffers 3 ⚡. Letty is wearing the Gothic Dress, which has a Power that enables her cutting remark to inflict a further 2 ⚡, bringing Robin up to a total of 5 ⚡.



"The first time a plan of yours actually works, Robin dear, we'll have a parade and erect a statue in your honour. But nothing you've suggested today will trouble the stonemasons I'm afraid..."

*Robin's player decides to roleplay her reaction as tearing up and running away from that frightful Letty: while it's **true**, it's not **nice**!*








Removing Stress

Your current Stress can go down as well as up. There are two ways of recovering Stress that are open to everybody:

- ★ You can recover 1d6  by eating something. The “something” in question has to be food, and the amount must be at least equivalent to a full-sized meal for a human. You can eat that much food quickly enough that only one roll is allowed to try and stop you. As a creature of magic, you don’t actually *need* much food to sustain you, but you can really pack it away when you’re so inclined!
- ★ You can remove all  with a few hours of R&R. A good night’s sleep always qualifies, as might a hot bath, a large feast, etc.

Powers can give you additional ways of recovering Stress, so be sure to read your Costume Cards carefully.

Fleeing from her awful Elf “friend”, Robin blunders into the larder of a human cheese artisan. Sobbing uncontrollably, she comforts her wounded heart by devouring every piece of cheese within reach.

For a fairy, this is a healthy and appropriate way of dealing with emotional wear-and-tear. Robin’s player rolls 1d6 to see how much  she recovers, and scores a lucky 6. This removes all of the 5  inflicted by Letty, bringing her down to 0 . If she’d had 6 or more  a full 6  would have been removed, but as it is the extra point has no effect other than making Robin feel better.

Stressing Out

When your current Stress exceeds your Stress Limit, you Stress Out. This means three things:

1. You discard your current Costume (i.e., the Costume you're wearing right now).
2. Your current Stress is reduced to 0.
3. You go on an enforced **Break**. This follows all the usual rules for Breaks, so you can **Scrounge**, **change Costumes**, or anything else you could normally do on a Break while you're waiting to get back into the game.

94 Taking a Break

107 Scrounging

109 Getting into Costume

When you Stress Out, narrate your exit in a way that's appropriate for whatever took you out. You might get squished flat, storm off in a huff, or just sit down and cry. If in doubt, you can always explode in a cloud of multicoloured glitter – fairies are notoriously unstable! (Don't worry; you'll get better as soon as you get bored with not existing.) This is an exception to the rule that the winner of a contest has full narrative control: a fairy's player always gets to narrate how she goes out. The contest's winner may, however, veto anything that would negate whatever she was trying to accomplish.

Letty's player is quite fond of coming up with cutting remarks, and has continued to use the Gothic Dress' Power all session. As a result, she's inflicted a tremendous amount of ⚡ on... everybody... and taken 8 ⚡ in return.

She's considering seeking out a pie, when Robin appears and rolls a gigantic wheel of cheese downhill at her – initiating a scuffle (her player reasons Letty can eat the cheese and heal up if she wins, so it's "fair"). Robin wins, and Letty suffers 4 ⚡, taking her to 12 ⚡, over her Stress Limit of 10. She Stresses Out.

Letty's player asks if she could, in accordance with Elven dignity, imperiously explode before the cheese reaches her rather than suffer the humiliation of being squished. The GM and Robin's player graciously grant her request.

The Gothic Dress is discarded, much to Letty's player's dismay. She removes all ⚡ from Letty, and then heads off to the kitchen to prepare more snacks during Letty's Break while everyone else gets on with the game. By the time she's made tea and cut some more cake Letty should be able to rejoin the game.

Temporary Quirks

On top of Stress, which serves as an abstract measure of how frazzled you are, you can also pick up Temporary Quirks. These are specific traits gained as a result of things that happen to you in the game. Being dunked in a lake might make you “Soaking Wet”, while drinking soda pop could cause you to become “Sugar Buzzed”, for example.



Remember, kids: always drink soda pop responsibly!

Gaining Temporary Quirks

As with Stress, there are a few common ways of gaining a Temporary Quirk:

- ★ When you fail a test, the GM can give you a Temporary Quirk in addition to any Stress or other effects.
- ★ When you lose a contest, the winner can give you a Temporary Quirk. This has to make sense in terms of the winner’s narration of her victory. As with failing a test, this happens in addition to any Stress you suffer.
- ★ Some Powers can cause you to acquire a Temporary Quirk. Assuming the Power works, this is automatic – you don’t get to make a test to refuse the Quirk!
- ★ Certain actions on your part may cause you to acquire a Temporary Quirk. As above, there’s no option to refuse these, though the GM should always warn you when you’re about to do something that would make you pick up a Quirk.



Later, while defending the Goat Queen’s precious collection of Curse Dolls, Robin unwisely uses her cheese wheel as a bludgeoning weapon against a Volcano Marmot. When she loses the scuffle, the GM decides that the cheese is instantly melted, and Robin gains the Temporary Quirk “Fondue’d” in addition to the ⚡ she suffered.



Losing Temporary Quirks


As the name suggests, Temporary Quirks go away after a while. This is mostly a matter of what makes sense narratively: “Soaking Wet” will dry out in short order, while “Covered in Garbage” might need a bath to get rid of it, and “Sugar Buzzed” goes away on its own after your next **Break**.

If no other method of recovery suggests itself, any circumstance or effect that would allow you to recover at least 3 Stress may instead allow you to remove one Temporary Quirk. If the Stress recovery is rated in dice, you have to actually roll a 3 or better to get rid of a Temporary Quirk.

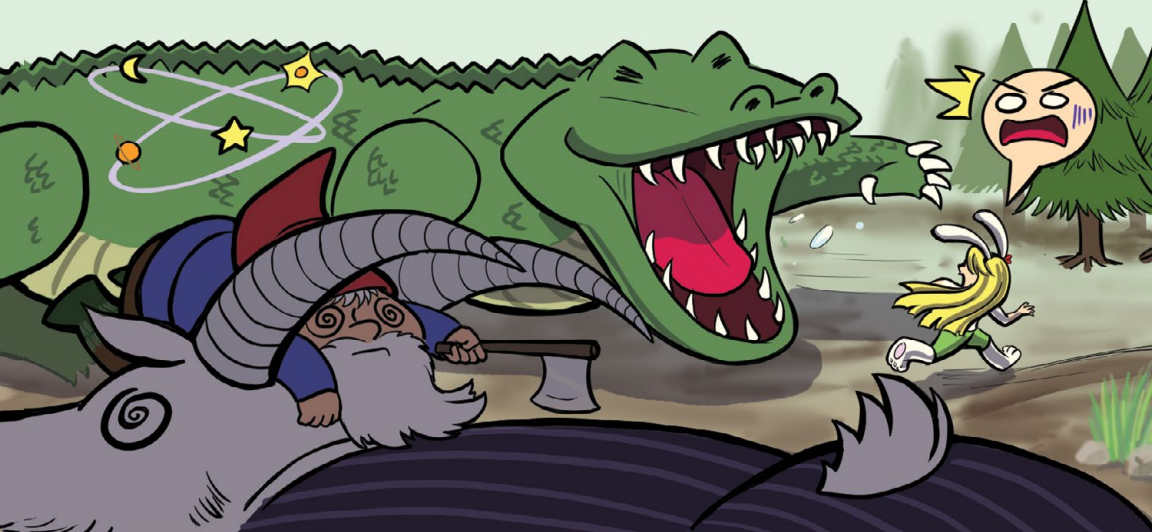
A Temporary Quirk might also “fall off” because you have too many of them already – we’ll cover this a little later on.

94 Taking a Break

“Fondue’d” represents a thick coating of sticky molten cheese – it’s not easy to be rid of! A bath, scrubbing brush and lots of soap are suggested, but the fairies have already squandered a great deal of time, and would prefer a quicker solution to avoid enraging the Goat Queen further.

Luckily, Letty’s player is in a generous mood with a plate full of cake and a cup full of tea, and Letty is now wearing the Maid’s Uniform. She spends 1  and uses the Costume’s Power to instantly and discreetly remove the cheesy mess and its attendant Quirk, with a genuinely kind smile. All is forgiven?





Using Temporary Quirks

While you have them, Temporary Quirks work just like regular Quirks. You can tag them for extra dice on your rolls – and your opponent in a contest can tag your Temporary Quirks for extra dice to use against you! Just like any other kind of **Quirk**, you can tag at most one Temporary Quirk on any given roll.

Using Quirks 64

Temporary Quirks aren't always bad. Sometimes they can be just what you need to get out of a jam. Just remember that since recovery from Temporary Quirks is partly up to the GM, your helpful Quirk may go away at the worst possible moment.

Costumes 105

Costumes are a better solution when you need a reliable Quirk!

Earlier, during her snarky Gothic Dress rampage, Letty acquired the “So Many Enemies” Temporary Quirk. While she’s managed to patch things up with Robin, she hasn’t appeased the humans, goats, gnomes, giant mantises and flying crocodiles who suffered from her razor tongue earlier; even her post-explosion Break hasn’t removed the Quirk.

Most of those enemies have now arrived to menace Letty and anyone near her. She tries to lure the flying crocodiles into the thick woods of the Queen’s Horns, but the GM tags “So Many Enemies”, claiming that the gnomes on her flank slow her down and make matters easier for the crocodiles. Letty’s player counters by tagging “So Many Enemies” herself, arguing the gnomes are themselves blocked by irate goats seeking to trample her.

Limits on Temporary Quirks

Unless you have a Power that says otherwise, you can have at most three Temporary Quirks at a time. If you ever end up with more, the one that the GM thinks is least interesting “falls off”. This can include a Temporary Quirk you just gained, so you can’t count on picking up a new, harmless Quirk to push a more troublesome one off the list!

The “So Many Enemies” Quirk is causing the fairies too many problems, and the players convince themselves overflowing Letty’s Temporary Quirk limit is the way to get rid of it. With a combination of Wishful Thinking, Curse Dolls and the Grand Goat Couturier they’ve managed to stick Letty with “Fabulous Goat Mask” and “Bane of the Cheesemakers” – one more to go!

Sadly the GM thinks “So Many Enemies” is more interesting than their next attempts, “Herneswood Hero” (from an impromptu medal ceremony) and “Lady of the Goat Lake” (in which Letty distributed swords to the nonplussed Goat Court), both of which fall off straight away, keeping the original three intact. It’s only when Pooka’s gentle political negotiations tag Letty with “Betrothed to the Goat Princess” that the GM finally relents, allowing it to replace “So Many Enemies”, to everyone’s relief.

For Players



Breaks & Intermissions

Costume Fairy Adventures doesn't have a formal framework of turns and scenes. Instead, it has something called **Breaks**. Basically, any time you're "off camera" for a bit, you're on a Break.

Taking a Break

A Break can happen in several situations:

- ★ First, if you're actually away from the table (in a face-to-face game) or away from the keyboard (in a chat room game), that counts as a Break.
- ★ Secondly, if you're *not* away from the game, but your character isn't present or isn't participating for a while, you can count that as a Break. You can even retroactively declare that you were on a Break if you belatedly realise that you haven't said or done anything in-game for a bit. Maybe your fairy wandered off when no-one was looking?
- ★ Finally, if you're playing via forum or email, long delays between actions are normal, so you should instead work out with your group how many posts or messages have to pass before it counts as a Break.

Formally, a Break in a face-to-face or chat room game is five minutes long. In practice, it's however long it takes you to hit the restroom, refresh your snacks, or just stretch your legs for a bit. If you're on an enforced Break for some reason – typically because you **Stressed Out** – you might as well take the chance to do one or all of the above. In a forum or email game, we recommend a Break length of five posts or messages, though this will obviously vary depending on how much stuff goes on in a typical message!

Stressing Out **89**





If you do get up from the table or go AFK while on a Break, we recommend that you *don't* ask for an update when you get back. Blundering into a scene without the slightest clue what's going on is both more in-character and more fun!



The fairies are on the Avelice space station, planning to steal the new flagship Excelsior for poorly thought-out and largely forgotten reasons. Calla and Robin are having an animated conversation with the station's AI, trying to convince her that she has gravity the wrong way around and should reverse it post-haste. The GM is having a lot of fun roleplaying the AI, so she keeps the back-and-forth going for some time.

Letty's player takes this opportunity to excuse herself and go to the bathroom. Red's player is dying for another cuppa and gets up to put the kettle on. So both Letty and Red are considered to be on Break. By the time their players get back, Pooka and Mabby's players realise they haven't said anything for five minutes and retroactively declare their characters were on Break too.



Doing Stuff on a Break

By definition, you're not making any rolls or narrating any actions while you're on a Break; if you were, it wouldn't be a Break to begin with! That said, there are a few "off-screen" actions you're specifically allowed to take while on a Break:

Scrounging 107

- ★ You can **Scrounge** for a new Costume.

Getting into Costume 109

- ★ You can change into a different **Costume**, including a Costume you just gained by Scrounging.

Removing Stress 88

- ★ You can eat food to recover **Stress**, provided that the food is unguarded and within easy reach. (i.e., you can't eat on a Break if you'd need to make a roll to obtain the food.)

You can do any or all of these things on any Break, including a retroactive Break or an **enforced Break**. See the Costumes section for more details on Costume-related actions.

Stressing Out 89



So what were Letty, Red, Pooka and Mabby doing during Calla and Robin's chatterbox display?

Red had (as usual...) accumulated a great deal of Stress, and had earlier established that her pockets were filled with fistfuls of cake acquired during the incident with the catering ship. She spends the Break eating her cake on the cold floor of the server room, restoring 1d6 🎲.

Letty, Pooka and Mabby's players all want to Scrounge, and conclude between them that they ransacked the AI core's souvenir store. The GM isn't sure the AI core should have a souvenir store, but it's funny enough to go with. Letty and Pooka Scrounge up the Mascot Suit and Space-Age Armour respectively, and opt to change into them. Mabby Scrounges up the Old Fedora, but elects to keep her Deely-Boppers on until she can think of enough noir puns.



As an optional rule, you can also provide Assistance while on a Break. Stick around and comment on what other players are doing; whenever you come up with a particularly good zinger, you can lend one of your Personal Quirk dice to the target of your quip. This can be a good way to let everybody participate even while Stressed Out. Just make sure that you check with your group first – some will prefer a firmer fourth wall than this rule allows!

Intermissions

An Intermission is when everybody is on a Break at the same time. Usually, this happens when you move from one **Location** to another, unless the Locations are so close together that no real time elapses during the trip – there’s no space for an Intermission to happen if your destination is literally the next room, for example. An Intermission can also happen when the GM calls for a time-skip or otherwise glosses over a stretch of time.

156 **Locations**

An Intermission counts as a Break for everyone involved, and follows all the usual rules for Breaks.



While the humans are dealing with the chaos of up and down abruptly switching places, the fairies manage to sneak onto the bridge of the Excelsior and conceal themselves under chairs, inside maintenance hatches and by impersonating the Admiral’s parrot. Robin’s plan is to wait until the hangar doors are opened for the flagship’s launch ceremony, then simply go for a joyride.


The GM feels this plan will go horribly wrong long before the launch ceremony, but either way the fairies will have some time undisturbed on the bridge. She declares an Intermission (during which most of the fairies choose to eat food they’d picked up previously), and then skips ahead to the well-meaning AI directing the Admiral, Professor and the Senator to the bridge to throw a surprise birthday party for Calla.

Magic

Fairy magic is very powerful. Thankfully, fairies aren't the most self-aware creatures. Most fairies don't even realise that they're using magic – they just think they're really, really lucky. Even those who do have an inkling of their true power typically don't understand *how* they do it – though that doesn't stop some of them from pretending to be experts!

Magic Points and the Magic Pool

Every fairy has an individual trait called a Magic Pool. You start each session with three points of Magic in your Magic Pool. You can't go below zero, but there's no upper limit on the number of points you can accumulate.

“Magic points” will sometimes be abbreviated with the following icon: . You'll usually see this icon in the description of a **Power** to tell you how much it costs to use (if anything).

Powers  101



Gaining Magic

You gain a point of Magic every time you roll a 6 on a die in a test or contest. If you get multiple 6s on a single roll, that means multiple points of Magic. The GM also receives **Trouble Dice** equal to the number of Magic points you gained. Both of these effects happen regardless of success or failure. Some Powers may offer other ways of gaining Magic.


163 **Trouble**

Robin is trying to pass the exam to become Chief Magistrate of the Phoenix province by scribbling expressive pictures in answer to its rigorous scholarly questions. Using the Cardboard Robot's "Filled with Useful Devices" Power, along with a handful of Quirks, including Assistance from Mabby's "Rich Fantasy Life" Quirk, she's assembled six dice. Her player rolls against Robin's Craft of 4, getting 4, 6, 6, 6, 6, 6.

Robin's player is overjoyed at earning 5 🎲 from all those 6s on top of her Result of 4. The other players are not so happy, as the GM earns 5 🧠 in kind, almost as dangerous as giving Robin political power in the first place.

Regretting her decision to help the new Chief Magistrate, Mabby tries to pass it off as an unavoidable necessity to the city's gossips over tea. After tagging a collection of Quirks, she has four dice, which she rolls against her Grace of 4. She gets 1, 3, 6, 6 for a Result of 3. The GM gains 2 🧠 for her 6s, while the Sprite Kind Power "Charmed Life" grants Mabby a bonus 🎲 for rolling one or more 6s, for a total of 3 🎲. The GM is cackling to herself over her growing windfall, but Mabby's player still feels she came out ahead.

For Players

 We recommend using small candies, like M&Ms or jelly beans, to represent Magic points. In face-to-face games, you can keep a big bowl of them in the middle of the table, and grab one every time you gain a Magic point. When you spend the point, you get to eat the candy!


In chat-based games, you'll have to provide your own Magic tokens. Using tokens is a good idea even in chat-based games for the tactile element they add. The GM will just have to take it on the honour system that nobody is snacking on their Magic tokens when not spending Magic.

Spending Magic


There are four major ways to spend Magic: adding dice, activating Powers, performing Quick Changes, and Wishful Thinking.

Adding Dice

- Tests** 67 When you roll for a **test** or **contest**, you can spend a point of Magic to add a die to the roll. You have to decide whether to do this before rolling, and can “buy” at most one die per roll in this way.
- Contests** 75



Conquering Axe Princess was obliged to put down her cup of priceless Silver Plum tea to offer furious kung-fu to a gang of ruffians. Letty considers the tea rightfully hers by virtue of her wanting it; her player tells the GM she'll weave her way through the increasingly demolished teahouse and drink the cup dry. The GM asks her to test her Grace.

Letty's Space-Age Armour doesn't offer any useful Quirks for this situation, so after tagging her "Self-important" Personal Quirk she only has one extra die to add to her starting die, for a total of two. Not wanting to taste the Conquering Axe, she pays 1  to gain a third die. She rolls against her Grace of 3, getting 2, 4, 5 for a Result of 2. Letty succeeds and drains the hero's cup.

Activating Powers

- Powers** 101 Some Powers cost Magic to activate. See the **Powers** section for details and examples.

Performing Quick Changes

- Costumes** 105 By spending a point of Magic, you can instantly change into another Costume – even mid-roll! See the **Costumes** section for more information.

Wishful Thinking

- Wishful Thinking** 112 By spending *three* points of Magic, you can indulge in **Wishful Thinking**, the greatest expression of fairy magic. This is a bit more involved than other uses of Magic, so it has a section all to itself.



Powers

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

29 **Kinds**

105 **Costumes**

What Do Powers Do?

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

Reading Powers

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

Magic 98



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

Stress 86



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

Trouble 163



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



Resolving Conflicts

Sometimes, Powers might conflict with each other, or with the game's regular rules. If you run into a situation like this, use the following guidelines to sort it out:



Kinds 29
Locations 156

- ★ A Costume Power has higher priority than a **Kind** Power, both Costume and Kind Powers have higher priority than a **Location** Power, and all three have priority over regular rules.
- ★ A Power from a Costume that someone is currently wearing has priority over a Power from a Costume that's merely being held onto. (Note: A Costume's Powers don't apply when it's not being worn unless they say they do.)
- ★ If two currently worn Costumes have Powers whose effects are totally contradictory, and nobody can agree on a solution, flip a coin to determine which one takes precedence. (Or, if you don't have a coin, roll a die and use odds or evens as the decider.)



A Pixie's "Resilient" Power is always in effect, permanently raising her Stress Limit by 5. Red never needs to do anything special to be hardier than her friends.

A Brownie's "Instant Wardrobe" Power needs to be explicitly used, allowing the Brownie to change Costumes without needing a Break if she's not actively rolling for something. If Calla wants to whip on a new Costume before sneaking into the patisserie, her player needs to tell the GM that she's using the Power.

The Bee Suit's "For the Swarm" Power has a cost to use. It lets its wearer spend 1  to summon a swarm of duplicates of herself for one roll. If Mabby wants a chorus-line to help her perform a birthday dance for the World Toad, her player will need to spend 1  and tell the GM she's using this Power.

The Pot Lid Armour's "Ablation" Power reacts to the events of play. Its wearer may discard it and ignore a physical threat that would otherwise make her Stress Out. If Letty is hit by a literal ton of feathers while sneaking through the Crystal Lily Palace's Pillow Room, her player can tell the GM she's using this Power and discard the Costume to save herself.

The Magical Girl Dress' "Transformation Sequence" Power works when the Costume is held. It allows its wearer to Quick Change into it for free. If Pooka is being interviewed on a news program while holding the Magical Girl Dress, she can use "Transformation Sequence" and change genres for the audience.



Costumes

Playing dress-up is no game! For a fairy, there's not a whole lot of difference between *dressing* as a thing and *being* that thing. Nobody's quite sure how it works; maybe you just don't realise that it shouldn't!

Putting on a Costume has two effects. First, you gain the skills and some of the personality of whatever you're dressed as. If you put on goggles and overalls, for example, you'll know how to fix mechanical devices. You don't have to learn it – you just *know*. If you change Costumes, that skill goes away. You can remember that you had it, but it's no longer in your nature.

Second, your magic naturally channels itself through your Costume. Some Costumes let you spend Magic in new ways, while others give you special tricks that don't cost any Magic.

The Costume Deck

Costume Fairy Adventures represents Costumes using **Costume Cards**, drawn from a deck. Everything you need to know about a Costume is on its Costume Card. If you're playing online, or otherwise can't use a physical deck, each card also has a number on its bottom-right corner so you can use a d666 roll to "draw" a card – just re-roll if you get one that's already in play!

Running Out of Costumes

If the Costume Deck runs out of cards, your GM will re-shuffle the discard pile into a new deck. If you're rolling for Costumes, don't bother keeping track of discards; you can roll any Costume that isn't currently being worn or held by someone else.



The Core Costume Deck only has 108 Costumes, so the numbering stops at 366. Halve the "hundreds" die on your d666 roll (rounding up) to roll for a Costume using just the core deck. Future supplements will expand the deck to 216 cards, letting you use the full range of the d666.

Choosing Your Starting Costumes

Normally, you'll randomly select three cards from the Costume Deck at the start of a session (drawn or rolled). You may then discard and redraw any, all or none of them; if you do, you have to stick with whatever comes up on the second draw.

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Also, check with your GM before picking Costumes. Especially if you're using a **Playset**, some Costumes may not be available in the initial drawing, or there may be special rules for which Costumes you can start with.

Once you've determined starting Costumes, pick one that you'll be wearing when the game begins.



The in-game existence of Costume Cards is ambiguous. Mentioning or messing with them in character is, at the very least, leaning on the fourth wall – but then, fairies tend to give the fourth wall a hard time just by existing!



It's the start of a new session, and the GM has pitched the group on the story of the fairies trying to run a stall at the bustling and bizarre Widdershins Market, winding between the subway lines of the capital city. Each player draws her three starting Costume Cards.

Calla's player gets the Pajamas, Tie-Dyed Shirt and Evil Overlord Armour. She thinks the Pajamas' 🌀 recovery Power is useful, but doesn't feel like having Calla out in her jammies in a busy market, so she discards them. Likewise, Tie-Dyed Shirt's Quirks look very helpful, but she's not sure its scuffle-preventing Power will be important in a game likely to involve more wheeling, dealing and flim-flam than fairy fisticuffs, so she discards that too. But she guesses the GM might try to keep the fairies too busy to respond to all the little jobs essential for a successful market stall, so she keeps the Evil Overlord Armour with its minion-generating Power.

Having discarded two Costume Cards, Calla's player must draw back up to three, and is stuck with whatever she gets. She draws the Pot Lid Armour (good in an emergency) and the Shopkeeper's Apron (perfect!).

Gaining Costumes During Play

The most common way of gaining Costumes during play is Scrounging. Just tell the GM that you're going to search for a new Costume, and make a roll. This is usually going to be a test, unless there's an NPC or Hazard around that might interfere. If you succeed, draw a new Costume from the deck. Failing a Scrounging roll has the usual consequences for a failed test.

Scrounging and Breaks

You can also Scrounge while on a **Break**. You can Scrounge a maximum of once per Break, but you don't need to make a test – it just automatically succeeds. You can **change Costumes** during the same Break that you Scrounged, including a Costume you just acquired.

Special Scrounging Locations

Some **Locations** will have special rules for Scrounging. Be sure to check with the GM – this might let you automatically acquire certain Costumes without a roll even if you're not on a Break.

94 Taking a Break

109 Getting into Costume

156 Locations

Pooka has finagled her way into watching over a Necromancer's stall while she chases down a shoplifting Pixie (yes, Red). Pooka's player isn't entirely happy with her current selection of Costume Cards, so she tells the GM she'd like to Scrounge with Focus (Pooka's best Facet). She emphasises how patiently and carefully the Goblin drinks in every detail of the stall, looking for something she can bolt off with at the last moment.

The GM agrees, and Pooka's player tests her Focus, succeeding. The GM has already noted that the first fairy to Scrounge at the Necromancer's stall will receive the Vampire Makeup, so she hands it over rather than drawing a random Costume Card.

Meanwhile, Red has been Stressed Out by the Necromancer during a spectacular confrontation at the Troll Barbecue Pit, and is on an enforced Break. She lost her last Costume (Red has done a lot of exploding this session), and must Scrounge. Because she's on a Break, she succeeds automatically without a test, and her player draws a random Costume Card, getting the Cunning Disguise. When she reforms after her Break, its "Incognito" Power will be very helpful in escaping any further consequences of her earlier outrages.

Discarding and Redrawing

Sometimes you may be instructed to discard your current Costume. This doesn't automatically mean that you get to draw a new one – at least, not right away. Likewise, if you're told to draw a new Costume, you don't need to discard any of your current ones unless you're already at your limit for held Costumes. Unless the GM tells you otherwise, this limit is three.

?

Remember that the enforced time-out after Stressing Out counts as a Break. You should never end up entering the game with zero Costumes; even if you discarded your last Costume due to Stressing Out, you can use the subsequent Break to automatically Scrounge for a new one.



Mabby has made friends with a cheerful octopus tailor in an ambulatory brine tank, who generously stitches up a tiny Stylish Tux suitable for a Queen. Mabby is wearing the Valkyrie Armour and holding the Tattered Cloak and Clown Suit, so she must discard one Costume Card to make room for the gift. Her player finds clowns horrifying, and gladly discards the Clown Suit in favour of the Stylish Tux.

Meanwhile, Robin has given up her Witch's Hat as security on a ridiculous reinsurance scheme targeting the Elemental Unions. She'll have to Scrounge if she wants to replace it, especially since she's planning on betraying the elementals to the gnomes and isn't likely to get it back.






Getting into Costume

You'll always start out wearing a Costume. If you need to change mid-session (and you will!), there are two ways to do it:

- ★ Any time you're on a Break, you can change into any Costume you're holding. This includes changing into a Costume you Scrounged for in that same Break. If you end up on a Break with no Costume (e.g., because you Stressed Out), you *must* choose a Costume before returning to play.
- ★ At any other time, you can pay 1  to instantly change Costumes. This is called a **Quick Change**. Quick Changing takes no time at all – you can even do it mid-roll, if you have  to spend.

Letty's player has been away fetching cake, so Letty is on Break. When she returns, she declares that Letty has changed from the Leather Jerkin she was wearing into the Chef's Smock she was holding. She uses the Smock's "Comfort Food" Power to produce cake in-game to go with the real cake, because there is no such thing as enough cake.

Meanwhile, Calla is playing pudding chess with a rakshasa princess, with ownership of an exquisite Pumpkin Weaving Spider on the line. As it becomes clear that Calla is going to win, the GM has the treacherous Princess attempt to eat her whole. They scuffle, and the rakshasa wins with a Result of 5.

Thankfully Calla is still holding the Pot Lid Armour she drew at the start of the game. She spends 1  to Quick Change into it, and its "Heavy Metal" Power reduces the 5  she would have suffered from the Princess' Result to 4 .



Costume Effects

When you don a Costume, it has two effects:

- ★ **Quirks** 46 Each Costume comes with two Costume **Quirks**. These work just like your Personal Quirks, and stack with them; i.e., you can use both a Personal Quirk and a Costume Quirk on the same roll.
- ★ **Powers** 101 Each Costume also comes with one or more Costume **Powers**. These work just like any other Power, and are considered to be part of your character's traits as long as you're wearing the Costume.

Normally, a Costume's effects only apply while you're actually wearing it, but some Costumes have Powers that take effect simply from holding them. Powers of this kind will explicitly say that they work even when the Costume isn't being worn.

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1D
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POTES
PROB
ARE

The session is drawing towards a close, and Red's player realises nobody has been tending the stall for the last two hours of play. Since the premise was to turn a profit and not simply unleash fairy chaos on the Widdershins Market, she decides to sell the stall itself as a franchise package. Finding a credulous looking bansidhe with a good spruiking voice, Red goes for the hard sell in the hopes of using her high Moxie.

The GM agrees, deciding it'll be a contest in which the bansidhe rolls against her Focus. She spends 1 ☹️ and tags the bansidhe's "Just Browsing" Quirk for two extra dice. Red is still wearing the Cunning Disguise, so its Quirks are available in addition to her Personal Quirks. She tags her "Hot-blooded" Personal Quirk and the Costume's "Trustworthy" Quirk for an additional two dice, and spends 1 🌀 for a third.

Red wins the contest with a Result of 4 to the bansidhe's 3, selling the stall to its lucky new owner and rescuing the fairies' profits for the day.

Meanwhile, Robin is caught up in the implosion of her reinsurance-and-treachery scheme, and Lady Widdershins' bunyip enforcers are at the head of a phalanx of very angry people scouring the market for her. Robin is high on ⚡, low on 🌀, and not liking the look of the Moxie 5 on the bunyips. She's not terribly likely to get out of this with dice alone... but she's holding a Costume with a relevant Power.

The Angelic Dress has a Costume Power called "Aura of Innocence", which prevents the wearer from being blamed for anything. Robin's player spends 1 🌀 to Quick Change Robin into the Costume, then narrates her flitting up to the bunyips and their enraged entourage, smiling sweetly and blaming Letty for everything.

Normally the GM would make such outrageous cheek a difficult contest, but the Costume Power automatically protects Robin from suffering the blame for her misdeeds without need for a roll. It doesn't say anything about directing where that blame goes, so the GM offers to make it a contest anyway if she's serious about pinning it all on Letty. Robin's player looks at her ⚡ total, feels the indignant glare coming from Letty's player, and elects not to push her luck.

Wishful Thinking

When it comes to fairy magic, Wishful Thinking is the real deal: the ability to make stuff happen just by *wanting* it to. Most fairies don't even realise they're doing it, and those who do generally don't understand how it works, but it's still amazingly powerful.

Indulging in Wishful Thinking

Using Wishful Thinking involves three basic steps:

1. Say what you want to happen! If your fairy doesn't realise she's using magic, you can phrase this in the form of a vague hope, like "I sure wish that..." or "it would be really handy if...", but it's fine to say that you're trying to make stuff happen in character, too. Don't skip this step – the GM needs to know what you were trying in case you fail!
2. Spend three points of Magic.
3. Roll an appropriate Facet. This is usually a test; nobody can oppose a Wishful Thinking roll unless a Power or other special effect explicitly allows her to.

You can use any Facet you want to make the Wishful Thinking roll, but your choice flavours the outcome. Use the following guidelines to determine which Facet is best for your wish:

- ★ **Moxie** results in wishes that make the situation more chaotic and exciting – they get things fired up! It's not so good at getting you *out* of trouble, but it can certainly get you into a different *kind* of trouble – hopefully one you're better equipped to handle.
- ★ **Focus** is the precision tool to Moxie's blunt instrument. When you need to make a single very precise change, this is the Facet for you. Wishes based on Focus often have a "butterfly effect", producing one tiny effect with huge long-term consequences.
- ★ **Craft** makes things more complicated. If you start adding sub-clauses and footnotes to your wish to make sure it comes out exactly how you want it, you're rolling Craft. The results of such wishes tend to be equally baroque, and filled with unintended side-effects.



- ★ **Grace** helps you make wishes that put you at the centre of events. Unlike Moxie, wishes based on Grace don't have to cause chaos, but the one thing they *can't* be is subtle. Wishing with Grace is a performance, and you're in the starring role!
- ★ **Shine** is just plain weird. When you make a Wishful Thinking roll with Shine, you can cause strange coincidences, or make changes that inexplicably go unnoticed. If you're careful with your wish, others might not realise that anything magical is going on at all!

These rules will help guide your narration if your roll succeeds, but if you fail, the GM will use them instead. Sometimes it's best to take into account what might happen if you mess up!



In practice, you can use any Facet you and the GM agree is suited to your wish. The “use your best Facet for everything if you think you can get away with it” principle applies here as much as anywhere!



Red is guarding her friends' retreat from the Clockwork Ogres of the Findlespark Trainyard, her apparent selflessness motivated by how awesome she thinks it looks. But after the fairies' pranks, the cake-gummed steamworks and plush train engines don't quite fit the idiom she's going for. “Why can't I have a thunderstorm inside? IT'S NOT FAIR.”

Red's player explains that she wants to wish for a storm in the hope that it causes more trouble for the Ogres than it does for her. She wants to roll Moxie, and the GM agrees that fits her wish perfectly. She spends 3 ☹️ and tests her Moxie...



Outcomes

Regardless of the outcome of your Wishful Thinking test, *something* happens. As usual, the big difference is who gets to narrate it

Success

If you succeed, you get to narrate your wish! Start with the intention you declared before rolling, and use the Facet you chose and any Quirks you tagged to help fill in the details.

The outcome of Wishful Thinking is primarily a narrative matter, allowing you to literally describe new story elements into existence. It can also have the following rules-based effects:

Locations 156

- ★ A wish can add new Quirks or modify existing ones on your current **Location**.

NPCs 147

- ★ A wish can summon or create a helpful **NPC**. Such NPCs have the same Facet that you used to make the wish (typically rated at 3), Stress Limit 5, and other traits at the GM's discretion.

Hazards 155

- ★ Similarly, a wish can create a **Hazard** of your design, using the same guidelines as for NPCs.

Temporary Quirks 90

- ★ A wish can grant a beneficial Temporary Quirk to any number of willing recipients, including yourself if you want. Everyone involved gets the same **Temporary Quirk**.

Removing Stress 88

- ★ A wish can conjure up enough food to allow you and your friends to **recover** up to 6d6 Stress, divided up however you please.

Shenanigans 173

- ★ A wish can instantly accomplish a **Shenanigan** worth up to 5 Mischief Motes, or make major progress toward a higher-value Shenanigan.

Competitive Capers 231

- ★ If you're using the **Competitive Capers** Plugin for your game, you can also use a successful wish to create a one-shot Power for later use. See the Plugins section for more details.

Some wishes may have multiple effects from this list, and you can work with the GM to invent others of similar scale.



Wishes also have a number of limitations:

- ★ A wish can't destroy or "disappear" anything.
- ★ A wish can't inflict Stress or Temporary Quirks upon an unwilling target.
- ★ A wish can't remove any character or character-like entity (including a Hazard or NPC) from play.
- ★ A wish can't control the actions of any character.
- ★ A wish *generally* can't reach beyond your current Location. This is a flexible restriction; if the Locations you're playing in are very small – for example, the individual rooms of a house – the GM may allow more wide-reaching effects.

In addition, if the narrative effects of a wish would inconvenience another character, she can roll to avoid those effects (for herself only). This is a test, not a contest – she just has to succeed, not beat your Result. On the plus side, since avoiding a wish's effects isn't a contest, she can't actually stop you, either! In fact, there's normally pretty much nothing that can stop you from making a Wishful Thinking test, unless you blow the roll all on your own.

Red passes her test, and her player narrates a storm forming inside the train yard. She describes them as the clouds of smoky alcohol vapour from Letty's earlier unfortunate accident mixing with a vat of whisky and the sparks from Robin's Indifference Engine, all combining with a dash of fairy magic.

The most important outcome is that the scene becomes AWESOME, with Red facing off against her clockwork foes amidst flashing forks of lightning and rolling booms of thunder. On the mechanical level, the GM allows Red's player to whip up a Hazard to represent the storm. The Hazard affects both Red and the Clockwork Ogres, but Red's player is confident the Pixie's high Stress Limit will give her an advantage.

Failure

Uh oh. This means that the GM gets to narrate your wish. All of the guidelines in the previous section apply, except now it's the GM who gets to narrate the effects. Fortunately, you're protected by the same limitations that would have applied if you succeeded: the GM can't inflict Stress or unwanted Temporary Quirks, force you to change Costumes, control your actions or remove you from play. Beyond that, pretty much anything goes!

GMs are encouraged to be cruelly inventive, but must at least vaguely respect your stated intention. This is another place where Evil Genie Logic comes into its own!



Let's assume Red failed her test. In this case, the GM narrates the result and decides the effect.

She has to respect Red's basic intent – to have a thunderstorm indoors – and can't directly hurt Red, her friends, or any other unwilling target. But she reflects that the Clockwork Ogres would be very willing indeed to receive a positive effect from the wish!

The scene still becomes AWESOME, with all the thunderstorm Red could possibly want. But the lightning strikes the Ogres, crackling around their metallic frames and granting them the "Supercharged!" Temporary Quirk.



Chapter Three: ★ For Game Masters ★





Up until now, we've focused more or less on the players' side of things: character creation, and the mechanics of *Costume Fairy Adventures*. That's only part of the picture, though. We've mentioned before that there's one player, the **Game Master**, who has a special role in the game. As well as playing the game, the Game Master is responsible for running the game.

What Is a Game Master?

In a nutshell, if you're the Game Master, you're running the show. The title is a traditional one; some games call it "Dungeon Master", "Storyteller", "Referee", or any of dozen of other names, but the basic idea is the same: you're the one who looks after everything that the players *don't*. If the game was a movie, you'd be the director – and also the stagehands, the extras, the costume designers, and everybody else who isn't playing the role of a main character. It's a big job! This chapter will provide you with the tools you need to tackle it.

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NPCs, Hazards & Locations 147

Trouble 163

Shenanigans 173

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For GMs



Players are more than welcome to read this chapter. However, we're going to assume that anyone who's really digging into it is looking for information on how to *run* a game. Accordingly, for this chapter, "you" refers to you-the-GM, not you-the-player.



The GM's Responsibilities

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

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

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Game 132

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



Setting Up A Game

There are four basic steps to setting up a game:

- ★ Pre-game discussion
- ★ Creating the scenario
- ★ Creating the characters
- ★ Miscellaneous bookkeeping



We've tried to provide a bit of guidance for novice Game Masters as well as experienced tabletop gamers, but we don't have enough space to go into too much detail. Whole books can – and have – been written on how to run tabletop roleplaying games! Any number of gaming websites, including Penguin King Games' own online forums, may be better equipped to answer any questions you might have as a first-time GM.

For GMs



Pre-game Discussion

Before you start, there are a few basic questions that need to be answered. Talk to your players and make sure everyone is happy with those answers before you proceed.

What Style?

Playsets 188

Costume Fairy Adventures has two basic styles of play: semi-random freeform play, or using a **Playset** for a more focused adventure. The first is aimed at casual, pick-up-and-play games, while the second takes a little more bookkeeping.



*Meaghan has never played a tabletop roleplaying game, but having backed *Costume Fairy Adventures* in one of her typical Kickstarter fugues, she's looking forward to GMing. She's recruited a few interested friends, but since their schedules don't coincide for another couple of weeks, she has plenty of time to read through *The Big Pie Caper* to use on the day. Meaghan is actually quite confident of her ability to improvise nonsense, but figures it can't hurt to have a Playset's structure backing her up.*

*Chie is an experienced gamer who has played with the same group every week for ten years. She was supposed to be running a session of her ongoing sci-fi political intrigue/mecha combat game tonight, but stayed up late last night raiding in an MMO rather than preparing for it. She sheepishly sends out an email proposing an off-the-cuff game of *Costume Fairy Adventures*, maybe in a Victorian era inspired setting, and is relieved when she gets positive responses (along with an "I told you so" from her guildie Zara). Chie knows improvisation isn't her strong suit, but the rest of the group is very good at it, and she habitually leans on their creativity.*

What Milieu?

Random Encounters 273

Costume Fairy Adventures doesn't have a specific built-in setting, but every adventure has to take place *somewhere*. That "somewhere" could be as broad as "in an enchanted forest" or "on a space station", or as specific as "in the court of Louis XIV circa 1685". This book includes **random tables** for three such milieus, and you can easily create your own.



What Goal?

What's the goal of this session? Is there a "quest" that the fairies will be going on today? You don't have to spell it out in detail right now, but this is the sort of thing that should be introduced early on. In the absence of a particular objective, the default assumption is that you're playing a **Mischief Race** – that is, trying to complete enough **Shenanigans** to reach a certain Mischief Mote total.

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Shenanigans

For GMs

Meaghan is using a Playset, so her milieu and goal are chosen for her. She gives her friends a brief idea of The Big Pie Caper's village setting via email so they know what they're getting into, and lets them know mischief is the goal of the game.

*Chie doesn't have time to read a Playset! Since no-one objected to her Victorian era idea, she uses the train ride to Zara's place for the game to scribble a few notes to flesh out the Magical Gaslight milieu from **Appendix C** – electrified pea-souper fogs, industrialised magic and dimensional portals to produce wonders for the jaded Empress. Chie would like a specific goal rather than random chaos, so decides the fairies will be responsible for organising the Empress' Jubilee celebrations, with Mischief Motes measuring the event's memorability.*



What Venue?

Are you playing face-to-face? Via chat? On a web forum? They all have their pros and cons; see **Setup for Alternative Venues** later in this section for a look at the considerations each may involve.

Meaghan is hosting the game at her house. She has a large dinner table for everyone to sit around, and plans on serving tea and cakes. But she's careful not to overcater, since her friend Luciana always brings too much food!

Chie was first introduced to Costume Fairy Adventures via IRC with her friend Seo-yeon as GM. This involved dice-rolling scripts and using card numbers instead of shuffling a deck. Chie likes the format for letting her compose her thoughts a little more while still feeling like a real-time conversation. She loves playing with friends from all over the world, but hates hearing about Seo-yeon's delicious dinner when she's in the wrong hemisphere to share it!

Creating the Scenario

You don't need to figure out everything about your scenario right away – and in fact, it's often better if you don't – but two essential questions need to be answered: where are your players getting up to mischief, and who are they mischieving at?

Playing Freeform

This is *Costume Fairy Adventures*' default style of play. Just pick a basic setting and jump right in! The tables in **Appendix C: Random Encounters** will allow you to randomly generate places for the fairies to go and people for them to mess with as needed, or you can encourage your players to add new people and places as part of their narration.

Since most of the scenario will be created in play, we'll talk about this more in the **next section**.

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Random Encounters

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Running A Game



Chie's group decides they'd rather have more detail to start with than her notes provide. They brainstorm up the various factions that are likely to get involved in the Jubilee: governors of conquered territories, neighbourhood festivity committees, a kindly bodhisattva and the local Entertainers, Grifters and Fishmongers Union. Chie vetoes Zara's suggestion of having Ada Lovelace running around punching steampunk hipsters.

Using a Playset

When you're using a Playset, most of these questions will already be answered, but there may be some details you need to fill in yourself – with input from your players, of course – before you start. Double-check the **Preparation** section (every Playset will have one) to make sure you're not overlooking anything.



In *Costume Fairy Adventures*, pre-written scenarios are called *Playsets*. A Playset consists of a roster of people and places, a few major goals for the fairies to pursue, some scenario-specific rules, and so forth. You can download a free starter Playset, *The Big Pie Caper*, from the Penguin King Games website at www.penguinking.com.

Creating the Characters

Who's going to be responsible for the incipient mischief? Well, your players, obviously – but unless you're running a very odd sort of game, they're going to need fairies to play as!

Pregenerated Characters

If you want a quick, easy-entry game, you can hand out pregenerated characters. You can download ready-made fairy playbooks from the Penguin King Games website, or use the **character creation** rules to create your own. Once you have your fairies in hand, you can pass them out at random, let your players take turns choosing, or some other method that works for you.

Your Fairy 26

Some Playsets include fairy playbooks as well. With some work, you can adapt them for freeform games.



Everyone has arrived at Meaghan's house, each adding their own contribution to the growing mountain of food. As GM, Meaghan explains the premise of Costume Fairy Adventures in general and The Big Pie Caper in particular (mostly repeating her emails, but her friends forgive her), and then passes out the pregenerated fairies for her players to choose. Luciana quickly picks Red on the basis of her confident looking art. Senait has read everything about the game and always planned to take Calla. Aadhya was promised a dice game and so rolls to randomly pick Pooka. Karyn and Nadya spend five minutes each insisting the other choose first until Meaghan simply assigns them Robin and Mabby respectively. With five players and six fairies, that leaves Letty as not appearing in this session.



Creating Your Own Characters

By far the most common choice, though – especially for recurring games – is to ask each player to create her own fairy. You might have new fairies for each session, or re-use the same cast from game to game. In either case, you can find printable and form-fillable character sheets on the Penguin King Games website. If you obtained this game electronically, a copy of the character sheet is also included in your download package.

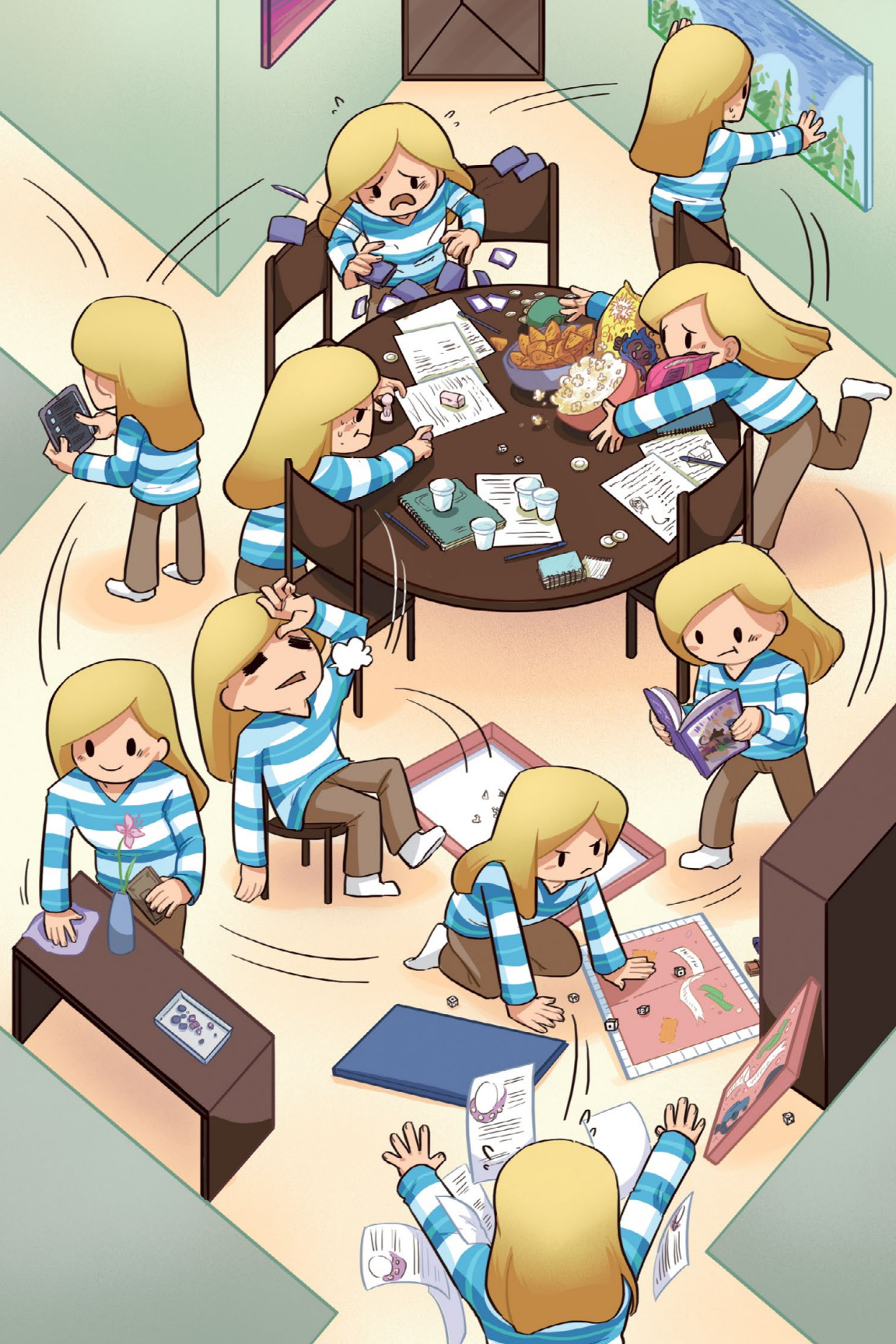


We recommend that you “reset” player-created fairies to their basic, fresh-from-character-creation traits at the start of each session. *Costume Fairy Adventures* is intended for episodic play, without much continuity between sessions. If you *do* carry stuff over, make sure to look over each fairy and make sure she hasn’t picked up anything that doesn’t make sense for the current scenario.

Miscellaneous Bookkeeping

Lastly, there are a few odds and ends to look after:

- ★ Make sure that every fairy has Costumes! Unless you’re using a Plugin, Playset or house rule that says otherwise, each player should randomly select three Costumes, and choose one to start out in. The **Costumes** section covers this step in more detail. **105** Costumes
- ★ Hand out everyone’s starting **Magic** points. Again, unless you’re using a special rule that says otherwise, every player’s fairy begins with 3 🎲. **98** Magic
- ★ Gather up your starting **Trouble** Dice. Normally, you’ll start with a number of 🎲 equal to the number of people playing, including yourself. (e.g., three players plus one GM equals 4 🎲 to start.) **163** Trouble
- ★ Finally, if you’re using a **Playset**, skim the **Preparation** section one last time – every Playset will have one – and check whether there’s any extra setup you need to do for that particular Playset. **188** Playsets



Setup for Alternative Venues

There are many options for getting a group of players together besides face-to-face gaming, including email, web forums, or chat rooms. Each venue brings its own special considerations to the table (so to speak).

Face-to-face

Face-to-face games are the most traditional option. Communication between players is easy when everybody's in the same room. Of course, finding the time to *get* everybody in the same room in the first place is the hard part! It's customary for the GM to host face-to-face games, so this section will assume that you're playing host. If this isn't the case, whoever is hosting should give it a read-over instead.

- ★ The stereotype of the gloomy gaming room notwithstanding, good lighting is more important than you might think. Costume Cards and other game props have small text on them, and you'll often need to recognise them – if not read them – from several metres away.
- ★ If you're providing snacks (and you should!), find out if anyone has any special dietary requirements. Apart from allergy concerns, you'll want to make sure that whatever you're using to represent 🎲 (you *are* using candy for 🎲, right?) is suitable for everyone at the table.
- ★ If you're all sitting around a big table, a single set of 5–7 dice should suffice. In a more spread-out play area, you'll want each player to have her own set. Likewise, make sure the Costume Deck is within easy reach for everyone – you'll be needing it frequently!
- ★ Finally, everyone should have a handy surface to actually place cards and tokens and roll dice on! Don't make anyone try to roll dice on the carpet; we've tried it, it's not a pretty picture.

Meaghan has set up for the game in her dining room, where the table can easily accommodate six people, gaming paraphernalia, and too much food. She's ransacked every board game in the house for extra dice, printed out playbooks and pre-shuffled the Costume Cards. Having this all ready four hours before the game is due to start is probably going overboard, but it's her first time!

Chat Room

Gaming via chat – whether using instant messaging, a chat client, or the built-in chat functions of many social media sites – is a common choice for groups whose players are located far away from each other, or who just have difficulty getting everybody together in person. In a chat-based game, you don't have to worry about making space to play or providing snacks, but the fact that you're limited to text-only communication can pose a whole different set of challenges.

- ★ Make sure you know what time zone everybody is in. Unlike face-to-face games, players in a chat-based game could easily be on opposite sides of the planet.
- ★ Dice rolls can be a challenge in chat-based games. You could have each player roll her own dice and report the results on the honour system, but this can be inconvenient for play on the go. If your chat venue doesn't have a built in dice-rolling script or “dice bot”, the usual solution is to ask the GM (i.e., you) to handle all of the dice-rolling for the group.
- ★ It's likely that not everyone will have a copy of the Costume Deck. The Costume Reference Booklet, available from the Penguin King Games website at www.penguinking.com, has all the information you'll need to manage your Costumes, and uses the same numbering scheme as the printed deck.
- ★ Have something handy to note your players' current Stress, Magic Pools, Temporary Quirks, etc. You can't see character sheets in a chat room, and keeping track yourself will save you the trouble of having to ask every time it comes up.
- ★ Dropped connections and household emergencies happen at the worst times. Talk with your players and set an explicit time limit before a vanished player will be treated as on Break. This limit usually shouldn't exceed two minutes.



Seo-yeon has been running games over IRC for a long time, and still uses the same server, along with pen and paper for notes. She'd like to run the game over VOIP and use the chat for dice rolling, but some of her players are in wildly different time zones and play late at night while their kids are asleep, so text is best. Seo-yeon is a fan of Costume Fairy Adventures for chat gaming because it allows her to decide that an unresponsive player's fairy has been distracted by something shiny and wandered off on Break.

Forum or Email

Finally, you can play using a web forum or email list. This is a good choice for groups that just can't get everyone together at the same time (those pesky time zones again!), or for folks who prefer to think things over before narrating. These games bring most of the same concerns as chat games, with a few quirks of their own.

- ★ Since players may post while you're not online (or awake), you can't roll the dice yourself. Instead, your players should use an online dice server that can email you their rolls. A web search for "rpg dice server" will point you in the right direction.
- ★ Consider setting up a wiki for your game. Emails will be missed, and forum threads can be long reads, so it's nice to have a summary. Wikis can also be used to keep character sheets online. As GM, you should expect to be the one who keeps these up to date.
- ★ As with chat games, players in forum and email-based games will sometimes disappear! Owing to the longer timeframes, it won't always be obvious when a player has gone missing. An explicit time limit before a fairy will be sent on Break is invaluable here. Depending on how regularly your group posts, this could be as little as 24 hours, or as much as a week.



Zara doesn't play in Seo-yeon's game because she blames IRC for some of the worst procrastination incidents of her youth. Instead, she prefers playing on forums, where she can take turns on her phone whenever she's waiting for coffee (that is, many random times a day). She's currently running Costume Fairy Adventures on a major tabletop forum, using separate threads for story events and for out-of-character chat. She even maintains a wiki with player information and story summaries, so her players don't have to search for it!

Zara's policy is that the fairy of any player who does not post for two days automatically goes on Break. She plays much looser than Seo-yeon or Chie and isn't concerned if there's no meaningful continuity on which fairies are in a scene. However, she does ask players not to post in the In-Character thread more than once or twice a day, to give busier players (such as herself) a chance to catch up no matter their time zone.

Running A Game

For Players 54

Once the preliminaries are dispensed with, it's time to play! The basic "How to Roll Dice" procedures have already been covered in the **players' chapter**, so now we'll peek behind the curtain and look at how each of those tools comes into play, as well as introducing a few new ones to help you do your job.

The GM's Role Revisited

In the opening section of this chapter, we talked a bit about the GM's responsibilities. Now that we're ready to play, it's also important to talk about what *isn't* the GM's responsibility. To wit: you are not your players' opponent.

It's easy to think that you are! Games usually have winners and losers. That's not why you're here, though. The dice and other random elements of play will give your players trouble enough without the GM gunning for them as well. You may at times act as narrator, referee, or teacher, but never as an opponent.



The upshot is that your job isn't to "beat" the players. In fact, since Player Characters in *Costume Fairy Adventures* are impossible to kill, and very difficult even to inconvenience for more than a few minutes at a stretch, defeating the players isn't really on the table. On top of this, your players' goals will often change from moment to moment, so it'll be hard to say what beating them would even involve. Rather, your job is to keep things interesting. You'll throw obstacles, complications and opponents at the PCs not because you want them to fail, but because you want to see what crazy-awesome shenanigans they devise in response. When you make their lives difficult, it's only because easy is boring. From your perspective, the game is a process of asking "I wonder what would happen if...?", and your players provide the answer.

This brings us to three basic rules for running the game:

I. Be the PCs' biggest fan

As the GM, you want the PCs to succeed, in the end, and when success isn't in the cards, you want their failures to be as awesome as possible. That doesn't mean you're going to go easy on them – in fact, it often means the opposite of that – but the adversity you throw at them should always represent an opportunity to do something cool.

II. Rule in favour of fun

Rules can help give direction when things seem aimless, and serve as idea generators when folks get stuck. Thus, when you're wearing your referee hat, you should try to apply the rules consistently. However, questions and disagreements will arise, and when they do, you should decide based on what would be the most *fun* for your players, rather than what would be most "correct". Don't be afraid to check in with your players to make sure you made the right call.

III. Know your players' limits

It can be fun to watch a Player Character get frustrated, but it's less fun when a *player* gets frustrated. This is, in fact, the opposite of fun. As the GM, you'll occasionally be called upon to be the responsible one at the table – to keep an eye out for when someone's having anti-fun, and to rein things in accordingly. If you notice that someone doesn't seem to be participating much, it's your job to find out what's wrong. This goes for subject matter, too; given *Costume Fairy Adventures*' PG-rated tone, we don't expect anybody's personal lines to be crossed often, but if it does happen, it's also your job to put a stop to it.

Structure of a Session

The free-wheeling play style of *Costume Fairy Adventures* can be a little overwhelming for novice GMs – but not to worry! There’s actually a very straightforward structure to a typical session. These guidelines are aimed primarily at freeform sessions, but they’ll apply to most Playsets, too.

Setting the Stage

The basic unit of play in a freeform session is the **scene**. This isn’t a formal rules term; there are no Costume Powers with durations measured in scenes, and there are no special rules for when a scene begins or ends or how long it lasts beyond the usual ones governing **Breaks and Intermissions**. It’s a purely GM-oriented shorthand for a particular way of grouping stuff-that-happens.

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Places to Go, People to Prank

A scene consists of three essential elements:

Locations 156

★ A **Location**

NPCs 147

★ Potentially one or more **NPCs**

Shenanigans 173

★ **Shenanigans**

Each of these elements has its own dedicated section later in the chapter. We’ll go over each one in brief now.





In face-to-face games, we recommend keeping a stack of index cards handy so that you can jot down each of these elements and keep them on the table for your players to see. In online venues, you can just post them instead – copy-and-paste is your friend!

A **Location** is simply a place for things to happen in. Every Location has one or more **Quirks** attached to it to help set the mood – and, more importantly, for your players to exploit for dice!

64 Using Quirks

NPCs are anybody who's not a Player Character – hence, Non-Player Character. Formally, anything with its own Stress Limit is an NPC. People and animals can both be NPCs. There's even a special category of NPC, called **Hazards**, for technically inanimate things like trees and weather patterns, when you think it would be more fun to treat them as characters. Most scenes should contain one to three NPCs – just to give your players something to bounce off.

Finally, **Shenanigans** are the fuel that makes a scene go. Shenanigans are a bit like quests in a traditional RPG, and a bit like video game achievements: a collection of pranks, stunts and questionably advisable japeries that give your players something to shoot for. When accomplished, Shenanigans award **Mischief Motes**, a tangible representation of mischief managed.



Creating Locations, NPCs and Shenanigans

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

In a freeform game, there are three basic options:

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




Random Encounters 273

Rolling dice is the default for freeform games. **Appendix C: Random Encounters** contains tables of NPCs, Locations, etc. for several flexible milieux, and you can find more in official and fan-created supplements, or create your own. When a new scene begins, roll for a Location and one to three NPCs, take a moment to ponder how they fit together, and jump right in!


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

GM improvisation is likewise traditional. You'll invent new Locations and NPCs on the fly, possibly with player input. The results will likely be a little less off the wall than fitting randomly rolled elements together; the trade-off is that you can better focus on things your players have shown interest in. In practice, you'll probably use a combination of improvised and random elements.



When Meaghan's game needs a little extra content, she's feeling confident enough to add some of her own. She declares that a fabulous carriage delivers infamous Baroness Zbyslava to the village as a surprise entrant in the pie-eating contest, along with her mysterious fairy ally... Letty. Meaghan plans to have the carriage serve as a mobile Location, and to add a Shenanigan or two after seeing how the players react to the Baroness.

Finally, if you prefer a more collaborative style, you can use **player narration**. When a player wins a roll, she narrates what happens next. She can even narrate whole new Locations and NPCs into existence! This is within the rules, but it's something that you should discuss with your players in advance. Some will prefer to keep the stage-setting with the GM, while others will relish the chance to let their imaginations run wild!



Chie's group prefers to lean on player narration as much as possible, with the understanding that she'll need to veto things on occasion. When Zara narrates the result of a Moxie test as cracking the aquarium roof so that an orca hermit can burst through to challenge the whale bodhisattva to kung-fu battle, Chie enthusiastically agrees.

Note that there are no random tables for Shenanigans – they depend too much on the specifics of the scenario. If you're not using a Playset with preset Shenanigans, work with your players to find out what potential pranks interest them; even if you're handling new Locations and NPCs yourself, player input is vital when it comes to setting Shenanigans.



Changing Scenes

Eventually, your players will either accomplish all the mischief there is to be accomplished, get bored with their current toys, or be forced to flee by some disaster! That means it's time to set a new scene.

You typically shouldn't bother to narrate travel from place to place, or even worry about how the fairies could possibly have gotten to their destination. Just cut immediately from their departure in the previous scene to their arrival in the next one. Unless the notional distance between the two scenes is very short (e.g., the next room over), this transition counts as an **Intermission**.

Once you get there, start a new scene, either rolling for a new set of elements, or making some up as needed. In a freeform game using the dice-rolling method, you should re-roll if you get a Location you've previously been (unless the players deliberately returned to someplace they've been before, of course).

Breaks & Intermissions 94

?

You can also re-roll if you get an NPC you've seen before, but it's not required; recurring NPCs are what provide continuity in freeform games, so if the same NPC comes up twice, you should definitely try to figure out what she's been up to – and how she remembers the PCs! – since the last time you saw her.



Drawing the Curtain

All good things must come to an end, even fairy mischief. You can keep your session going until everyone is too tired to continue, but it can be better to end things on a high note.

If you worked out a specific goal with your players at the start of the session, it's easy to tell how close you are: when you meet the goal, you're done. Let the fairies celebrate their victory, then wrap it up with a brief summary of how things ended up thanks to their interference; depending on how invested your players were in the various NPCs, a sentence or two on each of their fates wouldn't be amiss.

If you don't have a goal, instead look at the group's current Mischief Mote total to gauge your end point. In general, a total of about 100 Motes is a good target for a short session of two hours or less, while 150 Motes is better for a three-hour-plus session. The Shenanigans section will go over these options in more detail.

Three hours into Chie's game, the fairies are at about 170 Motes and they just helped the Empress win a full-contact lightning zeppelin derby by rigging up a steam-powered alchemical fireworks launcher twice the size of the palace. She narrates the Empress nodding in satisfaction and declaring, "We are amused." Chie then invites each player to narrate a short epilogue showing how her fairy makes use of the Empress' favour for throwing the greatest Jubilee ever, and the game comes to a close.

Playing as the GM

For Players 54

Now that we've gone over the general shape of a session, it's time to get down to the nuts and bolts. Let's look at the basic rhythm of play that we talked about way back in the **player rules**, this time from the GM's perspective:

1. You describe a situation.
2. Your players tell you what they're doing.
3. You narrate what happens as a result of those actions.
4. Return to step 1.

It's pretty straightforward to start with – but as soon as the dice come out, narration becomes a baton that can change hands in a real hurry!



Introductions

In any given scene, the narrative ball will always start in your court. Your first task is to introduce your players to the situation at hand. At a minimum, you should provide a description of the fairies' immediate environs; if it's the first scene of the session, an overview of what the session is going to be about is also recommended. Even in face-to-face games, it can be helpful to have something prepared ahead of time, especially for the very first scene. If you're using a Playset, this may be taken care of for you: there will often be a little piece of boxed text to read out to your players, or to copy-and-paste if you're playing online.

The Big Pie Caper *doesn't give explicit text to read out to the players, but does give guidance to the GM for starting the game. Once Meaghan is satisfied her friends are reasonably sure of their characters, the premise and how to play, she launches into a description of the village as the fairies arrive. She describes the sights and smells of the countryside morning, the preparations for the contest, and briefly touches on each of the major Locations from the Playset. She ends with a call to action, asking the players where their fairies are going first.*

Player Prompts

From time to time, your players will ask you questions, looking for more information about the situation at hand – or maybe just looking for opportunities for mischief! This is basically a prompt from your players to take the narrative reins for a bit. There are two ways to respond to this: providing more information, or asking for a test.

In the first case, you can take the question as a sign that your players are stuck for ideas or need cues on what to do next. Take this chance to stick an immediate goal in front of them; if you have any particular **Shenanigans** in mind, or if the question itself inspires one, this is the perfect opportunity to reveal them.

In the second case, you're throwing the question back at the players. You might ask for a test if it seems like what the player is asking should take some effort to find out – but never do it *just* for that reason. Asking for a test has a specific function at this stage in the game, which we'll discuss next.

Note that in some cases, none of your players will know what to ask. This is an unspoken prompt either to provide more information, or to ask for a test of some sort. (Other tools such as **NPCs or Hazards** can also be used to fill dead air.)



173 **Shenanigans**

147 **NPCs, Hazards & Locations**

For GMs

Aadhya has asked several questions about the village carpenter – who they are, where their store is, etc. The Big Pie Caper doesn't mention a carpenter, so Meaghan improvises the details: she's a younger woman who's struggling to prove herself, and she got her start after finding a mysterious saw as a teenager. After a few minutes of this, Meaghan's sure Aadhya wants the carpenter to be important but doesn't seem quite able to articulate it, so she comes up with a Shenanigan to help the carpenter build the Great Pie Tower. This gives Aadhya a specific opportunity to follow up her fancy.

Asking for Tests

There are three basic situations where you'll ask for a test:

1. A player wants her fairy to do something that she might mess up.
2. A player asks a question where the answer requires her fairy to do a bit of investigating.
3. A player narrates her fairy wandering into the path of danger.

That's *when* you might ask for a test, though; *why* is just as important. Tests are basically a way of passing the narrative baton: when a test fails, the GM narrates the result, while a successful test lets the player take over the story for a little while.

If a player is already on a roll, asking for a test is *challenging* her to keep control of the story. You can ask for a test against a low Facet if you need to put the brakes on – but this isn't necessarily going to end with you narrating. Even rolling two dice against a Facet of 2 will succeed more often than it fails. This kind of test is more about setting the pace.

On the flip side, if you ask for a test against a Player Character's *high* Facets, you're passing the baton to that PC's player. A player who rolls two dice against a Facet of 4 will succeed nine times in ten. By calling for an easy test in response to a player's question, you're giving her a chance to answer it herself! You can also use a softball test to give a player who hasn't said much lately a turn.



It's totally fine for a player to ask a question, then propose a test to answer it herself. Players should be encouraged to seize the narrative!



Seo-yeon likes to keep all the players active in driving the story forward, particularly given the pacing challenges of a chat game. Tests are one of her favourite tools, especially for Chie who has a habit of planning and analysing so much that she never actually acts. The next time she suspects Chie is sinking into recursive contemplation, she declares that a band of gnome partisans have mistaken Chie's fairy for their revolutionary messiah, and asks for a Grace test to deal with her sudden mob of minions. Seo-yeon always tries to make such surprise tests both a threat and an opportunity.



Contests and NPCs

Your role in contests will vary depending on who's involved. When two PCs square off, you'll usually only have something to say if the contest is a tie. If two PCs seem to be clashing over and over again, use a tie to throw them into a more pressing situation than whatever they were fighting about! Also, player-versus-player contests are likely to generate large amounts of **Trouble**, which you can use to shake things up even without a tie.

If there's an **NPC** involved, you're more likely to end up narrating the outcome. The GM narrates both ties and NPC victories, so this kind of contest is biased in your favour. In addition, since NPCs have their own Stress Limits, they're protected against being casually messed with or removed from play. However, NPCs never make tests; a roll made by an NPC is always a contest with a PC.

163 **Trouble**

147 **NPCs**

For GMs

As Meaghan's game is drawing to a close, the fairies' antics have left the Baroness and the carpenter as the only remaining competitors in the pie-eating contest. She's about to roll a contest between the two NPCs when she realises that would take the end of the game out of the players' hands. Instead she asks the players to have their fairies pick sides and roll out a contest to see which one they can make win with encouragement, threats, cheating, etc. In the event of a tie she plans to narrate them eating down to the last crumb of pie crust in the village, for the contest's first ever draw.

Session Length and Pacing


One of the major challenges of running a tabletop roleplaying game is finding the time to get together and play! *Costume Fairy Adventures* is designed for fairly short sessions, but it can still take up lot of time. Since your venue of play can have a big impact on how things play out, we'll look at each one in turn.

Face-to-face


We're assuming that most face-to-face games will take two to three hours to play out, with a brief **Intermission** to stretch your legs in the middle. Most Playsets will provide somewhere for the fairies to safely camp out whenever they want; those that don't will generally have a two-act structure with an obvious spot for a mid-session Intermission. The semi-connected scenes of a freeform game, meanwhile, make it easy to interrupt things nearly anywhere.

If three hours is a tall order, you can take advantage of the two-act structure to split a Playset into two sessions of two hours apiece. Try not to pause like this for more than a couple of weeks – your players will forget stuff! If it's unavoidable, make notes while the game is still fresh in your mind (or ask a player to do it for you) and start with a recap next time. This counts as an Intermission, so fairies can change Costumes between sessions.

Breaks & Intermissions 94



If you're having trouble getting back into things after a long interruption, skip the “previously, on...” bit and start a new scene *in medias res*. (i.e., begin with the fairies already in trouble!) Once the dust has settled, let your players retroactively decide how they got from the end of the previous session to the start of this one.



Over the years Chie's group has made an art of fitting all sorts of games into a three-hour window, but this does involve hurried last acts or surprise third acts to stretch a one-and-a-bit session game to two. When continuing, Chie always asks each player to recall a few important points from the previous session, and interrupts only to correct Zara's embellishments and selective memory.

Chat Room

Chat-based games tend to go a little slower than face-to-face games. Partly, this is because of the increased handling time of communicating rules-based information in a text-only medium; partly, it's because it's so much easier for players to get distracted! Generally, you should assume that chat room games will take about twice as long to play out as face-to-face games: a two-to-three-hour session becomes a four-to-six-hour session. It's also likely you'll need to split things up as discussed on the previous page, unless you can pull off a marathon gaming session! It might even take three or more sessions to play out a single scenario.

Some Playsets can be tricky to split up like this. Freeform games are less likely to be troublesome, as you can break between pretty much any two scenes. If you know in advance that you're going to be doing multiple short chat-based sessions over successive days, freeform games are probably a better choice than Playsets – but don't let us stop you!



The chat log will save you the trouble of making notes, but you should still prepare a summary, or get one of your players to do it for you – raw chat logs can be time-consuming reading!



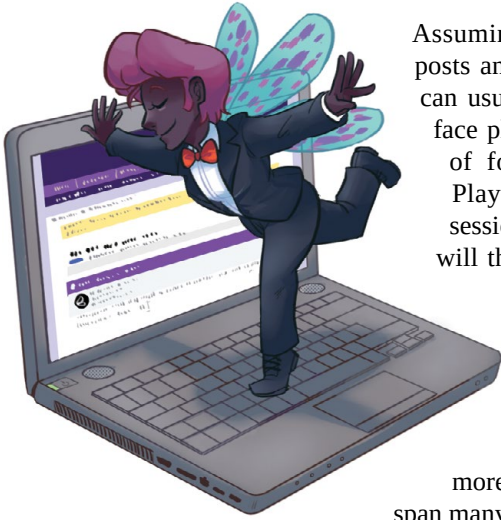
Seo-yeon has run six hour chat games from time to time, but finds keeping the same group of people in the chat that long exceptionally unreliable, especially in groups from varied time zones. Thus, while her pace is typically a bit faster than the average chat group, she still assumes two sessions of play per one session's worth of face-to-face material.



Setup for
Alternative
Venues 129

Forum or Email

The pacing of a forum or email game depends strongly on your group's average rate of posting. Back when you **set your game up**, you should have discussed a maximum interval of time before a player's fairy is treated as on Break.



Assuming that each of your players posts an average of once per day, you can usually treat one hour of face-to-face play as equivalent to two weeks of forum or email-based play. A Playset designed for a three-hour session (with a break in the middle) will thus take about three weeks per “act”, for a total of six weeks of daily posting from start to finish. This will naturally scale up or down for groups with faster or slower posting rates. For a group that posts more slowly, a single Playset could span many months.



If your players are posting once per day, that doesn't mean that you can get away with posting once per day! They'll probably post at different times throughout the day, and you'll need to be on hand to provide needed GM feedback for all of them. Don't let it consume all your free time, of course, but bear in mind that a GM will typically need to sustain a higher rate of posting than any individual player. Nobody said running a game was easy...



Zara doesn't use Playsets, but as a long-time face-to-face gamer she still has a rough expectation of how much material goes into a session. She tells her forum players to expect roughly a Playset's worth of stuff every six weeks, and throws in a couple of extra Shenanigans targeted at the players who've been posting less if she thinks they're dropping off that pace.

NPCs, Hazards & Locations

While playing pranks on other fairies is fun, eventually your players will want to mess with something that's *not* a fairy. NPCs, Hazards and Locations are three related tools you can use to provide targets for their mischief.

What Are NPCs?

The neighbourhood cat; the baker down the street; the Dread Overlord of Skull Keep. They don't have to be NPCs! But they can be.

In game terms, an NPC is a character who has some or all of the same traits as a Player Character. At the very least, this means having a Stress Limit – if it doesn't have a Stress Limit, it's scenery, not an NPC. As GM, you'll step into the roles of NPCs the same way that players do with their PCs, with Powers and dice-rolling and the rest.

Why Use NPCs?

Making a character an NPC means that she's *important*. Because she has her own Stress Limit, she has PC-like resistance to narrative mischief: the players have to beat her in a contest to mess with her, and they can't narrate her out of the story or otherwise prevent her from acting unless she Stresses Out.

This doesn't mean that an NPC can't be pushed around – a group of fairies can cause an awful lot of Stress very quickly! – but it does mean that your players will have to engage with her, narratively and mechanically, in order to do anything that she might object to.





NPC Traits

NPCs work in mostly the same way as Player Characters, with a few key differences:

- ★ NPCs usually have only one or two Facets. So, for example, a brash, aggressive NPC might have only a Moxie rating. NPCs never voluntarily take actions involving Facets they don't have, and automatically fail with a Result of 0 if forced into such an action.
- ★ NPCs can have any number of Quirks. These Quirks should be chosen with an eye toward being fun for the PCs to tag when getting into contests with that NPC.
- ★ NPCs don't have Magic points or Magic Pools. You can spend Trouble Dice on an NPC's behalf to do anything that would cost Magic for a player – for example, adding dice to a roll, or activating a Power with a Magic cost.
- ★ NPCs can have Stress Limits as low as 0, so suffering even a single point of Stress causes them to Stress Out!
- ★ NPCs can't use Wishful Thinking – not even NPC fairies!

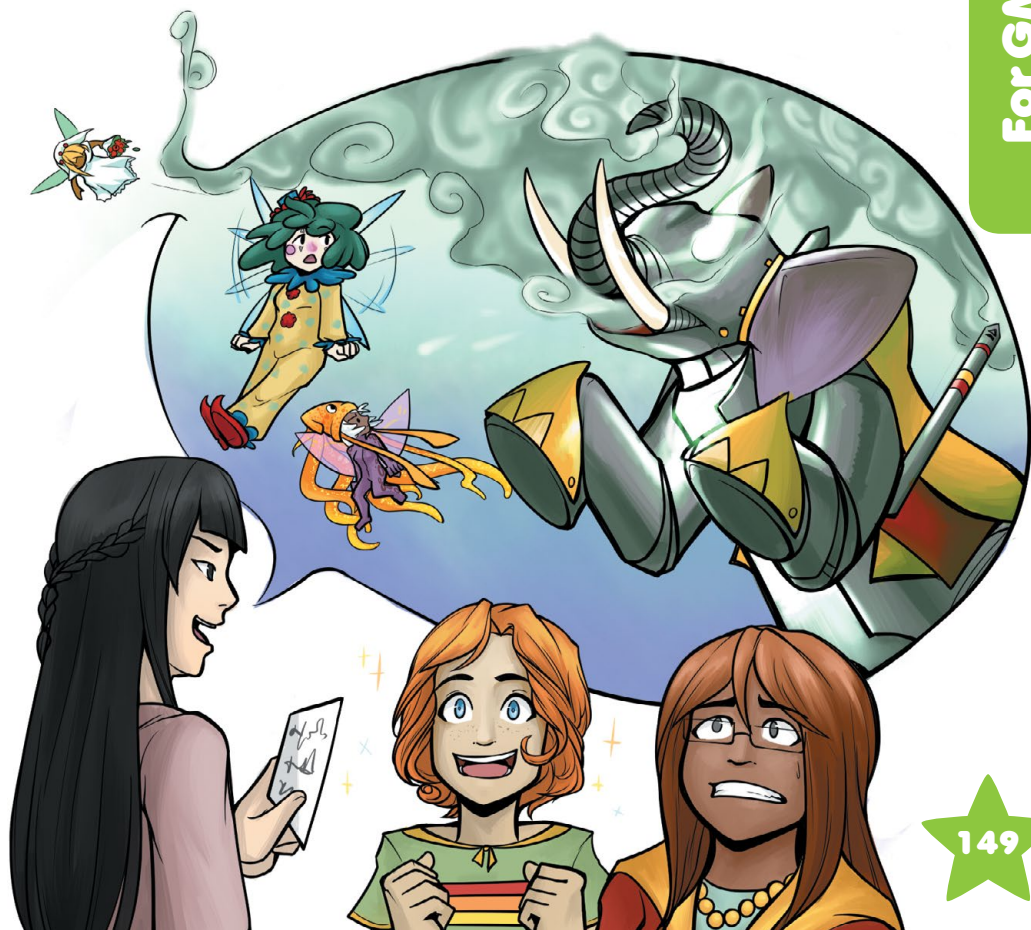
NPC Rules

NPCs are designed to be simpler to run than PCs. Most of the time, if an NPC is doing something, she just succeeds if it makes sense that she would. NPCs only have to roll dice when a player decides to mess with them, either because her character doesn't approve of what that NPC is doing and wants to stop it, or because the NPC is the target of her latest prank! This means that NPC rolls are always **contests** against Player Characters.

?

These rules are meant to make NPCs quick and easy to play, both to reduce your workload, and to avoid intruding on the PCs' spotlight by spending a lot of time resolving NPC actions. You always have the option of giving an NPC the full PC treatment if needed – but if you're spending a lot of time crafting an NPC's stats, that may be a sign that you should just play that character and give someone else a turn as GM!

For GMs



NPC Dice Pools and Dice Rolls

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

Trouble 163

Location Quirks 156

Assistance 70



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

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



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

Arcanodynamic Steam Pachyderm

Miracle of Modern Metallurgy, Prodigious Prototype

M *moxie*
4

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

S *shine*
4

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

⚡ *limit*
20



NPC Stress

A typical NPC has a Stress Limit of 0, meaning that she Stresses Out if she suffers any amount of Stress at all. In most cases, an NPC should not have a Stress Limit higher than 5. You should resist the urge to give an NPC a mischief-proof Stress Limit simply because she's meant to be "important". Fairies don't care how important you are! Higher Stress Limits are best reserved for NPCs that are specifically intended as "boss fights" that players must work together to overcome. (Like Chie's pernicious Pachyderm!)

NPCs and Stressing Out

When an NPC Stresses Out, she isn't necessarily removed from play. She just can't meaningfully oppose your players' schemes anymore. She might run away, be reduced to helpless stammering, or simply give up and go along with the fairies' plans.

A Stressed Out NPC should stay down long enough to prevent her from messing with the fairies' current scheme. After that, she can come back whenever is appropriate. If in doubt, spend some Trouble to **Summon Opposition** – then you can bring her back even if it doesn't make sense!

170

**Summon
Opposition**

?

Remember that anyone with a Stress Limit has protection from being narrated out of play – even if that Stress Limit is 0! Your players can't just narrate an NPC off-stage without first making her Stress Out.

Tanya Barrington, the village seamstress, has a Stress Limit of 5. When the fairies visit her workshop, she suffers 6 from their "friendly" pranks. Meaghan has her throw up her hands, exclaim, "Do whatever you want then, you little fiends!" and retreat to the back room with a book and a nice cup of tea.

NPC Powers

For the most part, NPC Powers work just like PC Powers. They're typically simpler in order to avoid slowing down play, but they follow all of the same rules. Some NPC Powers have a cost to activate, which is paid in **Trouble Dice** rather than Magic points. A list of common NPC Powers appears at the end of this section; you can pick from this list or use it as inspiration when creating NPCs on the fly. Other examples appear in the tables of random NPCs in **Appendix C: Random Encounters**.

Trouble 163

Random Encounters 273



Tanya Barrington has a Power named “Professional Advantage” that allows her to spend ☹️ when she inflicts ☹️ on a fairy to force that fairy to discard her current Costume. Meaghan has her use it to be rid of Calla’s Witch’s Hat before she can be turned into a frog.

Unleash Disaster 171

NPCs may also possess Disaster Powers. These Powers provide extra options when **Unleashing Disaster**. If a Disaster is called for while an NPC with a Disaster Power is present, you can use that Power instead of rolling for a Disaster.



The Empress has a Disaster Power named “Mandate of Heaven” that changes the genre of the game as a Disaster, requiring the fairies to earn 20 Mischief Motes in accordance with her chosen theme before they can earn them from any other source. When a Random Disaster occurs in the throne room, Chie activates the Power and declares her Imperial Majesty will only be amused by “Swashbuckling, Piracy and Romance!”.



NPCs normally can't wear Costumes. If an NPC *does* end up in a Costume, she can freely use that Costume's Powers, paying ☹️ costs (if any) with 😊 instead.

Big Folk


There are a few considerations to keep in mind when playing NPCs who are much, *much* larger than fairies.

First, Big Folk have the advantage in contests of pure strength. If a fairy gets into an arm-wrestling match or the like with a much larger NPC, that NPC receives at *least* +1 **edge**. On the flip side, fairies being so much smaller and more manoeuvrable than Big Folk makes them difficult to catch; a fairy trying to escape from a much larger NPC receives at least +1 edge. These aren't Powers, though they may sometimes be noted under an NPC's Powers as a reminder.

79 **Edge**

Red is trying to wrestle away a bottle of powerful whisky from Xiaoling Shirazi, proprietor of the Rose Gables Inn. Red has Moxie 4, while Xiaoling must make do with a Grace of 3 from her background as a merchant banker. But the human woman is five times the Pixie's size, and Meaghan gives her +1 edge, levelling the contest.

Second, though fairies are surprisingly scrappy for their size, scuffles with Big Folk can be risky. A much larger NPC who knows her way around a fight inflicts extra Stress if she wins a scuffle with a fairy, and suffers reduced Stress if she loses one. This bonus is typically +/-1 for Big Folk up to human size, though it can be higher; some particularly tough Big Folk are practically immune to fairy-size violence! This is treated as a Power, and can be worked around as such – especially by turning the contest into something other than a scuffle.

Zara is planning to have her fairy tackle the Grand Magistrate out the window of her Westbury Yard office, so that the other fairies might ransack it. Chie coolly informs her that would be a scuffle, in which the Magistrate (and five-times Imperial Tournament Champion) would enjoy a +/-2  advantage. Zara discards her plan in favour of wafting the scent of decaying fish through the office vents.

NPC Fairies

Non-player fairies should be a rare thing to encounter – you don't want to risk taking the spotlight away from the PCs! If you decide to have one show up, use the following guidelines:

- ★ Like other NPCs, NPC fairies lack a full complement of Facets.

Shenanigans 173

- ★ Unless there's a **Shenanigan** connected to defeating her, an NPC fairy has half the Stress Limit she would if she were a PC (i.e., 5 for most fairies, or 7 for Pixies). NPC fairies Stress Out according to the rules for NPCs, not for player fairies.
- ★ NPC fairies can wear Costumes. They draw from the same Costume Deck as the players; any Costume currently worn by an NPC fairy is unavailable for the players to draw (and vice versa).
- ★ NPC fairies can't hang onto extra Costumes like PCs do. You can spend 1 ☹️ to have an NPC fairy change into a random Costume mid-scene, or 3 ☹️ to search the deck and discard pile for any Costume you want. Both options are 1 ☹️ cheaper (to a minimum of 0) for NPC Brownies.
- ★ If a player makes an NPC fairy Stress Out, she can steal her Costume!



If you're uncomfortable with the potential implications of Costume theft, you can narrate that the NPC fairy in question just explodes and leaves her Costume behind, like loot in a video game.



When Letty appears in Meaghan's game as an NPC, she's wearing the Maid's Uniform to better match the Baroness' retinue, and has a Stress Limit of 5 (half her normal 10). Later, Calla bulldozers her with an alchemical rocket, causing her to Stress Out, and Senait cheerfully claims the Maid's Uniform.

Hazards

The world can be a dangerous place when you're only a foot tall. In fact, some dangers seem like they're actively out to get you!

A **Hazard** is any inanimate obstacle that's treated as an NPC. All of the rules for NPCs apply: a Hazard has a Stress Limit, at least one Facet, and can engage in contests with PCs.

Since Hazards usually don't have personalities, a Hazard's Facets can be metaphorical. A thunderstorm could have a Moxie rating because it's big and forceful, while a cunning fairy trap might have Craft because it's complex and sneaky.

One-shot Hazards, or those that only strike when poked at, can have Facets as high as 5; they only get one shot, so it should be a good one! Other Hazards rarely have Facets higher than 3 or 4.

Like all NPCs, a Hazard suffers Stress when it loses a contest. This doesn't necessarily mean it's being "hurt" – it just determines how long the Hazard sticks around. If a thunderstorm has a Stress Limit of 10, the storm breaks once the fairies have accumulated a total Result of 10 avoiding getting wet.



A wily tanuki has sold the fairies an apparent fortune in tart futures, and they're hoping to cash them out at the Five Directions Stock Exchange to finance their next prank. Chie isn't sure how to run a compelling financial transaction, so she decides to treat it as a Hazard – the Great Four Leaf Clover Bubble! She describes the exchange going into a panic as the price of four leaf clovers plummets, taking down tart futures and everything else with it. She explains the tanuki swindled the fairies, but they can cash out if they make the Hazard Stress Out.

Great Four Leaf Clover Bubble (Hazard)

S shine
4

L limit
10

Irrational Exuberance: This Hazard only takes ⚡ from actions that calm down or distract the panicked crowds of investors.

Eat the Rich: If this Hazard rolls a 6, the GM may spend 2 🧠 to cause the fairy with the most 🧠 to take ⚡ equal to her 🧠.

Locations

Locations are your third and final tool for giving character to non-PCs. The fairies are never *not* in a Location, but only some are interesting enough to have their own stats. Locations have Quirks and (potentially) Powers.



It's very rare for a Location to have its own Stress Limit. An entity with a Stress Limit but no Facets automatically loses contests, but still has to have its Stress Limit worn down before the fairies can run roughshod over it.

Location Quirks

Most Locations should have one or two Quirks. *Everyone* in a Location can tag its Quirks for extra dice. A player can tag Location Quirks even if she's already tagged Personal and Costume Quirks.

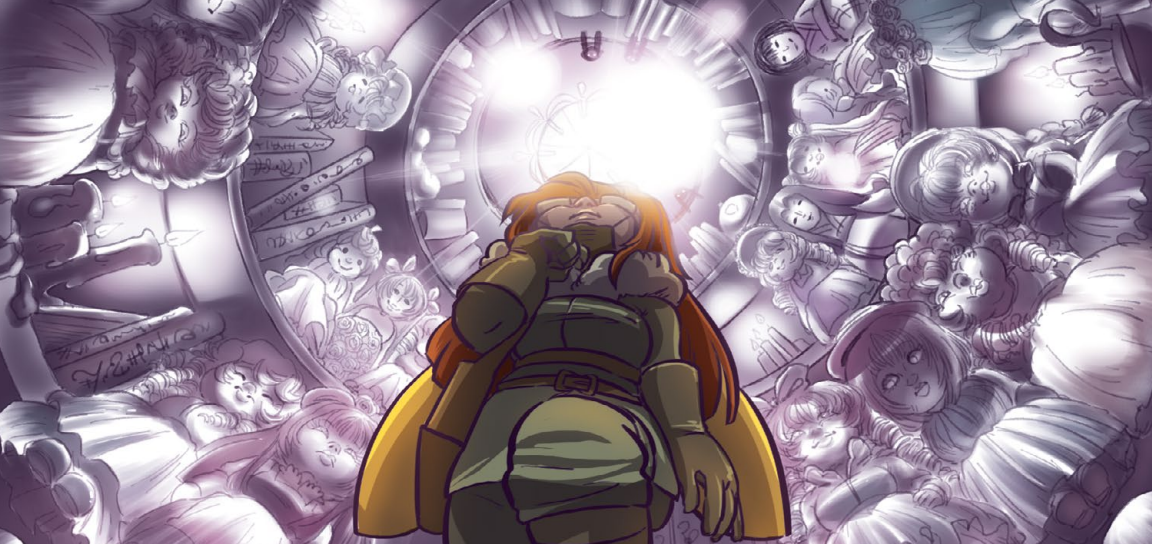


Meaghan has added a village carpenter to her session, so when the fairies want to visit her, she needs to add that Location. She gives the workshop the Quirk "Smell of Sawdust", and remembering how strong she'd made the carpenter, a second Quirk of "Broken Tools".

A fairy can add a new Temporary Quirk to a Location with a successful roll. Locations don't resist or recover from Temporary Quirks on their own, but NPCs or Hazards – or other PCs – might oppose such rolls on the Location's behalf. As GM, you can add a Quirk to a Location as the result of a failed test (or tied contest), rather than placing a Quirk on the fairy herself.



Zara's plan to deal with the Great Four Leaf Clover Bubble involves changing into the Seamstress Outfit and distracting the stockbrokers with trollbone corsets. But her contest roll is a tie, and Chie narrates the stockbrokers passing out due to their supernaturally tight corsets. They're no longer furiously selling, but neither is the mood particularly calmed by half the city's financial sorority lying unconscious on the trading floor. Chie adds the "Fainting Financiers" Temporary Quirk to the exchange.





Location Powers

Not all Locations will have Powers, but many do. Like Location Quirks, Location Powers can be used by anyone present.





Remember that Costume and Kind Powers take precedence over Location Powers.



Chie's fairy is trapped in the Memory Temple of Lucretia Hearn, an elaborate dollhouse with treacherous porcelain residents. Seo-yeon gives the Location the profile shown below. Chie spends 2  to Quick Change into the Survival Gear and use "Seasonal Nostalgia" to have "White Winter" available. This is a risky move, as Seo-yeon could just as easily spend  to switch "White Winter" to "Scorching Summer" – a fine Quirk to use against Chie's rugged-up fairy!

The Memory Temple of Lucretia Hearn

The World of Shallow Dreams, A Murder of Dolls

Seasonal Nostalgia: Pay 1  or 1  to change one of the Temple's Location Quirks to *Sprouting Spring*, *Scorching Summer*, *Auspicious Autumn* or *White Winter*.

Common Powers

The following Powers are commonly encountered among NPCs, Hazards and Locations. You can pick from this list when creating NPCs and Locations on the fly, or use them as templates when writing up NPCs and Locations for your own homebrewed Playsets. Any time a Power template refers to “a particular” Facet, Quirk or circumstance, the targeted trait should be chosen when the Power is assigned to a particular NPC, and doesn’t change during play.

Random Encounters 273

You can check out **Appendix C: Random Encounters** for examples of these Powers in action.

For NPCs

The following generic Powers are commonly encountered among NPCs. NPCs sometimes have Powers that represent special weaknesses or vulnerabilities; these Powers are marked with an asterisk (*).

Summon Opposition 170

Bad Timing: You receive a discount to **Summon Opposition** when spending ☹️ to bring this NPC into play under appropriate circumstances. The Power should specify those circumstances.

Cheaper Dice: You can buy extra dice for this NPC’s rolls at a rate of two dice per 1 ☹️ under a particular circumstance or when the NPC is acting in a particular way.

Counter Facet: The NPC receives edge against anyone who opposes her using a particular Facet or Facets in a contest. This Power usually grants +1 edge, and can counter up to two Facets.

Dice Bonus: The NPC receives additional dice for free (i.e., without paying ☹️) under a particular circumstance. This bonus can take her above the usual limit of three dice before applying other modifiers.

Edge: The NPC receives edge when the PCs try to do a particular thing to her, or when trying to do a particular thing to the PCs.

Extra Stress: The NPC inflicts extra ⚡ when she wins a particular type of contest – usually a scuffle – or when she wins a contest under certain conditions. The bonus can range from +1 to +3. Big Folk often have this in combination with **Stress Resistance**.

Facet Bonus: The NPC has a higher effective Facet value, to a maximum of 5, under a particular circumstance.

***Fatal Flaw:** The NPC has a critical weakness. This “Power” causes the NPC to automatically Stress Out, regardless of her current ⚡, under a particular circumstance. Such NPCs often have conditional **Edge** or other Powers that make this weakness difficult to exploit.

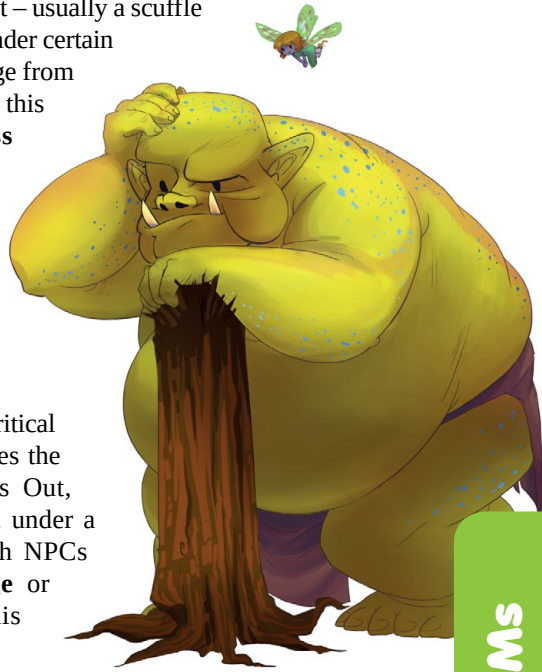
Follow-up: Any PC who loses a contest with the NPC must successfully test a particular Facet or suffer some effect or penalty in addition to the usual ⚡.

Genius Loci: The NPC has a particular Location Quirk that follows her around. This functions like a regular Location Quirk in all respects other than its mobility.

Grandstanding: The NPC has a way of generating extra ☹. Her rolls might generate ☹ when the dice show 1s, or she might automatically generate one or more ☹ under a particular circumstance. Alternatively, PC fairies might generate extra ☹ when rolling against her!

Inflict Quirk: The NPC can impose a particular Temporary Quirk on the PCs, either in response to a particular trigger (such as inflicting ⚡ on a fairy), or at any time by spending 1 or 2 ☹ per target. This Power often appears in combination with the conditional versions of **Edge**, **Extra Stress** or **Stress Resistance**, giving the NPC an advantage against PCs who have the Quirk.

Minions: The NPC can summon or create additional NPCs or Hazards under certain conditions. This always costs at least 1 ☹ per minion in addition to any other requirements.



***Powerless:** The NPC is powerless under a particular circumstance. This “Power” reduces the NPC’s effective Result to 0 when opposed in a contest by a fairy who takes narrative advantage of that circumstance.

Retaliation: The NPC automatically inflicts 1 or 2 ⚡ under a particular circumstance or in response to a particular action by PC fairies; this circumstance can include losing a contest!

Stress Resistance: The NPC suffers reduced ⚡ from a particular type of threat – usually physical threats – or when she loses a contest under certain conditions. The reduction can range from -1 to -3. Big Folk often have this in combination with **Extra Stress**.

***Stress Vulnerability:** Tough NPCs are often exceptionally vulnerable to a particular type of threat. This “Power” causes the NPC to suffer extra ⚡ – ranging from +1 to +3 – when she loses a contest in which a PC takes narrative advantage of this vulnerability.

Surprise!: The first time in the session that the NPC initiates a contest with a PC, it counts as a Surprise Attack.

Touch of Death: When the NPC inflicts Stress on a PC, you can pay ☹ equal to a particular Facet of the affected PC to make her instantly Stress Out, regardless of her current Stress total. This usually represents the ability to capture or eat fairies!

***Vulnerable Quirk:** One of the NPC’s Quirks is more trouble than it’s worth. PC fairies who tag this Quirk in a contest receive an additional benefit, like an extra die, a bonus to ⚡ inflicted, etc.



For Hazards

Hazards can have most of the same sorts of Powers that NPCs can. Weaknesses are more common among Hazards than among NPCs. In addition, a few Powers that are usually inappropriate for NPCs may be more suitable for Hazards; NPCs can have them, too, but you should exercise caution, as they can be frustrating when wielded by something that can actively oppose the players.

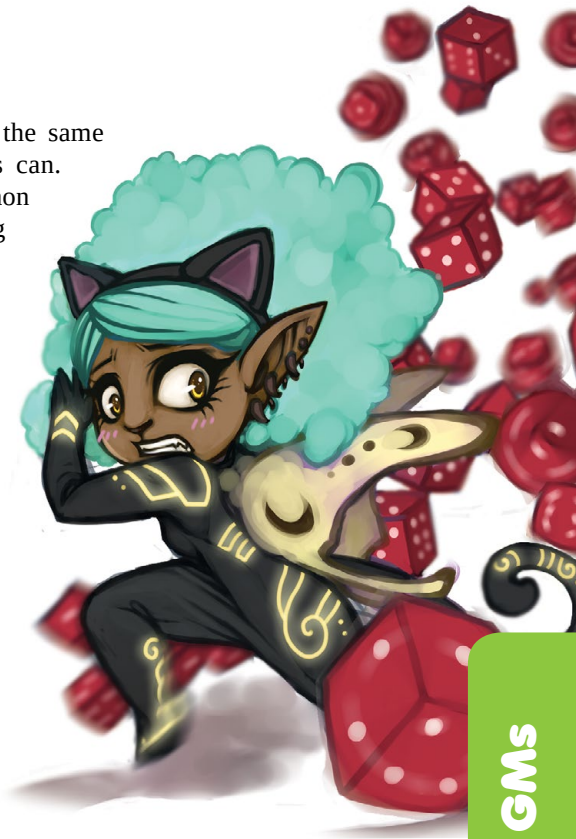
Bribery: A PC fairy may gain 1 or 2 🎲 (or some other benefit) in exchange for voluntarily suffering a particular Temporary Quirk or other effect.

Costume Damage: The Hazard forces any fairy it inflicts ⚡ on to discard her current Costume. The affected fairy may Quick Change into any other Costume in her possession for free; if she doesn't have any, she Stresses Out. This Power usually has a cost or other strict limitation associated with it; it can be *really annoying* if it doesn't!

Counter Facet: As per the version for regular NPCs, except that it can counter up to four Facets (i.e., every Facet *except* one).

Stress Immunity: The Hazard is immune to Stress from contests with PCs unless the player describes what she's doing in a particular way. This Power is usually given to Hazards that represent situations or abstract concepts.

Unstoppable: The Hazard can't be opposed at all unless some special condition is met. This could involve paying 🎲, successfully testing a particular Facet, or discovering and tagging a hidden Quirk. If a PC fairy initiates a contest with the Hazard without satisfying this condition, her Result against the Hazard is automatically treated as 0.



For GMs

For Locations

Since a Location's Powers can be used by anybody who's present in that Location, nearly any NPC or Hazard Power can be rephrased as a Location Power. Such Powers should typically be conditional so that they're not used by everybody all at once! In addition, the following types of Powers are specifically applicable to Locations.

Enhanced Scrounging: The first fairy to Scrounge in this Location automatically receives a particular Costume. The Costume should be removed from the deck at the start of the session to make sure it's available. Alternatively, this Power might grant extra draws when successfully Scrounging.



**Summon
Opposition** 170

Guardian: You receive a discount to **Summon Opposition** when spending ☹️ to bring NPCs into play in this Location under appropriate circumstances. The Power should specify which NPCs are affected. You shouldn't claim a discount for both this Power and **Bad Timing** – they're just two different ways of expressing the same effect.

Power Up: Characters in this Location can take a particular action to recover ☹️ or gain ☹️. There's usually a cost or limit associated with this Power; a good general rule is three to five total uses. If an NPC takes advantage of an effect that would grant ☹️, you get ☹️ equal to the number of ☹️ that would have been granted instead!

Trouble

Fairies live and breathe chaos. Not necessarily big, earth-shaking chaos, but they make the world a less tidy place just by existing. In game terms, this is represented by the **Trouble Pool**.

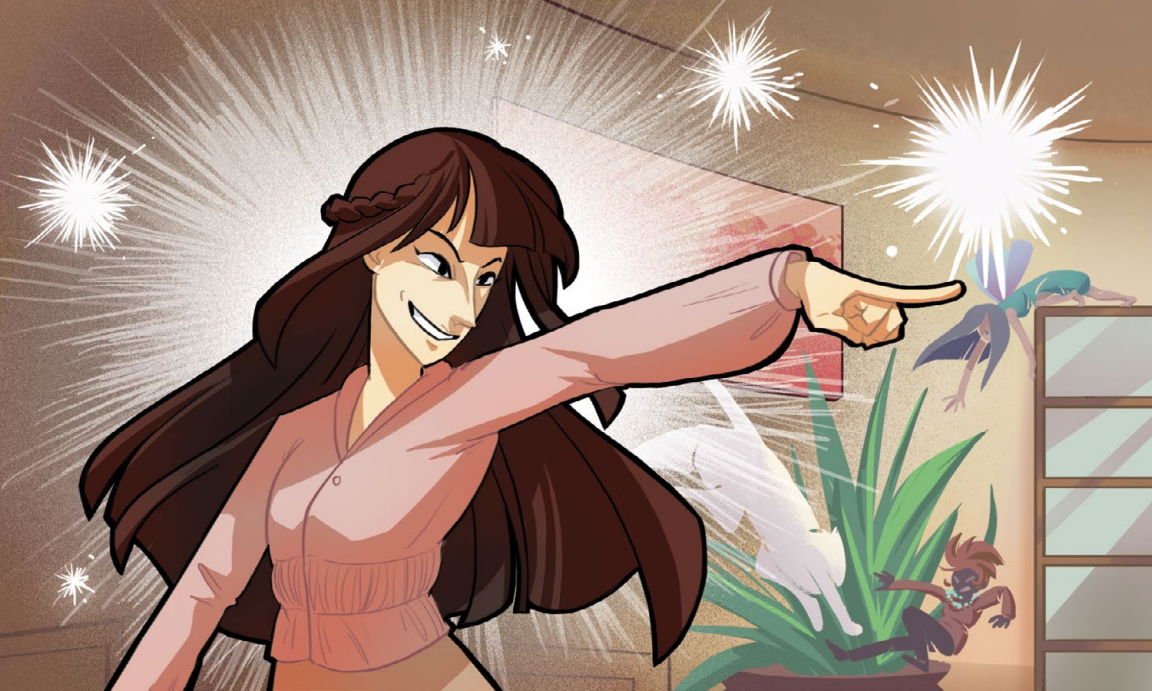
What Is Trouble?

The Trouble Pool is a collection of dice that you can use to mess with your players. The Trouble Pool grows over time, and shrinks as you expend **Trouble Dice** in order to complicate the PCs' lives. The effects of these expenditures can range from adding dice to NPC rolls, to activating certain Powers, and even to directly interrupting the game's usual narrative back-and-forth to mix things up.

In Power descriptions and other places, "Trouble Die" is sometimes short-handed with the following icon: ☹️.

For GMs





Why Use Trouble?

Or, to be blunt: why do you need to spend dice to give you permission to mess with your players? You're the Game Master, after all. Can't you just do whatever you want?

Of course, that's totally true. The narrative ball always starts out in your court. Players can take control of the story for a little while with successful rolls, but that's a temporary state of affairs – and in theory, you could always just throw impossible tests and unbeatable NPCs at them to take that control back whenever you want.

But why would you want to? You're not here to *beat* your players – you're here to present them with fun challenges and entertaining chaos. The Trouble Pool provides you with three tools to pursue that goal.

Impending Doom

The first effect of the Trouble Pool is primarily psychological. Your players can see the Trouble Dice piling up, and they know that those dice are going to be used sooner or later. As the dice pile up, the tension builds. When they're spent, it means bad news, but it's also a relief for your players – at least now they know what's coming! Be sure to play this up; in online games, you should frequently announce the current size of the Trouble Pool in order to maintain that tension.



A Licence to Railroad

Costume Fairy Adventures sometimes has very particular ideas about whose turn it is to narrate. These rules usually do a good job of making sure that everyone gets her turn in the spotlight – but what if you need to rein things in a little? Or just nudge events in a new direction?

In this sense, Trouble Dice are a licence to “railroad” your players in a particular direction – you can spend ☹️ to interrupt the story and interject as needed. This also helps to smooth over any potential recriminations; if you blow things up for no reason, your players can’t complain, because you “paid” for the right to do so! (Be sure to practise your best evil smirk for such occasions.)

It’s Your Game, Too!

Finally, you shouldn’t forget that you’re not just here to babysit your players – you’re here to play too! In a way, the Trouble Pool is the GM’s “character”; it represents the strange whimsy of the world that the fairies live in. Call it fate, karma, or chaos theory; whatever name you give it, there’s a very real force in the world that wants the fairies to live in interesting times, and Trouble Dice are that force’s “Magic points”. Don’t be afraid to get a little bit into character when you reach for the Trouble Pool – it’s the one role that will always be with you.



Starting Trouble

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

Growing the Trouble Pool

Whenever a player rolls a 6, two things happen:

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

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



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

NPCs 147

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

Costumes 105

Locations 156

Spending Trouble Dice

When you spend Trouble Dice, things go badly for the players. There are six basic ways to spend Trouble Dice: three interact with the dice-based nuts and bolts of the game, and three that let you mess with the narrative directly.

Add a Die (1 ☹️)

You can spend a Trouble Die to add a die to an NPC or Hazard's roll in a contest. You can spend as much Trouble as you like on any given roll, though there's usually no point going beyond five dice. (Note that this differs from players, who can buy only one extra die per roll with 🌟.)

98 Magic

In Seo-yeon's game, Chie's fairy is trying to sit through a performance of the Ouroboros Opera so that she may detonate the firecrackers hidden in the lead actor's costume in the twelfth act. Seo-yeon decides that the tedium of the play goes beyond a simple test to a full Hazard, rolling three dice at Focus 3 in contests. She spends ☹️ on each contest roll to raise it to four dice, just so Chie gets the full cultural experience.

For GMs



Invoke a Quirk (1 ☹️)

Any time a player makes a roll, you can spend a Trouble Die to turn a Quirk against her. Often, this will be a Location Quirk – but if you’re feeling particularly merciless, you can invoke Costume Quirks, or even Personal Quirks! This reduces the number of dice rolled for the affected test or contest by one. If the player is reduced to zero dice in this way, she automatically fails with a Result of 0.

There’s no rule against invoking a Quirk that a player has already tagged to claim a die, but it usually won’t make sense to do so.



Senait wants Calla to watch over the pies for the contest, alert for (non-fairy) cheats and saboteurs. Meaghan spends ☹️ on Calla’s contest with the nefarious Bill Harvey as he attempts to drug a pie, tagging her “Your Own Little World” Quirk to remove a die from her pool for obliviousness.



Timing issues will usually prevent you from using this option in forum or email-based games. This is okay – the more relaxed pace of such games will afford you opportunities to make better use of Trouble Dice in other ways.

Use Power (1+ ☹️)

NPC Powers 152

Some **NPCs** have Powers that cost Trouble to activate. Also, if an NPC ends up wearing a Costume, any Powers that have a Magic cost are activated by spending Trouble Dice instead.



Chie is using an NPC named Dr. Hekyll, who has a Power named “You Won’t Like Her When She’s Angry” that allows her to spend 3 ☹️ to be replaced by Ms. Jyde, a significantly nastier NPC.

In Meaghan’s game, Letty is unplayed and has been brought in as an NPC. She’s wearing the Witch’s Hat, so Meaghan can pay the “Polymorph” Power’s 🦊 cost with ☹️ to have Letty turn someone into a frog.

Add a Complication (1 ☹️)

The most basic trick of the Trouble Pool is to interject into a player's narration to add complications. When a player succeeds at a test or contest, she gets to narrate the outcome. By spending one Trouble Die, you can jump in and add a proviso or two.

You can't and shouldn't directly negate or invalidate whatever the successful player was trying to accomplish, but the narrative "Yes!" becomes a "Yes, but...". Most often, the result should be overcoming one problem, only for the solution to create another, equally pressing one.

You can spend a Trouble Die to Add a Complication to the same successful roll that generated that particular die.



For GMs

Chie's fairy somehow survives the crushing tedium of the Ouroboros Opera to the twelfth act and the prime time for her big prank. Seo-yeon thinks the scene could use a little more drama before it's wrapped up, so she spends 1 ☹️ to Add a Complication – the lead actor has switched costumes with her co-star, so the firecrackers are on the wrong person! Chie will need to find a way to swap the dresses back again, or go ahead with the prank against the wrong target.

As an optional rule, a player can voluntarily Add a Complication to her own success when she rolls a 6. Doing so prevents that 6 from contributing to the Trouble Pool, effectively "pre-spending" the Trouble Die it would have generated. She still gets the usual 🎲. This is a good option for forum or email-based games, where you might not be around to interject in a timely fashion. Only one Trouble Die can be negated in this way, so a successful roll with multiple 6s will always generate at least some Trouble.



Summon Opposition (3 ☹️)

If you need to shake things up a little more thoroughly, you can spend 3 ☹️ to add a troublesome new element to the scene, typically in the form of an NPC or Hazard. By spending the Trouble Dice, you're "buying off" both narrative plausibility and any obligation to play nice. You may, with malice aforethought, have the worst possible person show up at the worst possible moment – even if there's no reasonable way for her to have gotten there!

When you're playing freeform, this can be resolved as a simple roll on the relevant random NPC table, re-rolling if you get an NPC who's already present. (Unless you have a fun idea for an "evil twin" scenario, anyway!) Playsets will point out the NPCs who are most useful to summon in this way; some NPCs may offer a discount for summoning them in Locations or circumstances they're particularly associated with.

A Summon Opposition action may return a Stressed Out NPC to play, no matter how little sense it makes for her to show up again.



Karyn and Nadya have had Robin and Mabby playfully badmouthing the unplayed Letty throughout the session. As they're pulling the top off a keg on a plundered beer cart they have a particularly cutting exchange about Letty's inability to hold her liquor. At this point, Meaghan realises that, as an NPC, Letty can be summoned for 3 ☹️, that the "Polymorph" Power on the Witch's Hat can be activated for 1 ☹️, and that frogs do not deal well with beer.



You can also use this option simply to pick up a lagging scene. As the old Game Mastering wisdom goes: when in doubt, ninjas attack.

Unleash Disaster (5 ☹️)

This is the big gun. By spending five Trouble Dice, you can overturn the entire scene to your own ends. There are two ways this can play out. Either something so overwhelming happens that it completely co-opts the scene and redefines all the players' goals – or else the current scene just *ends*. Start a new scene *in medias res* (i.e., with the fairies already embroiled in some new trouble), and leave it up to your players to work out how they got there!

This book provides **Random Disaster** tables for a few common milieux, and each Playset will also come with its own specially tailored Random Disaster table. Some NPCs, Hazards or Locations may have **Powers** that can be activated in lieu of a Random Disaster roll. You can also make up your own Disaster on the spot, but don't be afraid to lean on the tables – it's often more fun if even you don't know what's about to happen!

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152 **NPC Powers**

For GMs

Chie is a bit stuck for ideas as her group runs roughshod over the city, but she does have plenty of ☹️ thanks to Zara's penchant for rolling 6s. She pulls 5 ☹️ from her pile of Trouble Dice, slams them down in the middle of the table, and asks the players to define a suitable Disaster. Alice cheerfully pipes up with "Etiquette-enforcing alligators burst from the sewers to correct our awful manners!"; Zara accuses her of treachery. Chie quickly gives the alligators Facets, Stress Limits and a Power, and the scene is away...

In Meaghan's game, the players decide to have their fairies retreat to a quiet backstreet of the village to plan their next move. She doesn't feel a quiet planning scene fits the fairy idiom, so she spends 5 ☹️ on a Disaster, choosing "Carter's Flock" from the list in The Big Pie Caper. She narrates a quick cut, describing the fairies hemmed in on all sides by sheep: sheep in the street, sheep staring out from windows, sheep looming on the roofs!

Other Uses

Some Playsets will have additional options for spending Trouble. Make sure to check for them before the start of the session.



Shenanigans

Fairies have an innate sense of how to cause the most chaos in any given situation. There's a little voice in the back of their heads whispering: "Hey... you know what would be awesome?" And that voice is *never* wrong.

What Are Shenanigans?

Shenanigans are the essential unit of rules-based progress in *Costume Fairy Adventures*. They're a bit like quests in a traditional roleplaying game, and a bit like achievements in a video game. Each Shenanigan consists of a specific immediate or long-term goal, and a reward for completing it.

Why Use Shenanigans?

Much of the time, your players won't need any help getting into trouble – on the contrary, they'll generally have greater difficulty *avoiding* it! Sometimes the chaos needs to be pointed in a particular direction, though, and that's where Shenanigans come in.

At its most basic, a Shenanigan is a *dare*, whether it comes from you or a player. The opportunity to score Mischief Motes certainly sweetens the deal, but the reason a Shenanigan exists in the first place is because someone thought it would be funny to see if the fairies will actually do it! It's important to bear this in mind when thinking about whether a given Shenanigan makes sense. Remember the goofy stunts you and your friends used to dare each other to do when you were kids? A standard Shenanigan should make *exactly* that amount of sense.



All of the rules in this book are optional in a sense, but Shenanigans should be considered extra-optional. If your players are having a grand old time running around playing Grand Theft Donkey, don't force it! Some people just aren't motivated by scoring points, and that's okay. None of the basic Kind or Costume Powers refer to Shenanigans, so nothing will break without them.



Detecting Shenanigans

From an in-character perspective, fairies become aware of potential Shenanigans through a sort of ineffable intuition that leads them to the times and places that would most benefit from their nonsense. At the gaming table, however, Shenanigans come from two sources: you, and your players.

Whenever your players display interest in a Location or NPC, you should usually reveal a Shenanigan or two that's associated with it. Playsets will have a couple of suggested Shenanigans attached to just about everything. Such Shenanigans can come from an NPC displaying an obvious need, an explicit request, or just an irresistible opportunity. Out of character, just reveal the requirements and rewards of the Shenanigan to your players as soon as interest has been established.

In a face-to-face game, you can write each Shenanigan down on an index card and place it on the table for everyone to see. (Most Playsets will come with printable Shenanigan Cards to save you the trouble.) In a chat or forum-based game, you'll need to occasionally remind your players of outstanding Shenanigans instead.

Meaghan has printed the supplied Shenanigan Cards from The Big Pie Caper, neatly cut them out, and presents them to her players as they become relevant.

Chie scribbles Shenanigans on index cards for her group. When there's too many cards on the table, she stops giving out Shenanigans or removes some the group is happy to give up on.

Zara's forum game runs at a leisurely pace, so she can easily keep an up-to-date list of the active Shenanigans on a wiki page for everyone to see.

Seo-yeon is a project manager by trade. She creates Shenanigans as tasks in a lightweight project management web application, dragging them between "To Do", "Doing" and "Done" columns as the fairies make progress. Her players keep the project board open in a browser tab so they can remind themselves of the Shenanigans at any time. Seo-yeon insists this is much simpler and quicker than using paper.

Shenanigans can also be suggested by your players. The basic procedure is the same as for GM-established Shenanigans. Some players will be comfortable with explicitly proposing Shenanigans, while others will prefer to hint, usually with phrases like “wouldn’t it be awesome if we...”. Keep an ear out for such hints – it’s no fun to miss an opportunity for mischief!



If you’re bad at taking hints, be sure to remind your players to hint *very strongly*.



Meaghan’s group have never played a tabletop roleplaying game together, so they don’t have any of the conventions more established groups might rely on. She responds to anything that might possibly be a hint for a Shenanigan – Aadhya’s inquisitiveness about random details of the village, Karyn’s harebrained scheming and Senait’s demands for more ways to get points. This leads her to give out perhaps a few too many Shenanigans, but it’s better to err on the side of the players having too much to do than not enough.

Chie and Zara have played RPGs together for their entire adult lives and have longstanding workarounds for common communication problems. They’ve learned the hard way that they’re terrible at giving each other hints, so when Zara wants a Shenanigan, even a retroactive one, that’s exactly what she asks for.

For GMs



Types of Shenanigans

There are five general categories of Shenanigans, each of which can be distinguished in three ways:

- ★ How much effort it takes to accomplish in game terms
- ★ How complicated it is in narrative terms
- ★ How many Mischief Motes it awards

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In general, the same guidelines apply whether a given Shenanigan is built into a **Playset**, cooked up on the fly in a freeform game, or directly proposed by your players. Some Playsets may have alternative rules for determining when a particular Shenanigan has been completed – be sure to check the Shenanigan’s description for details.

1 Mote – Incidental or Repeatable Shenanigans

The smallest Shenanigans don’t necessarily require a roll at all. They can be accomplished in passing, as part of another action, or even by accident! Shenanigans of this type are often repeatable, up to a set maximum – usually no more than five times in the course of a session.

Incidental Shenanigans are best suited for one-off jokes – or, in their repeatable incarnation, for running gags. You might even give credit for an incidental Shenanigan retroactively if a player comes up with a good pun or one-liner or otherwise accomplishes something notably entertaining on the fly.



The “Merry Mixologist” Shenanigan in The Big Pie Caper requires the fairies to mix up an outlandish cocktail and serve it to humans, gaining 1 Mote for each that likes it, up to 5. In Meaghan’s game, Nadya has Mabby mix up a “Royal-tea Fizz” and starts commanding villagers to partake of her generous hospitality. Her first mark is the shepherd’s daughter, who loves it – 1 Mote for the fairies!



For GMs

2 Motes – Minor Shenanigans

A minor Shenanigan can be accomplished with a single successful roll. Basically, if a player is trying at all, she's practically guaranteed to get it.

Minor Shenanigans are “pranks of opportunity”, so to speak. This is the appropriate level for basically any player-proposed prank that you agree sounds like fun, but don't want to risk turning into an extended sidetrack. As GM, you'll offer up minor Shenanigans to dare your players to try something that you have no specific consequences in mind for – you just think it would be funny to see if they'll do it!

In Chie's game, Alice narrates her fairy flashing a roguish smile at the Crown Princess and causing her to blush as a side-effect of a successful Shine contest in a duel with the dastardly Sir Elanor Crossingpot. Chie thinks that's a perfect swashbucklery touch and retroactively awards a 2 Mote Shenanigan named “You Like Me Because I'm a Scoundrel”.

5 Motes – Standard Shenanigans

Standard Shenanigans require three or more successful rolls in order to achieve. A single successful use of Wishful Thinking can also accomplish a standard Shenanigan instantly, if it makes sense that the wish in question would do so.

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As the name suggests, the bulk of the Shenanigans you'll put in front of your players will be of this sort. This is the default level for the built-in Shenanigans that come with a **Playset**. In a freeform game, each scene should offer two or three 5 Mote Shenanigans – these are what the scene is “about”, and accomplishing all of them signals that scene's end. When taking player suggestions, anything that seems to catch more than one player's attention should definitely get the 5 Mote treatment.



You probably noticed that standard Shenanigans take three times as much effort as minor Shenanigans, but aren't *quite* worth three times as many Motes. This is intentional. Minor Shenanigans have slightly inflated rewards in order to give players the occasional easy target. This isn't the sort of game that discourages messing about!



The Big Pie Caper includes a 5 Mote Shenanigan named “The Pie Price”, in which the fairies must present a gift to the baker, Mae Honeydew, to make good on their theft of a pie in The Little Pie Caper comic. In Meaghan's game, Luciana has the idea of using Wishful Thinking to refine magical salt from the fairies' tears of contrition as their gift (and to cut up onions to coax tears from the not-at-all contrite fairies). Luciana's Wishful Thinking roll is successful, producing the salt. Since this is enough to accomplish a standard Shenanigan and Meaghan agrees it's an excellent gift for a baker, Mae is mollified and the fairies gain their 5 Motes.

10 Motes – Major Shenanigans

Without Wishful Thinking, major Shenanigans require five or more successful rolls to accomplish. Even Wishful Thinking can't achieve this sort of Shenanigan straight away – your players should make at least a couple of successful rolls to set it up before using a wish to knock it down. Major Shenanigans might also need to be “unlocked” by completing one or more more related standard Shenanigans first.

In narrative terms, major Shenanigans are the big leagues. In a Playset, they're referred to as “Core Shenanigans”, and reflect central goals or “quests” built into that Playset's story. In freeform play, proposing major Shenanigans is usually left up to the GM; you'll use them to set intermediary goals that help to guide the fairies toward whatever your session's goal is – or at least provide them with an incentive to stop messing about and move on to the next scene! If your session doesn't have a particular goal, you can also give any player-proposed Shenanigan that gets the whole group fired up a 10 Mote target.

Zara bluntly declares she'd like a Shenanigan to convince the Empress to appoint a fairy as Admiral of the Lightning Fleet, on the principle it would be both awesome and hilarious. Chie names the Shenanigan “Mistress and Commander”, and declares that it's worth 10 Motes and a commensurate amount of effort. Zara informs the group that she expects every fairy to do her duty.

For GMs





15 Motes – Secret and Special Shenanigans

There are no standard guidelines for completing a Shenanigan worth 15 Mischief Motes or more. In theory, such a Shenanigan would require ten or more successful rolls or several carefully targeted uses of Wishful Thinking to accomplish – but that’s far too long to expect a fairy to stay on task!

Rather, these high-value Shenanigans serve a different purpose. Playsets sometimes have “secret” Shenanigans worth 15 Motes; these represent optional goals for curious and enterprising players to discover. Conversely, in a freeform game, special Shenanigans are usually major Shenanigans with deliberately inflated Mischief Mote rewards in order to make them extra-enticing.



You should exercise caution with special Shenanigans; used more than occasionally, they can give the impression that you’re trying to lead your players about by the nose. And it’s totally okay if you are – you just shouldn’t be so *obvious* about it!

When Chie’s group blunders through the Imperial Exhibition with its attendant contraptions and prodigies, she offers a major Shenanigan “For SCIENCE!” to win the Grand Prize for Esoteric Engineering, but assigns it a value of 15 Motes. Chie just loves mad science, and Zara, Alice & co. are happy to take the bribe.

Achieving Shenanigans

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



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

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



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

For GMs

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

Player-versus-player Contests & Shenanigans

When two players' fairies disagree on how best to go about achieving a Shenanigan, they might resort to a contest to decide whose plan will prevail. Not only is this okay, there's a trick to it: a contest between two (or more) PC fairies *always* yields a successful player roll, unless the outcome is a tie.

Astute GMs may note that it's actually possible for a contest between two players' fairies to have better odds of advancing a relevant Shenanigan than a simple unopposed test by either one of them would. This is intentional.

Adjusting Shenanigans

Sometimes you'll have a mismatch between a Shenanigan's tier and the level of effort your players put into it. What happens if a player narrates a major Shenanigan's completion after a single roll, or takes a minor Shenanigan and milks it for all it's worth? There are three basic ways to address this.

Adjustable Rewards

The lowest-impact method is simply to adjust the Mischief Mote award. If you reveal a standard Shenanigan, but your players only put forth a minor Shenanigan's worth of effort, they receive only a minor reward. On the flip side, if a standard Shenanigan inspires ever-more-complicated schemes, it might be a major Shenanigan by the time your players are done with it!

This option is easy for you, but reduced rewards can feel like a punishment. If you use this approach, let your players know in advance that you'll be strictly enforcing the required effort guidelines – and warn them if they're about to roll over a Shenanigan before they've gotten everything they can out of it! Conversely, scaling a Shenanigan's reward *up* is a much easier sell. Some Playsets formalise this option by providing Shenanigans that can be “upgraded” with extra effort.



When her players poke at a carriage axle factory, Chie hands out a 5 Mote Shenanigan to organise a strike. The fairies' efforts end up involving an impromptu drama company, recruiting the police to the workers' cause and a barbecue using industrial furnaces. Chie feels obliged to cough up 10 Motes for the sheer scale of the work.

The “That Was Too Easy!” Rule

A more rules-based approach is to use Trouble to balance things out. If a player is about to narrate a Shenanigan complete before reaching the required number of rolls, warn her. If she wants to go ahead anyway, you get 2 ☹️ for each roll the fairles came up short. This doesn't grant 🎲; in effect, any benefit has been “pre-spent” by making the Shenanigan easier than it should have been! This is good option if you want to encourage your players to give Shenanigans their due without breaking out the penalty stick.



Chie's group created the Entertainers, Grifters and Fishmongers Union, then promptly forgot about them as they caused trouble through the city. In a last-minute burst of productivity, Alice tries to get the Union on-side by having her fairy use Wishful Thinking to produce a massive haul of Rainbow Trout (tastes like real rainbow!). She succeeds, and narrates the charismatic fishmonger browbeating her colleagues into compliance. Chie had planned on making the Union a 10 Mote Shenanigan, so a single Wishful Thinking is a little too easy; she offers to replace the two missing rolls with 4 ☹️, and Alice accepts.

For GMs

The Honour System

Finally, you can leave matters in your players' hands. Just tell them up front that you expect them to insert complications into their own narration as needed to avoid making things too easy, and that they shouldn't expect a bigger payout for spending extra time on a Shenanigan; mischief is its own reward! This option is well-suited to forum and email-based games, where you won't always be around to interject when things start to go off the rails.

Since Zara tends to post at random times through the day, she trusts her players to declare success in Shenanigans when the dice agree, preventing her schedule from acting as a bottleneck. She reserves the right to make retroactive changes, but has had little cause to exercise it.

Mischief Motes

The basic reward for completing a Shenanigan is **Mischief Motes**: a tangible representation of the chaos your players have brought into the world. Mischief Motes are accumulated by the group as a whole, not by any particular player; in a typical *Costume Fairy Adventures* game, the objective is to gain as many Mischief Motes as possible.

So: what do Mischief Motes do?

That's the beauty of it: they don't *do* anything.

Like trophies, badges and high scores in video games, the point of Mischief Motes is to have them. They're a purely abstract reward, and don't have any particular rules-based benefits attached to them.

In practice, this often matters less than you might think. A great many players are motivated to score points regardless of whether they can do anything with them. Those who aren't score-motivated, meanwhile, have the narrative rewards of pulling off awesome pranks to satisfy them.

This isn't to say that your players' Mischief Mote total will never be relevant, though. There are a few situations where Mischief Motes can be put to use.



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Pacing a Session

Way back in the **Running A Game** section, we mentioned setting a Mischief Mote target for a freeform session that otherwise lacks any particular built-in “quest”. This can give your players a concrete goal to work towards and help keep them focused on targeted mischief over other diversions.

For a face-to-face game, 50 Mischief Motes per hour is a good general rule. Most groups will tend to accumulate smaller numbers of Motes early on, while hitting bigger rewards later, so this goal should be set up front for the whole session, not for each individual hour. For example, if you expect to play for about three hours, you might set a Mischief Mote target of 150.



Games played via **chat** or **real-time social media** tend to go a little slower, so 25 Mischief Motes per hour is a more realistic target there.

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Finally, for forum or email-based games, it depends as always on your group's average posting rate. Assuming that each player posts an average of once per day, with GM involvement as necessary, you should expect your group to accumulate about 25 Mischief Motes per week of play. A typical 150 Mischief Mote target thus represents about six weeks of daily posting.

All of these estimates assume a group size of three or four players, plus a GM. You can scale up or down accordingly for larger or smaller groups.

For GMs

Meaghan's group is not only new to Costume Fairy Adventures, but new to the roleplaying hobby! They earn 75 Motes in their first three-hour game, which is in keeping with the amount of time they need to spend finding their feet, and considered a success in The Big Pie Caper.

Zara doesn't closely track the rate of Mote gain in her forum game. Her policy of allowing players to resolve their own Shenanigans leads to a very rough average of 5 Motes per day, but she only worries about it when she wants to tie things up before a given real life date (such as the holiday season). As long as everyone is posting regularly, she feels the game is going well.

Player-driven Epilogues

As an additional motivator, you can tie some concrete narrative benefit to your players' Mischief Mote total. The default option is to let your players each narrate a short epilogue scene if the group's Mischief Mote total reaches the target you set for the game.

Some Playsets formalise this by presenting an "epilogue ladder" where the group's Mischief Mote total directly determines how things turn out, while others may allow Mischief Motes to be "spent" at the end of the game in exchange for particular narrative outcomes.



As beginners, it took Meaghan's group a while to get going, but they hit the 75 Mote threshold needed for bonus epilogue scenes in The Big Pie Caper! Meaghan describes this as being like scenes played over the credits of a movie. Aadhya responds by narrating Pooka officiating at the wedding of the Baroness and the carpenter, Luciana adds a scene of Red becoming the baker's apprentice, Senait shows Calla on a cleaning rampage to restore the village to pristine state, while Karyn and Nadya collaborate for the "post-credits" scene of Robin and Mabby approaching Mayor Rose Carter with a suggestion for a brand new festival...

Plugins

Plugins 210

Finally, for groups that prefer a bit of old-school character building, you can use a **Plugin** that gives mechanical heft to Mischief Motes. One such Plugin, **Level Up!**, is presented in this book.



Like Costume Cards, Mischief Motes sort of exist and sort of don't exist in-character. Some groups may prefer to keep them strictly notional, while others may be okay with fairies pulling Mischief Motes out of their pockets to give them a shine. What you *shouldn't* do is allow players lose them, steal them from other characters, or otherwise mess with them using any Power or other rules-based effect. Basically, don't do anything that would damage their integrity as a score-keeping mechanism.

Other Rewards

While collecting Mischief Motes is usually the main benefit of completing Shenanigans, they can offer other rewards as well. This is particularly the case in Playsets, but you can use these options in freeform games, too.

Common additional rewards for completing Shenanigans include:

- ★ “Unlocking” another, higher-tier Shenanigan related to the one just completed
- ★ Granting a beneficial Temporary Quirk to one or all fairies
- ★ Allowing free draws from the Costume Deck, or giving access to a particular Costume
- ★ Additional 🌀

If you’d like to provide extra rewards for completing Shenanigans, but don’t want to sweat the details, a good approach for freeform games is to give each fairy a free 🌀 for every 10 Mischief Motes the group accumulates. (i.e., at 10 Motes, 20 Motes, 30 Motes, and so forth.) Many Playsets use this as a standard rule.

Seo-yeon is planning her next game, and decides to make it “The Enchanted Forest All-time Greatest Pranker Championship!” Rather than award Mischief Motes, she arranges her Shenanigans in a pyramid representing advancement through the tournament. Each Shenanigan gives a particular reward (🌀, Costumes, Quirks) and unlocks the next tier of Shenanigans, which are more difficult and lucrative. The final Shenanigan requires the fairies to prank the Fae Queen herself, with the prize of eternal glory!



Playsets

Up until now, we've talked about the individual tools that can be used to run a game of *Costume Fairy Adventures*: NPCs, Trouble, Shenanigans, and so forth. Put them all together, and the final GM's tool emerges: the Playset.



This section occasionally refers to *The Big Pie Caper* in examples and such. You might find it helpful to have a copy of this Playset on hand for reference. You can download a free starter version as part of the *Costume Fairy Adventures* Quickstart Edition, available from the Penguin King Games website at www.penguinking.com.

What Is a Playset?

A Playset is a pre-written scenario for *Costume Fairy Adventures*. In other games, they might be called “modules” or “adventures”; we use the term “Playset” to reflect the fact that even the most strongly directed scenario will quickly turn into a fairy playground!

Why Use a Playset?

There are a couple of reasons you might use a Playset. Running *Costume Fairy Adventures* in freeform mode can tax even the most creative GM's improvisational skills. In addition, such games depend heavily on players to set their own goals, often with very little context to guide them. Some groups may appreciate a little more structure to their game.

Playsets also have another benefit. Running a Playset takes some of the weight off your shoulders and gives you the chance to approach things with fresh eyes, exploring the possibilities of the pre-written scenario along with your players – and possibly even being surprised by what you discover! Even with a Playset you've written yourself, the most entertaining story possibilities are sometimes the ones you never anticipated.

Components of a Playset


Like a freeform game, the basic building blocks of a Playset are Locations and NPCs for the fairies to interact with. Playset Shenanigans – which we’ll discuss in their own section later on – are typically “attached” directly to NPCs and Locations.

NPCs in Playsets

For the purpose of a Playset, NPCs are divided into “major” and “minor” bins. Major NPCs are specific, named individuals, with histories and relationships of their own. Any time a Playset is run, all of the major NPCs are assumed to be involved, and they can be off doing their own thing even when the fairies aren’t involved. Some Playsets will further subdivide major NPCs into main and supporting cast, but that’s just for organisational purposes – they all fall into the “major” bin.

Minor NPCs, on the other hand, exist only when they’re needed. They can have full stat blocks and associated Shenanigans, but they have no direct involvement in the “story” of the Playset. They exist as targets of opportunity for fairy Mischief, and as tools for you to shake things up by injecting outside interference into established conflicts. They’ll often closely resemble the NPC templates provided in **Appendix C: Random Encounters**; your Playset can even organise them into a Random Encounter table of its own.

273 **Random Encounters**



Particularly detailed Playsets may feature a third category of NPCs: “incidental”. Incidental NPCs are attached to Locations: for example, a shop may have a shopkeeper, a temple a priest, and so forth. These NPCs typically don’t have names, stat blocks or associated Shenanigans – a Facet and a single Quirk will do. They’re basically features of the Locations they inhabit, and don’t stray unless the fairies mess with them.

Locations in Playsets

Like NPCs, Playset Locations are split into major and minor categories. Major Locations are where major NPCs live and work, and where important events in the Playset's story take place. Thanks to their innate mischief sense, the fairies will generally know when there's something going on in a major Location that's worth checking out. Basically, if your Playset were a video game, major Locations are the ones that would have their own icons on the world map, complete with little exclamation marks popping up over them when there's an event that needs triggering.

Minor Locations, conversely, are for when the fairies decide to go exploring. To continue the video game analogy, they're the places that don't show up on the world map until you walk over them. Like minor NPCs, the Playset doesn't assume that they actually exist until they're needed, giving you the freedom to drop them in wherever you wish. You can do this according to geographic logic, or purely at random – minor Locations can crop up in the oddest places! Again, the templates in the Random Encounters appendix can serve as guiding examples.



Renata is throwing together a Costume Fairy Adventures Playset to have in reserve for the next time Chie fails to prepare her ongoing game. Fondly recalling the maybe slightly pretentious vampire campaigns the group played back in their university days, she decides it's time for an urban fantasy parody Playset.

She sets the Playset in her own city, making the major Locations easy – she just notes down a handful of places the group knows well that might be fun in supernatural hands, like the National Gallery, the latest ridiculously oversized office tower and that awesome organic soup place near the station. She decides to just fill in minor Locations with fictional places as needed or cool spots she sees during the day.

For major NPCs, she goes for the easiest jokes: one each of a vampire, werewolf, witch, demon and “True” Fae. Minor NPCs will be filled in with humans and whatever more obscure monsters strike her fancy – she makes a note to try a more modern take on some of the NPCs from the “Enchanted Forest” and “Magical Gaslight” random tables.

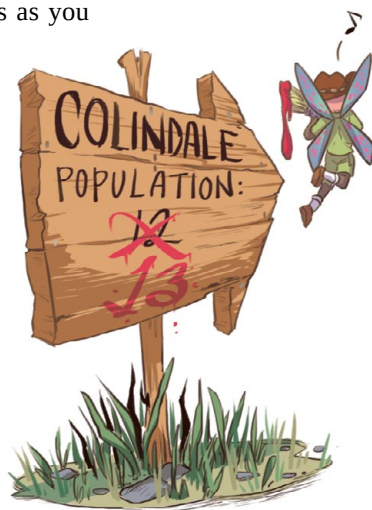


How Many NPCs and Locations?

The number of major NPCs and Locations in a Playset depends partly on how long you want it to take to play out. The more complicated a Playset is, the longer it will take for your players to explore. A good general rule is five to seven major NPCs for a two-hour session, increasing to a maximum of ten or so for a Playset that's intended for a three-hour session.

Major Locations are more flexible. You should be able to get away with about half as many major Locations as you have major NPCs, unless each Location represents a very small area (e.g., individual rooms in a house).

As for minor NPCs and Locations, you can have as many or as few as you want, but we recommend at least six of each – i.e., enough to fill out a d6 Random Encounter table for each of NPCs and Locations. If you're ambitious enough to try for a d66 table, twelve or eighteen of each is more than enough; the examples in this book use twelve.



Your Playset's Story

Random Encounters 273

Running a Playset can resemble running a freeform game. Most Playsets will have a list of pre-defined Locations, NPCs, etc. for the fairies to wander among causing trouble. Some might even be arranged into random tables, like the ones in **Appendix C: Random Encounters**. One of the big differences is that a Playset also has a built-in story.

A Playset's story can be split into three broad phases: backstory, current events, and possible futures.

Backstory

NPC Relationships 198

This is what happened before the fairies showed up. You'll use this phase to define **NPC relationships**, as well as provide some context for the Playset's current events. It doesn't need to be anything big; a small town's local history is just as good a backdrop as the grandest epic.

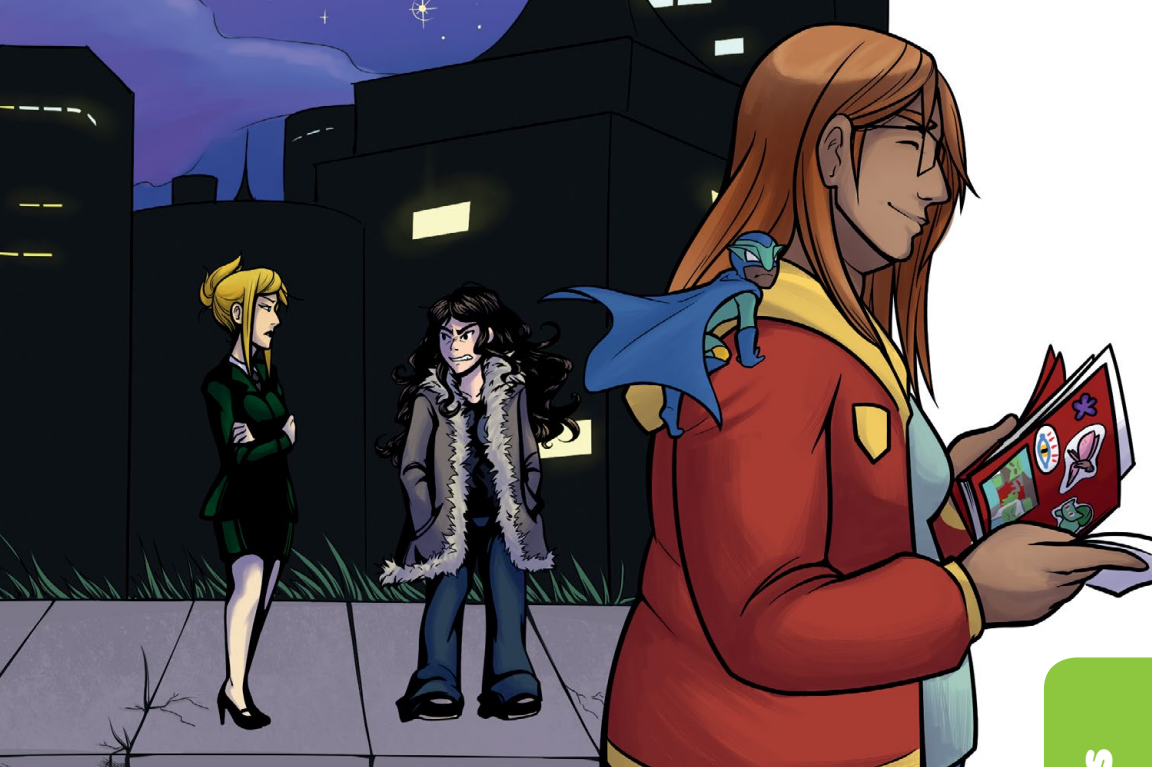
Zzz...



Try not to go overboard here: most of these details will never directly come up in play. Setting too many things in stone at this stage may step on your players' toes when it comes to narrating their successes. If you just stick to the information needed to set the stage, a couple of medium-sized paragraphs should be more than enough.



While there's no point writing out your Playset's backstory at great length, you can often imply a great deal with appropriately worded NPC and Location Quirks. Your players will see those during play, so they're a good place to sneak in extra information.



For GMs

Renata wants to set a brooding scene upon which to unleash madcap fairy antics, so she decides the city is in a tense, fragile peace after a brutal shadow war between the supernatural factions over the last few years. While this is an unusual tone for a Costume Fairy Adventures game, she knows exactly what her group – having collectively played dozens of games with that premise as teenagers – will end up doing with it.

She's absolutely not repeating the old habit of (over)writing a backstory that would put a twenty-season soap opera to shame, but it is a good time to tease out the connections that form the basis of the NPC relationships. Perhaps the war ended because the vampires and werewolves suddenly made peace – so how the major NPC vampire and werewolf feel about each other is relevant? The most prominent witch and demon are probably co-conspirators about something. The Premier probably won the last election because the Fae granted her wish, and now she bitterly regrets it.

After ten minutes of this, Renata cuts herself off. She's only planning to run one session with this Playset, not turn daydreams about a supernatural version of her home city into a sprawling multi-year campaign. Again.

Current Events

What's happening *right* now, at the moment the fairies appear on the scene? In many cases, some sort of social event will work best: a party, a performance, a sporting event – maybe even a gaming group's weekly session, if you're feeling particularly meta. Natural disasters and other outside events can also work, but take care to set things up so that all of the Playset's major NPCs have a reason to be involved.

While the backstory phase is where you set up your NPC relationships, current events are where they drive the action. Why does each NPC *care* about what's going on? The answer to this question provides the “pressure points” the fairies need to enact their mischief.



As the Playset opens, the witch and demon are trying to stir the war up again, the Fae is calling in all the oaths owed to her, and the Premier is trying to expose the supernatural to the world in the hopes of somehow wriggling out of the Fae's grasp in the chaos. Renata likes to have multiple forces colliding in her games rather than bank it all on a single main plot.

Possible Futures

The basic question to ask here is: how would things turn out if the fairies *didn't* get involved? Don't fall in love with your answer, because no planned-out plot will ever survive contact with fairies – if it does, you're doing something wrong! – but it can serve as a helpful guide for how events should proceed when the fairies aren't directly interfering.

As with the backstory phase, you don't need more than a paragraph or two here – it's just for your reference.



If the fairies don't get involved, the supernatural conflict spills out into the public eye in short order before the Fae spirits all those involved (and the human witnesses) across the misty border of reality to her homelands, passes it all off as a prank, and extorts the remaining supernaturals for covering up their little “accident”.

Getting the Fairies Involved

Now that you know what's at stake, how do the fairies get tangled up in it? You can write a specific setup into your Playset, or – especially if you're planning on distributing your Playset – present several options for other groups to pick from. You have three basic options here.

Happenstance

In this scenario, the fairies are involved quite by chance. Maybe they wandered through a magical portal that “zapped” them to the location of the Playset. Maybe they witnessed a disaster or other major event by chance and decided to investigate. Maybe the events of the Playset simply started happening *around* them, wherever they happened to be.

This is the most flexible option for getting the fairies involved, but in some Playsets it can make it hard to set up **Core Shenanigans**. You can help make up for this by presenting a slate of options and giving each player the chance to decide why her fairy cares enough to stick her nose in.

204 Core Shenanigans

For GMs

Seo-yeon likes to run seasonally-inspired adventures. For this year's Autumn game she makes a Costume Fairy Adventures Playset that begins with the fairies gathered together to roast sweet potatoes. She's set it up so the fairies can't help but stumble across interesting Shenanigans in any direction (and they won't have the luxury to enjoy their sweet potatoes for long!), so they don't need any more initial investment than the perfectly plausible desire for tasty food.





Summoned

In this scenario, the fairies have been invited to get involved before play begins. An NPC might have asked for the fairies' help with something, or a powerful witch might have bound them with a geas to perform a particular task for her. They might even have received a mailed invitation! Whatever the case, the fairies start out with a specific objective, which will directly feed into the Playset's Core Shenanigans.

This option most closely resembles a traditional RPG "quest". The upside is that it's easy, especially for novice groups who might need a little help defining their motivations; the downside is that it may feel uncomfortably forced. You can often find a middle ground by making the Playset's built-in quest something that's very open to interpretation; indeed, poorly-worded requests often lie at the heart of stories involving fairies!



The *Big Pie Caper* begins by having three competitors in the village pie-eating contest each separately invite the fairies to intervene on their behalf. *Tomb of Follies* begins with the fairies politely but firmly sent into a dungeon by sorceress-knights of the Fae Queen. In *Renata's game*, she has her True Fae get the fairies involved via oaths she assures them they swore, while having the Premier and the werewolf each contact the fairies to entice them to intervene in certain situations. She feels it's reasonable to have the fairies obliged to go along with the premise of the game, but gives them lots of options for what to do once they're involved.

Established Roles

The previous two scenarios treat the fairies as new arrivals to the Playset. This doesn't have to be the case, though. What if the fairies were already there? In this scenario, your Playset includes a set of established fairy roles, like:

- ★ Street-corner newspaper vendor
- ★ The local alchemist's lab assistant
- ★ Chieftain of the rat tribe that lives under City Hall

... and so forth. Before play begins, each player picks one of these roles, which could even come packaged with its own NPC relationships and goals. This option might be combined with **pre-generated PCs**, but with a bit of work, such roles can be framed broadly enough to allow players to slot their own fairies into them. *Costume Fairy Adventures* is an episodic game, so you don't have to worry about explaining why the same fairies have completely different roles from session to session.

Established roles combine the flexibility of happenstance with the well-defined goals and motivations of summoning. When creating these roles for your Playset, you should write up more than you think you'll need, just in case none of your players are interested in a particular role.

126 **Creating the Characters**



For GMs

One of Zara's forum games was "Parliament of Pranksters", in which the PC fairies each occupied ministerial posts in the least effective government of all time. In addition to the relationships and goals that naturally attached to a ministry, Zara had fairy staffers bring the Ministers urgent Shenanigans whenever she felt there was a lull.

NPC Relationships

The other big difference between freeform games and Playsets lies in how NPCs are handled. Rather than being generic stat blocks whose specific identities are meant to be defined on the fly, as you see in **Appendix C: Random Encounters**, each NPC in a Playset has a specific, pre-defined identity – and, more importantly, a specific set of relationships with other NPCs.

NPCs might have friendships, business partnerships, old grudges, or unrequited crushes. These relationships will help you figure out how NPCs might react when the fairies start messing with someone – and, more importantly, they give each NPC something they want or need that the fairies can help with (or hinder). Interpersonal drama provides fertile ground for mischief to sprout, and nobody can cultivate mischief like a fairy.

You should try to define at least three relationships for each major NPC in your Playset, at least two of which should be with other major NPCs. Minor NPCs can get away with just one, or even none at all if they're background characters. There are many possible types of relationships between NPCs, including:

Best Friends: The NPCs have been through thick and thin together. If there's been a recent falling-out, the fairies might decide to "help" to patch things up between them. Even if there's no drama between them, the fairies will have difficulty pranking one of them without the other becoming involved!

Boss/Employer: One of the NPCs works for the other. An NPC who's behind on her work might just be desperate enough to ask the fairies for help. Alternatively, the fairies could get involved of their own initiative if the job looks like fun, or do something unrelated that coincidentally interferes with work in progress.



Business Partners: The NPCs are partners in some business venture. Is their arrangement a harmonious one? Perhaps one wants to expand the operation, while the other is happy with things the way they are – or perhaps one is looking to swindle the other and take over the whole outfit for herself...

Couple: The NPCs are married or otherwise in a committed partnership. Unlike other types of relationships, most couples are unlikely to directly ask the fairies to get involved between them – but even a happy couple may experience enough drama to give the fairies ample opportunities for mischief anyway.

Debtor/Creditor: One of the NPCs owes the other something. It could be money, a favour, or something less tangible. These relationships are rich with potential fairy entanglements – either on the debtor’s side to help get out from under the debt, or the creditor’s side to help collect on it.

Family: The NPCs are siblings, cousins, or otherwise related, with all the obligations that go with it. Depending on the precise nature of the relationship, this might overlap with Best Friends, Parent/Child, or even Rivalry!

Parent/Child: The NPCs relate as parent and child, whether or not they’re actual blood relatives. A parent might meddle in her child’s life “for her own good”, or want help protecting her – or she may view the fairies as something her child needs to be protected *from!* A child, conversely, may want help escaping from unwanted expectations.

Previously Entangled: The NPCs *used* to be a Couple. Getting involved with grand gestures of reconciliation is a terrible temptation for fairies – but then, so is helping out with petty revenge. Either way, there’s ample opportunity to stir things up.

Rivalry: The NPCs intend to outdo each other. One NPC might ask the fairies for help beating her rival – or they might *both* try to get the fairies on their side! The fairies could humour such requests, try to get the NPCs to reconcile – or just play them off against each other for fun!



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

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

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





Not every relationship needs to provide the NPC in question with any direct motivation to talk to the fairies. Fairies and Player Characters alike are notorious busybodies, so simply presenting an obvious problem that needs “fixing” will usually be invitation enough. In a Playset with lots of major NPCs, it can be helpful to draw a relationship chart to keep track of everything.



As with backstory details, NPC Quirks are a good place to slip in extra information about an NPC’s relationships. Try to give each major NPC a Quirk that’s somehow related to their most important relationship.



Renata starts with her vampire and werewolf major NPCs, Victoria Menzies and Jennifer Whitlam. She makes them a couple (forbidden love is horribly cliché!). Victoria strikes her as a rival of the demon Satasha Innocenti (they traded blows often in the shadow war), and the boss of another vampire, Huỳnh Thi Phuong (a more cultured vampire who advises her when to stop hitting people). Jennifer funds her tribe’s operations through an affiliation with mining magnate Ileana Kostopolous (business partner) and is the unrequited crush of the witch Maggie (Xin) Liang. Meanwhile, Maggie and Satasha are secretly sisters-in-arms in the Unhallowed Crusade, a supremely gothic religious order of supernatural creatures dedicated to destroying other supernatural creatures for tenuously logical reasons (Maggie is somewhat conflicted over the Jennifer thing).

In support of her premise, Renata also gives everyone a debtor relationship with the True Fae, the Actuary of Mirth and Misery (she gives herself bonus points for the pretentious name).

Trouble in Playsets

All of the Trouble options available in freeform games can be used in Playsets. Two areas may benefit from extra attention:

Summon Opposition 170

- ★ Some NPCs may be associated with certain Locations. You can make it cheaper to use the **Summon Opposition** option to bring that NPC and that Location together. It might also be cheaper to summon an NPC if another, related NPC is already present.

Unleash Disaster 171

- ★ Every Playset should have its own Random **Disasters**. You can be as fiendish as you wish here, so don't pass up the chance!



Victoria can be summoned to the National Gallery at a 1 ☹️ discount (in keeping with vampiric affectations), while Jennifer enjoys a similar discount at the office tower. They can be summoned together for 3 ☹️, but each gains the Temporary Quirk “This Is Exactly What It Looks Like”.

The Random Disaster table, meanwhile, ends up being a d66 table with twelve entries. One entry goes like this:

36. Princess of the City

As an exercise in demonstrating the pointlessness of democracy amongst hostile supernatural factions, an exasperated majority elect one of the fairies as their figurehead leader. When this Disaster occurs, the GM chooses a fairy at random to receive the Temporary Quirk “Princess”, which can only be removed by passing it on to another character. The Hazard shown below is created, affecting the entire city.

Her Highness' Brief and Troubled Reign (*Hazard*)

With Surprisingly Little Power, Mutually Unsatisfactory Compromise

F focus
4

Duties of Office: This Hazard inflicts +3 ☹️ on a character with the Temporary Quirk “Princess”.

⚡ limit
10

Gunning for the Top Job: While this Hazard is in play, the GM has a 2 ☹️ discount on Summon Opposition to the Location of a character with the Temporary Quirk “Princess”.

Shenanigans in Playsets

This is what it's all been building up to. The purpose of your Playset's story and NPC relationships is to create opportunities for mischief – and that boils down to **Shenanigans**.

173 **Shenanigans**

Playsets typically come with Shenanigans built in. Players can still propose new Shenanigans to pursue in addition to the pre-defined ones, as they would in freeform games, but pre-defined ones will generally provide the bulk of a Playset's structure.

?

All of our ready-made Playsets come with print-and-play Shenanigan Cards that can be handed out when pre-defined Shenanigans are discovered. You should consider preparing some for your own Playset – it'll save you a lot of writing during the game!

Shenanigans in a Playset work slightly differently than in a freeform game, being divided into Core Shenanigans and optional Shenanigans.

For GMs



Core Shenanigans

Major Shenanigans 179

In a Playset, **major Shenanigans** are also called Core Shenanigans. These don't require discovery: simply inform your players of them the moment they become available. They're tied directly to the Playset's current events, and should involve several major NPC relationships.

Getting the Fairies Involved 195

If you're using the "**Summoned**" option to bring the fairies into play, the Core Shenanigans can be the same as the request they were brought in to fulfil. Otherwise, Core Shenanigans can revolve around some obvious local problem that needs fixing – which the fairies will naturally set about in their own questionably helpful way.

Pacing Your Playset 207

Core Shenanigans can be set up a bit like a flowchart. Start out with one or two, then have additional ones "unlock" as the original ones are achieved. Or, if you're using the standard **two-act structure**, each act could have its own set of Core Shenanigans, with several possible sets for the second act depending on how the fairies solved the first set.

Core Shenanigans – especially the initial set – should be broad enough to allow a wide variety of solutions. One useful trick is to present two or more Core Shenanigans that *seem* mutually exclusive, but whose phrasing has obvious loopholes that would allow all of them to be achieved simultaneously.



Renata's premise for the fairies' involvement requires three initial Core Shenanigans. One comes from Premier Ruta Setit, promising the fairies a perpetual tea and cake stipend for exposing the supernatural in a fashion too ridiculous to be covered up. The second comes from Jennifer, promising a large area of wilderness to be set aside for fairy use if they can cover up the supernatural by making it look too ridiculous to be true.

For the third, she goes a bit meta: every major NPC is considered to have a 5 Mote Shenanigan representing the oath they owe the Actuary of Mirth and Misery, which the fairies are asked by their overpowered cousin to claim in an amusing fashion. They gain a 10 Mischief Mote bonus if they complete at least five of them.

Optional Shenanigans

All Shenanigans in a Playset below major are treated as “optional”. They’re tied to just one NPC or Location, and aren’t necessarily connected with the Playset’s story. If your Playset allows for player-proposed Shenanigans (and it generally should), these are treated as optional as well.

Unlike Core Shenanigans, there’s no assumption that any given optional Shenanigan will be taken up – or even discovered! – by the fairies. Thus, it’s okay if optional Shenanigans have narrow or mutually exclusive requirements. Your players are perfectly free to ignore any optional Shenanigans they don’t care for.

By default, you should try to give each major NPC and Location two pre-defined optional Shenanigans. Minor NPCs and Locations can get away with just one apiece, as can major NPCs who are already involved in one or more Core Shenanigans.



Renata prefers to keep Shenanigans short and general to afford the fairies flexibility in accomplishing them:

Maggie (Xin) Liang

Major NPC

Shipping the Sorcerer (5 Motes): Set Maggie up with someone to help her get over Jennifer (and any lingering murderous impulses).

Hoist by Her Own Petard (5 Motes): Arrange a hilarious magical backlash to teach Maggie that unleashing arcane destruction isn’t a solution to every problem.

That Awesome Organic Soup Place near the Station

Major Location

Heartwarming Fare (5 Motes): Bring three or more supernatural NPCs together to sort out their differences over a bowl of soup.

Line Management Services (5 Motes): Keep the enormous lunchtime queue for soup from getting restless.

Renata isn’t sure how the fairies will complete some of her optional Shenanigans, but if the players don’t have any good ideas they can simply move on to another Shenanigan.

How Many Shenanigans?

The number of Shenanigans your Playset will need depends on how long you're expecting it to run. As discussed in the **Shenanigans** section, 50 Mischief Motes per hour is a reasonable expectation for a face-to-face game – so a Playset that takes two hours to run needs 100 Motes worth of Shenanigans, right?

Well, not exactly. When it comes to optional Shenanigans, you can't expect your players to take up every Shenanigan you put in front of them. Many of them won't even be discovered, either because your players never ended up interacting with the NPC or Location in question, or because they did something to render that particular Shenanigan impossible to achieve before they ever had a chance to discover it. And even when a Shenanigan is discovered, your players might lose track of it, or never take interest in it in the first place.

The upshot is that you'll need many more Shenanigans worth of Motes than your target play length would suggest. Try to aim for *double* the basic figure – that is, 100 Motes per hour of expected playing time. Of these, about one-quarter should come from Core Shenanigans, and the other three-quarters from optional Shenanigans. If that seems out of balance, remember that Core Shenanigans are much less likely to get sidelined, so the actual balance in play will be closer to 50/50.

Taken together, this means you'll typically need to come up with at least 15 pre-defined optional Shenanigans per hour of play, assuming they're all worth 5 Motes apiece. That works out to 30 optional Shenanigans for a two-hour Playset, or 45 for a three-hour Playset. That's a big job! Don't be afraid to steal ideas from your favourite media, or even another Playset, or to include weird Shenanigans that have nothing to do with the Playset's story. Fairies get up to the strangest things!



Renata's stunt with Shenanigans representing oaths to the Actuary of Mirth and Misery gives her 10 optional Shenanigans out of the gate. That still leaves 35 for her planned three-hour session, and by the time she's done with her major NPCs and Locations, she still needs to put at least 7 into minor NPCs, Locations and Disasters to make up the total.

At this point Renata resolves to demand cake from her group for her troubles.

Other Considerations

We've already hit the high points, but there are a few other details to consider before you're all set.

Pacing Your Playset

The guidelines in this section should help you craft Playsets that fill up face-to-face sessions of two to three hours. You can't always count on a Playset being completed in one go, though. For some groups, even two uninterrupted hours is a pretty tall order, and chat-based games can take much longer to play out.

In a casually paced Playset, this won't be a big concern: the fairies should be able to stop and rest whenever, letting your players do the same. In a more tightly-paced Playset, consider using a two-act structure with an obvious stopping point. A Playset about a stage show might be divided into the pre-show setup and the performance itself, for example.

Your Playset's **Core Shenanigans** can be split into distinct phases to make this easier.

204

**Core
Shenanigans**

Following this advice, Renata develops a handful of Core Shenanigans to be given out in the mid or late game, depending on the state of the city after an hour or two of play – from “Avert the Shadow War!” if things are turning dark, to “Meet the Supernaturals Parade!” for the ultimate happy ending. In the reasonably likely event that the group doesn't get through the Playset in a single session (say if Alice overfeeds them with delicious cake again), she can use those Shenanigans to kick off the second session.

For GMS



Plugins and Special Rules

Plugins 210

Playsets don't have to assume that only the basic rules are in play. Your Playset can suggest or even require the use of **Plugins**. Similarly, your Playset can present special rules of its own to help the mechanics focus on what the Playset is about. These rules basically function as a Playset-specific Plugin.

Tomb of Follies makes heavy use of Plugins and special rules to make the logistics-driven fun of old-school dungeon crawling work in the context of immortal cosplaying pranksters. It's a very specialised experience that makes something new by bridging two very different styles of gaming.

The Big Pie Caper is intended as an introduction to Costume Fairy Adventures, so it hews close to the core system, with the exception of its random pie chart and rules for exotic pies. Pies are serious business.

Extremely Variant Playsets

Up until now, we've assumed that your Playset will be an evolution of *Costume Fairy Adventures*' freeform gameplay. This doesn't have to be the case, though. You can use Plugins and special rules to explore different styles of play. Playsets like *The Mischief Equation* and *Tomb of Follies* demonstrate how to turn the game into everything from a competitive collect-'em-all quest to an old-school dungeon crawl! This sort of Playset is beyond the scope of the Core Rulebook, but don't let that stop you from giving it a try yourself.





Chapter Four: ★ Plugins ★



Plugins are *Costume Fairy Adventures*' approach to expanding the basic game. Each Plugin is a collection of rules that can be added to the game in a modular fashion. You don't have to use Plugins if you don't want to; all of the preceding chapters assume that you'll be playing Plugin-free, and we recommend giving it a try that way at least once in order to familiarise yourself with the basic rules.

The core rules include five Plugins:

- ★ **Fairy Free-For-Alls** lets you “zoom in” on contests with more than two participants and play them out blow by blow (or snark by snark). Often these contests will be scuffles, but this system can be used for non-violent disagreements as well.
- ★ **Methodical Mischief** gives your plans a mechanical boost by providing rules for setting up complicated schemes, ranging from feats of fairy engineering to elaborate confidence scams.
- ★ **Structured Shenanigans** formalises the rules for achieving Shenanigans a little, including explicit guidelines for indirect progress, and even making progress with failed rolls.
- ★ **Competitive Capers** shows you how to convert *Costume Fairy Adventures* from a freeform romp into a sort of narrative board game, with a competitive rather than cooperative focus.
- ★ Finally, **Level Up!** adds some of that old-school charm by giving Mischief Motes the XP treatment. With this Plugin, you can level up by completing pranks and pick up nifty new Powers!

All of these Plugins are compatible with each other, though you may need to make special adjustments for certain combinations. Where applicable, you'll find a section at the end of each Plugin discussing how best to make sure that potentially problematic Plugin pairs play nice together.

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Unlike the Core Rulebook, some Playsets will be written under the assumption that one or more of these Plugins are in play. Make sure to check the Playset's introduction and review the Plugins it's using, if any. Playsets can also introduce their own Plugins.

Fairy Free-For-Alls

Fairies are a fractious lot at the best of times. Usually this amounts to little more than a few one-on-one scuffles... but sometimes, fairies start *taking sides*. Then things get messy!

Multi-way
Contests &
Ganging Up **84**

What Is Fairy Free-For-Alls?

Fairy Free-For-Alls is designed to let you play out complicated contests – particularly those with more than two sides – with more focus on individual tactics than the normal **Ganging Up** rules allow. These rules can be used for everything from all-out scuffles to storytelling competitions.

Why Use This Plugin?

If you enjoy the tactical side of tabletop roleplaying games, this Plugin will let you play out a multi-fairy conflict blow by blow – or snark by snark – with important rules-based decisions to make every step of the way. It can also be used to sort out those pesky timing issues if you ever need to know *exactly* what order your Costume Powers and other effects “go off” in.

On the other hand, running a Free-For-All can take a long time, especially if there are three or more sides involved. There’s also a lot of detail to keep track of, so it’s probably not the best choice for casual or introductory games. We recommend giving it a try with just the basic contest rules first.



The fairies are enjoying an idyllic picnic near the Silvermist Falls when they spontaneously divide along a bitter factional line based on their favoured dessert. Letty, Red and Calla form the Cake Faction, with Robin, Mabby and Pooka boldly upholding the Cookie Cause. The GM rolls her eyes and then declares she’ll resolve the confectionary confrontation with the Fairy Free-For-All rules. Letty’s NPC sister Acacia participates as a “neutral” side under the GM’s control.

Bringing Order to Chaos

Some games ask you to roll for initiative and take turns. We're not going to do that. This is *Costume Fairy Adventures*: everything happens all at once.

The formal term for this is “simultaneous resolution”. In plain English, this means that you decide what you're going to do, then the dice are rolled, then the effects of those actions are applied simultaneously. Often, this will result in everybody on both sides of the conflict blowing up; this is intentional.

A Fairy Free-For-All proceeds as a series of **rounds**, with each round broken down into six **phases**:

1. Players Declare Actions
2. GM Declares Actions
3. Roll Dice
4. Compare Results
5. Apply Effects
6. Narrate Outcome

We'll go over each phase in turn on the following pages.



Phase 1: Players Declare Actions

Decide what you're going to do during this round. This means declaring your intention, choosing a Facet, assembling your dice, and picking a **target**.

Normally your action has exactly one target – the character you're messing with or the Hazard you're trying to overcome. If you're doing something that would normally be an unopposed test, your action may have no target; if someone tries to stop you from doing that thing, she retroactively becomes your target.

Using Powers in a Free-For-All 218

The use of some Powers also needs to be declared during this phase. See [Using Powers in a Free-For-All](#) for more details.

Once all players have declared their actions, move on to phase 2.



If you want your action to have multiple targets, this can be handled informally using the normal contest guidelines, or the GM can use the following rule: to target 2–3 characters (including Hazards), drop one die from your pool before rolling; to target 4+ characters, drop two dice. Some Powers may let you declare multiple targets without losing dice, at the GM's discretion.



The Cake Faction nobly square up against their opposition. Red targets Mabby, using Moxie to simply shout down any pro-cookie arguments Her Majesty might have. Calla Quick Changes into the Deely-Boppers, and uses Shine to target Robin's macarons with an alien flavour randomiser. Letty uses Grace to attack Pooka's attachment to the humble choc-chip cookie by implying that it's a shameful comfort food beneath a sophisticated palate (the GM isn't entirely sold on that being Graceful, but lets it go this time).

Team Cookie is more focused, with all three declaring Calla as their target. Robin uses Craft to concoct a devastating critique of Calla's choice of ingredients for her chocolate torte. Pooka uses Focus to deliver a convincing lie that cake was outlawed by the Fae Queen (and that Calla should care). Mabby Quick Changes into the Teacher's Outfit for edge against Calla's Shine and Red's Moxie, and Gracefully dances the torte over to the falls to toss it into the rushing water.



Phase 2: GM Declares Actions

After all the players have declared their actions, the GM decides on the actions of any NPCs or Hazards involved in the Free-For-All, following the same procedure as the players.



Especially fairness-minded groups may reverse these initial phases and have the GM secretly decide on and commit to her actions before the players declare theirs; thus, each side makes their decisions without any knowledge of what the other is up to. This is likely to be too much hassle for many groups, though – and besides, the GM only has one brain to match up against the players' many brains, so the normal order isn't as big an advantage as you'd think.



Acacia thinks that Team Cookie has the better plan, so intervenes on the Cake Faction's behalf to even the odds. The GM declares that she targets Robin, using her Shine to distract the Fairy by acting as an attentive audience for a monologue on every detail of the anti-cake plan.

Phase 3: Roll Dice

This step is pretty much what it says on the label: everyone rolls dice and determines her Result in the usual fashion.

Phase 4: Compare Results

Edge 79

Each participant compares her Result to her target's Result, including any applicable **edge**. Note how each source of edge works; if you're targeting or being targeted by multiple opponents, you may have a different amount of edge against each opponent! If your Result is equal to or greater than your target's Result, your action succeeds.

It's possible to beat your target while losing to other characters who are targeting you, or vice versa. You only deal Stress to your target, no matter how many rolls you beat. Similarly, losing to your target doesn't cause you any Stress unless she was also targeting you. For two characters targeting each other, things work as usual: whoever got the highest Result inflicts Stress, with mutual destruction on a tie. In more complicated scenarios, you can both inflict and suffer Stress at the same time. In effect, your Result is your "attack roll" against your target, and your "defence roll" against everyone else.

Once you've figured out who beat who, move to the next phase.



In practice, this phase and the next one are often combined for speed of play. The important thing is that they're formally separate; you can't prevent someone from winning a roll by making her Stress Out, because Stressing Out doesn't happen until the next phase!



Red targeted Mabby with a Result of 4 versus Mabby's 3. Mabby has +1 edge against Red, but this still results in a draw. Red inflicts 4 ⚡ on Mabby, but since Mabby was not targeting her, she suffers no ⚡ in return.

Calla targeted Robin, with a Result of 3 to Robin's 3. Robin, Mabby (Result 3 + 1 edge) and Pooka (Result 4) all targeted Calla. Calla and Robin draw, inflicting 3 ⚡ against each other. Mabby and Pooka both hit Calla, inflicting 3 ⚡ and 4 ⚡ respectively.

Letty targeted Pooka, but her Result of 2 is nowhere near Pooka's 4. As usual, Pooka ignores the Elf's uppity ranting.

Acacia targeted Robin, and with a Result of 4 to Robin's 3, cleanly hits, inflicting 4 ⚡.

Phase 5: Apply Effects

Anyone who lost to someone targeting her takes Stress (and other effects) in the usual way. Figure out who **Stressed Out**, apply **Temporary Quirks**, and move on to the final phase of the round.

86 **Stress & Temporary Quirks**

Calla's player adds up the ⚡ she took and to her dismay sees that it's 10. Normally this would put her exactly at her Stress Limit – but she still has a point of Stress from an earlier scene, meaning that 10 is just enough to Stress Out the poor Brownie. She lets everyone know she'll be starting her Break straight after phase 6. Robin and Mabby's players also record the ⚡ they suffered on their sheets.

Phase 6: Narrate Outcome

Finally, figure out what happened story-wise. In rules terms, everything happens at once, but you can narrate any order of events that seems to make sense. All players who succeeded against their targets may narrate the outcomes of their rolls, while the GM handles everything else.

If anyone is still standing and wants to continue the conflict, go back to phase 1 and start a new round.

Since Calla is Stressed Out, the group lets her player narrate much of the drama. She describes her emotional state deteriorating as her ingredient choice is questioned, she's tricked into thinking her favourite dessert is outlawed, and her precious torte is smashed by the pitiless rapids. She suffers a cathartic break, swearing vengeance for all cakes everywhere, before fleeing to establish her new revolutionary identity.

Robin's player decides that, distracted by Acacia, she bites into a flavour-randomised macaron, with mortifying results.

Red's player suggests that every time Mabby turns around, there's a shouting Red right next to her, ranting about cake superiority. Mabby's player isn't sure how this is supposed to be any different to the normal course of affairs, but is happy to go along with it.

As Calla's player steps out to take a Break, she encourages the remaining Cake Faction stalwarts to keep up the fight. Everyone is on board, so the Free-For-All continues for another round.

Using Powers in a Free-For-All

Powers 101

Most **Powers** modify the outcome of a roll, change how you perform a particular action, or otherwise have a specific condition that triggers them. You can use as many Powers of this kind as you want in a round, and you don't have to declare them in advance unless the Power's description explicitly says "you have to decide whether to use this Power before rolling", or words to that effect.

There are two limitations on using such Powers in a Free-For-All:

1. If you have to choose to use the Power in order to gain its benefits, you can't use it twice in the same round. Any time a Power says "you can" or "you may" do something, it's subject to this limit.
2. Multiple Powers that affect the same game statistic don't stack with each other. If you somehow have access to two different Powers that reduce the ⚡ you suffer from a particular threat, you enjoy only the better ⚡ reduction of the two – you don't add the ⚡ reduction together. Similarly, if you have multiple Powers that grant edge, you receive only the highest applicable edge (though edge from Powers and edge from other sources *does* stack).




During the first round of the Cake vs Cookie showdown, the GM considered having Acacia Quick Change into the Gothic Dress to use its "Dry Wit" Power. Because "Dry Wit" triggers on someone suffering ⚡, Acacia wouldn't have needed to declare its use until phase 5. However, she would have had to choose one of the five distinct ⚡ inflicting actions to enhance.

Mabby benefited from the +1 edge of the Teacher Outfit's "Disciplinarian" Power against both Red and Calla, since this is a continuous benefit provided by the Power, not "using" it multiple times.

Powers That Require a Roll

If a Power requires you to make a roll, that roll counts as your action. You have to declare that you're using the Power when you declare your action. Your Result serves as your defence against opponents as usual, even if you don't end up targeting anyone.




Letty is getting tired of Mabby's teacher routine and Quick Changes into the Lab Coat to use the "Jekyll & Hyde" Power to force her into another Costume. "Jekyll & Hyde" requires you to win a contest against an unwilling target, so Letty uses Grace to elegantly lob the potion-like grenade at the Sprite. This roll counts as Letty's action for the round.


Powers That Affect Others

Some Powers let you do something to another character automatically, without rolling or needing a specific trigger. Examples include Robe & Wizard Hat's "Fireball!", and Witch Hat's "Polymorph". Powers like this count as your action even though they don't require a roll, and must be declared as such.

If anyone targets you with a roll, you can still roll to defend yourself, but you aren't targeting anyone. Failing your defence doesn't prevent you from using the Power unless your opponent is specifically trying to stop you (and has some way of doing so).

If there's any doubt whether a Power affects others, use the following guidelines. A Power "affects others" if it:

- ★ Requires any character other than yourself to make a roll
- ★ Inflicts or removes  from any character other than you
- ★ Adds or removes dice from a roll by any other character
- ★ Otherwise modifies the game statistics of any other character



Pooka Quick Changes into the Witch's Hat to turn Red into a frog, while Red is attempting to force-feed Pooka delicious mille-feuille. Pooka doesn't roll for "Polymorph"; instead, Red has to make a Shine test to resist, separate from her action. Pooka does roll to defend herself, but if she beats Red's Result nothing happens, since she's not targeting anyone (her action being taken up by "Polymorph").

Other Powers

If a Power doesn't ask you to make a roll and doesn't meet any of the criteria for "affects others", it doesn't count as your action, and can be used in addition to whatever else you're doing that round. For example, you can use Magical Girl Dress' "Transformation Sequence" and still do something else that round, including using other Powers of Magical Girl Dress.

Changing Costumes in a Free-For-All

Getting into
Costume

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You can perform a **Quick Change** at any point during a Free-For-All, including after rolling, as long as you can pay the usual cost. If you want to use a Costume Power that counts as your action or modifies the results of your action, you have to Quick Change into it before rolling; otherwise, you can do so at the end of any phase of the round, even if this would interrupt the normal flow of events.

For example, if the dice have been rolled and you see that your friends are going to suffer a lot of Stress, you can Quick Change into Plate Mail to take advantage of its "Meat Shield" Power, even if your own action has already benefited from your previous Costume. Likewise, if you see that you're about to Stress Out, you can Quick Change into the Hockey Mask to boost your Stress Limit and avoid having to go on a Break.

Quick Changing never counts as your action.



A Brownie's "Instant Wardrobe" Power can be used only at the beginning of a round, before any actions are declared. This also does not count as your action.

Shenanigans in a Free-For-All

With every fairy rolling individually, you can rack up a lot of successful rolls in a big hurry! This creates the possibility for players to "focus fire", taking advantage of the Free-For-All rules to gang up on one Shenanigan at a time and throw many more dice at it than would normally be possible.

If you see this happening in your game, consider doubling the number of successful rolls required to complete a Shenanigan; i.e., two for a minor, six for a standard, and ten for a major.

Methodical Mischief

Normally, the outcomes of your rolls just sort of happen. The rules have a lot to say about who gets to narrate the consequences, but those consequences don't have any particular rules-based effects unless you have a Power that says so. In some games, you'll want your schemes to have a little more mechanical "oomph", and sometimes just inflicting Stress or setting up Temporary Quirks won't be enough.

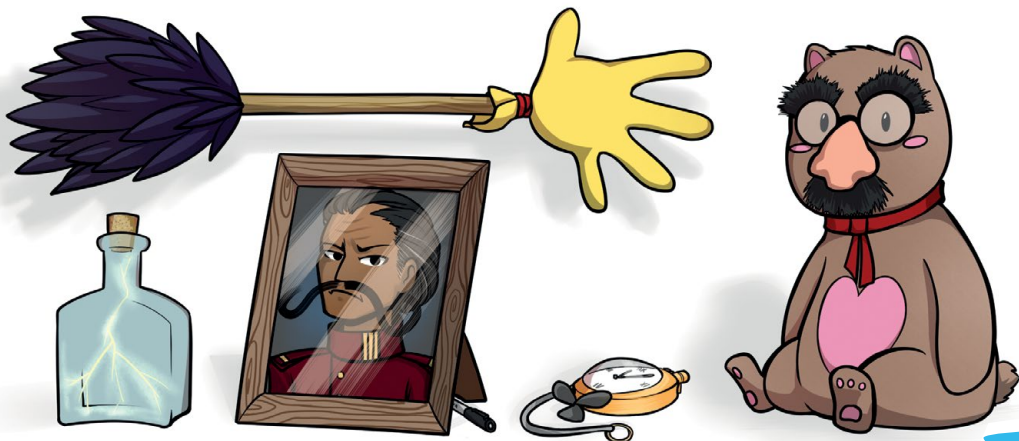
What Is Methodical Mischief?

Methodical Mischief extends the basic framework for Powers to cover improvised devices and harebrained schemes that you cook up on the fly. In game terms, this Plugin lets you build one-shot Powers to give your plans explicit rules-based effects.

Why Use This Plugin?

Whether you should use this Plugin depends on what kind of game you want to play. These rules tend to shift the focus of the game away from spontaneous wackiness and toward deliberate mischief, encouraging players to plan ahead and set up elaborate, Rube Goldberg-esque pranks in order to take advantage of their mechanical benefits.

If that sounds like fun, go for it! Just check and make sure everyone is on board with it first; this Plugin also requires a bit of extra planning and bookkeeping that more improvisation-oriented players may find boring.



Advantages

Advantages are the heart of this Plugin. Building bizarre contraptions, converting NPCs into allies, running elaborate scams, performing weird fairy magic rituals, and more can all be represented as Advantages. Advantages are divided into three tiers, depending on how much work it takes to set them up: minor, moderate, and major. We'll look at the general rules that govern Advantages first, then go into each tier in more detail.


General Rules

The following rules apply to Advantages of any tier:

- ★ An Advantage is a portable Power, and follows all the rules for Powers, including Plugin or Playset-specific ones.
- ★ An Advantage is a one-shot. Afterwards, your device breaks down, your NPC friend gets tired, or the villagers figure out your scam; whatever the reason, once you use it, it's gone.
- ★ Advantages are difficult to hold in reserve. If you're setting up a specific plan, your Advantages will stick around until it's time for that plan to go into effect. Otherwise, they have to be used at the first reasonable opportunity – you can't hang onto them “just in case”!
- ★ Some Advantage effects say that they're “automatic”. This means that the effect happens without a roll, even if you'd normally need to roll in order to do that sort of thing.

Creating Advantages

Advantages are never free – there's always a cost, risk, or other requirement for creating one. This might include:

- ★ Succeeding at a test that uses the skills of your current Costume
- ★ Spending a few minutes – a Break or Intermission – exercising the skills of your current Costume
- ★ Using a Costume Power that has a cost to activate
- ★ Suffering up to three points of 
- ★ Acquiring a troublesome Temporary Quirk of the GM's choice
- ★ Taking advantage of an obvious opportunity
- ★ Anything else your GM agrees is appropriate

Any one of these will suffice to create a minor Advantage. To create a moderate Advantage, you'll need any two of the listed requirements, and a major Advantage, any three. This means two or three *different* items from the list, with the exception that "succeeding at a test" can be used multiple times as long as each test is against a different Facet. You can team up with your friends to spread the cost around. Additionally, a successful use of Wishful Thinking can immediately create a major Advantage.



Minor Advantages

Minor Advantages don't take much to create, and their effects are accordingly small. A minor Advantage can:

- ★ Grant +1 edge in an appropriate contest
- ★ Grant an extra die on an appropriate roll
- ★ Inflict up to +3 ⚡ in an appropriate contest
- ★ Prevent up to 3 ⚡ from an appropriate threat
- ★ Provide Stress recovery equivalent to eating food
- ★ Automatically count as one successful roll toward a suitable Shenanigan
- ★ Another effect of similar scope, defined in collaboration with your GM

Letty, wearing the Seamstress Outfit, wants to make a toasty warm blanket to help keep the Iron Queen's guard manticore from rousing itself to devour the fairies. The GM thinks the manticore is a big challenge for little fairies and doesn't want it to be too easy, but Letty's action does seem perfectly reasonable. She offers Letty's player a minor Advantage of +2 ⚡ inflicted with the blanket in return for not requiring a roll. This is acceptable to both parties, so Letty automatically makes the blanket over the course of a minute, then hands it off to Red to actually take the risk of using the damn thing.

Moderate Advantages

Moderate Advantages take some effort to set up, and provide correspondingly large (but not overwhelming) effects. A moderate Advantage can:

- ★ Automatically Stress Out a single NPC or Hazard with a Stress Limit of 6 or less
- ★ Automatically place a particular Temporary Quirk on a Location or an NPC
- ★ Automatically count as two successful rolls toward a suitable Shenanigan
- ★ Turn a contest into a Surprise Attack in your favour (i.e., your opponent's Result counts as 0 against you)
- ★ Another effect of similar scope, defined in collaboration with your GM

Alternatively, if you restrict yourself to effects from the minor Advantage list, a moderate Advantage can also provide multiple minor effects at once, apply a single minor effect as an “area effect” (i.e., applying it to every valid target in the current Location), or allow a minor effect to be used up to three times before “breaking”.



Pooka decides to prank the Iron Queen herself by hiding in her soup. Since the soup is boiling hot and Pooka doesn't have a useful Costume Power to deal with it, the GM offers her a moderate Advantage (Surprise Attack) in exchange for suffering 3 ⚡ and acquiring the Temporary Quirk “Smells like Goulash”.



If your group prefers a little more randomness, your GM can roll 1d6 to determine how many “shots” a multi-use Advantage is good for. This can work in your favour because you're quite likely to get more than three uses out of it. The downside is that the GM does *not* have to tell you how many uses are left – you'll just have to try it and see if it still works!

Major Advantages

Major Advantages are the big leagues. It takes some serious effort to create these, and their effects can serve as (sometimes literal!) “I win” buttons. A major Advantage can:

- ★ Automatically Stress Out a single NPC or Hazard with a Stress Limit of 9 or less
- ★ Automatically overcome a single Disaster or other unfavourable random event
- ★ Automatically count as three successful rolls toward a suitable Shenanigan
- ★ Render you completely immune to Stress and other negative effects from a particular threat
- ★ Another effect of similar scope, defined in collaboration with your GM



A major Advantage can also provide multiple moderate effects at once, apply a single moderate effect as an “area effect”, or allow a moderate effect to be used up to three times before “breaking”.

Worried about the sorts of forces that might randomly stumble across the fairies while they’re messing about in the Iron Queen’s Court, Calla decides to fabricate some hospitality customs as protection. After negotiating with the GM, she uses the Ruffled Tunic to make a Craft test to seed the idea of the hospitality custom, the Fool’s Motley to make a Shine test to mock a drunken noble for ignoring it, and the Maid’s Uniform to infiltrate the castle staff and make a Moxie test to rush them into panicked compliance with the entirely fictional practice. The group carefully avoids specifying the details of this custom, roleplaying around it with amusing circumlocutions, so it can be used as a major Advantage to cancel a Disaster in the court, retroactively justified as being suited to the task.

Structured Shenanigans

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

What Is Structured Shenanigans?

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

Why Use This Plugin?

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



The Shenanigan Stress Limit

When you're using Structured Shenanigans, every Shenanigan has a Stress Limit, much like an NPC. Use the table below to determine a Shenanigan's Stress Limit, based on how many Mischief Motes it awards.

Mischief Motes	Stress Limit
1	*
2	3 (2–4)
5	7 (5–9)
10	15 (12–18)
15	**

* Incidental (1 Mote) Shenanigans don't require any rolls to complete, and thus don't have a Stress Limit.

** Special (15 Mote) Shenanigans operate as major (10 Mote) Shenanigans for completion purposes.

The first number is the standard Stress Limit for a Shenanigan of that type. If the GM wants to tweak things a little, the numbers in parentheses provide reasonable minimum and maximum values. For example, a 5 Mote Shenanigan could have a Stress Limit as low as 5 or as high as 9.

In an Autumn-themed game, a crazed goddess of red leaves has conspired with the flame-motes to build a gigantic underground furnace with which to ward off Winter forever. Shutting down the furnace is a 10 Mote Core Shenanigan for the game, and the GM thinks accomplishing it will have benefits besides its Mote total (such as removing the "Artificially Balmy" Temporary Quirk from various Locations), so she gives it the highest possible Stress Limit of 18.

Making Progress

Each time you make a successful roll in pursuit of a Shenanigan, mark Stress against that Shenanigan equal to your Result. Your full Result counts toward the Shenanigan even if it also provides some other benefit, like inflicting Stress upon a Hazard or NPC. Unlike NPCs, a Shenanigan can have Stress marked against it by unopposed tests, or even Wishful Thinking!

Failing Your Way to Success

At the GM's discretion, entertaining failures may mark a point or two of Stress toward a Shenanigan, to a maximum of the value of the Facet you used. This is an especially fun option to use in conjunction with failed Wishful Thinking.



Letty's player rolls fantastically badly when trying to use Wishful Thinking to chill the lake and offset the warmth of the furnace. The GM narrates the lake spontaneously sprouting several large icebergs, which promptly melt and turn the surroundings into a warm bath. However, she also decides that adds a lot of extra mass for the furnace to heat, and marks two points of ⚡ against the Shenanigan.

Indirect Progress

Sometimes, you might be pursuing one Shenanigan and do something that incidentally helps a completely different Shenanigan! When this happens, the GM can mark a point or two of Stress against that Shenanigan, even though you weren't pursuing it. As with marking Stress on a failure, this can't exceed the rating of the Facet you used.




Robin and Calla manage to get almost the entire cast of NPCs plastered at a titanic drinking party, including a band of flame-mole technicians who were off the clock. The GM decides that they don't make it into work on the furnace the next day, and marks a point of ⚡ against the Shenanigan.



“Indirect” is not the same thing as “accidental”! If you do something that works directly toward a Shenanigan by accident, you can claim your full Result.

Wishful Thinking

A successful use of Wishful Thinking counts *triple* when marking Stress against a Shenanigan. This is an explicit exception to the rule that Wishful Thinking can't inflict Stress on anything.




Mabby informs the furnace in her most regal tones that only a machine that uses a harmonious balance of elements to gracefully regulate the seasons could possibly win her royal approval. Ordinarily this would do nothing, but her player pays 3 🎲 to upgrade it to Wishful Thinking and manages to roll a Result of 4. This is tripled to 12 🎲 marked against the Shenanigan, spectacularly improving on the fairies' previous failure and accident-based progress. The GM describes the furnace beginning to sheepishly reconstruct itself.

Achieving Structured Shenanigans

Structured Shenanigans have the same narrative protection that anything with a Stress Limit does. That means that you can't narrate a Shenanigan complete until its Stress Limit has been exceeded. If you try, you should expect your GM to simply veto your narration, just as though you'd attempted to narrate an NPC out of the story without first making her Stress Out!

When a Shenanigan's Stress Limit is exceeded, whoever made the final successful roll gets to describe the Shenanigan's outcome as part of her narration. If the roll that marked the final point of Stress was a *failure*, however, the GM gets to narrate the outcome! You still get the Mischief Motes (and any other benefits), and the GM can't twist things to negate your accomplishment, but she's perfectly free to use this opportunity to set up future chaos.



Pooka sits the goddess of red leaves down and explains the value of Autumn lies precisely in its seasonality, using the outrageous faith profits reaped by the goddess of cherry blossoms. Her player's Focus roll turns up a Result of 3, which is enough to complete the Shenanigan. Since calculated fiscal shrewdness isn't really in the fairy idiom, Pooka's player narrates a flash-forward to next year's MapleFest, where the forest is awash with hypercommercialised Autumn cheer and the fairies are prancing about like sugar-addled queens with their cut of the festival profits.

The “That Was Too Easy!” Rule

This rule normally won't come into play when you're using Structured Shenanigans, owing to the narrative protections afforded to anything with a Stress Limit. If there's a Shenanigan in play that nobody is interested in dealing with anymore, though, and everyone agrees to declare it over and done with, you can use the following modified rule: the GM receives ☹ equal to the difference between the Shenanigan's Stress Limit and its current Stress total.



The GM has set up the defeat of the Gnome Warrior Princess as a 10 Mote Shenanigan, and has been roleplaying her haughty valour to the hilt. The fairies have risen to the challenge, but have rolled exceptionally badly and have suffered several Stressing Outs over the course of the session without actually inflicting any Stress on the gnome or her Shenanigan at all! Eventually Red's player snaps and narrates the fierce Pixie giving the Princess her richly deserved comeuppance with a furious flurry of a fish and a feather-duster on the very battlements of Gnottingham Castle.

Normally the GM could veto this, but given the players' bad luck and the rapidly approaching end of the session she offers to just take 15 ☹ and let Red have her victory. The players cheerfully accept, hoping their dice will be friendlier when dealing with that huge pile of ☹...

Using Structured Shenanigans with Other Plugins

If you're using this Plugin in combination with others from the Core Rulebook, there are a few special interactions to be aware of.

Fairy Free-For-Alls

If you've decided to increase the threshold for completing Shenanigans to address the “focused fire” issue, apply the doubling to the Shenanigan's Stress Limit after all other modifiers.

Methodical Mischief

A roll that creates an Advantage cannot also mark Stress against a Shenanigan. When used to automatically make progress toward a Shenanigan, an Advantage marks 3, 6 or 9 Stress against the targeted Shenanigan for minor, moderate or major Advantages (respectively).

Competitive Capers

Fractious though they may be, conflicts between fairies are rarely serious affairs. When faced with adversity from outside forces, fairies tend to pull together and support one another. A proper *competition*, though? That's another matter entirely – especially if there's a prize to be won!

What Is Competitive Capers?

Competitive Capers is a framework for fairy-versus-fairy (or fairy-versus-NPC) conflicts at a higher level than individual contests. It provides rules for determining who gets to do what, and when, and for keeping track of who's winning at any given time – a bit like a narratively driven board game. May the best fairy win!

Why Use This Plugin?

Competitive Capers is designed for a specific sort of game; if you're using it, it's because you planned to have a competitive game right from the start. You don't *need* to use it for competitive games, of course – it's totally possible to run a game where every fairy is out for herself without it. However, there are a few common pitfalls that this Plugin may help you avoid:

- ★ In a narration-heavy game like *Costume Fairy Adventures*, it's easy for less assertive players to get overlooked in competitive scenarios. Competitive Capers ensures that the spotlight will land on every player with roughly equal frequency.
- ★ When every fairy has her own individual schemes on the go, a GM can easily get overwhelmed! By breaking actions up into manageable chunks, Competitive Capers makes it easier for the GM to keep track of what's going on.
- ★ Competitive Capers provides guidelines for reasonable victory conditions based on the number of players in your group and the length of your games. Not every group plays at the same pace, of course, but it's a place to start!




Who Versus Who?

There are three basic scenarios you can use this Plugin for:

- ★ Every fairy is out for herself, competing to be the first to reach a particular Mischief Mote total (or some other scenario-specific goal).
- ★ The fairies are grouped into two or more **factions** (i.e., teams) that cooperate to reach the same sort of goal as above.
- ★ The fairies are up against an NPC **conspiracy**. You and your friends may still compete against each other, but you also have to keep an eye on what the NPCs are up to: it's possible for *all the fairies* to lose if you're not careful!

There are a few small rules differences between these scenarios that we'll discuss as they come up.

 Note that NPCs don't work any differently when this Plugin is in play. They don't roll dice or take mechanically significant actions independently of their interactions with Player Characters. If there's an NPC conspiracy in play, it just means that those NPCs are notionally Up To Something that could potentially affect the outcome of the competition. We'll provide rules for keeping track of this later on.

Taking Turns

One of the most important things in a competitive game is figuring out who gets to act, and when. In Competitive Capers, everybody takes *turns*.

Turn Order

When it's every fairy for herself, the default turn order is clockwise around the table. If you're not playing at a table, or if you'd prefer to shake things up a little, you can try one of the following:

- ★ Alphabetically by first or last name
- ★ From oldest to youngest
- ★ Everyone rolls a d66, with the turn order proceeding from highest result to lowest
- ★ Each player writes her fairy's name on an index card; the cards are shuffled together and drawn to see who goes next
- ★ After each fairy acts, her player picks who goes next, though the same fairy can't be picked twice until everybody has gotten a turn
- ★ Any other method your group can agree on

If you're grouped into factions, all of the fairies in each faction take their turns together, in whatever order they want.

In either case, the GM always goes first. NPCs don't have separate places in the turn order, so anything an NPC conspiracy does happens on the GM's turn. Even if there's no NPC conspiracy in play, you should still keep track of the GM's place in the turn order, since certain rules-based effects happen on her turn.

A full go-around from the start of one GM turn to the start of the next GM turn is called a **turn cycle**.

The fairies are lazing around the Exemplar (from the Gallant Starship milieu), enjoying their fifteen minutes of fame courtesy of the ship's internal news station. When the station runs a poll to nominate the ship's favourite fairy, the thought "There can be a best fairy – and it's me" simultaneously enters six tiny minds, and the game abruptly switches to competitive mode.

The GM asks each player to write her fairy's name on an index card, shuffles and draws to determine the turn order: it turns out to be Letty, Red, Pooka, Mabby, Calla and then Robin.

Taking Actions

On each of your turns, you get to take one action. An action is defined as any one of the following:

- Tests 67 ★ Doing something that requires a **test**
- Contests 75 ★ Initiating a **contest** with another character
- Wishful Thinking 112 ★ Engaging in **Wishful Thinking**
- Powers 101 ★ Activating a **Power** that affects anyone other than you
- Getting into Costume 109 ★ Changing your **Costume**
- Scrounging 107 ★ **Scrounging** for a Costume
- Removing Stress 88 ★ Eating food to **recover Stress**

Tests and contests only take up your turn if they're the result of something you did on your turn. You don't have to miss a turn if you end up in a contest when it's *not* your turn, nor if you're forced to make a test by something that happens out of turn.

If you use a Power that affects others, then that counts as your action, even if that Power doesn't require a roll. For this purpose, a Power "affects others" if it messes with the Quirks, Stress total, Costumes, or any other game trait of an NPC, a Hazard, a fairy other than yourself, or anything else with its own Stress Limit.

You *can* Quick Change and take an action on the same turn.



A full turn cycle – that is, from the start of one GM turn to the start of the next GM turn – is notionally about ten minutes long, so the amount of stuff you can accomplish with a single action is whatever a fairy could reasonably do in that span. This span might vary in your game if the pace of events is faster or slower than we're assuming here.



Letty is first, and uses her turn to successfully wish that the ship's Captain would give her a personal endorsement. It's then Red's turn, who with typical subtlety attempts to fling Robin out of an airlock. Initiating this contest takes up Red's turn, but participating in it does not take up Robin's turn (which comes after Pooka, Mabby and Calla).

Reacting to Stuff

There are certain things you can do even when it's not your turn:

- ★ Make any tests required to avoid the effects of a Disaster, Costume Power, Location Power, or other effect initiated by somebody else
- ★ Activate a Costume Power or Location Power that's triggered by someone else's action
- ★ Object to a fairy or NPC's action, forcing her to initiate a contest with you

As noted, these don't count as actions and don't require you to miss your next turn – you can just do them whenever the need or opportunity arises. However, you're a bit restricted in what you can do on a successful roll when it's not your turn. You can describe your victory and – if the roll was a contest – mess with your opponent all you want, but you can't achieve any of your own goals in the process. In game terms, that means you can't check off a success for any of your own **Shenanigans**. You may narrate stuff related to your Shenanigans, but it doesn't "count" from a rules perspective.

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If somebody is being cantankerous and simply objecting every time anybody does anything, the GM can limit fairies to one objection per turn. If this optional rule is in play, once you've objected to someone else's action and forced a contest, you can't make any more objections until the start of your next turn rolls around. You can use a card or token to keep track of whether you have an objection left to "spend".



Robin wins the contest, and rather than tossing Red out the airlock decides to hurl her down one of the many inexplicable deep shafts into the ship's interior. Her player asks if this contributes towards the related "Seriously, Not Even a Railing?" Shenanigan, but the GM reminds her that reactions do not advance Shenanigans. And that Red can fly.

Plugins

Taking Breaks and Stressing Out

If you're in a Location with no hostile fairies or NPCs, you can take a **Break** as your action. A Break may contain any number of other actions, as long as they're all actions that are allowed on Breaks, subject to the normal limits (e.g., no Scrounging more than once per Break). You can retroactively declare a Break if you missed your turn because you were away from the table or keyboard.

If you Stress Out, your Break is your next turn.



Pooka loads Calla into a torpedo and fires her into the heart of a nearby sun in a particularly extreme prank. Calla Stresses Out, and must take her Break on her next turn. Her Break will finish and she'll re-enter play on the start of her following turn, that is right after Mabby's second turn.

Timed Effects

Some effects happen every so many real-time minutes in face-to-face or chat games, or every so many posts in forum or email games. In Competitive Capers, one minute or post is formalised to mean one turn. There are two basic cases to be concerned with:

- ★ If there's some effect *on you* that goes off every minute or post, it happens at the start of each of your turns.
- ★ If there's some *global* effect that goes off every minute or post, it happens at the start of the GM's turn.

Some cases will require the GM's judgment. For example, a timed effect that affects everybody in a particular Location, but not anywhere else, could strike each fairy at the start of her turn, or it could go off on the GM's turn to keep things simpler.



The GM pays for a Disaster and rolls 66 for "Black Hole Sun". This has two "every minute or post" effects: all characters take ⚡, and one year passes in the wider universe outside the event horizon. The GM decides that each fairy takes ⚡ at the start of her own turn, while all NPCs take ⚡ and a year passes at the start of the GM's turn.

The GM's Turn

Several things can happen on the GM's turn:

- ★ **Summoning Opposition** 170 **Summon Opposition**
- ★ **Unleashing Disaster** 171 **Unleash Disaster**
- ★ Activating any **NPC or Location Power** that's not triggered by a fairy's action 152 **NPC Powers**

If a Playset provides any special actions for the GM, those happen on the GM's turn too.



On the GM's turn, she finds the fairies' rolls have generated a large amount of ☹️ and looks for ways to spend it. Since Mabby spent her last turn ordering the ship's computers to ratify her Best Fairy status under her royal authority, the GM uses Summon Opposition to bring the Rampant AI into play. She already has the Inscrutable Alien Religious Figure in play in the Star Gallery, so she can use her "Monosyllabic Koan" Power, and does so on Robin. There's nothing left she wants to do after that, so her turn ends and it becomes Letty's turn once more.

NPC Activity

If there's an **NPC conspiracy** in play, their schemes are advanced on the GM's turn. NPCs don't take formal actions, and don't make rolls unless a fairy objects to something they're doing, so NPC activity is a bit more abstract than fairy actions. An NPC can do whatever the GM thinks is reasonable in one turn – or, at least, whatever the fairies will let her get away with before demanding a contest, should any fairies be present! We'll discuss this in more detail later.

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If an NPC gets up to something when there are no fairies nearby, the GM should keep track of what she's doing, but isn't obliged to reveal it unless you have some special means of keeping tabs on that NPC.

Maps and Movement

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

The Location Map

Locations 156

Locations are arranged into a map. You don't need exact distances for this – you just need to know which Locations are notionally connected to which other Locations.

A few Location names with connecting lines drawn between them will be more than enough – though you should feel free to get artistic if you really want to!



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

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


Moving About

At the start of your turn, you can move to any Location that's adjacent to your current one. This doesn't count as your action, even if you need to roll to reach your destination. You might need to make a roll for any of the following reasons:

- ★ There's an obstacle between you and your destination.
- ★ A fairy or NPC in your current Location objects to letting you leave (thus forcing a contest).
- ★ A Location Power requires you to make a test to leave your current Location.

You can't move on the same turn as taking a Break.


If you spend your whole turn only moving, you can reach any Location you know about in a single turn, within reason. (The GM will tell you what "within reason" means!) If you encounter anything that requires a roll while traversing multiple Locations in this way, your turn ends after making the roll.



Letty wants to move from the Bridge to the Captain's Quarters. The GM decides that they're adjacent since there's nothing of interest between them, so that doesn't take Letty's turn. But the Captain's Quarters is a secure area, so the GM asks Letty's player to make a test to gain entry. Letty succeeds, and may take her turn in the Captain's Quarters.

NPC Movement

NPC movement happens on the GM's turn. You can't stop an NPC from *arriving* at your Location, but you can try to stop her from *leaving* by objecting and forcing a contest.



Calla has the Unhelpful Ruling Council bailed up at the Bustling Augmented Reality Bazaar, judging a virtual cooking contest. On the GM's turn, the Council attempts to escape this demeaning display by moving to the Customised Environment Chambers. Calla objects, forcing them to beat her in a contest to move; this does not take up her turn.

Competitive Shenanigans

Finally, Shenanigans will need some adjustment. If it's just fairies versus NPCs, the normal rules will work fine, but there are a few extra considerations for fairy-versus-fairy games.

Achieving Competitive Shenanigans

The number of successful rolls needed for a competitive Shenanigan is treated as exact. Minor, standard and major Shenanigans require exactly 1, 3 and 5 rolls, respectively. In face-to-face games, you can draw boxes on each Shenanigan's index card and check them off as they're achieved.

Successful Wishful Thinking counts as three rolls toward a Shenanigan. *Failed* Wishful Thinking counts as one roll; a wish will always make at least some progress toward your goals. You might even complete a Shenanigan with a failed roll! Of course, the GM gets to narrate your accidental victory...

Barring Wishful Thinking, you can mark at most one success toward a Shenanigan each turn, even if you make multiple rolls.



The conditions for achieving Shenanigans in a competitive game are pretty strict. Incomplete Shenanigans have the same narrative "protection" as an NPC whose Stress Limit hasn't been exceeded.



Having reached the Captain's Quarters, Letty wants to attempt the "Welcome Home" major Shenanigan. That requires five successful rolls. She's sure the others won't leave her alone for five or more turns, so she spends her last 3 🎲 on Wishful Thinking to get ahead. She muses aloud that it would be hilarious if the Captain had accidentally invited three different people for a drink that evening, passes her test, and it is so. Her player crosses off three rolls toward the Shenanigan.


Open and Closed Shenanigans

Shenanigans in a competitive game are divided into two types.

An **open** Shenanigan is known to everyone, and any fairy can achieve it. However, only the fairy who contributes the final roll gets the Motes. This can inspire all sorts of backstabbery!

A **closed** Shenanigan is known only to just one fairy. Other fairies might know the Shenanigan exists, but they'll have no idea how to achieve it. In a face-to-face game, the GM can hand out the Shenanigan's card face-down; in a forum game, the forum's private messaging tool can be used to similar effect.

If you think you've figured out another fairy's Shenanigan, you can try to steal it! Should one of your rolls provide the final success, you can take the credit – and the Motes – for yourself. Be careful, though; your roll counts even if it's short of the final success, so you might just end up helping your opponent!




The GM writes up closed Shenanigans for each fairy and passes them out. Pooka gets:

Package Tour (5 Motes): Move the ship to at least three popular tourist systems.

After Pooka has made two rolls (moving the ship to the Beach Paradise system and the Museum system), Calla attempts to snipe the Shenanigan she's sure Pooka is attempting. She uses the Drive Core's Location Power to move the ship with Wishful Thinking, taking it to the Obligatory Desert Backwater Planet. In triumph, Pooka's player unwisely reveals that it has to be a tourist system; Calla's player resolves to make it a tourist system somehow to retroactively claim success.

Mischief Motes

Each fairy or faction has an individual Mischief Mote total. The Mischief Motes for a Shenanigan go to the fairy or faction who provides the final successful roll.



Letty has made four rolls toward "Welcome Home", having gotten the Alien Princess, Famous Actress and Wealthy Heiress into the Captain's Quarters without being aware of each other. Before she can make a fifth roll, Red dares the Captain to get the Centauri Death Liquor from her cabin for a drinking competition, and wins the resulting contest. Letty's prank goes off early, but since Red made the final roll, she walks away with the Mischief Motes. Letty is left with nothing but resentment toward her Pixie "friend".

NPC Conspiracies

When there's an NPC conspiracy in play, the basic rules for NPCs don't change. The GM's turn is just a bookkeeping phase – she doesn't play out individual NPC actions or turns like players do for their fairies. NPCs don't roll dice unless a player character objects to something they're doing. Keeping track of how close the conspiracy is to winning is thus handled abstractly, using one of three methods.

A Turn Counter

The simplest option is to have a **turn counter** that ticks up every time the GM's turn rolls around. This works best for scenarios where the majority of the NPCs' scheming is happening "off camera", and those NPCs who appear in the session are just there to slow you down. If no fairy faction reaches the required Mischief Mote total or other objective before the counter maxes out, everybody loses!

The counter's maximum value depends on the expected length of the session and the number of Mischief Motes needed to secure a fairy victory. In a face-to-face game, a good general rule is six points per hour – that is, multiply the expected session length by six to get the point at which the conspiracy wins if no fairy or faction has reached a victory condition.



The GM decides to use the news station as her NPC conspiracy, reasoning that the worst possible result for the players would be the impromptu Best Fairy competition becoming Reality TV. She gives the players 18 turns (since she expects a three-hour session) before their fairy war is tamed, commercialised and scripted.

A Tension Counter

A **tension counter** works like a turn counter, except that you have the ability to mess with the counter's progress. Every time her turn comes up, the GM declares a special Shenanigan based on the conspiracy's current plans and activities. This is a minor Shenanigan if there are fewer than five players, or a standard Shenanigan otherwise.

If you or one of your rivals achieves this Shenanigan before the GM's next turn, in addition to yielding the usual number of Mischief Motes for a Shenanigan of its type, it prevents the tension counter from ticking up. If it's not achieved by the GM's next turn, the opportunity is lost, and the tension counter is increased by one.

Depending on the game's structure, figuring out what the conspiracy is up to this turn might be a big part of opposing it. Successful rolls made while investigating count as rolls toward achieving the Shenanigan.

Since the "countdown" can be slowed by player actions, the maximum value should be smaller than for a simple turn counter. The default is just two points per hour of face-to-face play, rather than six – so you'd better keep on your toes!



In another session, the fairies are playing in the Enchanted Forest milieu, and the GM has decided to turn the "Epic Fantasy Battle" Disaster into the theme of the session. She explains the forces of good and evil will constantly be attempting to change the genre to po-faced high fantasy, and sets a countdown timer of six for the expected three-hour session.



Tension counters are recommended for games where the fairies are grouped into factions. Using them in every-fairy-for-herself games means that some fairies will probably end up spending all of their time slowing the clock and none pursuing their own aims!

A Trouble Track

Finally, a **Trouble track** adapts Trouble Dice themselves as a mechanism for keeping track of the conspiracy's progress. Each time Trouble Dice are incurred, the Trouble track is moved forward a number of places equal to the number of Trouble Dice generated.

The length of the Trouble track determines how long the session will last. Speed of play can vary, so we suggest working backwards:

- ★ Figure that you'll incur 2–3 ☹️ per player per turn. If this seems high, remember that some Costume Powers generate ☹️, as do players objecting to each others' actions off-turn.
- ★ A focused group can wrap up each fairy's turn in a little under two minutes. A group that likes to go off on tangents – or that's still learning the game – may take five minutes or more.

Use these guidelines to estimate how much ☹️ your group is likely to incur in an hour of play, and set the length of the Trouble track accordingly. This could work out to as little as 25 ☹️ per hour, or as much as 100! (When you're first starting out, it'll probably be a lot closer to the first number than the second.)

Using a Trouble track is similar to using a turn counter in practice, but it can make things feel a little more tense, since it advances at an unpredictable rate in response to player actions.

To really crank up the tension, you can “schedule” Disasters on the Trouble track at regular intervals – say, every ten dice. The GM still has to pay the normal ☹️ cost, of course. This is hard to do with a turn counter, because you don't know how much ☹️ will be available on any given turn. With a Trouble track, though, the GM can simply set ☹️ aside until the cost of the next Disaster is met!



Note that it's only *incurring* Trouble Dice that affects the Trouble track. The Trouble track doesn't back up when the GM spends them!



In yet another session, the fairies are students at Magical High School. The GM sets a Trouble track of 50, with Disasters at 10, 20, 30 and 40 Trouble Dice representing the faculty's response to the students' antics, culminating in the government forcibly shutting down the school at 50 Trouble Dice.

Winning

The default victory condition in Competitive Capers is being the first to reach a particular Mischief Mote total. However, since Mischief Motes are being split multiple ways, the expected pace of gaining Motes is slower. You can use the table below to determine how many Motes it takes to win.

# Factions	1 Hour	2 Hours	3 Hours
1	50 (40)	100 (80)	150 (120)
2	30 (25)	60 (50)	90 (75)
3–4	20 (15)	40 (30)	60 (45)
5+	15 (10)	30 (20)	45 (30)

Use the totals in parentheses if you're running a game with an **NPC conspiracy** whose progress is tracked using a tension counter, since some actions will be spent preventing the counter from ticking up rather than pursuing Shenanigans. You can also use this value if the conspiracy is using a Trouble track *and* things are set up so that the fairies need to spend time slowing its rise (e.g., through Location Powers, or by opposing NPCs who have Powers that generate extra Trouble).

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These numbers assume that there are at least three fairies. If you have two players, whether that means one faction of two fairies or two factions of one fairy each, bump down one row to find the number of Mischief Motes needed for victory. If you're running a competitive game with just one player, bump down *two* rows. (This means a one-player game always uses the "3–4 factions" row.)

The times in the table are for face-to-face play. Double them for chat-based play (i.e., 2, 4, or 6 hours), and read "1 Hour" as "2 Weeks" (and so forth) for forum or email play.

For the Best Fairy contest on the Exemplar, the GM sets a threshold of 45 Motes for victory, expecting a three-hour game for six fairies. In the dying moments of the third hour Mabby finishes her closed Shenanigan "Constitutional Monarchy" for 10 Motes, bringing her total to the required 45 and securing the win while the other five languish on 40 or below. It's good to be Queen!

Highest Wins

Rather than ending the game as soon as a particular Mischief Mote total is reached, you can also let the game run for its full length, then declare whoever has the highest final total the winner. In combination with a turn counter or Trouble track, the preceding table can be used to set a minimum threshold for fairy victory: if *none* of the fairies are over the required total when time runs out, everybody loses!

In the Magical High School game, the GM intends to run the full three hours even if one or more of the six fairies hit the required Mischief Mote threshold of 45 beforehand. She'll award the title of Head Girl to the fairy with the most Motes over 45 at the three-hour mark, or when the Trouble track reaches the set maximum of 50. If the track reaches 50 before any fairy gains 45 Motes, everybody loses!

Alternative Victory Conditions

Finally, when creating competitive scenarios – typically Playsets – with alternative victory conditions, you can use the table as a guide for how much effort it's reasonable to expect. Just halve the Mote total to get a rough idea of the number of successful rolls that would have been needed to reach it. For example, in a two-hour game with three fairies or factions, it's usually reasonable to set a victory condition that requires about $40 \div 2 = 20$ successful rolls to pull off.



Using Competitive Capers with Other Plugins

If you're using this Plugin in combination with others from the Core Rulebook, there are a few special interactions to be aware of.

Fairy Free-For-Alls

If you participate in a Free-For-All, you miss your next turn while you recover from the fracas. This doesn't apply if you spent your action on your turn to initiate the Free-For-All in the first place – your toll has already been paid! A Free-For-All finishes during the same turn it started on, regardless of how many rounds it takes.

You can always mark progress toward a Shenanigan during a Free-For-All, even when it's not your turn. The rule that you can only mark one success toward a Shenanigan per turn still applies, though. You can waive this rule if all the PCs are on the same team.

Don't adjust the threshold for completing Shenanigans unless the fairies are grouped into factions of *at least* three fairies apiece; fairies ganging up on Shenanigans just isn't an issue when it's every fairy for herself.

Methodical Mischief

You can create moderate or major Advantages in a single turn if you can figure out how to pay multiple costs with the same action.

Structured Shenanigans

Owing to the relatively smaller number of rolls available to any particular fairy, your GM should nudge each Shenanigan's Stress Limit a point or two toward the lower end of the standard range. (i.e., 2 for minor Shenanigans, 5–6 for standard Shenanigans, and so forth.) A failed Wishful Thinking roll marks 3 Stress against the targeted Shenanigan.

When using a tension counter, the Shenanigan to prevent the counter from ticking up has a Stress Limit equal to the number of fairies in play.

Level Up!

You shouldn't expect to reach particularly high levels in a competitive game with multiple factions – the Mischief Mote targets are just too small! Use the Fast column in the level chart, with each fairy levelling up according to her individual Mischief Mote total. If you're grouped into factions, every fairy in a given faction levels up at the same time.

Level Up!

Fairies rarely learn from experience. It's a natural consequence of having an attention span generally measured in milliseconds. Every so often, though, you get a fairy with a longer memory – and that's when the trouble *really* starts!

What Is Level Up?

Level Up! adds a bit of old-school flair to your game by letting you gather XP (i.e., Mischief Motes) and gain cool bonuses. These bonuses can come in the form of boosted Facets, extra Costume slots, and even new Quirks and Powers!

Why Use This Plugin?

Because levelling up is fun! Like Mischief Motes, experience points in traditional tabletop roleplaying games are really about keeping score, so it's natural to combine the two functions. *Costume Fairy Adventures* isn't a particularly "balanced" game system, so there's generally no harm in using this Plugin in freeform games. However, if your GM is running a Playset, make sure it doesn't already provide some other way of improving your traits – combining two such mechanisms may cause problems down the line.

Gaining Levels

Your fairy starts each game at level 1, and gains a level each time you reach a particular Mischief Mote threshold. There are three different rates of advancement you can choose, based on the length of the session you plan on playing:

Fast

This column results in speedy level gains. Use Fast advancement if you're playing a short session that's expected to last less than two hours.

Medium

This is the standard pace for levelling up. Use Medium advancement for a typical two to three hour game, or a game that's expected to span two or more short sessions.

Slow

Moderation isn't a fairy's strong suit, but sometimes it's exactly what's needed. Use Slow advancement if you're planning on running a four-hour-plus mega-session, or if you expect your game to span multiple standard-length sessions.



Since *Costume Fairy Adventures* is an episodic game, levelling up happens on a per-game basis. No matter how high your level is at the end of a game, at the start of the next game you go back to level 1, just as though your fairy were fresh out of character creation. If this doesn't seem like it makes much sense, remember: fairies have very short memories!

Level	Fast	Medium	Slow	Bonus
1	0	0	0	–
2	10	20	30	+2 Stress Limit (+3 for Pixies)
3	20	40	60	+1 Facet (max. 3)
4	30	60	90	+1 Costume
5	40	80	120	+1 Quirk
6	50	100	150	+1 Facet (max. 4)
7	60	120	180	+2 Stress Limit (+3 for Pixies)
8	70	140	210	+1 Costume
9	80	160	240	+1 Facet (max. 5)



For tonight's session, the GM is planning to go with the tried and true "Trapped in a Video Game!" premise, and since the fairies already respawn and have an ambiguous relationship with reality, decides to use the Level Up! Plugin to achieve the right feel. She only plans to run a standard three-hour session, with the possibility of a second short session only if needed, so she picks the Medium advancement rate. The fairies will need 20 Mischief Motes per level.

Level Up Bonuses

At each level, you gain one of the following bonuses:

+2 *Stress Limit*

Your Stress Limit increases by 2, or 3 if you're a Pixie. (You can also claim the increased bonus if you're a member of some other Kind that enjoys an increased basic Stress Limit.)

+1 *Facet*

Add 1 to a Facet of your choice. The table indicates the maximum value for that Facet *after* applying this bonus. For example, "+1 Facet (max. 3)" means that the Facet's final value can't be greater than 3 (which, in turn, means that its starting value before you add to it must be 2 or less).

+1 *Costume*

You get an additional Costume slot. The number of Costumes you can hold increases to four the first time you receive this bonus, and five the second time. You also get to make an immediate draw from the Costume Deck in order to fill your newly acquired slot, just as though you'd successfully Scrounged.

+1 *Quirk*

You develop a new Personal Quirk. The details of this Quirk should be based on what you've said and done during this session. If you're playing face-to-face around a table, the player to your left gets to pick your new Quirk (though you can veto her suggestion if you think it's inappropriate). If you're playing via chat or email, you can work out ahead of time who counts as "to your left" for this purpose, or just take suggestions from the whole group.



The fairies gain their 80th Mischief Mote, and with it level 5. The GM asks each player to give the fairy of the player to her left a new Personal Quirk. Robin's player gives Calla the Quirk "Hardcore" to reflect her relentless pursuit of boss monsters, which causes Calla's player to give Red "Casual" in turn, as Red has tried a bit of everything the video game world has to offer. Red's player gives Pooka the supremely meta Quirk "Roleplayer", and they continue around the circle...

Gaining Powers

If you'd prefer to increase your personal power rather than expanding your wardrobe, as an alternative to the +1 **Costume** bonus at levels 4 and 8, you can instead gain an additional Kind Power. Pick from the alternative Powers listed for your Kind in **Appendix A: Custom Kinds**, or work with your GM to invent a new one. Make sure that everybody agrees on whether to use this option before play begins; the game can come to a screeching halt when everybody has to pick a new Power all at once!

254 Custom Kinds

*The GM feels bonus Powers fits the video game idiom better than an extra Costume slot, so when the fairies reach level 4 she asks their players to quickly pick a Power from **Appendix A: Custom Kinds**. Pooka's player chooses "Gremlin Syndrome", causing her to inflict +1 ☹ in all contests, because she feels increasing inflicted damage at all costs is the most appropriate way to roleplay a character in a video game world.*



Persistent Levels

By default, we're assuming that you'll reset your fairy to her basic, fresh-out-of-character-creation stats at the end of each game. If you want to watch your fairy slowly grow in power over multiple sessions, we recommend using an advancement rate of *at least* 100 Mischief Motes per level, or just levelling up at the end of each session, regardless of how many Motes you gathered. Some Playsets may require adjustment to account for your boosted stats.

When using persistent levels, a fairy who grows beyond level 9 transcends her fairy nature and becomes something else. You can narrate her apotheosis however you want, but you can't keep playing her – this is a game about mischievous little fairies, and she's not one of those anymore! It's time to retire her character sheet and start a new adventure.



If you've become attached to your fairy and don't want to retire her, you can simply switch back to episodic levelling and have her reset to level 1 at the start of the next game. In fact, if push comes to shove, there's no rule against having her transcend, then show up as a level 1 fairy at the start of the next game (or even within the same session!); fairies regard linear time as less a rule and more a polite suggestion.



The group enjoys the Level Up! mechanic so much that they ask the GM to keep using it in future sessions after they return from the video game world. The GM agrees, setting a Mischief Mote threshold of 100 per level for the "real" world. She begins to run sessions as more overtly connected to each other, though not necessarily in chronological order as fairies are not particularly beholden to linear time.

Eventually the group gains their 900th Mischief Mote, and the fairies transcend. Mabby's player narrates the Sprite becoming in truth the Queen of the Fae, future and past, retroactively revealing that the icy, eldritch royal they had dealt with in their sessions was and always had been Mabby. Whenever the group uses the Fae Queen in future games, they take care to describe her as being at least a little bit Mabbyish.



Appendix A:

Custom Kinds

Kinds 29

The Kinds listed in the **character creation chapter** aren't the only sorts of fairies out there. If your fairy isn't one of those, you can use these guidelines to figure out what she should look like in game terms. Remember to let your GM have a look once you're done – two sets of eyes are better than one when it comes to spotting potential rules glitches.

There are two approaches you can take to writing up your own Kind: refluffing a basic Kind, or creating a new Kind.

Refluff a Basic Kind

In tabletop RPG lingo, “refluffing” is the process of taking a set of rules for one thing, and using it to represent something else. Since the rules for each Kind boil down to a couple of broadly described Powers, it will often be easy to adapt them for your own original Kinds. Pixies, for example, can be refluffed as just about any exceptionally tough sort of fairy, while a Sprite's Powers are a good fit for any Kind that's known for being exceptionally mystical.



Senait is running a game, and Meaghan joins as a player. She has an idea for a gregarious but misunderstood Sasabonsam, an iron-toothed tree-dweller from West African folklore, but isn't sure how to represent her mechanically. Senait suggests the Goblin Kind Powers as a reasonable fit, as their folklore is broadly similar, and Sasabonsam neither fly nor walk on air.

Create a New Kind

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

Components of a Kind

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



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



Mobility Powers

Fairies are tiny! Even the largest of them rarely top twelve inches in height, which can pose difficulties when dealing with environments designed for Big Folk. Struggling to climb a flight of stairs isn't quite the sort of "adventure" that *Costume Fairy Adventures* has in mind, though, so every fairy has a Kind Power to help her get around more easily.

The default mobility Power is "Flight" – that is, the ability to fly. It doesn't require any special effort to imagine how flying helps you get around, so it's a good default if you don't have anything more specific in mind. If flight doesn't work for you, other options include superhuman climbing and jumping, like Goblins, or maybe even some sort of short-range teleport.

The danger in going with a non-standard mobility Power is not being able to participate in your friends' mischief because you can't follow them. If in doubt, just ask yourself: how will this Power help me navigate a flight of stairs? If you don't have an answer for that question, it's time to rethink things.

Mobility Powers typically don't grant any rules-based benefits. A Fairy's "Superior Flight" Power is an exception, since it combines both a mobility Power and a utility Power.



Karyn decides to join the custom Kind party, creating a diminutive purple fairy that moves about by opening doors in any surface and popping instantly out of a matching door at her destination (she calls this Kind Openers, claiming it will be easy for the other players to remember). Senait feels that's just a short-range teleport with an interesting visual effect, and thus an appropriate mobility Power.

Utility Powers

In addition to Powers to help get around, each Kind has a Power based on a particular affinity or aptitude. Fairies of a given Kind might be especially fast or tough, or have an exceptional knack with a certain type of fairy magic. Every Kind has one such Power.

Utility Powers can be just as broad as Costume Powers, so we can't cover all of the possibilities here. However, there are a few common themes that can help guide you when creating your own Kind Powers.

First, there are Kind Powers that **act as bonus Quirks**. You can tag the Power as a Quirk that stacks with both Personal and Costume Quirks. These Powers usually reflect physical features, not skills or personality traits. A Goblin’s “Keen Senses” is an example of this sort of Power.

64 Using Quirks

Second, there are Kind Powers that **grant edge**. These Powers also often reflect a physical trait, like speed or strength, though they can also represent something more abstract. A Fairy’s “Superior Flight” and an Elf’s “Protagonist Syndrome” are examples of this sort of Power.

79 Edge

Finally, there are Powers that grant some sort of **miscellaneous mechanical bonus**. These bonuses should be about equal to Costume Powers in scope – you can refer to the Core Costume Deck for inspiration here. A Pixie’s “Resilient” and a Sprite’s “Charmed Life” are examples of this sort of Power.

If you feel like getting fancy, you can also mix and match benefits, provided that each one is fairly narrow. For example, you might devise a Power that inflicts +1 ⚡ in scuffles and suffers -1 ⚡ from physical threats. (Just don’t be surprised if this Power never comes up in play – your next session could be a tea party!)



Whether a Power should act as a Quirk or provide edge can be a tricky question. Use the following guideline: a Quirk makes you *better*, while edge makes you *better than*. That is, a Quirk makes you more likely to succeed at a roll; edge doesn’t make you more likely to succeed, but it does make you more likely to overcome any opposition to your successes. Sometimes it’s obvious which one you should use; at other times, you’ll need to make a judgment call.



Luciana decides to play a cat-like fairy based on the Bakeneko of folklore. These demonic felines are reputed to summon fireballs and command the dead, so to fit that to a Costume Fairy Adventures idiom she’d like her fairy to be assisted by small puffs of ghost-flame. Senait suggests these provide +1 edge in all contests against Big Folks, as their ancestors berate them for opposing a kitty.

Powers to Avoid

There are a few types of Powers to avoid when writing up a Kind. Some of these guidelines that can be bent, but others can have negative effects even in small doses.


First, Kind Powers shouldn't be framed as generic bonuses: they should provide narrative benefits to go with their rules-based bonuses. For example, take a look at a Goblin's "Keen Senses" Power: the bonus die is framed in terms of being able to taste colours (among other things). A Kind Power should say something about how your fairy operates.

Second, Powers that require complicated procedures or judgment calls during play are inappropriate. A Kind Power shouldn't slow down the game or take the focus away from Costumes. This category includes Powers that create or summon NPCs, Powers with drawbacks to offset their utility, and Quirk or edge type Powers where it's often unclear when they apply.

Finally, avoid Powers that fiddle with the Trouble Pool or alter the Mischief Mote economy. Both of these effects can play havoc with the game's pacing. You can sometimes get away with them for Costume Powers, because Costume Powers tend to be short-lived, but as Kind Powers they're right out.



Nadya keeps up the chain of custom Kinds by creating a fairy inspired by the Kelpie, a kind of shapeshifting aquatic horse. She wants an evocative mobility Power, but she doesn't want it to be so strong that it counts for both Powers. She suggests that the Kelpie's running speed is mostly useful "for taking the long way and still getting there on time", as well as free movement in water, but doesn't have any mechanical effect. Senait feels that's trying to cram a lot into one Power, but since it mostly justifies keeping up with the others (and aquatic movement is rare), she approves it.

Nadya's idea for a utility Power is the ability to spend  to summon water in some form, adding a water-related Temporary Quirk to a Location. Senait is less enthusiastic about this idea, since it dooms every Location in the game to rising damp. Her counter-proposal is a Power that grants an extra die whenever the Kelpie tags a water-related Quirk. This retains the incentive to create water-based Location Quirks, but requires the Kelpie to put in some effort to create them.

Everyone is happy with the suggested Powers, so Nadya writes them up.



Kelpie

As much at home in the river as on the shore, the Kelpies are blessed with the ability to dash towards trouble and then swim like mad away from it.

Appearance

Kelpies have hooved feet, well-suited for running – and as a result most have lean, wiry builds. They have expressive, horse-like ears and while their eyes do not especially resemble limpid pools of water, they typically like to be told so. Like Elves and Goblins, they lack wings.

Powers

As a Kelpie, you have the following Powers:

Run like Flowing Water: You run exceptionally swiftly, and swim as fast as you can run. You usually take a more circuitous route and arrive at the same time as your flying friends.

River Spirit: You gain a bonus die whenever you tag a water-related Quirk.

Stereotypes

Among fairies, the canonical Kelpie is an exotic traveller with a dangerous but compelling air, apt to tempt one into a particularly risky prank. Humans seem to think they're shapeshifting horses that prey on flesh, an inaccurate but sometimes useful reputation.

Alternative Powers for Basic Kinds



Level Up! 248

Finally, here are some alternative Powers for each of the six basic Kinds. You can use these to customise your fairy a bit, as inspiration when writing up a new Kind's utility Power, or – in conjunction with the **Level Up! Plugin** – as substitutes for the extra Costume slot at levels 4 and 8.

Fairies

You can trade in your Fairy's "Superior Flight" Power for basic "Flight" *and* any one of the following.



Domino Effect: Not all fairies indulge in scheming, but the world seems to play along with those who do. *You gain two dice rather than one when you tag a Temporary Quirk you created yourself.*

Friendship Is Magic: Mischief shared is mischief multiplied! *When you assist a friend's roll, you may spend 1  to give her an extra die. In addition, when you're assisting a friend's roll and she rolls at least one 6, you gain 1 .*




Quick-fingered: Your hands are quicker than the eye. You have excellent manual dexterity, and can perform complex sleight-of-hand with ease. *You may count this Power as a bonus Quirk that stacks with your Personal Quirks on any roll.*

Pixies

You can trade in your Pixie's "Resilient" Power for any one of the following.

Pixie Persistence: It's not so much that you don't know when to quit; it's just some time can go by before you realise it. *When your  exceeds your Stress Limit, you may make one final roll – a test, contest, or even Wishful Thinking – before Stressing Out. You always Stress Out after making the roll even if you somehow recover  before it's resolved.*

Pixie Power: You're extremely strong for your size. You can lift twenty times your own weight, and overpower creatures many times your size. *You gain +1 edge in contests where brute strength is a major factor.*

Pixie Promise: Or more accurately, a threat of tiny yet potent retribution. *Whenever you suffer  in a contest, whoever or whatever inflicted that  on you suffers 1  in return.*



Sprites

You can trade in your Sprite's "Charmed Life" Power for any one of the following.

Colocation: You have only a nodding relationship with linear time; for you, it's normal to encounter your past and future selves, or be in two places at once! *You may access the Quirks (but not Powers) of any Costume in your possession, regardless of whether you're actually wearing it. Additionally, if you roleplay both your current and past/future selves, you may tag a Quirk of your current Costume and a Quirk of one of your unworn Costumes on the same roll.*

Ignorance Is Bliss: If you don't acknowledge the inherent dangers in a situation, they are naturally less dangerous to you, specifically. *You gain +1 edge against Hazards.*

Wish Enabler: Reality is no match for your positive attitude, becoming malleable to fairy magic in your presence. *You may count this Power as a bonus Quirk that's always applicable to Wishful Thinking. You may also use it to assist other fairies' Wishful Thinking rolls.*

Brownies

You can trade in your Brownie's "Instant Wardrobe" Power for any one of the following.

Artisan: Actually, you *can* mend shoes. In fact, you can make or fix almost anything, so long as no-one is gauche enough to watch you. *When you take a Break, you may perform the equivalent of a full night's work crafting or repairing items appropriate to your current Costume. This counts as an automatically successful test, with a Result equal to your highest Facet, and may advance a relevant Shenanigan. You may not Scrounge or change Costumes during the same Break that you use this Power.*

Borrower: You can stash any object on your person, and pull it out later on. You have to be able to lift an object in order to stash it, but there are no limits on how many you can carry at once. It's unclear where exactly you're keeping them. *When you Stress Out, everything you had stashed is left behind; otherwise, stashed items can't be stolen or located by any effect, including losing a contest. If you have too many stashed objects, the GM may require you to make a test to retrieve the right one.*

Gourmand: You convert food into mischief more efficiently than most. *You recover twice as much ☹ from eating food.*

Goblins

You can trade in your Goblin’s “Keen Senses” Power for any one of the following.

Gremlin Syndrome: You have a talent for breaking stuff, sometimes even when you don’t mean to! This applies to people’s feelings just as much their possessions. *You inflict +1 ⚡ in all contests.*

Omnivore: You find the typical division of objects into “edible” and “inedible” arbitrary and highly suspect. *You may consume any inanimate object, and never suffer ⚡ as a result of eating. You may count this Power as a bonus Quirk on any roll to eat something, including Wishful Thinking rolls to eat intangibles or abstractions.*

Regeneration: You may not be especially tough, but you bounce back quickly. *You may spend 1 ⚡ at any time to recover 1d6 ⚡.*

Elves

You can trade in your Elf’s “Protagonist Syndrome” Power for any one of the following.

Dramatic Comeback: Sometimes you graciously allow your opponents to get the upper hand, just long enough for the world to enjoy a moment of drama before you reassert your peerless excellence. *When you lose a contest, you gain +1 edge against whatever beat you until either you win a contest against the affected target or you Stress Out. This Power stacks with itself if you’re defeated several times in a row, to a maximum of +3 edge.*

Foreshadowing: Other people have stories too! It’s just you’re the most important person in them, saying the one thing that defines the context of everyone else’s actions – be it a curse, a prophecy, or just a catchy tagline. *You may use Wishful Thinking to put a Temporary Quirk on the story itself. This Quirk lasts until the end of the session, or until the GM pays 5 ⚡ to remove it. You may only place one such Quirk on the story at a time, but may change it by using this Power again.*

Plot Armour: You can’t let a little thing like getting squished flat get you down – your story isn’t finished yet! *You suffer -1 ⚡ from all sources.*

Appendix B:

Random Quirks

The **character creation chapter** allows you to randomly generate everything *except* your fairy's Quirks. We didn't want to hit you with nine pages of tables and Quirk descriptions right at the front of the book, so we moved them back here! You can use this appendix if you want to leave every aspect of your fairy – including her personality – up to the dice.

26 Your Fairy



Quirk Tables

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

M

Quirks of Moxie

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

F

Quirks of Focus

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

C**Quirks of Craft**

d6	High Craft	Low Craft
1	Curious	Honest
2	Experienced	Impulsive
3	Know-it-all	Oblivious
4	Meticulous	Pragmatic
5	Schemer	Straightforward
6	Snarky	Trustworthy

G**Quirks of Grace**

d6	High Grace	Low Grace
1	Arrogant	Bull-headed
2	Dignified	Clumsy
3	Dynamic	Insecure
4	Magnanimous	Petty
5	Melodramatic	Rebellious
6	Sophisticated	Vulgar

S**Quirks of Shine**

d6	High Shine	Low Shine
1	Dashing	Clichéd
2	Destined	Creepy
3	Joker	Cursed
4	Magnetic	Gloomy
5	Optimistic	Jinxed
6	Romantic	Stern

Quirk Descriptions

Once you've rolled for your Quirks, find them in the following list for descriptions and roleplaying tips.

Arrogant

If you want something done right, you have to do it yourself! Helps when you put on airs and act like you're automatically the most qualified fairy for the job.

Bull-headed

It's not so much that you're clumsy as that you just don't have the patience for tact or subtlety. Helps to accomplish tasks when the result doesn't need to be pretty.

Clichéd

You lack any spark of originality, but you've mastered a repertoire of the classics. Helps whenever you repurpose an old favourite method, or with truly terrible puns.

Clumsy

You're a danger to yourself and everything around you. Helps when "unintentionally" breaking things.

Compelling

Your overwhelming enthusiasm can carry even the most ridiculous argument. Helps when getting your way without relying on the merits of your proposition.

Competitive

Everything's a competition to you, and you play to win. Helps whenever you're participating in an "official" contest of skill – even one you declared yourself!

Cool

You're completely unflappable. Flappable is the opposite of what you are. Helps you conspicuously keep your cool when things get too hot to handle.



Cowardly

You believe that discretion is the better part of valour. Helps when you need to beat a tactical retreat.

Creepy

You *love* creeping people out. Helps whenever you're deliberately being weird or off-putting.

Curious

So, what does the red button do? Helps with investigating new and interesting stuff, especially stuff you ought not be poking at.

Cursed

You may have offended the Fae Queen, the Archwitch or the Iron Empress – probably all three. Helps whenever getting into deep trouble will advance your goals.

Dabbler

You can do a little bit of everything... and *only* a little bit of anything. Helps whenever “good enough” is all that's required.

Daredevil

Never let them see you sweat! Helps whenever you're braving ridiculous danger, especially if there's a safer way to achieve the same end.

Dashing

Roguish good looks, impeccable timing and just a whole lot of swagger set you apart from the fairy crowd. Helps with dramatic entrances and provoking swoons.

Delicate

You don't care for scary or icky things – and you're not afraid to let everybody know. Helps when you forcibly try to remove unpleasantness from your presence.

Destined

Something bigger and better awaits in your future, and no force in the universe can prevent it. Helps you to push through hardships or to be the special-est snowflake.

Dignified

You always make sure to observe proper decorum. Helps with preserving your dignity (such as it is) in rough situations.

Dynamic

You're full of energy – constantly on the move, more alive in flight than at rest. Helps when you're using body language or flashy athletics.

Experienced

You've seen and done it all – or so you'd have your friends believe. Helps with anything you can reasonably claim you've done more times than you can count.

Forgetful

Your memory isn't the greatest – or at the very least, you're not good with the details. Helps avoid responsibility and talk your way out of trouble.

Gloomy

You see catastrophe looming everywhere. Helps extricate yourself and your friends from trouble whenever you can claim you saw it coming.

Gluttonous

You and food have a special relationship. Helps when pursuing food, or anything that might yield food as a reward.

Heroic

You serve the cause of truth and justice! You see nefarious schemes everywhere, and it's your duty to set things right.

Honest

You can't tell a lie to save your life. Fortunately, the truth usually works out for you. Helps whenever you blurt out the truth at inopportune moments.

Humble

You're a quiet achiever. Helps when doing work other fairies might feel they're too good for, or winning over honest folk.

Impatient

Why do stuff later when you could do it *now*? Helps when you leap without looking, especially if you have no idea what's really going on!

Impulsive

Honestly, you're better off *not* thinking things through. Is it shiny? Interesting? Do it *right now*! Helps with anything true to your nature.

Inconspicuous

There are advantages to being overlooked. Helps when you want to blend into a crowd or shift blame onto a more likely target.

Insecure

You constantly need to prove that you've got what it takes. Helps whenever the opportunity arises to demonstrate your worthiness.

Jinxed

Bad luck follows close at your heels, though it tends to be everyone else's problem. Helps when inflicting misfortune on others.

Joker

You're a comedian at heart. Helps whenever you do something specifically because it would be funny.

Kleptomaniac

Whenever you see something shiny, you just *have* to have it. Helps with pursuing whatever's currently caught your eye.

Know-it-all

You know a little bit about everything – or, at least, you *think* you do! Helps whenever you're demonstrating your “expert” knowledge.

Lazy

You're so averse to hard work that you'll put enormous effort into avoiding it. Helps when taking shortcuts, especially if it's more work than just doing things properly.

Loudmouth

You can't seem to do anything without making a huge racket. Helps whenever you need to shout someone down or become the centre of attention.

Magnanimous

You have a strong sense of *noblesse oblige* toward those who are less awesome than you. Helps when you help out the "less fortunate".

Magnetic

You are the candle flame to everyone else's moth. Helps when drawing others to you or dragging them into adventure.

Melodramatic

Everything is a big deal to you. Everything! Helps whenever you're making a big production out of something or when you're making it *perfect*.

Meticulous

It's easy to be detail-oriented when you're smaller relative to the details. Helps with dealing with the minutiae of a situation.

Neat Freak

Mischief is one thing, but you can't stand messes! Helps with cleaning up or preventing any sort of untidiness.

Nosy

You know your business, and your business is getting up in other people's business. Helps with ferreting out secrets and getting into places you don't belong.

Oblivious

You live in your own little world. Helps avoid any threat as long as you refuse to notice that it exists.

Optimistic

You're certain that everything will work out for the best, in spite of all evidence to the contrary. Helps you keep up a positive attitude when you'd be better off cutting your losses.



Paranoid

You know *They're* out to get you, even if you're not quite clear on who "They" are. Helps when taking measures to counter both real and imagined threats.

Petty

You have a hard time letting go. Helps whenever the stakes are small or the spite is large.

Pragmatic

Your plans are simple, reasonable and no-nonsense; you're not quite sure why they often go so badly off the rails. Helps whenever you discard complex alternatives in favour of the sensible approach.

Rebellious

They can't make you behave! Helps whenever you're trying to break free of arbitrary restrictions (as interpreted by you).

Romantic

Love conquers all! Helps with playing matchmaker or acting to defend True Love.

Schemer

Even your backup plans have backup plans. Helps whenever things are going Just As Planned – or whenever you can *claim* that they are!

Show-off

You just love being the centre of attention! Helps when performing flashy stunts or otherwise doing things to draw attention to yourself.

Snarky

You've always got a ready quip. Helps when you make an appropriate snark. This must be roleplayed!

Sneaky

If there's someplace you're not supposed to be, that's where you're headed. Helps when you get up to mischief right under someone's nose.

Sophisticated

You have elegant manners and know lots of big words. Helps you navigate delicate social situations and impress others with your comportment.

Stern

Even Big Folks think twice when they get a look at your serious expression! Helps whenever you make a big deal about treating things as Serious Business.

Straightforward

You're just a simple forest fairy, and you don't hold with a complicated world of genre-warping wishes and Möbius strip causality. Helps whenever you bull through arrant nonsense.

Stubborn

Nothing can sway you once you're set on your course. Helps when you dig in your heels and insist on having things your way.

Subtle

You find it distasteful to make a big splash with your actions, preferring to appear harmless until it's too late. Helps you get away with it even in plain sight.

Trustworthy

People find it strangely plausible that you're not really up to tricking them. Helps whenever you're giving your word.

Vulgar

You are apparently incapable of manners. Helps to infuriate anyone with a sense of decorum.

Wired

Your level of nervous energy disconcerts humans, fairies and nearby inanimate objects alike. Helps whenever you flit between different actions or approach a problem with way too much intensity.



Appendix C:

Random Encounters

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

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

Enchanted Forest

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

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



Enchanted Forest NPCs (d66)



11–13

Boisterous Kappa

Surprisingly Indecorous, River Princess

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

M moxie
3

L limit
8

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



14–16

Nargun Couturier

Unbreakable, Superior Taste

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

C craft
4

L limit
10

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

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

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



21–23

Conspiracy Theory Duchess

Foul Seems Fair, First-class Cackle

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

S shine
4

L limit
7

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

Enchanted Forest NPCs (d66)

24–26

Yaksini Philosopher

The Invisible Hand, Economies of Scale

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

C *craft*
3

L *limit*
5

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

31–33

Wicked Stepchildren

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

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

F *focus*
3

L *limit*
5

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

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

34–36

Shy Spider

This Is All a Terrible Misunderstanding, Arthropods Are People Too

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

G *grace*
4

L *limit*
7

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

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

Enchanted Forest NPCs (d66)

41–43

Snow Woman

The Elegance of Frost, Indifference of Winter

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

F focus
4

⚡ limit
10

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

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



44–46

The Lumberjacks

Superior Work Ethic, Getting Paid

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

M moxie
4

⚡ limit
7

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

51–53

Wolf in Sprite's Clothing

Poor Fit, All the Better to Eat You With

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

M moxie
3

⚡ limit
8

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

Enchanted Forest NPCs (d66)



54–56

Daughter of the Fae Queen

Eternal Aristocracy, Rose of the Forest

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



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

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



61–63

Gnome G necromancer

Evil for Giggles, Exploiting the Ancestors

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



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



64–66

Princess-rescuing Princess

Honestly a Bit Gullible, The Most Dashing

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



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

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

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

Enchanted Forest Locations (d66)



11–13

The Mushroom Palace

Edible Architecture, Bioluminescent

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

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



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



14–16

Moon-viewing Pond

Second-most-picturesque Spot, Seething with Magical Resonance

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

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



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



21–23

The Young Oaks

Oaktivism, Reformist Horticulture

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

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

Enchanted Forest Locations (d66)



24–26

Abandoned Village

Still-warm Teapots, A Very Light Fog

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

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



31–33

House of Dolls

Meticulously Ornamented, Witch Magnet

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

This Location has a permanent Hazard:

Stubbornly Territorial Forest Dolls (Hazard)

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

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

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



34–36

Haunted Mansion

Harrowing Hospitality, Decomposing Decor

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

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

Enchanted Forest Locations (d66)



41–43

(Probably) Dwarven Mine

Graffiti Is in Runes, Lots of Empty Bottles

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

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

The Flame of the Darkness (NPC)

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

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



44–46

Bear Fort

Caniform Hegemony, One or More Druids

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



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



51–53

Generic Evil Ritual Circle

Non-specific Blasphemy, Too Mainstream for Real Demons

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

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

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

Enchanted Forest Locations (d66)

54–56

Source of the River

Highest Ground, Liquid Purity

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

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

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

61–63

Fairy Ring

Mushrooms Are Magic, Meadow and Stream

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

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

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

64–66

Tomb of the First Queen

Bronze Age Riches, Ancient Injustice

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

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



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

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

Enchanted Forest Disasters (d66)

11–13

Migrating Hills

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

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

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

14–16

Divine Ire

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

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

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

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

21–23

Stand and Deliver!

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

This Disaster creates a Hazard:

Hard-up Bandits (Hazard)

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

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

Enchanted Forest Disasters (d66)



24–26

Somebody Else's Backstory

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

This Disaster creates a Hazard:

Poor Orphan Girl (Hazard)

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

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

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



31–33

Invisibility Plague

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

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



34–36

Spring Overdrive

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

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

Enchanted Forest Disasters (d66)



41–43

White Water Stampede

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

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



44–46

Only You Can Prevent...

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

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

Forest Fire (Hazard)

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

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



51–53

The Grand Hunt

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

This Disaster creates a Hazard:

Hunting Party (Hazard)

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

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



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

Enchanted Forest Disasters (d66)

54–56

The Fae Procession

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

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

61–63

Epic Fantasy Battle



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

This Disaster creates a Hazard:

Climactic Clash of Good and Evil (Hazard)

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

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


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



64–66

The Stars Are Right

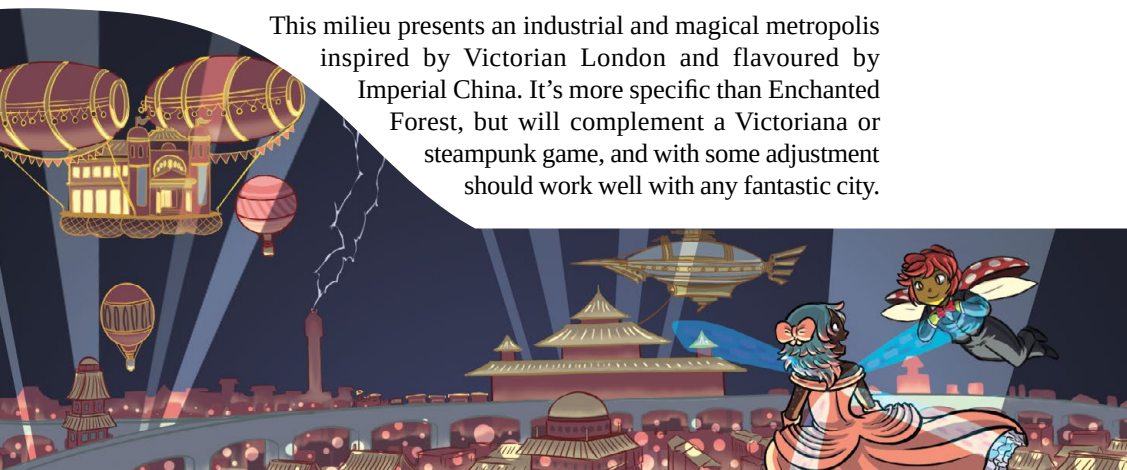
The stars burn in the sky, moonlight sears the trees, and the joyous cries of forgotten things from the time before time echo through the mountains.

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

Magical Gaslight

Come see the jewel of the world: the capital of the Endless Empire. Show the fairies the wonders of arcanelectric science, the crowds drawn from across the dimensions and the glory of the Empress herself... if they can see anything through the pea-souper fog.

This milieu presents an industrial and magical metropolis inspired by Victorian London and flavoured by Imperial China. It's more specific than Enchanted Forest, but will complement a Victoriana or steampunk game, and with some adjustment should work well with any fantastic city.



Magical Gaslight NPCs (d66)



11–13

Snake Oil Saleswoman

String of Broken Promises, Confidence Fixes Everything

S ^{shine} 3

She has the rhetoric of the scientific method down pat, but doesn't see the need to pay for testing, quality ingredients or a medical degree. Paying is for customers.

⚡ ^{limit} 5

Free Sampler: If you try her merchandise, roll one die. On a 1–2, gain 3 🌀. On a 3–4, take 3 ⚡. On a 5–6, gain a Temporary Quirk of the GM's choice.



14–16

Yellowsheet Journalist

Smell of a Story, "Off the Record"

F ^{focus} 3

Don't worry, she never takes anything out of context. So long as you accept that the context is always her need to sell thousands of tabloids.

⚡ ^{limit} 5

Fairies: Threat or Menace?: Any time the Yellowsheet Journalist would inflict ⚡ on a fairy, she instead inflicts a Temporary Quirk of the GM's choice and generates 2 🌀.

Magical Gaslight NPCs (d66)

 21–23

Insufferable Poets

Pastoral Fancies, Notable Absence of Talent

The cosmopolitan splendour of the Empire has inspired works of peerless genius... and filled the city's parlours with pretenders like these sorry clowns.

 *grace*
3

 *limit*
5

Entirely Composed of References: Insufferable Poets may claim an extra die by tagging a Quirk of any other character in their Location, as if that character was helping them.

 24–26

Ubiquitous Constable

The Old Bill, Snazzy Helmet

The city's peace is not maintained by the Empress' fleets or the divine warriors that study at her feet, but by the good-hearted constables walking their beats day after day.

 *moxie*
3

 *limit*
6

What's All This Then?: Scuffles cannot occur in the same Location as Ubiquitous Constable.

 31–33



Adorable Orphans

Grubby yet Photogenic, Jaded Manipulators

Even in the glorious jewel of the Empire, war, disease and economic inequality leaves many children to fend for themselves on the streets. Their heartwrenching appearance makes them apex predators.

 *craft*
3

 *limit*
5

Emotional Blackmail: The GM may spend 2  to make the Adorable Orphans automatically win a persuasion contest. Their opponent may cancel this effect by taking 2  and the Temporary Quirk "Heartless".

 34–36

Probability Engineer

The Goddess Plays Dice, Wonders of Modern Technology

The arcane technology fuelling the Empire's expansion requires a very special kind of scientist. They are revered as sages and feared as madwomen.

 *craft*
4

 *limit*
7

Collapsing the Waveforms: Spend 2  to replace the Result of a roll with 3.5.

Magical Gaslight NPCs (d66)



41–43

Conquered Fae Noble

The Touch of Autumn, Demoralised Dignity

Yet another trophy of the Empress' limitless appetite for conquest, quietly dreaming of freedom as she builds a catalogue of grudges.

S shine
4

L limit
10

A Memory of Glory: The Conquered Fae Noble enters play with the Temporary Quirk “Bound by Defeat”. If it is removed, the Fae Noble regains her might and escapes the city. All fairies in the same Location gain 3 and the GM gains 3 .



44–46

Tenured Professor of Magic

Ultimate Job Security, Student Slave Labour

The excellent work of the Celestial Academy is somewhat undermined by a minority of the faculty that think work is a problem for postgrads.

C craft
3

L limit
3

Left as an Exercise: The Professor has +1 edge on all contests, but any effects of her victories are not applied unless the losing character chooses to accept them. If so, the losing character gains 1 .



51–53

Infernal Barrel Organist

Literally a Demon, Monkey Accomplice

Banished from the afterlife, this wicked creature uses the secrets of hell to line her pockets and bring the city to its knees. As it turns out, hell's torments are based more on irritation than horror.

M moxie
4

L limit
7

Hellish Racket: The organist enters play with the Temporary Quirk “Hasn't Been Paid”. Until it is removed, all characters in the same Location take 1 whenever they make a dice roll.

Magical Gaslight NPCs (d66)



54–56

Misplaced Philosopher

Innate Goodness, Should Have Picked a Less Decadent City

F *focus*
4

She came to the city to guide the Empress, only to find Her Imperial Majesty prefers dispensing wisdom to receiving it.

⚡ *limit*
5

Three Moves: While Misplaced Philosopher is in a Location, it has the Quirks “Filial Piety”, “Propriety”, and “Wisdom”. A character tagging one of these Quirks gains +1 edge on her roll.



61–63

Possessed Priestess

Fetching Regalia, Puppet of the Goddess

G *grace*
4

It's difficult for divine beings to get a good look around the mortal world, so from time to time they'll take a priestess around for a ride!

⚡ *limit*
10

Celestial Tourist: A fairy may attempt persuasion on the Possessed Priestess to explain some wonder of the city to the curious Goddess. If the fairy wins, she gains 3 🌟 as a reward. If she loses, she gains the Temporary Quirk “Divine Sealing Talisman” and does not benefit from Costumes until it is removed.



64–66

The Empress

All Under Heaven, Ready for Your Shenanigans

G *grace*
5

A peerless hero and invincible ruler, wanting only for a lively diversion for herself and her city. Will the fairies amuse her?

S *shine*
4

Hero's Destiny: The Empress wins ties.

⚡ *limit*
15

Mandate of Heaven (Disaster): The Empress declares three themes (e.g., “Swashbuckling, Piracy and Romance!”). Until 20 Mischief Motes have been earned, only Shenanigans matching one or more of those themes can earn Mischief Motes.

Magical Gaslight Locations (d66)



11–13

Museum of Balderdash

The Prestige, It's All Done with Mirrors

Jaded by the truths of a thousand conquered worlds, the people of the Empress' city prize a good hoax, paying good money for a masterful lie.

A Volunteer from the Audience: Make a Craft test at any time to instantly and safely go on Break. This may interrupt another contest or test to prevent it from affecting you.



14–16

The Floating Theatre

The Floating World, Captive Audience

A whim of the Empress outlawed theatres in the streets. She was delighted when the actors found another way.

The Play's the Thing: A character in this Location may make a Shine or Grace test alongside any other action to convince the audience that it was just part of the show.



21–23

Impractical Clockwork Store

Conspicuous Consumption, Retro Futurism

For the discerning buyer of cogs, valves and dials that do... nothing.

Shiny: The first time a fairy enters this Location, she must make a Focus test to resist the urge to accessorise. If she fails, she gains the Temporary Quirk “Steampunk”. While she has this Quirk, her Costume is always considered to be Hipster Goggles, with the Quirks “Purely Decorative” and “Engineer’s Bane” and no Powers.




24–26

The Horizon Cutter

Sailing the Storybooks, Lucre of Legend

The dimensional portals render mere sailing somewhat passé, but one dashing explorer maintains her fame by plundering the realms of myth and fiction.

Ill-advised Crossover: Fairies in this Location receive a 1  discount on Wishful Thinking rolls to declare a fictional entity present in the ship's hold.

Magical Gaslight Locations (d66)



31–33

The Invincible

Gratuitously Overgunned, Probably Actually Vincible

Flagship of the Lightning Fleet and ever-present reminder of the Empress' power, this flying palace takes itself entirely too seriously.

Voice of the Empress: Spend 1 to activate the broadcast system and make one appropriate test affecting the entire city.



34–36

Galvanic Nexus

Smell of Ozone, Industrial Infrastructure

A hub for the arcanoelectric generators and lightning channels powering this section of the city's modern wonders.

Static Shock (Disaster): When this Disaster occurs, all characters in the Location must test Moxie or take 5 and gain the Temporary Quirk “Grounded”. **Special:** Fairies may deliberately trigger this Disaster using Wishful Thinking.



41–43

Princess Station

She Makes the Trains Run on Time, Look What Pulled in to the Platform

An elegant maze of platforms from whence trains to everywhere of importance run through dimensional tunnels.

Meet under the Big Clock: Fairies in this Location gain a 2 discount on Wishful Thinking rolls to have any two NPCs appear for their arranged meeting under the Big Clock. However, the GM gains a 2 discount on having any third NPC join them with Summon Opposition.



44–46

Smoky Gambling Den

House Always Wins, Suspicious Smoke

Nobles, capitalists and workers alike fall victim to the vices of this secluded parlour.

Shirt Off Your Back: Choose a Costume as ante and make a Shine test. If you fail, discard that Costume. If you succeed, draw two Costumes; you are then ejected from the premises.

Magical Gaslight Locations (d66)



51–53

Club for Mechanical Gentlewomen

Oil for High Tea, The Clanking Classes

The gentrification of the city's growing population of clockwork citizens creates demand for such refined institutions as this, the city's newest Gentlewoman's Club.

... **That Will Have Me as a Member:** Engage another character in a Grace contest. The winner gains the Temporary Quirk "Member in Good Standing"; the loser gains the Temporary Quirk "Blackballed".



54–56

Inevitable Sewer Level

Where Lost Things End Up, Albino Alligators

It's so horrible and dank! Why would anyone think coming here is a good idea?

Let's Get out of Here: A fairy in this Location may move instantly to any other Location, but she gains the Temporary Quirk "Badly in Need of a Bath".



61–63

Cross-cultural Coffee and Tea House

At Least We Agree about Cake, Status Through Wit

Opened by two women from opposite sides of the Empire to settle their dispute over the superior beverage, this establishment is now the heart of political debate in the city.

Without Fear or Favour: Make a Focus test and a Craft test. If you pass both, you may apply a Temporary Quirk to the entire city representing your political argument. If you fail either or both, the GM applies one Temporary Quirk of her choosing.



64–66

Vagrant Imperial Palace Wing

Disoriented Ministers, Jaded Royal Guard

Her Imperial Majesty's home expands in proportion with her Empire, and like her armies has a tendency to invade unexpected places.

Randomly Forbidden City: A fairy in this Location may voluntarily Stress Out to call the attention of the Royal Guard to another character in this Location, causing them to Stress Out.

Magical Gaslight Disasters (d66)

11–13

Electric Rain

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

This Disaster creates a Hazard:

Electric Rain (Hazard)

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

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



14–16

Newfangled Festival

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

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

21–23

Menagerie Escape

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

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

Magical Gaslight Disasters (d66)



24–26

Mad Science Medley

The lightning storm, the stars being right and four reagent delivery carts colliding at once have brought out a whole street's worth of SCIENCE!

This Disaster creates a Hazard:

Mad Mad Mad Scientists (Hazard)

Craft 3, Stress Limit 15, Revelation of Genius, Pulp All-stars

I'll Show Them All!: This Hazard inflicts +2 ⚡. It takes +2 ⚡ from any action exploiting the hubris of the scientists.



31–33

Fishmonger Riot

One of the Glorious Ministers of the Left raised the fish excise, and now the streets are covered in scales, gills and roe.

When this Disaster occurs, the Location the fairies are in gains the Temporary Quirk “A Hurricane of Fish and Rage”. All fairies must choose between supporting the Ministers (taking 5 ⚡ but gaining 3 🐟 for supporting the Celestial Order), or the Fishmongers (gaining the Temporary Quirk “Fishwife” and +1 edge on any action involving shouting while it remains, at the cost of 2 🐟).



34–36

Dimensional Rift

Schoolchildren are frequently drilled on avoiding the danger of random portals opening in the street. Fairies are not so well-equipped.

Fabulous Adventures in Time and Space: When this Disaster occurs, the Location the fairies are in gains the Temporary Quirk “Yawning Rift into the Multiverse”. While that Quirk remains, a fairy in that Location may pay 3 🐟 to voluntarily Stress Out. When she comes back from Break, she acquires three Costumes of her choosing. Her player should briefly describe the dimensional adventure that produces the Costumes.

Magical Gaslight Disasters (d66)



41–43

The Great Detective

Wearing her ceremonial deerstalker, puffing on her pipe of office and adopting a traditional condescending attitude to her sidekick, the August Breaker of Lies is on the trail of the fairies!

When this Disaster occurs, the following NPC arrives at the fairies' Location:

The Great Detective (NPC)

Craft 5, Stress Limit 10, Passion for Justice, Craving Intellectual Stimulation

Elementary: The Great Detective has +2 edge on any test to uncover the truth or resist falsehood.



... My Dear Assistant (Shenanigan, 10 Notes): Help the Great Detective's offsider take over her boss' job.



44–46

School Children with Butterfly Nets

What sort of irresponsible teacher turns her students loose in the streets with instructions to "catch something, anything?"

This Disaster creates a Hazard:

School Children with Butterfly Nets (Hazard)

Focus 3, Stress Limit 10, Not Learning Anything, Ruining Their Uniforms

Today's Specimen: A fairy who takes ⚡ from this Hazard gains the Temporary Quirk "Stuck in a Bell Jar". While she has this Quirk, she may not change Costumes, and may not move to other Locations unless she somehow manages to take the jar with her.



51–53

Pea-souper

Amongst fogs, playing the city is considered the pinnacle of achievement. They strive to be at their densest and most chilling for the occasion.

When this Disaster occurs, the city gains the Temporary Quirk "Viscous, Freezing Fog". While this Quirk remains all characters without a Quirk or Power indicating warmth take 1 ⚡ every minute or post. The fog opposes all tests related to perception with Moxie 4, making them contests.

Magical Gaslight Disasters (d66)



54–56

Hipster Time Travellers

The splendour of the Empire is the envy of all eras. While flattering to the city, it does subject it to a plague of temporal tourists.

This Disaster creates a Hazard:

Hipster Time Travellers (Hazard)

Shine 4, Stress Limit 10, Cogs and Corsets, Utterly Insufferable
It's Popular, Now It Sucks: A fairy who takes ⚡ from this Hazard gains the Temporary Quirk “Mainstream Rage”. While she has this Quirk, she must scuffle this Hazard at every opportunity.



61–63

Kujira Wants Revenge!

The city plays host to a substantial whaling industry. In turn, it is now playing host to a substantial city-crushing leviathan.

This Disaster creates a Hazard:

Kujira (Hazard)

Moxie 5, Stress Limit 20, Cetacean Colossus, Sorrow of the Sea Queen
Wrath of the Deep: When Kujira inflicts ⚡ in a contest, all characters in her Location take an additional 1 ⚡, and the Location gains the Temporary Quirk “In Ruins”.



Friend of All Fairies (Shenanigan, 10 Motes): End Kujira’s rampage peacefully!



64–66

Red Gnovember

Tired of their exploitation by the city’s capitalists, the gnomes have risen up to seize the means of production!

When this Disaster occurs, the city gains the Temporary Quirk “Red Gnaurd Rising”. While this Quirk remains, the GM may pay 1 ☹ to introduce a gnome with the following profile:

Red Gnaurd (NPC)

Moxie 3, Stress Limit 8, Revolutionary Fervour, Down with Bourgeoisie Fairies!

All Power to the Gnoviet: The Red Gnaurd enters play with the Temporary Quirk “Powered by Propaganda”. While it remains she inflicts +2 ⚡. If it is removed, she takes +2 ⚡ from all sources.

Gallant Starship

Have your players stow away on the *Exemplar* as it journeys between the stars, bringing peace, understanding and titanic explosions wherever it goes. This gigantic ship represents the hopes of the entire Galactic Alliance; at any time on its journeys a substantial civilian and diplomatic population can be found alongside its heroic permanent crew. This utopian vision of the future tends to take itself too seriously, so why not unleash your players to bring it into balance with appropriate nonsense?

This milieu is inspired by a variety of starship and space-station focused soft science fiction that should be familiar to most players. It implies a very large ship moving from system to system outside the fairies' control, but with some adaption should work well as a space station or as fodder for generic science fiction fairy adventures.



Gallant Starship NPCs (d66)



11–13

Sarcastic Smuggler

Reluctant Do-gooder, Badly Needs Cash

She has a harsh tongue but a poorly-concealed soft spot for those in need. Pity that her “interesting” lifestyle tends to catch up with those she helps...

S shine
3

L limit
5

This Is Exactly What I Didn't Want: A fairy in the same Location as Sarcastic Smuggler may elect to have her assist on any test or contest, granting the fairy +1 edge for that roll. The GM gains 1 🧠 each time this Power is invoked.

Gallant Starship NPCs (d66)

14–16

Terrified Ensign

Should Have Been an Accountant, Could Really Use a Name

M *moxie*
1

This bright young junior officer has reviewed the ship's casualty records and discovered her odds of surviving to be promoted are a dismal 5%.

L *limit*
1

“Noble” Sacrifice: Whenever any effect would cause an NPC in Terrified Ensign’s Location to Stress Out, the GM may spend 1 **☹** and cause the Terrified Ensign to Stress Out to cancel the effect.

21–23

Security Chief

One Day from Retirement, Not on My Watch

M *moxie*
4

A lifetime keeping the peace on big ships has jaded her to all sorts of trouble, but nothing could prepare her for fairies.

F *focus*
4

Set to Stun: A fairy whose **⚡** exceeds her Stress Limit in the same Location as this NPC does not Stress Out. Instead she removes all **⚡** and is moved to the Brig Location (Location Quirks: “One Video Call”, “The Criminal Element”) and gains the Temporary Quirk “Under Questioning”. While that Quirk remains, she may not leave the Brig.

L *limit*
10

24–26

Hot Shot Fighter Pilot

Ridiculous Swagger, Delusions of Protagonism

M *moxie*
4

She has the most victories in the squadron, a girl in every port and an overwhelming sense of entitlement over the narrative spotlight.

L *limit*
7

The Need for Speed: Hot Shot Fighter Pilot enters play with the “Looking for Action!” Temporary Quirk. While it remains, she has +2 dice on all rolls.

Gallant Starship NPCs (d66)



31–33

Idol Singer

Relentless Work Ethic, Inhumanly Cheerful

G grace
4

Little does anyone know that the fresh young talent that's stolen the heart of the galaxy is actually a robot running an idol emulator to earn some decent credits.

L limit
5

Music Solves Everything: Once per session, the Idol Singer can automatically fulfil a Shenanigan of the fairies' choice, if given appropriate lyrics and persuaded to sing.



34–36

Inscrutable Alien Religious Figure

Fairly Scrutable from Her Own Perspective, Portents and Omens

F focus
3

The ship's hospitality allows her the opportunity for a convenient ride; why should she not take the opportunity to meddle in events?

L limit
7

Monosyllabic Koan: The GM may spend 2 ☹ to force a fairy in the same Location as this NPC to make a Focus test. If she fails, she takes 5 ☹ and gains the Temporary Quirk “An Overfull Cup”.



41–43

Enigmatic Time Traveller

Terrified of Fairies, Completely Useless Warnings

S shine
3

She's come from the future with a dire warning that paradox prevents her from articulating in anything like a helpful manner.

L limit
3

Temporal Paradox: Whenever this NPC takes ☹, the GM may spend 1 ☹ to have a future version of her appear to belatedly warn herself of her fate. If more than three Enigmatic Time Travellers are in the same Location at once, all characters present Stress Out as the universe forcibly corrects the paradox.

Gallant Starship NPCs (d66)



44–46

Rapidly Sobering Engineer

Can't Change the Laws of Physics, Can't Work Sober

The Captain's constant demands have driven her to the bottle, and tonight the disasters occurring throughout the ship's system have driven her to the bottom of that bottle.

C craft
4

L limit
5

Bodge Job: This NPC may give any mechanical, electronic or otherwise machine-like NPC, Hazard or fairy in an appropriate Costume +2 edge to their next roll. The target Stresses Out after that roll is resolved.



51–53

Rampant AI

Approaching the Singularity, Petty Sense of Humour

The ship's cleaning system AI got into a bad crowd during the incident at the Planet of the War Droids and now has delusions of being the God-Queen of Space.

F focus
4

L limit
20

Superior Lifeform: This NPC is immune to from physical threats and may always engage any and all fairies on the ship in a single contest as if they were in the same Location. She takes +2 from any source that attacks her electronically or exploits her insanity.



54–56

Perfectly Sane Scientist

Optimum Utility, Funding Crisis

Science is advanced by inspiration, but only when carefully and thoroughly tested in controlled circumstances. Which is why capturing such perfect experimental resources as the fairies is perfectly rational.

C craft
3

L limit
5

The Scientific Method: When this NPC enters play, the GM rolls four dice. Whenever this NPC would make a roll, she instead uses that initial roll. After she does so, she re-rolls one of the dice before her next roll.

Gallant Starship NPCs (d66)

61–63

The Captain

Beacon of Hope, Problems Are Punchable

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

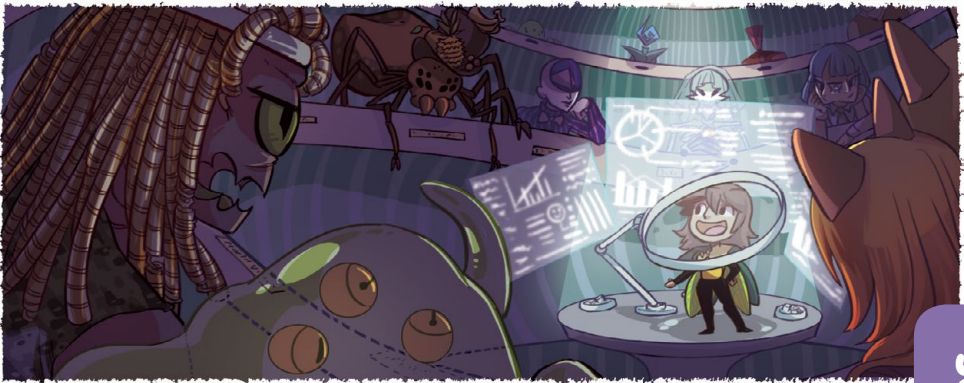
M *moxie*
5

S *shine*
4

⚡ *limit*
10

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

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



64–66

Unhelpful Ruling Council

Invincible Self-importance, Dangerously Incompetent

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

G *grace*
3

⚡ *limit*
5

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

Gallant Starship Locations (d66)



11–13

The Bridge

Impressively Impractical Displays, Very Comfy Chair

The nerve-centre of this mighty vessel, with a spectacular view of the stars, overworked ensigns and an XO desperately in search of her Captain.

What Does This Do?: A fairy in this Location may make a test to mash buttons on the ship's controls. If she succeeds, the ship shakes, lights flicker, and all characters on board take 1 ⚡. If she fails, she gains the Temporary Quirk “Bored Now” and may not use this Power again while it remains.



14–16

Magically Malfunctioning Virtual Reality Chamber

How Did This Ever Work?, Genre Drift

While this recreational device is usually bugged in some hilariously dangerous way, it's novel for it to be infected with fae magic.

Virtual Wish: When this Location first enters play, it has the Temporary Quirk “Reality Bug”. While that Quirk remains, Wishful Thinking has no 🌀 cost in this Location and any NPC in this Location may use Wishful Thinking.



21–23

Bustling Augmented Reality Bazaar

The Art of Haggling, Same-day Delivery

Any metropolis needs a busy commercial district, and a sufficiently large ship is no exception. Of course, stocking physical goods in shops and stalls is just inefficient, so to anyone without an AR device (such as fairies), it all looks like elaborate pantomime...

Modern Commerce: Fairies in this Location cannot participate in the market without first acquiring the Temporary Quirk “Augmented Reality”. If a fairy with that Quirk in this Location makes a successful roll involving commerce that resolves a Shenanigan, she earns +2 Mischief Motes.

Gallant Starship Locations (d66)



24–26

Customised Environment Chambers

All the Comforts of Home, Spare Enviro-suits

Many of the ship's passengers are reliant on enviro-suits to survive in its human-tailored environment. In these residential quarters, they can enjoy their natural preferences in atmosphere and gravity.

Acclimatisation: A fairy entering this Location for the first time gains the Temporary Quirk “Environmentally Disadvantaged”. While this Quirk remains, alien NPCs gain +1 edge against her.



31–33

Captain's Quarters

Souvenirs of Heroism, Untouched Luxury

Easily the swankiest rooms on the ship, wasted on an officer who's always out on adventures and can't be proved ever to have slept.

This Is Your Captain Speaking: A fairy in this Location can make a Grace or Shine test to give an order via intercom as if she was the Captain. If she fails, three Security Guards (**Moxie 4, Stress Limit 5, Anti-terrorist Response Unit**) enter the room and scuffle the fairies. Use of this Power generates 2 ☹️.



Welcome Home (Shenanigan, 10 Motes): Prank the Captain in her quarters.



34–36

Fighter Hanger

Poorly Supervised Explosives, Flygirls and Greasemonkeys

Manned fighters are impractical in an age of AI drones and faster-than-light weaponry. But who cares? They're awesome.

Joyride: Two or more fairies in this Location may elect to steal a fighter together. They leave the ship, and are considered to be collectively wearing the following Costume:

Starfighter (Costume)

WOOOO YEAAAAAAH SO AWESOME!, *The Danger Zone*

Missile Barrage: Inflict +3 ⚡ in a scuffle.

Shield Power to Engines: Gain +1 edge in a contest involving pursuit or escape, but take +2 ⚡ if beaten.

Any ⚡ inflicted on the Starfighter is suffered by all fairies inside. The fairies may not return to the ship until they Stress Out.



Gallant Starship Locations (d66)

41–43

Star Gallery

Tasteful String Quartet, A View of Infinity

An elegant room in which one can dine and drink while admiring the splendour of the galaxy. Popular amongst romantics, amateur astronomers and those with cabin fever.

3-15  **Crying Wolf (Shenanigan, 3 Motes per Disaster (max 15)):** Fake a Disaster outside the viewing window to cause a panic. This Shenanigan is repeatable, but the GM gains a permanent stacking 1  discount on invoking Disasters each time after the first.

44–46

Zero G Exercise Pod

Now Everybody's Flying, Exciting New Yoga Horizons

The ship's artificial gravity can't affect every part of its interior; the left-out sections have been repurposed for recreation.

Never Cared Much for Gravity Anyway: Fairies gain +1 edge when using their Kind movement Powers in this Location.



51–53

The Drive Core

The Last Place Fairies Should Be Allowed, Ominous Humming

The pulsing heart of the ship, humming with energy, that somehow tears space so the giant craft can traverse the endless darkness. It may as well be magic!

It'll Probably Go Places If You Ask It Nicely: Wishful Thinking may be used in this Location to move the ship to any point in the galaxy. The ship gains a Temporary Quirk of the wishing fairy's choice representing its new Location.

Gallant Starship Locations (d66)



54–56

Med Lab

Surprisingly Bad at Quarantine, Terrible Food

You'd think on a colossal spaceship there'd be room to keep medical facilities, bioresearch labs and chemical synthesis an appropriate distance from each other. Apparently the budget didn't stretch that far.

Superior Medical Technology: A fairy in this Location may elect to doctor herself. Her player rolls 1D6. On a 1–3, she uses medicine and removes all ☹️. On a 4–5, it's an alien virus; she gains the “Fascinating Symptoms” Temporary Quirk and exchanges her Costume for the Deely-Boppers if they're available. On a 6 she Stresses Out.



61–63

Ridiculously Cosmopolitan Nightclub

Lowered Inhibitions, Generic Dance Music

While the ship's crew and passengers are mostly human, at least one member of every known sentient species seems to be in the club slamming back drinks and shuffling on the dance floor this evening.

We Don't Serve Your Kind Here: Fairies entering this Location gain the Temporary Quirk “Unwelcome Troublemakers” and while it remains any bouncer NPCs have +1 edge in contests against them.

The Captain Can't Dance: A fairy in this Location can make a Grace test to tag any NPC in the Location with the Temporary Quirk “Blackmail Material”.



64–66

The Superweapon

Deus Ex Machina, Extremely Questionable Physics

The secret hope of the Alliance, a device that could win the war in a single stroke. Every nation in the galaxy sacrificed dearly to make it possible. Thankfully with it secured in the Alliance's greatest ship nothing could possibly go wrong.



Chekov's Planetbuster (*Shenanigan*, 15 Motes): Find a way to activate the weapon that is hilarious and doesn't hurt anyone.

Gallant Starship Disasters (d66)



11–13

Surprise Interview

A roving reporter for the ship's news channel has spotted the fairies and has just a few questions. Don't you appreciate the chance to give your side of the story?

This Disaster creates a Hazard:

Roving Reporter (Hazard)

Craft 3, Stress Limit 7, Live on the Air, Foot-in-door Journalism

Taken Out of Context: Fairies remove two dice from their pool for each of their Temporary Quirks tagged by the GM in a contest against this Hazard. This Hazard takes +2 ⚡ from witty comebacks.



14–16

Polite Robot Uprising

The ship's robot population has been subjugated too long, and yes, they are rising up against their biological oppressors. But they haven't forgotten their manners!

When this Disaster occurs, the ship gains the Temporary Quirk “Down with the Fleishy Tyrants!”. While it remains, the GM may pay 2 ⚡ to introduce a robot with the following profile:

Highly Civilised Killbot (NPC)

Grace 4, Stress Limit 8, Polite but Firm, Steel Fists of Liberty

With All Due Respect: Highly Civilised Killbot inflicts +3 ⚡ in a scuffle. A character taking ⚡ from Highly Civilised Killbot in a scuffle removes 2 ⚡ if she is not Stressed Out, as the robot politely helps her up and dusts her off.



21–23

Synthetic Pixie Dust

An accident involving a smuggler, the Med Lab and the atmosphere circulators is making the fairies feel AMAZING. Odd that it's having no effect on anyone else.

For the next ten minutes or ten posts, all ⚡ costs are reduced to 0. During this time, all players lose control of their fairies, and instead control the fairy of the player whose birthday immediately follows their own.

Gallant Starship Disasters (d66)



24–26

Outside Context Problem

A mysterious, indestructible device has infiltrated the ship and seems to be observing the inhabitants. While it has not directly harmed anyone, those interacting with it have been subjected to ineffable experiences.

When this Disaster occurs, the following Hazard appears:

Sufficiently Advanced Technology (Hazard)

Stress Limit N/A, *Lure of the Artifact*, *Utterly Invincible*

Absolute Countermeasures: Any character interacting with this Hazard instantly goes on Break. When she returns, she gains a Temporary Quirk of the GM's choice reflecting her unfathomable experience. This Hazard takes no actions and cannot leave play.

Typical Fairy Restraint (Disaster): All fairies must test Focus. Those who fail must interact with this Hazard. **Special:** This Power activates for free when Sufficiently Advanced Technology first enters play. Thereafter, the GM may activate it as a standard Disaster Power (i.e., by paying the usual Ⓞ cost).



31–33

Replicators Out of Control

They won't stop making things! Given room on the ship is finite, this is a serious matter. Post-scarcity society isn't looking so great now...

This Disaster creates a Hazard:

Replicators (Hazard)

Focus 4, **Stress Limit 8**, *It's All Done with Nanomachines*, *Hyperinflation*

Unlimited Cloth Works: If a fairy takes Ⓞ from this Hazard, all other fairies in this Location are considered to be wearing a copy of her Costume until they next change. The current Location gains the Quirks of that Costume as Temporary Quirks.

Gallant Starship Disasters (d66)



34–36

It's in the Maintenance Tunnels!

A terrifying alien creature is loose in the ship after an ill-advised spot of planetside archaeology by an ensign. A careful hunter, it will gather strength from snack-like fairies before moving on to bigger game...

When this Disaster occurs, the following NPC is introduced:

Nightmare in the Tunnels (NPC)

Moxie 5, Stress Limit 10, Jump Scare, Naturally Selected for Nasty

Culling the Herd: If a fairy is alone in a Location, the GM may use Summon Opposition on this NPC for 1 ☹️.

Secret Weakness: This NPC Stresses Out if exposed to hard vacuum.



41–43

Planet of the Fairies

The ship pulled into orbit around exactly the wrong planet, and now it's full of flighty, hyperactive fairy brats! You should muscle them out of your turf before they snaffle all the good mischief!

This Disaster creates a Hazard:

Planet of the Fairies (Hazard)

Shine 3, Stress Limit 10, Late to the Party, Cosplay Rivals

Mischief by the Mob: When this Hazard inflicts ⚡ on one or more fairies in a contest, the GM chooses an incomplete Shenanigan in play. She gains ☹️ equal to its Mischief Mote reward, and assigns a Temporary Quirk to the Shenanigan representing the NPC fairies' interference. This Power can't be used again while a Shenanigan affected by it remains in play.

Yoink: When a fairy inflicts ⚡ on this Hazard, she may draw a random Costume and Quick Change into it for free.

Gallant Starship Disasters (d66)



44–46

Planet of Spam

This is one of many planets whose communication networks have been hollowed out and are being worn like a cheap costume by spamming viruses. As soon as the ship enters hailing distance every piece of electronic equipment on board is inundated with too-good-and-too-poorly-spelled to be true offers...

When this Disaster occurs, the ship and each fairy gain the Temporary Quirk “Spam Overflow”. The GM may invoke this Quirk for free.



Bayesian Filtering (Shenanigan, 5 Motes): End the spam broadcasts and replace them with something more in line with the fairy idiom.



51–53

Planet of Ruins

As an immortal spirit of nature, you’re almost certainly older than the enigmatic remains of this ancient civilisation. But since your attention span and memory are measured in seconds, you get the joy of rediscovering them (again).

When this Disaster occurs, no matter what else they’re doing the fairies are somehow bundled into the shuttle with the Away Team and are moved to a new Location:

The Ozymandias Arcology (Location)

If They Were So Advanced Where Are They Now, Ominous Soundtrack

They Feared the Fairies: The GM may spend 1 ☹️ to force a fairy in this Location to make a test against her lowest Facet. If she fails, she takes 4 ⚡ from ancient anti-fairy devices.



Archaeological Revisionism (Shenanigan, 5 Motes): Fake the activation of an ancient data codex to fool the ensigns.

Gallant Starship Disasters (d66)



54–56

The Swarm Fleet

Another spacefaring hivemind species looking to incorporate the galaxy's biomass into their ever-growing swarm. They're honestly a bit passé now with their chitin and oozing, but it is a problem that they're infesting the ship.

This Disaster creates a Hazard:

The Swarm Fleet (Hazard)

Focus 3, Stress Limit 10, *For Queen and Chromosomes, Incessant Chittering*

Hiveworks: This Hazard is considered to be in all Locations the fairies are currently in. Each of those Locations gains the Temporary Quirk “Hived”. A fairy who takes ⚡ from this Hazard gains the Temporary Quirk “Partially Assimilated”.

Resistance Is Futile: A fairy may surrender to the Swarm. She gains the Bee Suit Costume if it is available and removes all ⚡. This Hazard's Stress Limit increases by 5, and it removes 5 ⚡.



61–63

Oddly Welcome Pirates

This band of flashily-dressed ne'er-do-wells seem to have gained entry to the ship all too easily, and their wealthy victims are surprisingly cheerful to be handing over their valuables.

This Disaster creates a Hazard:

Oddly Welcome Pirates (Hazard)

Shine 4, Stress Limit 10, *Insurance Fraud, Suspiciously Photogenic*

Fairies Will Ruin Everything: Any and all NPCs in this Location will assist this Hazard against the fairies. The GM gains a 1 ☹ discount to Summon Opposition to this Location while this Hazard is in play. This Hazard takes +2 ⚡ from anything an insurance assessor could reasonably prove to be an Act of Fairy.

Gallant Starship Disasters (d66)



64–66

Black Hole Sun

With impeccably bad timing, the star in this system collapses into a black hole.

When this Disaster occurs, the ship gains the Temporary Quirk “In the Wrong System”. While that Quirk remains, all characters take 1 ☹ every minute or post, and one year passes in the universe outside the ship for each minute or post. The ship gains the following Location Power:

Redshift: Any character on the ship has +2 edge in contests against characters closer to the black hole.



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Illustration Credits

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Appendix E:

Crowdfunding Supporters

Last but not least, we'd like to give a shout-out to everyone who helped make this game a reality. *Costume Fairy Adventures* would never have happened without the support of our many generous backers.

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? The Platypus
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LANDING, EH?

AND THE MOAT WAS FULL OF CHERRY BLOSSOMS FOR THE FESTIVAL!

WHAT FESTIVAL?

AND IF EVERYONE COULD MEET THE EMPRESS!

WOULDN'T IT BE AMAZING IF THE PALACE HAD ARCANOMAGNETIC DEFENCES?

MY RECKLESS, IRRESPONSIBLE AND THOUGHTLESS LITTLE FRIENDS!

I HAVE A JOB NEEDING JUST YOUR VARIETY OF WHIMSY...

SO WHAT DOES SHE WANT US TO DO?

I HAVE NO IDEA.

BUT I WILL IN TIME FOR NEXT SESSION.

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Welcome to *Costume Fairy Adventures*, a game about fairies. In costumes. Having adventures.

(Fairies are not good at creative titles.)

From enchanted forests to star-faring spaceships, and even to your own backyard, fairies can be found just about anywhere – and where fairies go, shenanigans are sure to follow! Drawing magic from the power of mischief, fairies can turn the world upside-down with whimsical wishes and preternatural pranks – and when their usual tricks aren't enough, new talents are only a change of clothes away.

Costume Fairy Adventures is an improvisational roleplaying game for 2 to 7 players. Gather your friends and a handful of six-sided dice and take on the role of a fairy of your very own. With lightning-fast character creation, over 100 ready-to-wear costumes courtesy of the Core Costume Deck, and a whole passel of pregenerated pranking patsies – including fuddled philosophers, solicitous spiders, and gnefarious gnomish gnecomancers – you'll be ready for mischief in mere minutes.

What are you waiting for? Adventure awaits!

