

Unnamed Fairy Princess Game

...in which childlike wish fulfilment collides with a disaster movie

As fairy princesses you are sworn to defend your land and your people, and are given strong magic to do so. Alas, you are not so good at controlling your magic as your parents and things go awry as much as they go well.

Story

When you start the game, use the Theme tables below. Each player rolls 2d6 and assigns one dice to the story theme and one to the story entry (in either order). Work these together to establish where the group is going. Repeat whenever needed.



Characters

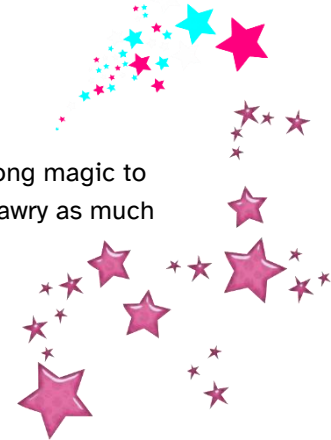
Roll 1d6 or choose your preferred tool.

1. Magic sword and shield
2. Song
3. Fairy dust
4. Great big hugs
5. Glittering wand
6. Book of the arcane

A Comedy Evening Game.

Author: Aidan Bowes.

Art: https://www.instagram.com/rotting_art/



Theme 1: Locations

1. Space
2. Happy forest
3. Sparkling mines
4. A strange castle
5. Giant plants
6. Spooky desert

Theme 4: Monsters

1. One-legged giant
2. Bridge troll
3. Gremlins causing mischief
4. Your bad twin
5. Confused knight
6. Dragon

Theme 2: Human world

1. Find a stolen item
2. Bring a couple together
3. Create a meme
4. Bless a child
5. Help the hero
6. Save the innocent

Theme 5: Quest

1. Find the juiciest amblefruit
2. Investigate the missing unicorn
3. Make peace with an enemy
4. Retrieve the royal sceptre
5. Identify a nemesis
6. Why does it snow?

Theme 3: Fairy village

1. Organise a dance
2. Build a house/hall
3. Ritual of renewal
4. Stuck in a tree
5. Fairy duel
6. Bake-off

Theme 6: Emotions

1. Happy
2. Fear
3. Gratitude
4. Sadness
5. Affection
6. Anger



Rules

You have two choices to tackle problems. Do it yourself using magic or to ask for help. Whichever option you choose, anyone involved can take part. Use the results to continue the story. And if everything is wrapped up (or you are forced to move on), re-roll on the story tables.

Ask for help

If you ask the local fairies to help you, they will do so eagerly but generally in a haphazard and unreliable way. Roll 1d6: 1-2 They succeed. 3-4 They fail. 5-6 They make things worse.

Magic

When using your magic, you will always succeed at what you do. You also get a side effect.

Use the Trouble tables on the next page. Each player rolls 2d6 and assigns one dice to the trouble type and one to the trouble entry.

Tips

- Do you need to be princesses? No. It's just a trope. Be whatever you like.
- My playtesters ran this as playing small children at a party playing faeries. If you do this, work out what age the children are at the beginning.

Trouble 1: Something...

1. ... falls off
2. ... grows
3. ... gets angry
4. ... hides
5. ... is stolen
6. ... extremely important is stolen

Trouble 4: There grows...

1. ... the love of your people
2. ... a single, rare, healing ugrenfruit
3. ... a cactus that turns the eater invisible
4. ... a nasty smell, from you
5. ... the dragon of destiny
6. ... very angry giant wasps

Trouble 2: You summon...

1. ... afternoon tea
2. ... too much of something nice
3. ... all the villagers
4. ... a human child
5. ... a monster
6. ... your mother or your evil aunt

Trouble 5: You change...

1. ...the weather
2. ...weapons
3. ...from Good to Bad (or vice versa)
4. ...into an animal
5. ...the target of the spell
6. ...into inappropriate clothing

Trouble 3: You reveal...

1. ... an angry animal
2. ... the Chosen One
3. ... a poisoned apple
4. ... a well of desire
5. ... a new colour
6. ... a portal

Trouble 6: Everything...

1. ...is getting very, very sleepy
2. ...turns upside down
3. ...is drenched in water
4. ...you touch turns to sugar
5. ...smells like aniseed
6. ...is out to catch you, you think