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THE BIG PIE CAPER

A Playset for Costume Fairy Adventures

Revision 1.01

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★ Introduction ★

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

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

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



★ Running the Playset ★

The Big Pie Caper doesn't have any major twists on the basic formula. Since it's an introductory Playset there's a good chance that you, the GM, are new to the game – so we'll also go over a few things to keep in mind for your first time out.

Preparation

Major NPCs 19

- ★ Most of the action revolves around the **major NPCs**' personal drama, so you should familiarise yourself with their profiles before play begins.

Random Pies 61

- ★ Pies play a big role in this Playset. If you're not particularly pie-conversant, give the **Random Pies** appendix a quick read for inspiration.
- ★ Remove the Chef's Smock, Gothic Dress, Maid's Uniform and Pot Lid Armour Costumes from the deck and set them aside – these Costumes will be awarded in specific events.
- ★ If you're playing face-to-face, we've provided print-and-play cards to save you the trouble of writing out all of the included Shenanigans. There should be a copy in your download package, or you can get one from the Penguin King Games website at www.penguinking.com.



Many Costume Cards are anachronistic in the context of this Playset. This doesn't have to be a big deal; fairies' imaginations are not bound by linear time. Big Folks won't understand what the Cardboard Robot Costume is supposed to be, but not understanding fairies is business as usual anyway.

However, if your group likes to improvise, you can try the following approach: when a fairy puts on an anachronistic Costume, ask her player to improvise a setting-appropriate version. Maybe the robot is a dwarven construct. Maybe disco is a thing in the Empress' court. Don't sweat it too much; the idea isn't to make these Costumes hard to use, but to put a fig leaf of genre-appropriateness on them.

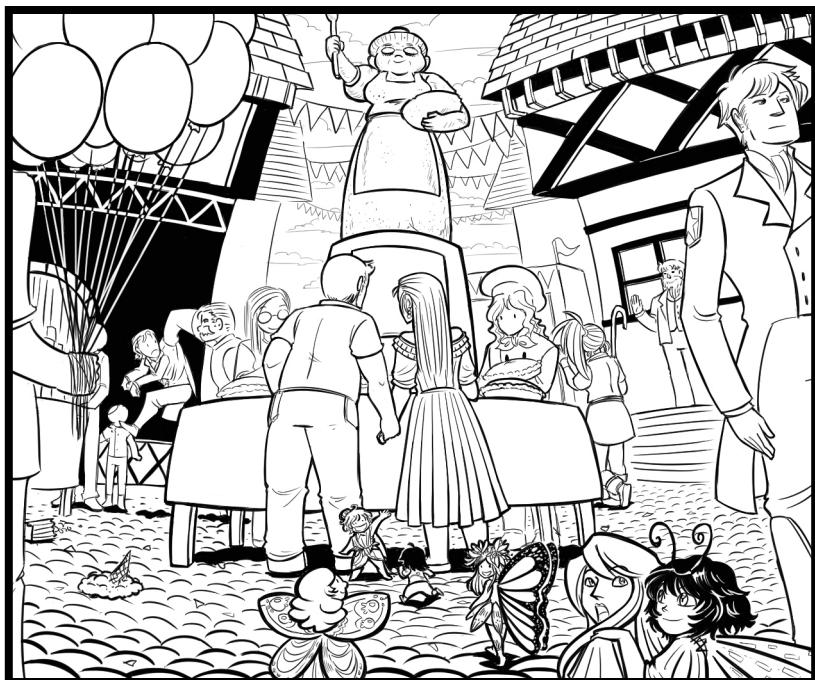
The Pie Festival

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

Current Events

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

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



What If...?

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

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

General Rules of Drama

Almost anything could happen to the village with the fairies up to Shenanigans, but the following guidelines should generally hold true:

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

Getting the Fairies Involved

By default, this Playset assumes that the fairies live in a big forest within easy walking distance – and even easier flying distance – of the village proper. The villagers are aware of fairies, and have had dealings with them before, but they don’t necessarily know the *particular* fairies the players bring to the table. (Most of them can’t really tell one fairy apart from another.) Work with your players to determine what their fairies’ past relationship with the villagers is, if any.

As the Playset opens, the fairies have already received a series of requests from hopeful villagers, as detailed under **Core Shenanigans**. Advise your players that it’s customary amongst fairies to honour such requests to the letter, though usually in a way that makes the humans wish they’d been much stricter with their wording. Finally, describe the fairies arriving at the edge of the village on a beautiful Spring morning – the Village Square bustling with activity, the plume of smoke from the Smithy’s forge, and the delicious smell wafting from the bakery – and turn them loose!

15 Core Shenanigans

Shenanigans

There are no mysteries to this Playset, so there’s no sense making your players search for things to do. Revealing optional Shenanigans requires nothing more than briefly interacting with the NPC or Location in question, while Core Shenanigans should be announced the moment they become available. Your players should never be short of things to do – in fact, it’s usually better for them to be pulled in too many directions at once! Fairies have short attention spans, so flitting from Shenanigan to Shenanigan is totally appropriate.

Optional Shenanigans

Most of the optional Shenanigans in *The Big Pie Caper* are standard Shenanigans as set forth in the Core Rulebook, and follow the usual rules: two or three successful rolls – or one use of Wishful Thinking – should be enough to polish them off. There’s no sense being particular here; this is an introductory outing, so you should accept just about anything that at least vaguely addresses a Shenanigan as a valid solution.





Core Shenanigans

Core Shenanigans are by-the-book major Shenanigans, with no special requirements for gaining access to them. Each represents a fairy bargain, so whatever solutions your players come up with should honour the precise letter – if not the spirit! – of each request.

Original Shenanigans

Players should be encouraged to come up with their own original Shenanigans, especially if they decide to get involved in the perpetual soap opera of the villagers' personal lives. We've tried to provide a mix of relationship drama and random pranks, so your players shouldn't feel forced into either approach – but if they *are* inclined to interfere, work with them to create Shenanigans for their preferred outcomes. Possible areas of interest include:

- ★ Rose Carter's political rivalry with the Mayor
- ★ Allison Carter and Smithee Smith VI's opposition to Rose and VII's relationship
- ★ Tanya Barrington's misguided matchmaking
- ★ The *real* reason for John Thompson and Bill Harvey's rivalry

We've mostly left these issues alone Shenanigan-wise – not because they're not important, but because we don't want to canonise any particular solution as the "right" one. That's for you and your players to decide!

Major NPCs 19

The relationship notes in the **Major NPCs** section should provide plenty of other ideas.

Pacing

The key phrase for *The Big Pie Caper* is “escalation”. The situation in the village starts placid, and gets successively crazier as your players achieve Shenanigans. The building insanity may require the fairies to do increasingly wacky things to keep up their momentum by linking antics together, but it shouldn’t be allowed to slow them down or make further Shenanigans more difficult.

Play Length and Progress

The Big Pie Caper is a standard three-hour Playset, with a possible intermission at the 90-minute mark. For a first session, it’s best to assume that your players will average about half the pace discussed in the Core Rulebook – i.e., about 25 Mischief Motes per hour in a face-to-face game. This Playset’s recommended thresholds are based on this assumption. If your group gets the hang of things more quickly, or if you’re running the Playset for a group that has prior experience with *Costume Fairy Adventures*, just double all of the Mischief Mote thresholds and things will work out fine.

Mischief Thresholds

The Big Pie Caper observes the following Mischief Mote thresholds:

- ★ **Every 10 Motes:** Each fairy gains 1 .
- ★ **35 Motes:** Escalate and introduce Act Two’s Core Shenanigans at the earliest opportunity.
- ★ **75 Motes:** Each player receives the opportunity to narrate her own epilogue scene, describing what happens to the village in the Playset’s aftermath.
- ★ **100 Motes:** You earned many more Motes than we expected. You win justifiable smugness, in and out of character.

Wrapping Things Up

Each possible set of Core Shenanigans for Act Two is designed to provide an obvious narrative stopping point once they’ve been achieved. Otherwise, just wrap things up at about the 75 Mischief Mote mark. (Or 150 Motes, if you’re using the standard pacing guidelines.)

Using Plugins

We don't recommend using Plugins for an introductory game, and *The Big Pie Caper* isn't built with them in mind. However, if you're running this Playset as a follow-up session, or if your players are accustomed to "crunchier" games, we have a few suggestions for integrating the Plugins in the Core Rulebook.

Fairy Free-For-Alls

A Free-For-All can take a long time to play out. They're best reserved for major showdowns – like the pie-eating contest, assuming the fairies don't prevent it from happening entirely!

Methodical Mischief

This Playset is more about random pranks, so complicated plans usually won't be necessary. If you're inclined to make your own fun – particularly by inventing original Shenanigans to get involved with the villagers' complicated personal lives – then opportunities for Rube-Goldberg-esque scheming may well arise.

This Plugin can be used as written, with the following addendum: any Advantage incorporating or taking the form of pie can be eaten for ⚡ recovery *in addition* to its normal effect. This doesn't cost anything when setting up the Advantage – the ⚡ recovery effect is free.

Structured Shenanigans & Level Up!

Both of these Plugins can be used with no special considerations.

Competitive Capers

Competitive Capers isn't recommended for use with *The Big Pie Caper*. The NPCs are mostly reactive, and the Core Shenanigans have major cooperative assumptions built into them. You can certainly give it a try, but you'll have your work cut out for you!

A Pub with No Beer

As with many festivals, alcohol is a big part of the festivities; for many villagers, the pies are just an excuse. If you happen to be a parent running this Playset for young children you may want to reduce the role of alcohol – and in particular, remove the possibility of PCs enabling drunkards or getting drunk themselves.

To this end, you'll occasionally see the following header:

For Younger Gamers

These sections present alternative booze-free content, provided for the benefit of conscientious parental GMs.

★ Core Shenanigans ★

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

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

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

Hand out the following Shenanigans to the players after they've picked their characters and received their Costumes.

The Butcher's Prayer

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

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

10

Burn His Wick (10 Motes)

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

The Candlestick Maker's Prayer

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

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

10

Spoil His Meat (10 Motes)

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

15

The Tailor's Prayer

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

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

10 

Playing at Cupid (10 Motes)

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

Act Two: ... Is Never a Good Idea

A new set of Core Shenanigans should be introduced at about the halfway mark (i.e., about 90 minutes or 35–40 Mischief Motes in). Several possible branches are provided, based on the fairies’ actions up to this point. The first set of Core Shenanigans doesn’t need to have been completed first; indeed, for some branches, figuring out how to accomplish both the old and new sets is part of the challenge!

By Some Miracle the Competition Is Still Happening

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

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

10 

Victory through Superior Gluttony (10 Motes)

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

10 

Festival to End All Festivals (10 Motes)

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



Piestravaganza

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

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

10★

Eat the Hostages (10 Motes)

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

10★

Rebranding (10 Motes)

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

Gratuitous Property Damage

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

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

10★

The Great Fairy Hunt (10 Motes)

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

10★

Good as New (10 Motes)

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

The Baker's Prayer

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

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

10 

Time to Get Paid (10 Motes)

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

2-10 

Quality over Quantity (2 Motes per ingredient)

Convince Mae to prove her artisan status by baking the best damn pie ever. You should provide five surprising but delicious ingredients for the cause. Gain 2 Motes per ingredient, to a maximum of 10 Motes. (Treat this as five separate minor Shenanigans that add up to a single major Shenanigan.)

None of the Above

If these all feel wrong, but nothing better springs to mind, feel free to make up a new set of goals. On the other hand, if it feels like the main narrative is already over or is completely off the rails, never to return, just play out the fairies having fun with the village, and use the Random Encounters section to make up the remaining Mischief Motes.



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

★ Major NPCs ★

This section covers the major people the fairies will encounter in the course of the Playset. They aren't guaranteed to *remain* relevant, but they're part of the Core Shenanigans, so there's more Motes in messing with them than other villagers. See the **Random Encounters** section in this Playset for a selection of additional NPCs to round things out.

35 Random Encounters

Main Characters

These NPCs are directly involved in the pie-eating contest.





Mae Honeydew

Pie Baker Extraordinaire, Not Having a Good Day

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

Relationships: Mae is one of the few people in the village acquainted with the fairies, as a victim of pie-thieving shenanigans. She adores the Mayor, her uncle and closest living relative, when he's not suggesting there's more to life than pies. Her closest friend is Allison Carter, but she spends much more time actually talking to her apprentice Catherine Pollock and her best customer, Tanya Barrington.

M
moxie
3

Artisan Baker, This Is the Most Important Day

F
focus
3

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

limit
10

Pievenger: Mae can be summoned (via Summon Opposition) at a reduced cost of 2 ☺ after any misadventure occurs to pies anywhere in the village.



The Pie Price (5 Motes)

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



With a Little Help... (5 Motes)

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



It's easy to let Mae get sidelined baking pies all day. Don't let this happen. Mae should have a big role to play, and thanks to her lack of organisational skills and refusal to delegate, she can plausibly show up nearly anywhere. Have her turn up at the Rose Gables to beg ingredients from the Shirazis. Have her turn up at the Town Hall to give a status report to the Mayor. And of course, whenever the fairies' mischief harms a pie, have her turn up there, too!

Tanya Barrington

Expert Tailor, Incurable Romantic



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

Relationships: Tanya’s rich internal life renders her relationship with Mae rather more significant than the customer-baker reality. She’s good friends with the Shirazis, but has thoughtlessly run up a titanic tab at their bar. Unbeknownst to her, local lad Patrick Thoughtbory harbours a towering grudge since she forgot to get back to him over the whole apprentice tailor thing.



Overactive Imagination, Overactive Metabolism



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



Hasn’t Quit Her Day Job: Tanya can quickly repair a Costume lost to Stressing Out if asked. The GM gains 3 💀 each time the players take this option.



Playing the Field (5 Motes)

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



Very Big Sister (5 Motes)

Convince Tanya to join you in cosplay.



John Thompson

Veteran Butcher, Doesn't Think Things Through

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

Relationships: John is something of a mediator between the Carter and Smith families; he smoothed over tensions between Allison and VI over the relationship between Rose and VII. This could put him on the spot if things go South again! He befriended the Pratts as a fellow dog-lover, but Jack is rapidly losing patience with his obsession with Bill.

M *moxie*
3

Pointlessly Competitive, Ruthless Efficiency

C *craft*
3

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

! *limit*
10

5★

Leverage (5 Motes)

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

5★

Puppies Before Paramours (5 Motes)

Arrange for John to adopt a pet.

Bill Harvey

Candlestick Artisan, Didn't Plan on Being Sober



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

Relationships: Generous and duplicitous both by nature, any given villager is like to randomly love or hate Bill, but none will be ambivalent. He swindled Smithee Smith VI on a metal deal and used the funds to rebuild Grandmother Heston's storm-damaged house; the former would like to strangle him and the latter won't hear a word against him. He's been currying favour with both the Mayor and Rose while playing them against each other, though neither is keen on his proposed butchery regulations.



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



Infuriatingly Slick: Inflicts +1 ⚡ when using Shine in contests.



Enabler (5 Motes)

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



Guilty Conscience (5 Motes)

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

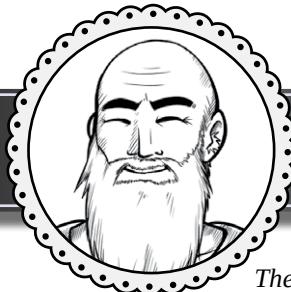
For Younger Gamers

Bill becomes a coffee fiend. His "Better When I'm Tipsy" Quirk becomes "Caffeinated Gentleman".



Supporting Cast

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



Smithee Smith VI

Hereditary Smith, Reigning Pie-eating Champion

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

Relationships: VI loves his son, but can only express his love through blacksmithery. He considers VII's girlfriend to be a tyrant in the making. John Thompson is the only person in the village who considers his ardent traditionalism a remotely good idea; VI has been encouraging Mae to marry his good friend, much to her exasperation.



focus
3



limit
10

Just like My Father Did, Horrified by Novelty

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



Doomed to Repeat It (5 Motes)

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



Traditional Fairy Values (5 Motes)

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

Allison Carter

Shepherd/Ranger Multiclass, Pie-eating Challenger



A suspiciously omnicompetent woman who will probably turn out to be the rightful Empress once she pulls a sword from a stone or happens across a reasonably slayable dragon. For now, she herds sheep, chases off bandits and amuses herself by counter-pranking fairies. Has bulked up a bit in preparation for her inevitable pie-eating victory. Allison is fond of her fellow villagers, but likes seeing them made the butt of harmless jokes; she'll only get serious if real harm seems likely.

Relationships: As her own rebellious phase included a literal rebellion, she prefers to largely leave Rose be. She considers both Smiths singularly ridiculous, and would rather poor VII be cut loose sooner rather than later. Allison acts as an informal advisor for the Mayor, though it's not 100% clear who's really pulling the strings.



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



So Close yet So Far: Allison wins ties.



1-5★

Mandate of the Fields (1 Mote per order; max. 5 Motes)

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

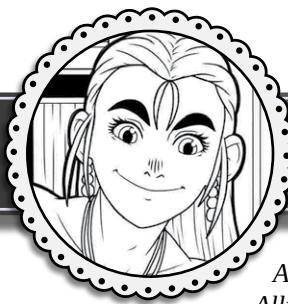
15★

Get Carter (15 Motes)

Successfully prank Allison.



Allison Carter is what's known as “the Elminster”: an unreasonably powerful NPC who acts as a quest-giver when things seem aimless, intervenes if the PCs are about to burn the village down, and otherwise stays out of the way. Usually, this character is a bearded old wizard; we thought it would be more fun to have a working-class mom instead.



Rose Carter

Heiress of the Pasture, VII's Girlfriend

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

Relationships: Rose loves the people of the village, but ultimately acknowledges no-one but her mother as a peer. She only wants to replace the Mayor to take the burden from him; he couldn't fight off more than about twenty bandits alone at his age, surely. She's bonded with the Shirazis and is constantly badgering them to get back into economics at a political level, but they insist there's not enough money in it.

S shine
4

L limit
8

Born to Rule

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

5★

Kissing Hands and Shaking Babies (5 Motes)

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

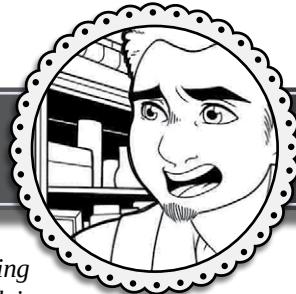
5★

Non-core Promise (5 Motes)

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

Smithee Smith VII

Petulant Young Man, Rose's Boyfriend



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

Relationships: VII loves Rose because she doesn't seem to belong to the village, rather a bigger and better world she'll make her own. Her ambition and ability do frighten him but he can always go to Tanya Barrington for relationship advice. He used to go to Bill Harvey for advice on dealing with his father, but feels his trust was abused on the metal deal.



Whatever My Father Wouldn't Do



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



Refusal of the Call (5 Motes)

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



Scapegoatee (5 Motes)

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



Mayor Wallace Vanderberg

Mae's Uncle, An Island of Stability

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

Relationships: Wallace is proud of Mae's accomplishments as an artisan, but insists that all-baking-all-the-time is not an adequate foundation for a fulfilling life. He admires Rose, but knows her formidable abilities are poorly suited to village mayoralty, and relentlessly pushes back against her ambitions. He's rather fond of Widow Drusley, but as a close friend of her late husband believes he should keep his distance for a thirty-year mourning period.

C

craft

3

W

limit

8

Benign Patriarch, Closet Fairy Enthusiast

We've Had Worse: Mayor Vanderberg may spend 5 to give the town the Quirk "Great [Disaster] of Eleventy-Two", where [Disaster] is the fairies' most spectacular nonsense in the session so far. Make up a story as to why the historical incident was worse. All humans in the village recover 1d6 . The fairies gain the 5 Mote Shenanigan: "Top the Great Whatever of Whenever". If they outdo the historical incident, all humans in the village take 2d6 .



Uncaging the Dragon (5 Motes)

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

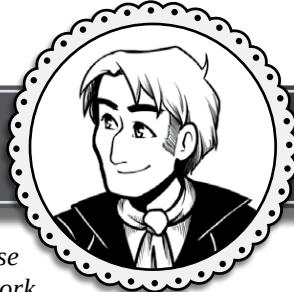


Work/Life Balance (5 Motes)

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

Jack Pratt

Village Sheriff, Loathes Fairies



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

Relationships: Jack loves his husband almost unconditionally, but the extent to which Guilherme spoils their dog is becoming a sore point. (Dogs do not require three-course meals.) His solid respect for the Mayor is somewhat strained by serious issues being smoothed over rather than resolved, and suspicion of fairy-harbouring. He instinctively looks to Allison for guidance, but considers Rose to be still a child.



Unforgiving, Protector of the Village

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

On Patrol: Jack may be summoned (via Summon Opposition) anywhere and for any reason at a reduced cost of 2 .



What Is His Damage? (5 Motes)

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



Decisive Action (5 Motes)

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



★ Major Locations ★

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

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

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

Village Square

Centre of Attention, So Many Pies, Highly Scroungeable

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

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



Historical Revisionism (5 Motes)

Turn Miranda Clegg into a fairy.



Pointless Competitiveness (5 Motes)

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

The So Many Pies yet Still Not Enough, Scene of a Previous Crime

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

Scrounging: Chef's Smock



Pie-a-pult 2.0 (5 Motes)

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



Overtime Considered Harmful (5 Motes)

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



The Smithy

Frozen in Time, Uncomfortably Hot

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

Scrounging: Pot Lid Armour

Domestic Disturbance: Smithee Smith VI and VII may be summoned to this Location at the same time (via Summon Opposition) at a reduced cost of 2  for both.



Hot Iron (5 Motes)

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



Surprisingly Sensible Precaution (5 Motes)

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

Town Hall

Modest Rural Dignity, Ridiculously Convoluted Backstory

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

Scrounging: Gothic Dress



Pixie's Perfect Math Class (5 Motes)

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

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

Guardian Tree (NPC)

F

*focus
4*

Memory of Friendship, Only Rewards Treachery

1-5 ★

Wrath of the Pie-tans (1 Mote per action; max. 5 Motes)

Convince the tree that you'll protect the village in order to gain its blessing. The blessing increases you to giant size for five minutes or posts once you leave the building; you inflict +2 ⚡ in scuffles, suffer -2 ⚡ from physical threats, and gain +2 edge on contests of strength. Gain 1 Mote per act of mayhem completed that would normally be impossible for fairies, to a maximum of 5 Motes.

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





The Rose Gables Inn

The Gentrification Process, More Authentic than the Real Thing

A village pub, formerly The Butchered Lamb. Khadija Shirazi and her wife Xiaoling, retiring young from successful careers as bankers in the capital, took over and renovated it into a splendid inn.

Contestants are barred from the inn, but this is no obstacle to everyone else; a large portion of the district is here getting an early start on the celebrations, and the Shirazis are struggling with the sudden influx of business. Rose is being the life of the party but drinking very little, while VII is drinking a great deal specifically because his father can't. The fairies will find a welcoming audience; the humans are in a good mood and up for a bit of nonsense, so long as it doesn't disrupt their supply of food and booze.

Scrounging: Maid's Uniform



Help Reluctantly Accepted (2 Motes)

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



Merry Mixologist (1 Mote per action; max. 5 Motes)

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

For Younger Gamers

The bar area becomes an elegant tea and cake shop. The "Merry Mixologist" Shenanigan now involves boutique hot chocolates.

★ Random Encounters ★

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

Locations (d66)

These Locations can appear anywhere convenient within the village bounds, but not bordering the Village Square. Many of these Locations have minor NPCs attached (with stat blocks included). Unless something truly unusual is going on, they don't leave their associated Locations or get involved in the broader goings-on of the Playset; they should be treated as features of their associated Locations rather than independent actors.



11–13

Chapel

Quiet Sanctity, Buried History

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



focus
3



limit
5

Village Priest (NPC)

Innocent



Pareidolia (5 Motes)

Successfully prank the Village Priest with a staged “divine manifestation”.



Vestments of Faith (5 Motes)

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

Locations (d66)



14–16

Alchemist Atelier

Unpredictable Concoctions, My That Is a Lot of Fireworks

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

craft
4limit
8

Alchemist (NPC)

Here's One I Prepared Earlier, Explosives Veteran

moxie
4limit
10

Soldier (NPC)

Things I Do for Love



Festival Means Fireworks! (5 Motes)

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



Pielixir (5 Motes)

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



Locations (d66)



21–23

Jack Pratt's House/Inventor's Lab

Happy Family Home, Potential Clockwork Apocalypse

This is just the nicest house. It doesn't look expensive, but it's been maintained and improved with love. The lab is a separate outbuilding that's less likely to take the family home down with it during Guilherme's frequent misadventures.



Guilherme Pratt (NPC)



The Best Husband, Maybe This Will Work



Sprocket the Dog (NPC)



The Best Dog, Defender of Hearth and Home



Should Have Invented Security (5 Motes)

“Liberate” an awesome invention from the lab.



Home Improvement (5 Motes)

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



24–26

Village Green

Pastoral Serenity, Well-fertilised

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



Tragedy of the Commons (5 Motes)

Organise an impromptu public picnic. Everyone's invited!



Grand National (5 Motes)

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

Locations (d66)



31–33

The Old Oak Tree

Essentially the Entire Romantic History of the Village, Concealing Branches

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



Something to Tell the Grandkids (5 Motes)

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



Crack Pairing (1 Mote per pairing; max. 5 Motes)

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



34–36

The Water Mill

Grinding Gears, Fine Layer of Flour over Everything

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

focus
3limit
5

Millers/Kjeldsens (NPCs)

Industrious



Miller's Toll (5 Motes)

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



All the Fun of the Fair (5 Motes)

All fairies successfully ride the wheel for a full circuit.

Locations (d66)



41–43

The Haunted House

Enthusiastically Creepy, Lingering Fumes

Shortly after inheriting her family home, young Miriam Fossoway passed away. (Alchemical love potions are more volatile than you'd think!) She's not exactly justified in using her unlife to terrify passers-by, but the fairies may find her plight sympathetic.

The Veil Is Thin: This Location's Quirks grant two dice when tagged for Wishful Thinking or to scare someone.

M *moxie*
3

! *limit*
8

Miriam Fossoway (NPC)

Questionable Unlife Choices, Somebody to Love



Beat the Home Team (5 Motes)

Surpass Miriam in spooking passers-by.



Cliché Romance Ending (5 Motes)

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



44–46

Abandoned Garrison

Military Antiques, The Long Arm of the Empress

Constructed during a forgotten civil war by a pie-loving captain who made a temporary base of the village, this compound is still technically the Empress' property. The villagers provide it with occasional maintenance, but it hasn't been occupied in living memory.



Annexation (5 Motes)

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



Little Sisters' Army (5 Motes)

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

Locations (d66)



51–53

Dungeon Entrance

Lingering Wicked Aura, Professionally Looted

Like most settlements, the village was inadvertently established over labyrinthine and ancient ruins, filled with vicious monsters and fabulous treasure. The local Dungeoneering Club has recently been through to clean out both, so this unassuming stone archway leading into the hillside is probably safe.



In Accordance with Prophecy (5 Motes)

Fake a convincing monster emerging to terrorise the village.



Recursion (5 Motes)

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



54–56

Prototype Clothing Factory

Bill's Secret Plan, Tanya's Worst Nightmare

The Industrial Revolution has arrived, in the form of an old barn converted to hold mechanical looms, sewing machines and a simple steam generator. The workers have been let off for the Pie Festival, leaving someone's burgeoning business empire unsupervised...



Mass Production (5 Motes)

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



The March of Progress (5 Motes)

Make a functioning robot from the factory's machinery.



40

Random Encounters

Locations (d66)



61–63

Wedding Grove

Uncomfortably Long Ceremony, Absurdly Romantic

A spot by the river where one is surrounded by the beauty of nature, yet close enough to get back to the Rose Gables at five minutes' notice. Why Josef Hammerley and Maribell Carpenter chose to hold their wedding here is obvious. Why they chose to do it today is a mystery to everyone.



Mercy Mission (5 Motes)

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



By the Power Invested in Someone Else (5 Motes)

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



64–66

Mannerly Manor

Completely Arbitrary Social Mores, Strictly Inherited Wealth

It is a truth universally acknowledged that a country town in possession of reasonable prosperity must want a family of idle middle-class to exemplify it. The Mannerlys are slightly too respectable to spend too much time at the festival, and are thus rattling about their modest estate waiting for the appropriate time to join.



Mannerly Mnemonics (1 Mote per daughter; 5 total)

Keeping track of the five Mannerly daughters is difficult for a fairy. Fabricate a more easily remembered name and personality for each.



Bring the Party to Them (5 Motes)

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

NPCs (d66)

These characters are a mix of unruly village residents and visitors for the festival. Some seem to have wandered in from a completely different genre – perhaps the fairies will help them lighten up and enjoy the festivities?



11-13

The Terrible Twins

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



Grainne (NPC)



Worse than Padraig



Padraig (NPC)



Worse than Grainne



Over Eighteen, Probably (5 Motes)

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



Playing Favourites (5 Motes)

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

For Younger Gamers

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



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

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

NPCs (d66)



14–16

Unethical Grandparents

The Harvey family are tired of the senior Barringtons boasting about their grandson Robert at the expense of Elissa Harvey.



2

Grandparents (NPCs)



0

Living Vicariously through Our Families



2

Kids (NPCs)



5

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



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

Terrify an innocent young boy in front of his grandparents.



Natural Justice (5 Motes)

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



21–23

Tanuki Tart Consortium Rep

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



4

Tanuki Businessman (NPC)



5

Shapechanging Ultracapitalist, Perfect Gentleman

You Agreed to This: +1 edge when enforcing a deal.



Astroturfing (1 Mote per tart-eater; max. 5 Motes)

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



Tanuki Leaf (5 Motes)

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

NPCs (d66)



24–26

Teenage Witch in Trouble

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

S shine
4

Travelling Witch (NPC)



limit
12

Insecure, Mysterious Eyepatch

M moxie
3

Poltergeists (1d3 + 3 of them) (NPCs)

limit
5

Telekinetic Trouble, Technically Not Ghosts

Invisible Tantrum: +1 edge when throwing something.



All's Well That Ends Well (5 Motes)

Make the poltergeists someone else's problem.



Looks Familiar (5 Motes)

Trade a promise of allegiance to the Witch in return for a magical secret. **Bonus:** One fairy gains 2  and must exchange one of her Costumes for the Witch's Hat if it is available.



NPCs (d66)



31–33

Feisty Farmers

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

focus
3

Pa Rhydderch (NPC)

limit
5

Mad Cider Scientist

craft
3

Ma Rhydderch (NPC)

limit
5

Troublemaker

moxie
2

Many Rhydderch Children (NPCs)

limit
2

Rowdy Farm Kids



Social Drinkers (5 Motes)

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



Cowherd Tipping (5 Motes)

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

For Younger Gamers

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



The Dentist Wouldn't Approve (5 Motes)

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

NPCs (d66)



34–36

The One Good Gnome

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

Heroic Gnomish Outcast (NPC)

G
grace
4H
limit
10

Tragic Backstory, Dual-wielder

Stunt Monologue: Heroic Gnomish Outcast inflicts +2 ⚡ in any contest where the GM narrates her actions in painfully florid fashion.



The Oathbreaker Redeemed (5 Motes)

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



Special Snowflake (5 Motes)

Obtain a serviceable trenchcoat for the gnome to brood in.



41–43

Mistress of Cakes

She has rid the capital of the pie menace, but her victory is not complete, not when a pie renaissance lurks in the hinterlands. She has heard the name Honeydew and knows it is the name of the enemy.

Arch-pâtissière (NPC)

F
focus
3H
limit
5

Confectionary Elegance, Literally the Only Person as Serious about This as Mae

Culinary Conqueror: Arch-pâtissière's Focus is considered to be 5 for matters involving food.



Cold Iron Chef (5 Motes)

Defeat the Arch-pâtissière in a cooking battle.



Michelin Peace Prize (5 Motes)

Bring Mae and the Arch-pâtissière together as friends.

NPCs (d66)



44–46

The Prince

She came following rumours of a legendary master, but has found only pies. She's slowly coming to the realisation that she's stepped into the wrong genre, and fairies might just be the final straw.

The Prince (NPC)

G grace
4

Painfully Earnest, Living Her Heroic Backstory

L limit
8

Revolutionary Heart: The Prince gains +1 edge in contests if she has suffered any **L**.

5★

Half the Battle (5 Motes)

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

5★

Safer to Be Feared than Loved (5 Motes)

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



51–53

Poorly Disguised Spider

Most years, the festival is thick with supernatural infiltrators, brought together by a love of pies. The villagers are usually sufficiently tolerant and/or drunk not to notice, so this gigantic arachnid has finally marshalled the courage to try her luck.

Giant Spider (NPC)

M moxie
5

Sincere Love of Pie, Nightmare of Legs and Fangs

L limit
10

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

Three-dimensional Hunter: Giant Spider can run on any surface and leap to extreme heights. She has +1 edge in any contest of pursuit or escape.

10★

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

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



NPCs (d66)



54–56

Atypical Monk

In many lands, ne'er-do-wells are pressed into religious orders in the hopes of reforming them. This traveller has absorbed the secrets of his sect without any of the attendant moral lessons.

Vice-ridden Itinerant (NPC)

F focus
3

! limit
10

Exiled for a Reason, Southern Tiger Fist

Unredeemed: The Vice-ridden Itinerant takes +2 ⚡ from any source that exploits a vice (any vice, he has most of them).



Like Water (5 Motes)

Render the Itinerant unconscious with pies.



Like Wind (5 Motes)

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



61–63

The Thief

Professional thieves usually leave the countryside to bandits, but festival days offer empty houses, distracted lawkeepers and scapegoat travellers. This gentleman has done an excellent job of evading the Big Folk, but his plans do not account for fairies.

Second-storey Man (NPC)

C craft
4

! limit
5

Other People's Property, Tricks of the Trade

I'll Have That: If Second-storey Man inflicts ⚡ in a contest, he may take one item in his target's possession (not including Costumes).



Nine Tents of the Law (5 Motes)

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



Citizen's Arrest (5 Motes)

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

NPCs (d66)



64-66

Fops

A rural pie festival sounded like such a lark, but villages turn out to be unexpectedly tiny and full of peasants. Smythe-Fitzgibbons, Zhen and Lukungu have already been ejected from the Rose Gables and are looking for somewhere more receptive to their boorish antics.

Three Worthless Young Men (NPCs)

S *shine*
3

5 *limit*
5

Bill's Friends from the City, Myopic Cosmopolitanism

Sneering Sophisticates: Three Worthless Young Men take $-1 \heartsuit$ from any source they can plausibly dismiss as "from the country".



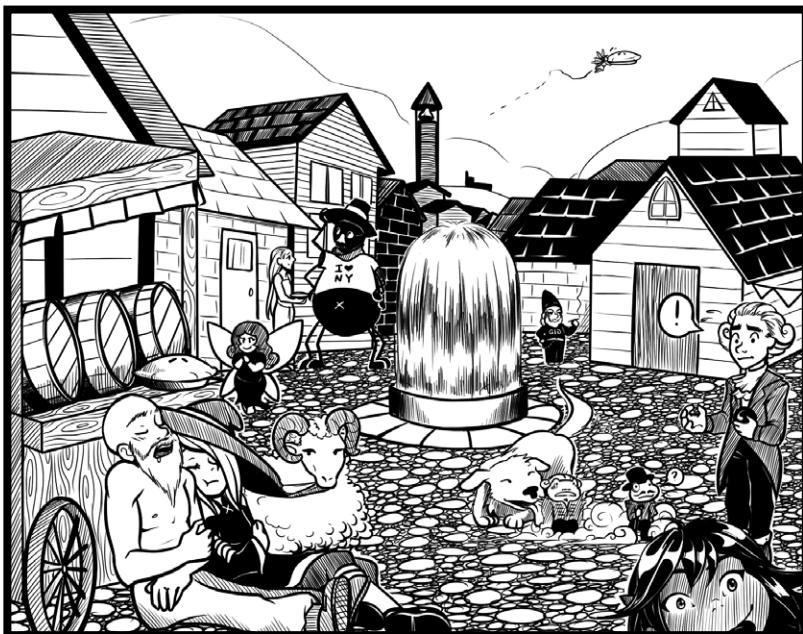
Honest Day's Work (5 Motes)

Compel the fops to undertake hard labour.



Cut Off from the Herd (5 Motes)

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



Opportunities (d66)

Opportunities are a special, non-standard category of random encounter introduced in this Playset. Rather than establish a specific timeline of events for the festival, the following festival-related events may come rolling in at any point during the day. The GM can roll for or choose one whenever things seem to be slowing down; they don't count as Summon Opposition or Unleash Disaster actions, and thus have no cost to invoke. Each comes with a pair of free-floating Shenanigans that can be completed at any time.



11–13

Food Stockpile

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



Food Fight? (5 Motes)

Food fight.



When Your Tailor Is a Chef (5 Motes)

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



14–16

Pie Decoration Table

For a small donation towards the cost of the festival, you can decorate the unbaked crust of a competition pie with a message for the participants. Old Ladsmore and Ahmadzai man the table, helping punters inscribe something that will survive the baking process.



Do Your Best! (1 Mote per pie; max. 5 Motes)

Decorate pies with heartfelt, adorable messages of encouragement.



Meta-sabotage (1 Mote per pie; max. 5 Motes)

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



Opportunities (d66)



21–23

The Babysitters

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



Off with the Fairies (5 Motes)

Hyperstimulate the children and set them loose.



The Sport of Queens (5 Motes)

Ride human children like ponies.



24–26

Beer Cart Pulling In

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



The Great Cart Robbery (5 Motes)

Secure the beer for faekind (all of it).



This Is a Terrible Idea (5 Motes)

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

For Younger Gamers

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

Opportunities (d66)



31–33

The Squire's Speech

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

F

focus

2

!

limit

3

Squire (NPC)

Just Awful Really, Unearned Authority



Post-traumatic Stage Fright (5 Motes)

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



In the Name of the Queen (5 Motes)

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



34–36

Meddling in the Affairs of Wizards

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

Wizard (NPC)

Is just not going to wake up. Her various arcane defences function as Hazards with **Craft 4** and **unlimited Stress Limit**, and inflict weird Temporary Quirks as well as Stress. They serve only to oppose actions taken against her directly.



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

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



+5 Thingy of Shininess (5 Motes)

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

Opportunities (d66)



41–43

Hat Sale

A village that can support a candlestick maker clearly has enough disposable income to afford truly fine hats. An enterprising young milliner has arrived in the village, and is looking to make a killing with her killer headwear.

Mercenary Hatter (NPC)

craft
3limit
5

Mild Mercury Poisoning, Jaunty Fascinator

Vocational Fury: Mercenary Hatter inflicts +3 ⚡ in contests against fairies whose worn Costume does not include any headgear.

Touch Up: Mercenary Hatter can repair a worn Costume that includes headgear. This removes 3 ⚡ from the wearing fairy, and may only be done once per Costume.



Combo Deal (1 Mote per combination; max. 5 Motes)

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



Publicity Stunt (5 Motes)

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



44–46

Instant Pie Challenge

Piemaiden Matsuri and Pieboy Connor are doing the rounds and helping everyone feel like a competitor. If you can eat and successfully identify eight slices of Mystery Pie inside four minutes, you can win a fabulous prize!



The Prize Is More Pies (5 Motes)

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



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

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

Opportunities (d66)



51–53

Mildly Deranged Missionary

After spending a few hours being entertained at a fae banquet, this former nobleman left the forest to find centuries had passed in the world outside. He has rationalised this as a blessing, and seeks to bring the word of the fae's awesome majesty to the people. You're technically fae, and should be able to bend his grand mission to your inane whims.

Prophet of Arcadia (NPC)



Lost in Time, Compelling Evangelism



The Fire of Faith: Prophet of Arcadia takes –3 ⚡ from all sources when acting in service to his religion.

1-5★

Don't Call It a Cult (1 Mote per worshipper; max. 5 Motes)

Recruit villagers to the Prophet's cause. **Bonus:** All fairies gain +2 🌈 if five or more are recruited.



The Pie Prophecy (5 Motes)

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



54–56

Spontaneous Display of Patriotism

Technically the village is still pre-nationalist, but the efforts of various empresses to cement themselves in the public mind over the centuries have borne some fruit. Inevitably some sufficiently festive pie-eater will strike up a chorus of what they reasonably believe to be the current Imperial Anthem.

5★

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

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

5★

One More Verse (5 Motes)

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

Opportunities (d66)



61–63

The Entertainment Business

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



The Fairy Show with the Pixiedust Mayhem (2 Motes)

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



Stealing the Limelight (5 Motes)

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



64–66

Goddess of Pies

The intense, almost manic focus of the villagers on pies has a palpable spiritual weight; while the Big Folks themselves cannot see it, a new deity forms in response to the culinary devotion. Sadly, fairies are well-attuned to the supernatural and have little scruple interfering with it.

Newborn Goddess (NPC)

G
grace
3limit
20

Frighteningly Naive, Our Lady of the Crust

Of the Baker's Pantheon: Anyone competing with Newborn Goddess in a pie-related matter has their Result reduced to 0. She may freely generate pie-related effects equivalent to Wishful Thinking.



Ironically Poor Godmothers (5 Motes)

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



In the Beginning, There Was Pie (5 Motes)

Concoct and help stage the Goddess' first miracle.

Disasters (d66)

These Disasters can be unleashed at any time for the usual 5 ☠ cost.



11–12

Ogres Can Smell Pies from 30 Miles Away

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

Ogre (NPC)



moxie
3

Hungry, Easily Tricked



limit
10

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



13–14

Sheriff Has Had Enough

Whatever you just did, it put Jack Pratt over the edge.

If he was already involved in the scene, he backs up over the edge just so he can go over it again; otherwise, he appears at no cost. In any case, he gains +5 Stress Limit, fully recovers his ⚡, and gains the Temporary Quirk “Over the Edge”.



15–16

This Village Has Too Many Cats

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

Cat Gang (Hazard)



grace
3

Unherdable, Adorable but Cruel



limit
12

Decentralised: Cat Gang is a single Hazard with a single Stress Limit, but can be in multiple Locations and doing multiple things at once. (Spoiler: all of those things are trying to eat fairies.)



21–22

Typical Fae Melodrama

If you're using pregenerated PCs, the ones nobody picked show up and make trouble because they're mad about not being PCs! If you're using all of them, or if you're using all original characters, clones/imposters/cosplayers of your characters show up to steal your place as protagonists instead. Deal a random Costume for each NPC fairy.

Disasters (d66)



23–24

Is That a Bear?

M moxie
5**!** limit
15

Je Suis Un Bear (NPC)

Seriously It's a Bear, You Really Made It Mad

Ursine Juggernaut: Inflicts +2 **!** when rolling Moxie.



25–26

Gnome Gnihilists

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

Gnome Gnihilists (1d3 + 3 of them) (NPCs)

F focus
3**!** limit
5

Void for a Soul, Garden Implements of Ill Omen

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



31–32

Church Bells

What is that hellish sound coming from that tower? Do the humans not hear that cacophonous clanging catastrophe?

All **!** expenditures cost +1 **!** for five minutes or five posts.



33–34

Instant Rainstorm

The weather here is awful, and it's even worse when you're one foot tall and trying to keep the magic of a Costume intact.

The rainstorm is a Hazard that opposes any actions taken out in the open while it lasts.

M moxie
3**!** limit
10

Torrential Downpour (Hazard)

Thoroughly Miserable

Disasters (d66)



35–36

Morris Dancers

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

shine
2

Morris Dancers (Hazard)

limit
3

Belled Legs



41–42

Carter's Flock

Suddenly, sheep everywhere! They're not really doing anything, but are comprehensively in the way, and oddly resistant to any attempts to move them on.

All fairies in this Location doing anything a sheep could conceivably inconvenience are opposed by sheep. The flock functions as a Hazard.

focus
2

So Many Sheep (Hazard)

limit
10

Abnormally Placid

Strategically Placed: +2 edge against fairies.



43–44

Oh No, Not ROWAN!

Someone has deployed a charm of rowan to ward against fairies! It doesn't work, but by Fae Law you must pretend it does lest the humans replace its use with something that does.

Each fairy must take 1 ⚡ selling her “vulnerability” in the most extravagant fashion possible, or suffer 3 ⚡ from paranoia wondering if the Fae Queen's agents saw you ignoring the rowan.



45–46

Rascals, Scallywags & Brats

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

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

Disasters (d66)



51–52

Suddenly, Ninjas

Fairies in ninja Costumes attack you for no reason.

Ninja Fairies (1d6 + 1 of them) (NPCs)

G grace
3

Taking This Seriously

L limit
5

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



53–54

Too Many Frogs

Where did they all come from? Someone's been hitting the Witch's Hat Costume too hard.

Their creepy stares impose a Hazard on everyone in the village until they're all kissed. GM's option how many princes or princesses are produced thereby.

F focus
4

Creepy as All Get-out

L limit
special

Cursed: This Hazard automatically Stresses Out once all Frogs have been kissed. It's otherwise immune to being removed from play.



55–56

The Fae Hunter

Your arch-nemesis is here on her day off! She looks particularly irritated at having to leave the fun of the festival to kill you.

Find a way to let her ignore you without losing face in the next five minutes or five posts, or face a boss fight.

Fae Hunter (NPC)

G grace
4

Cold Iron Weapons, Wanted Today Off

L limit
10

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

Disasters (d66)



61–62

Big Friendly Dog

It's huge and it loves everyone, especially fairies.

Until you can get rid of it somehow, one fairy at any given time is opposed by it in any task other than playing with it.

moxie
3limit
20

Big Friendly Dog (Hazard)

Overwhelmingly Friendly, Doesn't Know Its Own Strength



63–64

The Fae Queen's Herald

Oh no, one of the human pie-eaters is really a mighty elven sorceress-knight in disguise, and you recognise each other! She attacks out of embarrassment.

Fae Herald (NPC)

shine
5limit
20

Deeply Humiliated, Really Loves Pies

Thorns of Memory: When Fae Herald inflicts **⚡** on a fairy, that fairy automatically Stresses Out. Instead of discarding her Costume, she gains the Temporary Quirk “Can't Remember the Fae Herald”.



65–66

The Mythkenner

It's one of those smarmy human bards, and he's using song-magic to fabricate ridiculous stories about fairy behaviour and make them true.

The Mythkenner (NPC)

shine
3limit
10

Mythkenner, Prodigious Falsehoods

Spontaneous Folklore: When the Mythkenner enters play, he adds a Temporary Quirk to the village representing a fabricated superstition. If that Quirk is tagged against the Mythkenner or any fairy, they suffer 1 **⚡**. The Mythkenner may change the Quirk for 2 **💀**. It is removed when he Stresses Out.

Flim-flam: +1 edge when tagging the Quirk created by “Spontaneous Folklore”.

★ Random Pies ★

The centrepiece of the contest are the pies, the key piece of this story and probably the true reason the fairies have come to the village. For those GMs who aren't proficient in pastry production, we provide a pie chart with appropriate descriptions to make the fairies (and their players) drool.

Choose a pie from the lists below, or roll d66 to select one at random.



Ordinary Local Sweet Pies

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



Cherry

11

This pie is a ring of perfectly crimped crust circling a deep, red sea of small fruits that are the perfect size for your open mouth. Diving into it fills your senses with the tart, sweet taste and smell of cherries, not to mention covering you in goo.



Apple

12

Your first taste is the golden-brown buttery crumb topping before you get to the apples buried beneath. The slices are firm to the tooth, but once they get in your mouth, the cinnamon-laced pieces just melt on your tongue.



Raspberry

13

A pile of juicy raspberries sits cozily in the pastry shell before you, their little caps perfect for one of your fists. Biting into a slice finds your mouth bursting with the sweet, sour juice before that final crunch of the seeds within.

Ordinary Local Sweet Pies



Plum and Apricot

14

The pretty pattern cut into the crust of this pie gives a peek of dark purple quarters of plum. The pieces of apricot are tart and the plum is sweet and firm as you devour this pulpy goodness.



Pear

15

The thinly sliced pears here are fanned out into a circle that sits in a delicate sea of cream. Attacking it finds the filling below light and pleasant with the white fruit ever-so-slightly resisting your teeth before melting into a delicate sweetness.



Blueberry

16

A woven lattice does nothing to hide the fist-sized blueberries of this pie. The flavour pops intensely sweet on your tongue, but more importantly, the dark blue juices run rich down your face. That's not going to get out of your Costume easily!



Strawberry

21

The crust here is another woven weave of golden-brown pastry, with heart-shaped slices of red, red strawberries glistening underneath. As you bite into this pie, you find the strawberries within sweet, plump and sticky. As you chew, you can taste the barest hint of tartness and the seeds add just a touch of extra texture with each bite.



Pecan

22

This pie is darker than the rest, the crust almost burnt, its dark-brown filling topped off with toasted pecan halves in a pretty, circular pattern. Just beneath lies a gooey nutty filling thick with pecans that clings to the fingers and is sappy to the taste. The darker crust's slight bitterness just highlights the filling more, drawing out the caramelised sweetness and nuttiness of it all.

Ordinary Local Sweet Pies



Boysenberry

23

Past the rich, buttery crust of this pie are dozens of dark berries swimming in a sea so purple that it is almost black. Each bite has the faint crunch of tiny seeds in it and flickers back and forth between the sharp tartness and summer sweetness of the berries.



Rhubarb

24

Bright pink juice has dripped out of the holes on the crust of this pie, and a quick lick lets you know that the filling has got itself quite the piquant kick! Upon your first mouthful it proves sweet yet with a bright tang, a pleasant difference from all of the sugar you've been devouring.



Pumpkin

25

Biting into this dusky orange custard tells you that it is soft and smooth, with the pie crust the only resistance your teeth find. The dark-coloured flecks of clove, nutmeg, and cinnamon waltz across your tongue before sliding down the back of your throat, leaving little more than the spice in your nostrils.



Gooseberry

26

The top of this pie appears a bit lumpy, the crust laying flat against the berries. The pulpy red gooseberries almost obscure the green berries, though they stand out bright and tart when eaten. Yet the flaky crust adds just a bit more texture and sweetness: something to help offset the amazing tartness within.

Savoury Pies

Consuming one of these hearty pies restores 2d6 , but also gives the consuming fairy the Temporary Quirk “Full of Pie”.



Pheasant

31

Beyond the flaky crust laced with goose-fat lies a thick, gooey stew of pleasantly gamey pheasant, seasoned with pork broth and cut with round, golden turnips that provide moments of reprieve from the richness that comes with each bite.



Beef

32

A small, fragrant pool of brown broth has left residue on the crust, leaving a glossier sheen than on the other pies. Chomping down on it fills your mouth with the strong flavour of tender beef in a lovely harmony of onion, potato, and herbs, with a little extra from the pungent bits of parsnip within.



Mincemeat

33

This pie has a strange, tangy kick to it. The pastry crust is fatty, with a plainness that hides the delicious, spicy wonderland within. Sweet gold and purple raisins leave starbursts of juice amidst the clove, nutmeg and zest, with the soft bits of apple and suet adding an undercurrent of grit to it all.



Quiche

34

This pie is one of many golden-brown circles of savoury custard, with different ingredients peeking coyly under the veil of puffy egg mixture, and surrounded by a crisp pastry. A taste of one pie reveals leafy greenery within, a second, bits of crispy bacon and melted cheese, and another the earthy taste of mushroom and leeks.

Savoury Pies



Cottage

35

A soft, cloud-like spread of mashed potatoes and turnips makes for an unusual topping amongst the delightful patterns of the pies. Just beneath is a mixture of ground meats, the taste ranging from pork to poultry to beef, with sweet pieces of onion and bright bits of carrot and peas adding colour and just a touch of flavour and texture to the filling.



Pork

36

Strangely, this pie isn't hot – it must have been one of the first made. The pastry here is slightly different, just a bit fallen in on the top, yet it holds itself beautifully in your hands. A bite lets you chew on mild, tender meat seasoned with just a little bit of salt and peppercorns to let the simplicity of the flavour shine.



Rabbit

41

The amber craggy crust on this pie has a rabbit-shaped cut out on top. Looking within the hole shows the meat is pale and almost stringy, with carrots, onions and celery mixed within. The old chestnut about tasting like chicken for once rings true here; the pieces of rabbit are smooth and chewy with pepper and nutmeg providing a spicy kick.



Pigeon

42

The crisp crust of this pie hides a dark-coloured meat alongside delicious vegetables and the smell of a rich, robust wine. The golden chunks of turnip within adds a pleasant touch of bitterness, highlighting the rich gaminess of the pigeon.



Savoury Pies



Bacon and Egg

43

Whole, unscrambled eggs cover the surface of this pie, with pink and red chunks of bacon scattered on top. Eating through the tantalising topping brings a treasure trove of even more bacon, with coarsely chopped onion all about; the layer of delicious and flaky pastry just compliments it all.



Mushroom

44

The buttery, salty crust pulls away from the pie with melty strings of cheese, playing with the creamy sauce and the wild mushrooms that make up most of this earthy pie. The mushrooms vary from tender and rich to chewy and just a bit pungent. Some have just a hint of pepper and fruit to them, with others mild and velvety or more meaty in texture.



Mutton

45

The hardy crust is sturdier than the rest. Once you sink your teeth into it, you strike the ground lamb within and the heady aroma of pepper and wine quickly fills your nostrils. The finely ground mutton is dotted with garlic, with both mixed together through with crunchy peppercorns.



Vegetable

46

The crust holds a pile of finely chopped and roasted vegetables, many of which you can't quite recognise. Some pop with spice, others melt in your mouth, and a few white half-moons even have some crunch. The top of the vegetables are deliciously caramelised, adding more crisp texture.



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

Each of these pies yields a different effect when eaten. To humans, they're (mostly) just food, but such exotic fare interacts strangely with a fairy's internal alchemy.

Unless otherwise noted, these effects are in addition to the usual 1d6  recovery. Temporary Quirks granted by these pies go away after your next Break, and can be removed early in the usual fashion. If there are other special effects associated with the Quirk, those go away when the Quirk does.



Pickled Pepper Pie

51

The pale, hot-water crust before you looks fresh and delicious. But the contents are sharp and sour as you chew with red and yellow pickled peppers and sweet basil getting caught in your teeth as you swallow. Then comes the heat, bubbling up from your stomach, up your throat, and out of your mouth. Wait! Did you just burp up a spark?

Upon eating this pie, you gain the Temporary Quirk "Burning Up". At any time before your next Break, you may expend this Quirk (removing it from your character sheet) to inflict +3  in a scuffle.



Cookie Cake Pie

52

The top of this heavy pie is a dark brown, moist, bittersweet chocolate cake. But as you bite down, you discover a surprise underneath: a layer of buttery sweet cookie dotted with chocolate chips, followed finally by a lovely, flaky crust. It's sugary enough to make your teeth vibrate with energy.

Upon eating this pie, you gain the Temporary Quirk "Sugar Buzzed". At any time before your next Break, you may expend this Quirk (removing it from your character sheet) to automatically turn a single contest into a Surprise Attack in your favour.

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



Flower Pie

53

Sugared violets and bits of fragrant, dusky lavender sit prettily on top of the pale pink custard of this pie. The whole thing is a little odd, but the rose-scented custard is light and airy on your tongue. That first taste melts away the tension bite by bite, and as you gorge yourself, you feel better and better until the pie is nothing but a sweet memory.

When eaten, this pie reduces your to 0, no matter how high it is.



Stargazey Pie

54

Six fish heads jut out of the dark, golden crust before you. Biting down on it at least lets you know the oily heads are edible as they crunch under your teeth. The potatoes within have soaked up the fatty bacon and the oil from the fish. The final, lingering taste is of the smoke of the bacon mingled through with pungent mustard.

Upon eating this pie, you gain the Temporary Quirk “Roly Poly”. While it lasts, your highest Facet and your lowest Facet trade ratings. This strange transformation should be roleplayed to the hilt!



Blood Pie

55

Several dainty pairs of holes puncture the top of this crust, allowing the coppery-scented steam out without cracking the golden, flaky top. Within sits a thick, dark jelly, lush with flavour, with the salty chunks of blood sausage and oats providing a gut-clenching fullness to it.

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



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



Squid Pie

56

Under this craggy, golden pie crust is an exquisite mixture of savoury vegetables and tender white rings of squid. Each bite tells a tale of Mae's love of her craft, with saffron and garlic calling out in the briny depths of the white wine, tomatoes and black olives, with a red pepper heat that warms your mouth.

Upon eating this pie, you gain the Temporary Quirk "Non-Euclidean". While it lasts, any human who engages you in a contest suffers 1 ⚡ from mental confusion, even if she wins!



Coconut Cream Pie

61

A mysterious fluffy creamy topping sits amidst pale yellow custard in a crisp crust. A laden swallow carries the taste of whipped cream and coconut down your throat. The light toasting of golden-brown coconut adds a nuttiness and a faint crunch. Altogether, it is sweet, light and tropical on your tongue, bringing to mind Summertime.

Upon eating this pie, you gain the Temporary Quirk "Lightness of Being". At any time before your next Break, you may expend this Quirk (removing it from your character sheet) to suffer -3 ⚡ from one physical threat.



Mud Pie

62

Did Mae give up? This pie is a dark brown pile of sludge, with black bits of what looks to be dirt on top. It certainly doesn't smell like earthy mud, though it's about as dense. When you bite into it, to your surprise, you find it bittersweet and smooth. Within is a thick pudding rich with chocolate and crushed pieces of darkly flavoured biscuits. It lingers in your mouth and in your stomach like a delicious brick.

Upon eating this pie, you gain the Temporary Quirk "Increased Density". While it lasts, you weigh ten times as much as normal, and receive +1 edge in contests where the extra weight would help.



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



Root of Pi

63

This pie is shaped differently than the others, in the form of a perfect square. It is chock full of thinly sliced, earthy roots that lay about tangentially to each other, and layered so that the spaces in-between are filled with the scratchy juices from beets and celery root.

Upon eating this pie, you gain the Temporary Quirk “Mathematical!”. At any time before your next Break, you may expend this Quirk (removing it from your character sheet) to set the Result of a single roll you’ve just made to 3.14, no matter what came up on the dice.



Half a Dozen Blackbirds

64

The odd grainy, craggy crust of this pie comes from the smattering of fennel seeds and the rye flour used. When you cut into it, half-a-dozen live – and very annoyed – blackbirds pop out! You’re not sure you want to know how Mae managed that...

This pie does not restore Stress. The flock of blackbirds will follow your orders out of gratitude for releasing them from the pie (and annoyance at the Big Folks who put them there). Treat the flock as a single NPC with **Craft 3, Stress Limit 5**, and the Quirks “Soaring Sneak-thieves” and “Easily Distracted”.



Vinegar Pie

65

This pie is rather innocuous: a simple, golden custard sitting in a pastry shell. The only decoration is a pretty pattern of cinnamon dust that marks out the precise number of slices. Once you bite into it, you find the custard full of a sour taste of vinegar that melts into a silky sweetness tinged with apples the more you chew.

Upon eating this pie, you gain the Temporary Quirk “Full of Vim and Vinegar”. While it lasts, your Stress Limit is increased by 3. If this effect goes away while your  is higher than your normal Stress Limit, you Stress Out!



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

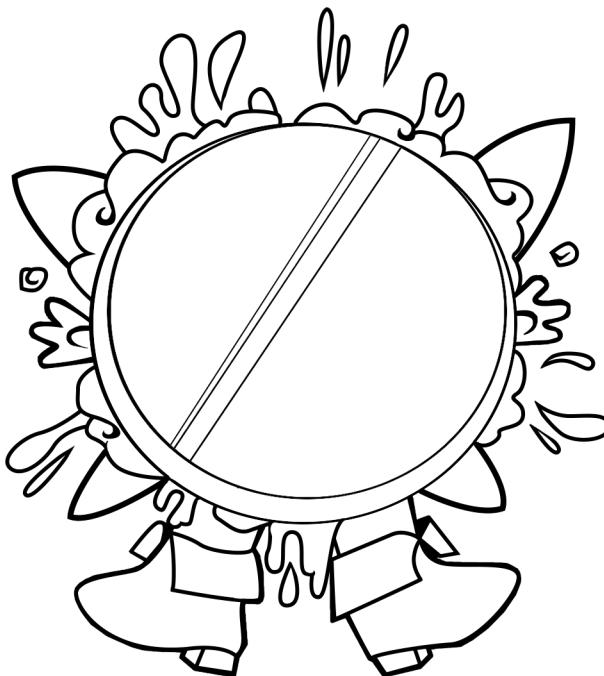


Fairy Dust Pie

66

The woven crust shimmers with a dusting of sugar crystals, with finely chopped ingredients underneath. The taste alternates between the pungent earthiness of mushrooms and the soft, mellow apples, with the strong scent of rosemary and honey lingering in-between moments. The flavour feels magical in how quickly it moves in-between sweet and savoury and back, as if it recognises your shifting mood.

Upon eating this pie, you gain 1 , and must then Quick Change at no cost into a randomly drawn Costume. This effect – both the  gained and the mandatory Costume change – repeats itself every time you fail a roll or lose a contest, until you've changed Costumes five times.



★ Illustration Credits ★

Page(s)	Illustration	Artist
3	<i>Village (Before)</i>	Louise Kay Uy
7	<i>What Happened Here?</i>	Kimberly Wang
9	<i>Arrival</i>	Louise Kay Uy
12	<i>Tea with the Mayor</i>	Esme Baran
17	<i>Pie Eating Contest</i>	Louise Kay Uy
19	<i>Dramatis Personae</i>	Louise Kay Uy
20	<i>Mae Honeydew (Portrait)</i>	Kimberly Wang
21	<i>Tanya Barrington (Portrait)</i>	Louise Leung
22	<i>John Thompson (Portrait)</i>	Louise Kay Uy
23	<i>Bill Harvey (Portrait)</i>	Louise Kay Uy
24	<i>Smithee Smith VI (Portrait)</i>	Dawn Davis
25	<i>Allison Carter (Portrait)</i>	Louise Kay Uy
26	<i>Rose Carter (Portrait)</i>	Esme Baran
27	<i>Smithee Smith VII (Portrait)</i>	Esme Baran
28	<i>Mayor Vanderberg (Portrait)</i>	Esme Baran
29	<i>Jack Pratt (Portrait)</i>	Dawn Davis
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36	<i>Shady New Drug</i>	Louise Leung
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61	<i>Pie Slice</i>	Louise Leung
66	<i>Pie Press</i>	Louise Leung
71	<i>Pie Splat</i>	Miranda Harrell
73	<i>Village (After)</i>	Louise Kay Uy



Bite sized fun with big flavour in...

THE BIG PIE CAPER

Come to the village pie festival! Eat a hundred times your weight! Teach three very foolish humans the dangers of asking fairies for help in romance!

The Big Pie Caper is a *Costume Fairy Adventures* Playset for 3–6 fairies, featuring a target-rich environment for mischief and light-hearted chaos. Enter (or subvert!) the famous pie-eating competition, evade the wrath of the Sheriff, and make the overworked baker's special day uniquely magical.

With a flexible core scenario supplemented with buckets of random whimsy, from sinister gnomes and strategic sheep to the one and only Random Pie Generator, *The Big Pie Caper* is suitable for new and experienced gamers alike.

The Big Pie Caper is not a complete game. You will need the *Costume Fairy Adventures* Core Rulebook and Core Costume Deck to use this Playset.



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Act 1: A Bargain with the Fair Folk

Burn His Wick (10 Motes)

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

Spoil His Meat (10 Motes)

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

Playing at Cupid (10 Motes)

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

Act 2B: Piestravaganza

Eat the Hostages (10 Motes)

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

Rebranding (10 Motes)

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

Act 2A: The Pie-Eating Contest

Victory through Superior Gluttony (10 Motes)

Make sure a fairy wins the competition.

Festival to End All Festivals (10 Motes)

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

Act 2D: The Baker's Prayer

Time to Get Paid (10 Motes)

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

Quality over Quantity (Max. 10 Motes)

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



Mae Honeydew

The Pie Price (5 Motes)

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

With a Little Help (5 Motes)

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

Tanya Barrington

Playing the Field (5 Motes)

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

Very Big Sister (5 Motes)

Convince Tanya to join you in cosplay.

John Thompson

Leverage (5 Motes)

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

Puppies Before Paramours (5 Motes)

Arrange for John to adopt a pet.



Bill Harvey

Enabler (5 Motes)

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

Guilty Conscience (5 Motes)

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

Smithee Smith VI

Doomed to Repeat It (5 Motes)

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

Traditional Fairy Values (5 Motes)

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

Allison Carter

Mandate of the Fields (Max. 5 Motes)

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



+2 (bonus)

Get Carter (15 Motes)

Successfully prank Allison.

Rose Carter

Kissing Hands and Shaking Babies (5 Motes)

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

Non-core Promise (5 Motes)

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

Smithee Smith VII

Refusal of the Call (5 Motes)

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

Scapegoatee (5 Motes)

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

Mayor Wallace Vanderberg

Uncaging the Dragon (5 Motes)

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

Work/Life Balance (5 Motes)

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

Jack Pratt

What Is His Damage? (5 Motes)

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

Decisive Action (5 Motes)

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

Village Square

Historical Revisionism (5 Motes)

Turn Miranda Clegg into a fairy.

Pointless Competitiveness (5 Motes)

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



Honeydew Bakery

Pie-a-pult 2.0 (5 Motes)

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

Overtime Considered Harmful (5 Motes)

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

Town Hall

Pixie's Perfect Math Class (5 Motes)

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

The Rose Gables Inn

Help Reluctantly Accepted (2 Motes)

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

+3 (bonus)

Merry Mixologist (Max. 5 Motes)

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

Alchemist Atelier

Festival Means Fireworks! (5 Motes)

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

Pielixer (5 Motes)

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

The Smithy

Hot Iron (5 Motes)

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

Surprisingly Sensible Precaution (5 Motes)

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

Town Hall (Hidden Room)

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

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

Chapel

Pareidolia (5 Motes)

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

Vestments of Faith (5 Motes)

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

Jack Pratts House / Inventors Lab

Should Have Invented Security (5 Motes)

"Liberate" an awesome invention from the lab.

Home Improvement (5 Motes)

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



Village Green

Tragedy of the Commons (5 Motes)

Organise an impromptu public picnic. Everyone's invited!

Grand National (5 Motes)

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

The Old Oak Tree

Something to Tell the Grandkids (5 Motes)

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

Crack Pairing (Max. 5 Motes)

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



The Water Mill

Miller's Toll (5 Motes)

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

All the Fun of the Fair (5 Motes)

All fairies successfully ride the wheel for a full circuit.

The Haunted House

Beat the Home Team (5 Motes)

Surpass Miriam in spooking passers-by.

Cliché Romance Ending (5 Motes)

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

Abandoned Garrison

Annexation (5 Motes)

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

Little Sisters' Army (5 Motes)

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

Dungeon Entrance

In Accordance with Prophecy (5 Motes)

Fake a convincing monster emerging to terrorise the village.

Recursion (5 Motes)

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

Prototype Clothing Factory

Mass Production (5 Motes)

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

The March of Progress (5 Motes)

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

Wedding Grove

Mercy Mission (5 Motes)

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

By the Power Invested in Someone Else (5 Motes)

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



Mannerly Manor

Mannerly Mnemonics (Max. 5 Motes)

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



Bring the Party to Them (5 Motes)

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

The Terrible Twins (G-Rated Version)

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

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

Playing Favourites (5 Motes)

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

The Terrible Twins

Over Eighteen, Probably (5 Motes)

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

Playing Favourites (5 Motes)

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

Tanuki Tart Consortium Rep

Astroturfing (Max. 5 Motes)

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



Tanuki Leaf

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

Unethical Grandparents

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

Terrify an innocent young boy in front of his grandparents.

Natural Justice (5 Motes)

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

Feisty Farmers

Social Drinkers (5 Motes)

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

Cowherd Tipping (5 Motes)

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

Teenage Witch in Trouble

All's Well That Ends Well (5 Motes)

Make the poltergeists someone else's problem.

Looks Familiar (5 Motes)

Trade a promise of allegiance to the Witch in return for a magical secret. **Bonus:** One fairy gains 2 and must exchange one of her Costumes for the Witch's Hat, if it is available.

Feisty Farmers (G-Rated Version)

The Dentist Wouldn't Approve (5 Motes)

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

Cowherd Tipping (5 Motes)

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



The One Good Gnome

The Oathbreaker Redeemed (5 Motes)

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

Special Snowflake (5 Motes)

Obtain a serviceable trenchcoat for the gnome to brood in.

Mistress of Cakes

Cold Iron Chef (5 Motes)

Defeat the Arch-pâtissière in a cooking battle.

Michelin Peace Price (5 Motes)

Bring Mae and the Arch-pâtissière together as friends.

The Prince

Half the Battle (5 Motes)

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

Safer to be Feared than Loved (5 Motes)

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

Poorly Disguised Spider

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

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

Atypical Monk

Like Water (5 Motes)

Render the Itinerant unconscious with pies.

Like Wind (5 Motes)

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

The Thief

Nine Tents of the Law (5 Motes)

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

Citizen's Arrest (5 Motes)

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

Fops

Honest Day's Work (5 Motes)

Compel the fops to undertake hard labour.

Cut Off from the Herd (5 Motes)

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

Food Stockpile

Food Fight? (5 Motes)

Food fight.

When Your Tailor Is a Chef (5 Motes)

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



Pie Decoration Table

Do Your Best! (Max. 5 Motes)

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



Meta-sabotage (5 Motes)

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

The Babysitters

Off with the Fairies (5 Motes)

Hyperstimulate the children and set them loose.

The Sport of Queens (5 Motes)

Ride human children like ponies.

Beer Cart Pulling In

The Great Cart Robbery (5 Motes)

Secure the beer for faekind (all of it).

This Is a Terrible Idea (5 Motes)

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

The Squire's Speech

Post-traumatic Stage Fright (5 Motes)

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

In the Name of the Queen (5 Motes)

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

Meddling in the Affairs of Wizards

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

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

+5 Thingy of Shininess (5 Motes)

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

Hat Sale

Combo Deal (Max. 5 Motes)

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



Publicity Stunt (5 Motes)

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

Instant Pie Challenge

The Prize Is More Pies (5 Motes)

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

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

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

Mildly Deranged Missionary

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

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



The Pie Prophecy (5 Motes)

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



Spontaneous Display of Patriotism

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

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

One More Verse (5 Motes)

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

The Entertainment Business

The Fairy Show with the Pixiedust Mayhem (2 Motes)

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

+3 (bonus)

Stealing the Limelight (5 Motes)

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

Goddess of Pies

Ironically Poor Godmothers (5 Motes)

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

In the Beginning, There Was Pie (5 Motes)

Concoct and help stage the Goddess' first miracle.