



OFFICIAL GAME PLAYSET

TOMB OF FOULIES

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—••• Tomb of Follies •••—

A Playset for Costume Fairy Adventures

Revision 1.00

CONTENTS

DUNGEON CRAWLING FOR PLAYERS

7

Preparation	7
Special Rules for Players	7
Dungeon Crawling Step by Step	8
Your Inventory	8
Base Camp	9
Exploration	10
Encounters	14
Stressing Out in the Dungeon	16

DUNGEON CRAWLING FOR GMs

17

Preparation	17
Special Rules for GMs	18
The GM's Turn	18
Mapping the Dungeon	19
Building Encounters	22
Running Encounters	26
Resolving Encounters	29
Random Disasters	31

THE SCENARIO

34

Setting Up	35
Major NPCs	36
Base Camp	38
Tutorial Area	39
Random Encounters	43
Pregenerated Encounters	44
Confronting Acacia	48
Concluding the Adventure	52
Random Disasters	54
Empty Room Quirks	72

CREATING SCENARIOS

73

Basic Scenario Design	74
Designing Encounter Cards	75
Designing Boss Encounters	83
Designing Random Disasters	91
Designing Empty Room Quirks	95

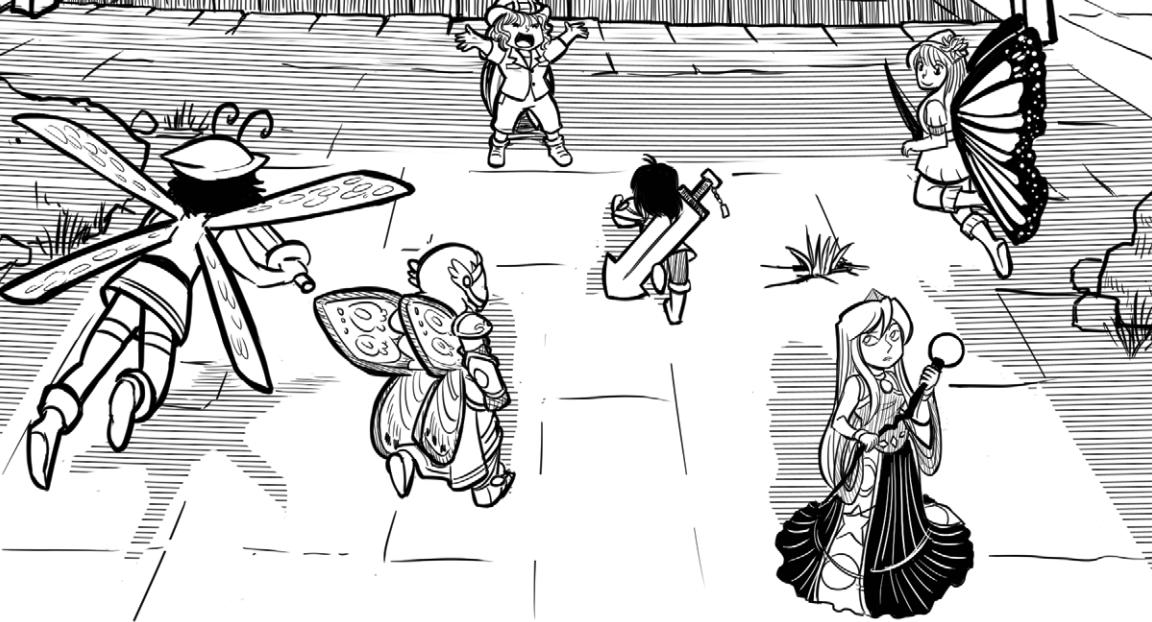
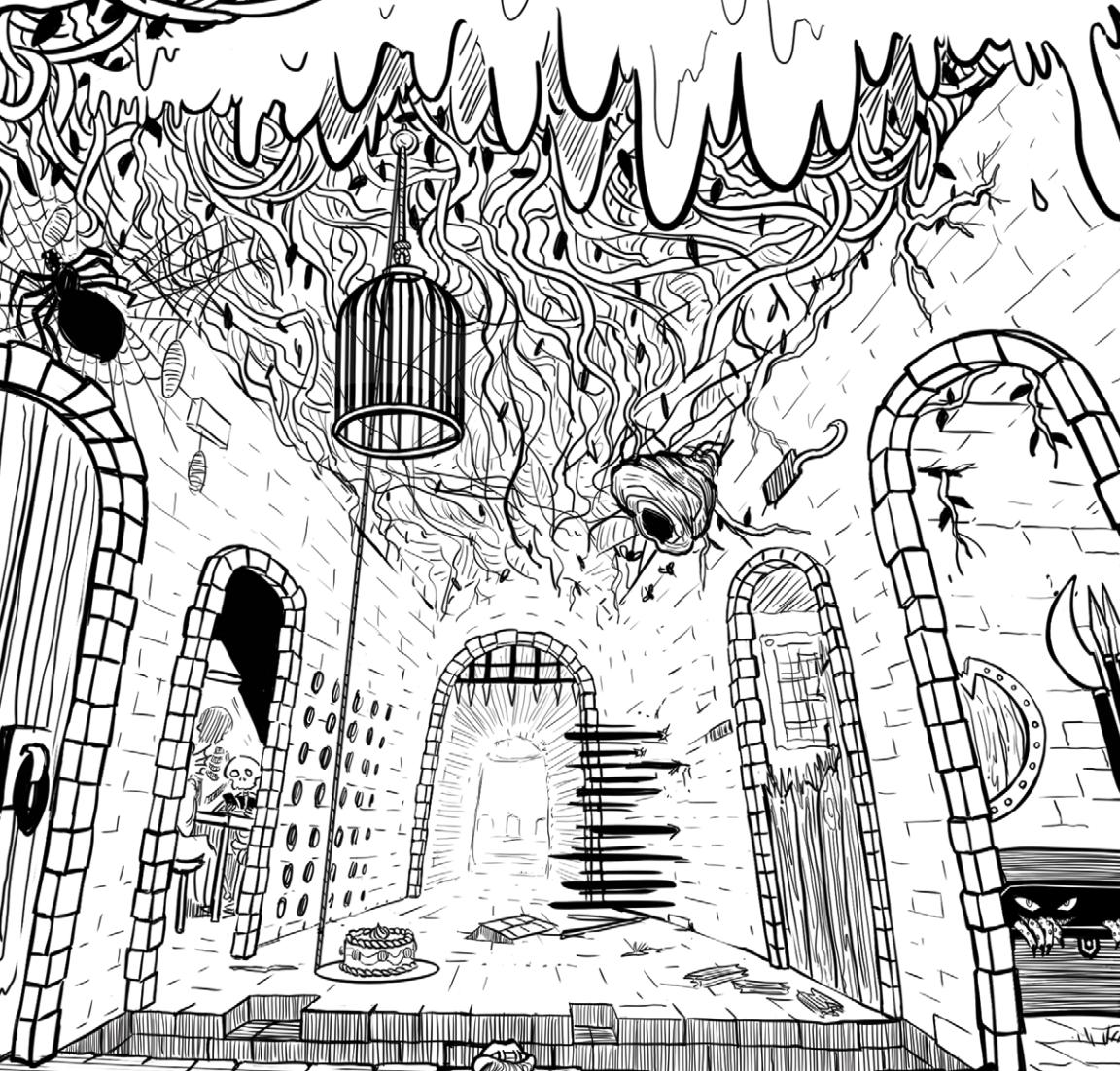
INTRODUCTION

The Elf Acacia Redleaf has stolen immense power from the Court of the Fae Queen and gone on a wishing rampage. She was last seen conjuring up a deadly labyrinth to serve as her stronghold. Your party of effervescent immortal nature spirits will venture into the dungeon to face the likes of the efficient crushing corridor trap, apologetic werebear assassin, and a horde of menacing (and misunderstood) villains!

Tomb of Follies updates *Costume Fairy Adventures* to bring the worlds of tiny eternal pranksters and subterranean treasure hunting together. We've included a complete dungeon crawling scenario, plus everything an aspiring GM needs to create fairy dungeon-delves of her own. It pays homage to a style of play made famous by countless tabletop roleplaying games, video games and board games, while adding a few twists of its own.

Whether you're an old hand with secret doors and vicious kobolds or a dungeoneering novice, your fairy will take risks big and small to defeat a wish-crazed villain and get home safely with piles of loot – and perhaps forge further legends in dungeons of your own devising!





DUNGEON CRAWLING FOR PLAYERS

This section covers the basics of exploring dungeons and fighting dragons, *Costume Fairy Adventures* style. We'll look at it from a player's perspective to start with; running dungeons as a GM has its own section later on.

PREPARATION

This Playset uses the following Plugins from the Core Rulebook:

- ★ Fairy Free-For-Alls
- ★ Methodical Mischief
- ★ Structured Shenanigans
- ★ Competitive Capers
- ★ Level Up! (use the “Medium” advancement column)

We'll call out whenever we're referring to a rule that comes from a Plugin, so don't worry if you run into some unfamiliar terms – we're getting there!

SPECIAL RULES FOR PLAYERS

In addition to the listed Plugins, dungeon crawling has a couple of special rules for player resources:

- ★ You and your friends have a single, shared Magic Pool, with a starting value equal to three times the number of fairies present. Whenever you receive Magic, it goes into this shared pool. You can't stop another fairy from spending Magic – though you can certainly give her a hard time about it!
- ★ Instead of rolling when eating food, the  recovery is fixed at 5 points. Any reference to a “meal” should be read as “enough food to recover 5 

7

DUNGEON CRAWLING STEP BY STEP

Exploring dungeons goes something like this:

- 1 You'll start out in your base camp, and make any necessary preparations. Mostly this involves filling your inventory up with Costumes and food.
- 2 You'll enter the dungeon and explore it, searching for unvisited rooms.
- 3 When you find a room you haven't explored yet, you can enter it, potentially triggering an Encounter.
- 4 Resolving an Encounter yields Mischief Coins, which you'll carry in unused inventory slots.
- 5 When you can't carry any more Mischief Coins, you'll return to base camp and cash them in for Mischief Motes. This may cause you to level up.
- 6 Repeat until you find the boss.

This happens according to the turn-based framework defined in the **Competitive Capers** Plugin, though you're not actually competing with each other – even working together, you'll have more than enough trouble on your hands!

YOUR INVENTORY

Your fairy has six inventory slots. An unworn Costume occupies one slot, as does a single meal. Certain other things may take up inventory slots as well. This rule completely replaces the normal limits on held Costumes. You could theoretically cart around up to *seven* Costumes (i.e., one currently worn, plus six in your inventory) – but then you'd have no room to carry anything else!

You can discard items from your inventory or trade with other fairies at any time if you need to make room. This doesn't count as your action for the turn. Items disappear when discarded unless another fairy picks them up during the same turn cycle.

Any effect that would normally increase the number of Costumes you can hold – like the level 4 and 8 bonuses in the **Level Up!** table – instead expands your inventory slots.

BASE CAMP

Your base camp is a safe Location outside the dungeon. You always start there, and can return at any time by leaving the dungeon.

Spending a turn at your base camp has the following effects:

- ★ You completely clear your .
- ★ Your Mischief Coins are exchanged for Mischief Motes at a rate of 5 Motes per Coin. You also receive 1  per Coin turned in.
- ★ The turn counts as a Break. You can do anything you could normally do on a Break, subject to the usual limits.

In addition, when you leave your base camp, you can fill all of your empty inventory slots with food. This doesn't count as an action.

Optional Rule: Gearing Up

Normally, all of your notional “adventuring gear” is represented by your current Costume. If you want a little more flexibility, though, with your GM’s approval you can try this optional rule.

Once per turn spent at base camp, *instead of* Scrounging for a new Costume, you can add a piece of potentially useful junk to your inventory: a ten-foot pole, a hand grenade, a case of 144 rubber chickens, etc. Whatever it is, it takes up one inventory slot, and functions as a minor Advantage as per the **Methodical Mischief** Plugin. There’s no cost for creating this Advantage – giving up your chance to Scrounge is cost enough!

This rule applies only to gearing up at base camp. We’ll cover creating Advantages while exploring the dungeon in the next section.

Everyone has returned to base camp after an incident involving a hayfever-prone dragon and a room full of flammable mushroom spores. While the other fairies Scrounge for Costumes, Red’s player has her catch rats around the camp and tie them up in a sack. This bag of rodents takes up an inventory slot, and will serve as a minor Advantage once she finds a situation desperately in need of more rat. When the fairies leave base camp, Red fills her remaining five inventory slots with delicious cake.

EXPLORATION

Once you decide to enter the dungeon, you're in exploration mode. Unless otherwise noted, you never count as being on a Break while inside the dungeon, so each fairy gets the standard one action per turn. You're all on the same team, so it doesn't matter what order you take turns in. There are a handful of new actions you can take that deal specifically with dungeon crawling – but first, we'll take a look at how movement works in a dungeon setting.



For simplicity, a complete go-around from the start of one GM turn to the start of the next GM turn, in which each fairy takes exactly one turn, will be referred to as a “turn cycle”, or a “cycle” for short.



Maps and Movement

The first choice you have to make every turn cycle is whether to move to a different Location. You have to make this decision as a group, before anyone takes any actions. We observe a strict “no splitting the party” rule, so either everybody moves, or nobody does.

Dungeon Locations are called “rooms”, and are organised into a grid. Each room is adjacent to up to four other rooms: one each to the North, East, South, and West. For mapping purposes, rooms are treated as squares, and all rooms are the same size on the map. Deciding where to move is as simple as picking a direction. There has to be an exit in that direction, of course; the GM’s section will explain how to determine where the exits are.

If the whole group takes no actions, you can move two rooms instead of one. You can’t enter unexplored rooms this way – it’s mostly for quickly heading to and from camp.



Handling maps this way may occasionally result in nonsensical dungeon layouts, like a room whose connections to adjacent rooms don’t make sense unless it’s larger on the inside than it is on the outside. This is okay – fairies don’t have enough attention span to notice these things!

The fairies are in a room that contains a titanic and ancient castle sinking into a brooding swamp. It has exits to the North and East. Going East, they find themselves in the cramped wine cellar. The players draw the wine cellar onto their map as a box the same size and shape as the sprawling swamp they just left.

The cellar has exits to the East and South as well as the one to the West leading to the swamp. The fairies head South and find themselves on the inside of a sunken ship, where they have an Encounter helping an obsessive-compulsive mermaid with her explosive crab collection while fighting off some waterlogged zombies. The sunken ship has no exits other than the one to the North where the fairies came in, so afterwards they decide to head back. They can definitely move back to the wine cellar; if they decide not to take any actions they can reach the swamp in the same turn, but they can’t go through the cellar’s East exit because they haven’t explored it yet.

Taking Actions

After you've moved (or decided not to), you get to take an action. If you've arrived in a room with an **Encounter**, your action is "deal with the Encounter". Otherwise, you can use any of the regular actions in the Competitive Capers Plugin, as well as the following dungeon-specific ones.

Secure a Room

Once a room has been explored, you can secure it against further mischief. Spending a turn in a secured room counts as being on Break. Make a Wishful Thinking roll against any Facet. If you succeed, the room is secured, and you can replace the room's Location Quirks with up to two of your own design. If you fail, the room is still secured, but the GM picks the Quirks.

Search for Secret Passages

If a room has fewer than four exits, you can search for secret passages. Make a Wishful Thinking roll against any Facet. If you succeed, you can create a new exit in any direction that doesn't already have one. If you fail, the exit is still created, but a Random Disaster promptly spills out!

Try for Advantage

You can use your action to create an Advantage, normally by making a test. You can do this alone, or multiple fairies can combine their efforts, each testing a different Facet. The number of successful rolls determines the quality of the resulting Advantage: one for minor, two for moderate, etc. You can pay one of the costs under the "Creating Advantages" header in the Methodical Mischief Plugin instead of rolling.



When you're in a secured room, you can create minor Advantages without rolling, since "spend a Break" is a valid cost for Advantage creation.

Scout Ahead

You can peek into adjacent rooms to see if there's an Encounter waiting for you. Pick an exit; the GM will tell you whether there's an Encounter, what its Stress Limit is, and what it looks like. Multiple fairies can scout multiple exits.



The fairies have returned to the swamp. At the start of their turn, they decide to move into its North exit, as yet unexplored. The GM describes the room as a tea party that seems to have been abandoned only moments before. There is an exit to the East. She tells the group that the room Quirk is “Abandon Room!” and confirms there’s no Encounter. Thus the fairies are free to take actions.

Robin eats to bring her Stress total under control. Mabby decides to Scout Ahead to the East, and the GM informs the group that there’s an Encounter involving an oversized dragon, a frazzled centaur and projectile bees with an Encounter Stress Limit of 32.

Letty’s player decides that’s a little too rich for the party’s blood at the moment, and has the Elf attempt to find a secret door. Letty demands that another exit show itself, and faces the North wall. Her player tags Letty’s “Self-important” Quirk, pays her 3  for Wishful Thinking, and succeeds on her test. She describes a mirror on the North wall flickering and then becoming a portal to the beyond!

Meanwhile, Calla and Red’s players decide to collaborate to Try for Advantage. Calla postulates that the tea-party accoutrements are cursed to expel their users from the room, and thus if they can control the force of even a single banishing baumkuchen they would have a potent weapon to use against the dungeon’s denizens. She and Red seize a cake and prepare to run for the mirror with it, using Craft and Moxie respectively to cover the intellectual and physical sides of the plan, each tagging “Abandon Room!”. Both succeed on their rolls, giving the party a moderate Advantage.

Since everyone has acted, the turn cycle comes to an end. At the beginning of the next cycle, the party elects to move into the unexplored room revealed by Letty...



ENCOUNTERS

Whenever you enter an unexplored room, you may find an Encounter waiting for you. Encounters may also turn up in previously explored rooms that haven't been secured, but it's rare; the GM's section has more details on when this can happen.

Participating in Encounters

Formally, an Encounter consists of an Encounter Shenanigan with a Stress Limit as per the **Structured Shenanigans** Plugin, paired with a number of NPCs or Hazards that play a role in that Shenanigan. In order to overcome the Encounter, you'll need to mark off all of the Encounter Shenanigan's Stress boxes using appropriate actions. In theory, you don't have to Stress Out all of the NPCs and Hazards, or even *any* of them; in practice, they'll probably oppose you, or at least get in your way, so contests will be unavoidable.

From your perspective, the Encounter is resolved as per the **Fairy Free-For-Alls** Plugin. From the GM's perspective, there are a number of special considerations that we'll talk about in the GM's section. The Free-For-All only takes up one exploration turn for each fairy involved (typically the same turn you entered the room on), no matter how many rounds it goes on for.



Sadly, the Encounter through the mirror is even worse than the projectile bee situation the party avoided – a gigantic lobster gourmand with a taste for fairies, a pack of duplicitous Pixies in Mascot Suits that seek to feed others to the lobster to save their own skin, and cauldrons of bubbling oil hanging over frying-pits. It looks like the fairies are in grave danger of being eaten!



Don't forget that successful Wishful Thinking marks triple ⚡ against a Structured Shenanigan! Even failed Wishful Thinking marks 3 ⚡ as a consolation prize (as per the Competitive Capers Plugin), so you'll never lose out by trying for a wish.

Fleeing Encounters

If an Encounter is going badly for you, you might want to beat a tactical retreat. Declare your intention to flee as your action for the round, and make a roll against whatever Facet best suits your method of retreat. This roll isn't considered to be targeting anyone – you're effectively just defending yourself for the round.

At the end of the round, assuming you haven't Stressed Out, you're removed from the Encounter. If you left any of your friends behind, the Encounter continues without you! Otherwise, the Encounter ends, and no Mischief Coins are awarded. Should you return to this room later on, you'll find the same Encounter waiting for you, with all Stress Limits – including that of the Encounter Shenanigan – cleared.

If a room with an unresolved Encounter has multiple exits, it's not possible to pick which one to flee through; you must always flee back the way you came.



After one round, things are looking grim for the fairies. With the help of the banishing baumkuchen they rid themselves of the Pixies, but Letty, Robin and Mabby all took significant ⚡. At the start of the next round, Mabby's player declares she'll flee, as she's getting far too close to her Stress Limit for comfort and her inventory is full of too much good stuff to risk. She rolls against Grace to represent flitting smoothly around the drops of boiling oil and the lobster's snapping claws to return through the mirror. Her Result is 4, which is a success, and serves as an excellent defence, allowing her to escape at the end of the round.

Nobody else flees, so the Encounter continues without Mabby.

Stressing Out in Encounters

When you're using the Competitive Capers and Fairy Free-For-Alls Plugins together, as in this Playset, it's important to remember that you return from Stressing Out after skipping a *whole turn*. A Free-For-All happens entirely in the space of a single turn cycle, no matter how long it goes on, so if you Stress Out during a Free-For-All, you don't get to come back next round – you're out for the duration!

Occasionally, this may result in everybody Stressing Out in the space of a single Encounter. If this happens, the Encounter that wiped you out remains in place, just as though you'd fled from it.



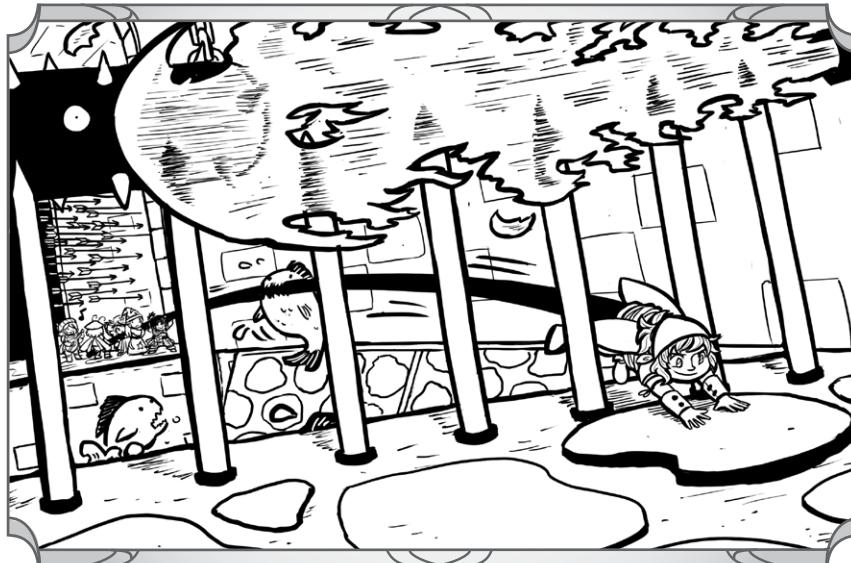
STRESSING OUT IN THE DUNGEON

When you Stress Out in a dungeon, you lose *all* of your inventory contents, including unworn Costumes! After sitting out for the requisite turn, you reappear with the rest of the group. If everybody Stressed Out at once (e.g., during an Encounter wipe where nobody fled), you reappear at base camp instead. In any event, you get one free draw from the Costume Deck as a consolation prize.



Lack of Mabby and poor rolling sees the remaining five fairies Stressed Out. That ends the Encounter and thus the turn cycle. The Encounter resets to its starting condition, including the restoration of the turncoat Pixies.

Since Mabby successfully escaped, she's the only active fairy during the following turn cycle – everyone else is on an enforced Break. She spends that turn eating to address her  problem. The rest of the fairies reappear with her at the abandoned tea party at the start of the turn after that, with empty inventories and each wearing a new randomly drawn Costume.



DUNGEON CRAWLING FOR GMs

In this section, we'll go over the stuff you'll need to take care of "behind the curtain" in order to run a successful dungeon crawl.

PREPARATION

Familiarity with the Core Rulebook will help you in this section, particularly the notes at the end of each Plugin that talk about how it interacts with other Plugins. We'll specifically call these interactions out whenever they're important.

In addition, give the Encounter Cards a thorough once-over. You'll have to think on your feet to come up with suitable Encounter Shenanigans, so you definitely don't want to be seeing them for the first time when your players blunder into them!

Finally, if you're running this Playset face-to-face, all of the Encounter Cards have been provided as print-and-play cards for ease of reference. We've also provided printable food and Mischief Coin tokens to make inventory tracking a little easier. You'll find copies of both PDFs in your download package, or you can download them from the Penguin King Games website at www.penguinking.com.



This section will assume that you're using the scenario included in this Playset, and will refer to it for examples.

Later on (Creating Scenarios, p. 73), we'll talk about how to create your own original scenarios for use with *Tomb of Follies* style dungeon crawling.

SPECIAL RULES FOR GMs

Owing to the high frequency of Free-For-Alls, dungeon crawling fairies tend to generate a lot more Trouble Dice than usual. We've made a couple of adjustments to the Trouble economy to reflect this:

Placing Encounters 20

Building Encounters 22

Random Disasters 31

- ★ Summon Opposition costs 5 ☠ rather than 3 ☠. This mostly comes into play when handling Encounters – see **Placing Encounters** and **Building Encounters** for more information.
- ★ Unleash Disaster costs 10 ☠ rather than 5 ☠. When and how to Unleash Disasters during a dungeon crawl has a section all to itself; check out **Random Disasters** for the details.

The cost of all other Trouble options, including activation of NPC Powers, is unchanged. Likewise, Costume Powers that modify the GM's cost for specific Trouble options, like the Protagonist Garb's "High Random Encounter Rate", are applied as-is; they're not modified to reflect the higher base costs.

THE GM'S TURN

This Playset involves a fair amount of bookkeeping, and most of it happens during the GM's turn. There are two important steps here:

Random Disasters 31

- ★ Increase the Turn Counter by 1. The current value of the Turn Counter comes into play when rolling for Random Disasters. See the **Random Disasters** section for more information.

Placing Encounters 20

Building Encounters 22

- ★ If there are any unexplored rooms adjacent to the one the fairies just finished exploring, you'll need to figure out what Encounters they might run into on their next turn. See **Placing Encounters** and **Building Encounters** for more information.

We'll go over each of these in more detail in the following sections.

MAPPING THE DUNGEON

Some scenarios may have pre-defined maps for part or all of the dungeon, but by default, we'll use randomly generated dungeons. There are two parts to random mapping: placing exits, and placing Encounters.

Placing Exits

Once a new room has been explored, you'll need to determine whether it has any exits apart from the one the fairies came in by. If there's an Encounter in the room, don't do this until *after* the Encounter has been resolved; otherwise, you'll need to do it as soon as the fairies enter, in case anyone wants to use the Scout Ahead action.

Roll on the following table to determine the number of exits:

D6	EXITS
1	1
2–3	2
4–5	3
6	4

If the room already has at least that many exits, you're done. Otherwise, place the additional exits as you see fit. You should usually favour exits that lead to unexplored map spaces, unless the path back to base camp is becoming unwieldy. It's totally okay to place an exit leading to an unexplored space that already has exits from other rooms leading to it, though. (This is, in fact, how you end up with a room that already has two or more exits when initially explored.)



Aadhyā is running Tomb of Follies for her friends. Their fairies enter an unexplored room from the South, so she rolls to see how many exits it has, getting 2. Since the room already has the South exit, she only has to add one more. Putting the second exit to the West would connect with a room that had already been explored, which is permitted but not preferred, so Aadhyā picks East on a whim, leaving North and West without exits.

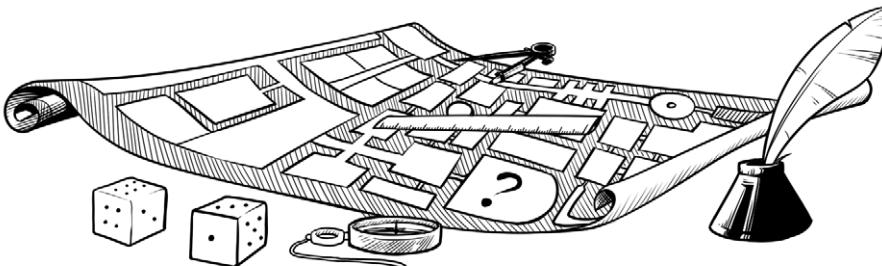
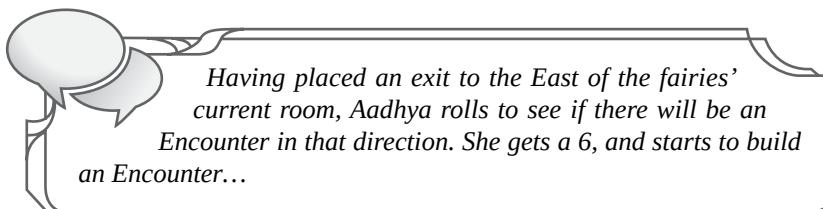
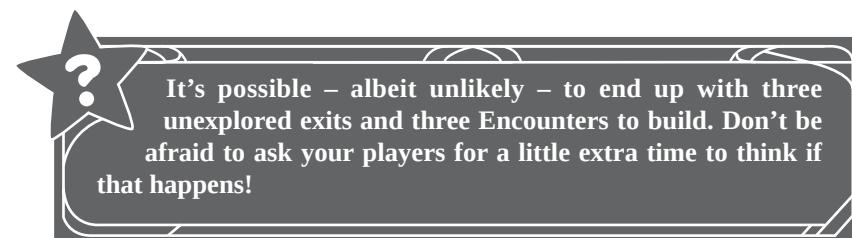
Placing Encounters

Once you've finished adding the exits, you can determine whether any of the unexplored directions of them have Encounters waiting. Normally, you'll do this during the GM's turn. Strictly speaking, you only have to do it for any directions the fairies have decided to scout out (via the Scout Ahead action), but it's usually a good idea to take the opportunity to do it all at once.

Empty Room
Quirks 72

For each unexplored direction, roll 1d6. On an even roll (i.e., 2, 4 or 6), the room that lies in that direction contains an Encounter. Otherwise, it's empty (of Encounters, at least); roll once on the **Empty Room Quirks** table to generate Location Quirks for the room. These Quirks have no particular effects, but may serve as fodder for Try for Advantage actions.

Once you've placed all of the Encounters, move on to the next section, **Building Encounters**, to figure out what those Encounters look like.



Purchasing Encounters

If a room doesn't have an Encounter in it, you can purchase one by spending 5  during the GM's turn. This is a Summon Opposition action, so any cost modifiers that apply to Summon Opposition (e.g., from Costumes currently in play) apply to purchasing Encounters.

Normally, you'll purchase Encounters in unexplored rooms that didn't generate Encounters. Placing new Encounters in previously explored rooms – including ones in which an Encounter has already been resolved – is also allowed for double the usual  cost; apply the doubling after applying all other modifiers. You can't purchase an Encounter in a secured room, nor in the room the fairies are currently occupying.

The fairies are backtracking to base camp, but their route bottlenecks in a room with only two exits.

Aadhyा buys an Encounter for that room before the fairies reach it. Since they'd explored it earlier, that costs her 10 .

Placing the Boss Room

Each dungeon has a boss room, which contains the final Encounter for that dungeon. When and how the boss room is placed depends on the needs of each scenario; you'll find one example in the included **scenario**, and in the final section of this Playset we'll discuss some guidelines for creating different types of **boss rooms**.

34 The Scenario

83 Designing Boss Encounters



Mapping the dungeon can be tricky during online play. The grid-based mapping approach makes it easier to improvise your own solution – you don't need a great deal of precision as long as the exits line up correctly. Many websites offer online drawing tools that will let multiple users scribble on the same canvas; just search for “shared drawing board” and see what comes up.

BUILDING ENCOUNTERS

An Encounter is a problem that needs fixing. This problem can sometimes be as simple as beating up a bunch of monsters, but usually it will be much more complicated. In any event, the fairies can't move beyond a room that contains an Encounter until it's resolved.

An Encounter has two components: a group of NPCs and Hazards, and an Encounter Shenanigan they're all tangled up in.

Encounter Cards

You'll build each Encounter using Encounter Cards. Each card contains a single NPC or Hazard, plus additional information to help put together the Encounter Shenanigan. We'll collectively refer to NPCs and Hazards found on Encounter Cards as "Challenges". Unless otherwise noted, an Encounter consists of three Challenges, so you'll need to draw three cards.

The components of an Encounter Card look like this:

1

CLOCKWORK TIME MACHINE (HAZARD)

It makes time! What else would a time machine do? It seems to work by means of many, many breakable-looking clocks.

2

WEAKNESS
moxie

3

STRESS LIMIT
8

4

CRAFT
C

5

DICE LIMIT
3

6

STRESS OUT
+3

7

Uh, Fairies Don't Age: A fairy who takes ⚡ from Clockwork Time Machine is removed from play for one round (or until the end of the Encounter, whichever comes first). On her return, she removes all ⚡ and loses all food items from her inventory. She gains the Temporary Quirk "Several Centuries Worth of Bored".

But Other Things Do: When the Clockwork Time Machine Stresses Out, the party gains a moderate Advantage representing the ability to turn it on something else.

10

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
0

9

WHAT ELSE WOULD IT DO?

8

★ B13

- 1** Name and description – This will help you describe the Encounter. The name line will also note whether the Challenge is an NPC or a Hazard.
- 2** Weakness – Every Challenge has a weakness. If a Facet is listed here, the Challenge suffers +2 ⚡ when it loses a contest to a fairy who's using that Facet. If it says “Special”, see the Challenge’s Powers block for more details.
- 3** Stress Limit – The Challenge’s Stress Limit.
- 4** Facet – The Facet the Challenge uses in contests.
- 5** Dice Limit – You’ll use this when declaring actions for this Challenge during an Encounter.
- 6** Stress Out – This is the Challenge’s Stress Out Bonus, which will come into play when it’s Stressed Out during an Encounter.
- 7** Powers – Any Powers the Challenge has will be described here.
- 8** Quirk – Fairies can tag this Quirk as one of the Challenge’s Personal Quirks, or as a Location Quirk, whichever is more advantageous. However, the same Quirk can’t be tagged in both capacities in a single round.
- 9** Number – If you’re playing online or otherwise not using printed Encounter Cards, you can roll d66 and refer to this number to select a card instead. Be sure to note which Encounter Cards have already been rolled, so you’ll know to re-roll if you get the same one twice.
- 10** Room Stress Limit & Mischief Coins – You’ll use these to put together the Encounter Shenanigan.

Replacing Encounter Cards

If you don’t care for the Encounter Cards you’ve drawn, you can replace one with a card of your choice for 5 💀. This is a Summon Opposition action, so any cost modifiers that apply to Summon Opposition (e.g., from Costumes currently in play) apply to replacing Encounter Cards.

The replacement can be any card you please, including a previously encountered one. You can use this option to create recurring mid-bosses by repeatedly returning the same NPC’s Encounter Card to play.

Encounter Shenanigans

Once you've drawn three cards (and potential replacements), it's time to figure out how they add up to an Encounter Shenanigan.

First, add up the Room Stress Limit and Mischief Coin values for all three cards. This will give you the Encounter Shenanigan's Stress Limit and Mischief Coin payout.

Now: what has drawn this motley gathering here? The problem represented by an Encounter Shenanigan should never be as simple as "beat up the monsters" if you can avoid it. Don't be afraid to ask your players for suggestions – what the fairies decide the problem is can be just as important as what's really going on!

Putting It All Together

In summary, there are three steps to creating an Encounter:

- 1 Draw three Encounter Cards. Optionally, replace drawn cards with cards of your choice at a cost of 5 ☺ apiece.
- 2 Add up each card's Room Stress Limit and Mischief Coins to find the totals for the overall Encounter Shenanigan.
- 3 Figure out what on Earth is going on here!





Aadhy is building the Encounter she placed to block the fairies' path back to base camp. She draws three Challenges from the Tomb of Follies deck: Tower of Hanoi, Kobold Break Time and Compulsory Swashbuckling.

Tower of Hanoi allows the Encounter to be defeated by a player (as opposed to her fairy) solving a puzzle. Aadhy knows Senait will demolish the puzzle in seconds, so she pays her 5  to discard Tower of Hanoi and replace it with Eye Tyrant Bodhisattva. It's a fairly tough Encounter, but she wasn't planning on being nice in the first place, so she sticks with those three Challenges.

The Eye Tyrant and Compulsory Swashbuckling each add 10 to the Encounter's Stress Limit, while the Kobolds add 6, for a total Stress Limit of 26. Likewise, they add 4, 4 and 2 Mischief Coins to the reward respectively, for a total of 10.

Aadhy decides the Bodhisattva has taken it upon herself to spiritually improve the Kobolds by organising them into a crack squad of musketeers to defeat the fairies. The Tyrant herself looks down from the tower of her Cursed Cathedral in the middle of a baroque city, shooting eyebeams across the ocean at the fairies' ship (where the fairies will abruptly find themselves at the start of the Encounter).

Optional Rule: Pregenerated Encounters

If improvisation isn't your strong suit, you can write up Encounters ahead of time. The process is the same: draw or choose three cards, calculate the Stress Limit and Mischief Coin payout for the Shenanigan, and decide what's going on. Your pre-written Encounters can then be organised into a table that you can roll on as needed. The scenario in this Playset includes two examples of pregenerated Encounter tables.



If you're using pregenerated Encounters, remember to remove the Encounter Cards you used from your printed deck (or mark them off the list if you're not using a printed deck) so that you don't accidentally draw an Encounter Card that's already in use elsewhere.

RUNNING ENCOUNTERS

As noted in the players' section, Encounters are run as per the Fairy Free-For-Alls Plugin in the Core Rulebook. The whole Encounter takes place in the space of a single turn cycle, and constitutes each fairy's turn for that cycle. An Encounter can theoretically be resolved without getting involved in a contest. In practice, however, the NPCs and Hazards that make up the Encounter will probably get in the way of whatever the fairies try to do to resolve the Encounter Shenanigan, making contests unavoidable.

NPC Actions and Dice Pools

When it comes time to declare actions for NPCs and Hazards in phase 2 of each round, you won't assign dice pools to each Challenge individually. Rather, you have a pool of dice to distribute among all Challenges each round.

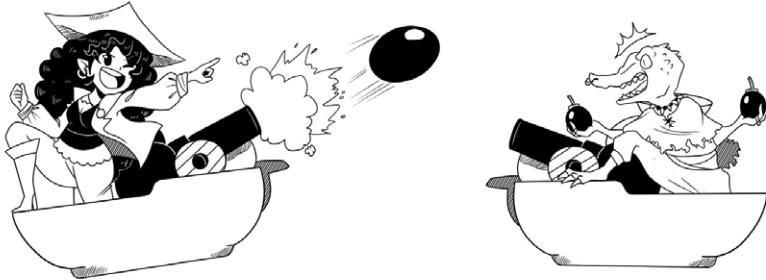
By default, this pool is equal to the number of PC fairies participating in the session, plus one. This total includes PC fairies who are currently Stressed Out or otherwise not participating in the Encounter. The pool can be boosted by spending Trouble Dice on a one-for-one basis; this increase does not carry over from round to round.

The maximum number of dice that can be allocated to a Challenge each round is equal to the Dice Limit noted on its Encounter Card. This limit can't be exceeded with ; spending  boosts the number of dice available for distribution, not the number of dice rolled by an individual Challenge.

If you allocate zero dice to a Challenge, it's distracted, paralysed with indecision, or otherwise inactive this round, and does nothing. Should an inactive Challenge be targeted by a fairy's action, that action is resolved as a Surprise Attack.



If you're playing face-to-face, you can place dice on the Encounter Cards as you allocate them to help keep track.



Aadhy is running for five players, so she gets a total of six dice each round to allocate to her Challenges. Even if one or more of the fairies Stresses Out or flees, she still gets all six dice each round.

The Eye Tyrant has a Dice Limit of 3, as does Compulsory Swashbuckling. The Kobolds have only 2. During the first round, the fairies are out on the sea in a ship far from the Tyrant, so she only allocates one die to her, using her remaining five dice to fill the Kobolds and Swashbuckling up to their maximums. By the second round, the fairies have gotten closer to the Tyrant, so she decides to spend 2 ⚡ to give her the eight dice she needs to allocate all three Challenges up to their Dice Limit for that round.

Challenge and Encounter Stress

As per the Structured Shenanigans rules, any contest that successfully inflicts Stress on a Challenge also marks an equal amount of Stress against the Encounter Shenanigan, as long as the contest was over something that could plausibly help to resolve the Shenanigan. This explicitly includes bonus Stress from targeting a Challenge's Weakness. If the fairies manage to arrange things so that one Challenge ends up targeting and inflicting Stress on another Challenge, that counts toward the Encounter Shenanigan too.

During the second round Calla targets Compulsory Swashbuckling, as she is the boldest fairy ever to buckle a swash. She swings from the masts, fences with lightning and makes sharks swoon; that is, she uses Shine against the Challenge, which is its Weakness. She ties it with a Result of 4, so she inflicts 6 ⚡ after adding the bonus for targeting a Weakness, and thus also marks 6 ⚡ against the Encounter Shenanigan.

Stressing Out Challenges

When a Challenge Stresses Out, the Encounter Shenanigan automatically receives an amount of Stress equal to that Challenge's Stress Out Bonus. That's in addition to any Stress marked against the Shenanigan by the roll that Stressed Out the Challenge in question.

If all of the Challenges involved in an Encounter Stress Out, this *doesn't* automatically resolve the Encounter. In practice, however, their cumulative Stress Out Bonuses make it highly likely that the Encounter's Stress will exceed its Stress Limit anyway. Something really strange would have to be going on for this not to be the case!

The Kobolds don't make it to the third round, being taken out by the combined efforts of Red and Mabby. In addition to the ↯ the Encounter took alongside the Kobolds on their way to their Stress Limit, their Stress Out Bonus of 2 inflicts an extra 2 ↯ on it as they ditch their musketeer uniforms and swim off to safety.

When you're playing online, the order in which players declare their actions doesn't much matter, but an "AFK" can hold up a whole Encounter. Make sure you've agreed on how long to wait for suddenly absent players before you'll go ahead without them. We recommend setting a fairly strict time limit in order to keep things moving; in a chat-based game, this limit could be as short as a couple of minutes!



RESOLVING ENCOUNTERS

When the Encounter Shenanigan's current Stress exceeds its Stress Limit, the Encounter Shenanigan is resolved. The fairy who took the action that marked off the final point of Stress gets to narrate the outcome. If there are any NPCs left who haven't Stressed Out, they all wander off, surrender, or become distracted by their own affairs, as appropriate. Likewise, remaining Hazards become inactive and no longer oppose the fairies' actions.

At the start of the third round, the Encounter has taken 15 ⚡. The fairies have taken a lot of ⚡ themselves from Compulsory Swashbuckling's "All-encompassing Genre Shift" Power, so they gang up on the Hazard. Together they inflict 12 ⚡, enough to Stress Out the Hazard and also inflict its Stress Out Bonus of 4 on the Encounter. This takes the Encounter up to 31 ⚡. It's the fairies' victory!

The players narrate the people of the city surrounding the Cursed Cathedral rising up against the Eye Tyrant in rebellion, inspired by the dashing heroines!

Claiming Rewards

After resolving an Encounter Shenanigan, the fairies receive its Mischief Coin payout. They can freely discard inventory items to make room for the Coins. This doesn't use any actions – it's part of the same action that was spent participating in the Encounter.

If there are more Mischief Coins than the fairies can carry, any excess Coins are lost. As a last resort, excess Coins can be eaten. (Mischief Coins are apparently made of chocolate!) Eating a Coin uses the consuming fairy's next turn. This restores ⚡ like eating food, and additionally yields 2 Mischief Motes – less than returning the Coin to base camp, but it's better than nothing!

The adventure of the musketeer Kobolds and the cathedral-mounted Bodhisattva yields 10 Mischief Coins. The players decide to split up the Coins evenly between the five of them to reduce the risk of misfortune. Red's inventory is full, so she discards two pieces of food to make room for the Coins. She'll probably regret not hanging onto the food to recover her ⚡, but compared with her two spare Costumes, a Mischief Coin she picked up earlier and her precious bag of rats, it's no contest!

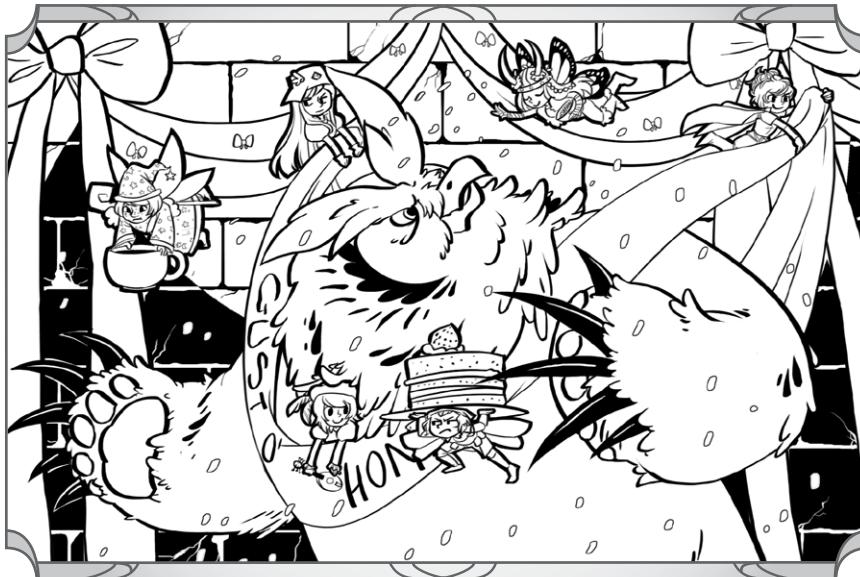
Surviving NPCs

If the fairies want to convince surviving NPCs (i.e., those who didn't Stress Out before the Encounter Shenanigan was resolved) to help them in their quest, that's a Try for Advantage action. If the NPC in question is the sort of person who'd need convincing, at least one of the actions spent to create the Advantage must be a roll against a suitable Facet, which will be opposed by the NPC as a contest. This requirement can be bypassed with a suitable bribe to the NPC in question.



Given the swashbuckling genre, it would seem appropriate to have the Eye Tyrant escape at the last moment, swearing revenge, but Meaghan has other ideas. She has Letty boldly offer to become the Bodhisattva's disciple in the place of worthless Kobolds.

Aadhya insists that the Tyrant must be persuaded, so Letty's roll is a contest using Focus. Thanks to judicious tagging of Quirks and spending ⚖ for an extra die, Letty is able to win, while both Robin and Red pass tests to help out, together creating a major Advantage in Letty's new religious mentor!



RANDOM DISASTERS

In a fairy's life, disaster lurks around every corner, and dungeons are no exception – Disasters really do lurk around corners!

Where Disasters Happen

Dungeon rooms are connected by corridors. These aren't proper Locations; the fairies just visit them in passing. That doesn't mean nothing can happen there, though: any time the fairies move from room to room, there's a chance that they'll trigger a Random Disaster. Securing rooms can reduce the odds of a Disaster, but it can't always entirely prevent them.

The Disaster Pool

Whenever the fairies move, you'll roll a special dice pool called the Disaster Pool. The size of this pool depends on the Turn Counter: the longer the fairies stay in the dungeon, the trickier things get! Periodically, the Disaster Pool will "reset", switching the dungeon to a less forgiving Random Disaster table in the process.

The progression of the Disaster Pool looks like this:

TURN COUNTER	DISASTER POOL	DISASTER SEVERITY
1–3	–	n/a
4–6	1d6	Odd
7–9	2d6	Odd
10–12	3d6	Odd
13–15	1d6	Painful
16–18	2d6	Painful
19–21	3d6	Painful
22–24	1d6	Catastrophic
25–27	2d6	Catastrophic
28+	3d6	Catastrophic

On the 21st turn cycle of the game, Aadhya is rolling three dice for Random Disasters. Her players aren't happy with that, and are relieved when she drops back down to one die next turn. At least until she makes a show of flicking through the Catastrophic Disasters and cackling...

Triggering Disasters

Whenever the fairies move from room to room, roll the Disaster Pool. If either the starting room or the destination is secured, subtract one die before rolling. If *both* the starting room and the destination are secured, subtract two dice. If any of the dice show 1s, a Random Disaster occurs.

If the fairies spend a turn cycle doing nothing but moving, the Disaster Pool is rolled once, not twice. However, in order to claim the two-die reduction, *every* room in their path must be secured; otherwise, the Disaster Pool is only reduced by one die.



Some Encounter Cards may have Powers that instruct you to roll the current Disaster Pool. These rolls don't trigger Disasters – their effects are defined by the Power in question.

Purchasing Disasters

If none of the dice show 1s, you can have a Random Disaster occur anyway by paying 10 ☺. This is an Unleash Disaster action, so any cost modifiers that apply to Unleash Disaster (e.g., from Costumes currently in play) apply to purchasing Random Disasters.

Regardless of whether a Random Disaster was triggered or purchased, roll d66 on the appropriate table to find out what happens.



This is an “always roll” situation, not roll-or-choose. That way, it’s not your fault if everybody explodes!



It's well after turn 28, and the players are trying to get one last load of Mischief Coins back to base camp before braving the boss room. Wise to Aadhyā's delight at Stressing Out fairies just before they get home, they've secured every room on their route back. This prevents Aadhyā from spawning new Encounters in their path, and lets them move at double-time while still reducing the Disaster Pool by two dice.

Nobody is surprised when Aadhyā simply spends 10 ☺ to Unleash Disaster when the party is only two rooms away from camp; they're just glad they made her have to pay for it.

Disaster Severity

The severity of a Random Disaster depends on the current Turn Counter. There are three separate Random Disaster tables, one for each level of severity.

- ★ Odd – These Random Disasters are more peculiar than actively malicious. Some may even be beneficial! The dungeon hasn't really begun to react against the fairies in earnest yet.
- ★ Painful – Now the dungeon means business. In rare cases, the fairies may still come out ahead, but these Random Disasters are generally bad news, and may cause fairies to Stress Out.
- ★ Catastrophic – Dawdling in a dungeon is never a good idea! These Disasters are never helpful, and can destroy the whole party in one fell swoop!

Check out the **Random Disaster** tables of the included scenario for examples of each tier.

54 Random Disasters

Optional Rule: Casual Disasters

If you're playing a casual game, you can pin the Disaster severity permanently to the "turns 4–6" level. This keeps Disasters potentially helpful and easily avoided.



33

THE SCENARIO

The villainous Elf Acacia Redleaf has somehow absconded with a portion of the Fae Queen's power. Now she plots world domination from her underground lair, and only the fairies can stop her! Not that they have much choice in the matter; the Fae Queen has press-ganged the lot of them as her personal dungeon squad, perhaps reasoning that their ability to fit into small spaces and their tendency to reform after being exploded by ludicrous death traps (of which Acacia's dungeon has many) make them perfect for the job. The Queen has offered each fairy a boon in exchange for "volunteering" – and each has her own reasons to go in after Acacia as well...



This scenario is designed for groups of at least three fairies, and works best with four or five. It's not meant to be soloed!

If you only have two players, consider letting each player direct two fairies rather than one. Nothing will break if you do.



SETTING UP

If this is your group's first time playing *Tomb of Follies*, start off by explaining the basic flow of play, as laid out under **Dungeon Crawling Step by Step**. Other special rules can be introduced as they come up. You can skip this step if you've done fairy dungeon crawls before.

8

Dungeon Crawling
Step by Step

In any case, introduce the scenario, and ask each player two important questions:

- ★ How does your fairy know Acacia Redleaf?
- ★ What boon has the Fae Queen promised you in exchange for bringing Acacia to justice?

There's just one rule here: nobody can say that their fairy was directly involved in the scheme that allowed Acacia to steal her new power – its details must remain a mystery for now! Beyond that, anything goes.

Finally, pull the Evil Overlord Armour out of the Costume Deck – it's already in Acacia's hands.

Once that's taken care of, raise the curtain with the fairies' arrival at the base camp, and let the games begin!

 If you're using the pregenerated fairies supplied with the Quickstart Edition, Leticia Redleaf is Acacia's sister by default. If you're using original fairies (or if nobody picked Letty), another player's fairy may occupy this slot (changing Acacia's last name as needed), or Acacia might not have a sister at all.

MAJOR NPCs

Most of this scenario's content is randomly generated, so there are just a few important NPCs to keep track of.

The Fae Queen

The distant and mysterious Queen of the Fae doesn't appear at the scenario's outset, since the fairies have already arrived at the dungeon. She'll play a bigger role at the end, assuming the fairies succeed in thwarting Acacia's schemes. The needs of your own game should dictate her personality; a few fun possibilities include:

- ★ Frazzled and long-suffering, like a primary school teacher after a very long week
- ★ Flighty and distractible, like a typical fairy, but prone to conveniently timed flashes of lucidity
- ★ Kind and matronly, with just a hint of steel peeking out. Don't make her use her Mom Voice!

Acacia Redleaf

Acacia was last seen wearing the Evil Overlord Armour and laughing madly as she carved out a mighty dungeon with her stolen power. Whatever she's planning in there, it can't be anything good!

Acacia will be a presence throughout the scenario. The fairies won't have the chance to confront her until the very end, but she'll frequently use her power as a magical PA system to taunt the group, dismissing their victories and mocking their failures. She may even answer any fairies who feel like shouting back, if only to indulge in more overwrought theatrics.

As the scenario goes on and the Mischief Coins pile up, Acacia will begin to attempt to gaslight the fairies, implying that they've been deceived, or that their memories have been tampered with, and suggesting that the Fae Queen has no intention of making good on her promised boons. She may also clumsily insinuate that one or more fairies – particularly Letty, if she's present – are actually working for her. As for the truth of the matter... well, you'll find out!

Confronting **48** Acacia You can find Acacia's stats under **Confronting Acacia**.

Acacia's Lieutenants

At Acacia's side stand six powerful henchfae, each a master of fairy magic second only to Acacia herself, and each granted a Costume of unrivalled might as reward for their years of loyal service. They roam the dungeon's halls, settings things in order and keeping an eye out for intruders – and they have *plans* for any they find!

Acacia's fearsome band includes:

- ★ Fowsio Juniper, a challenge-seeking Goblin wrestler
- ★ Kitsune McPhee, a dashing Sprite scoundrel
- ★ Melody Pickles, the hungriest of all Pixies
- ★ Buniq the Terrible, a malicious Fairy jester
- ★ Bobbins Shou, amoral Elf mechanical genius
- ★ Kamola Matsu, Brownie sword princess and hopeless romantic

This is all, of course, complete balderdash; Acacia grabbed whatever fairies were closest after she finished setting up her dungeon, and bribed them into her service with promises of unlimited cake – she'd never met them before in her life. The bit about the overpowered Costumes is true, though, so have fun with that.

You'll find more details about Acacia's lieutenants under **Random Encounters** and on their respective Encounter Cards.

43

Random Encounters



37

BASE CAMP

The fairies' base camp is a literal military encampment just outside the dungeon entrance, guarded by powerful sorceress-knights of the Fae Court. Of course, this is a fae military encampment, which means that in practice it's more like a perpetual tea party; the sorceress-knights spend most of their time chatting and eating exotic pastries.

Between the endless cake and the crates of supplies lying everywhere, the fairies can gear up, stock up on food, and Scrounge all they wish. What they cannot do is leave before the dungeon has been dealt with. No, not even "just to stretch their wings". The knights have had this conversation many times.

The dungeon entrance lies on the Southern end of the camp, a huge, ornate door set into a rocky hillside... with a smaller, fairy-size door at its base. Should the fairies investigate, they'll discover that the large door doesn't have hinges; only the small door leads anywhere



Some players may want to try to take on the sorceress-knights and escape. For all practical purposes, this is impossible: individual knights can certainly be pranked, but the scenario won't be derailed so easily. Recalcitrant players should be reassured that, while they have to go into the dungeon, should they manage to seize Acacia's power for themselves, there's nothing that says they have to hand it over quietly!

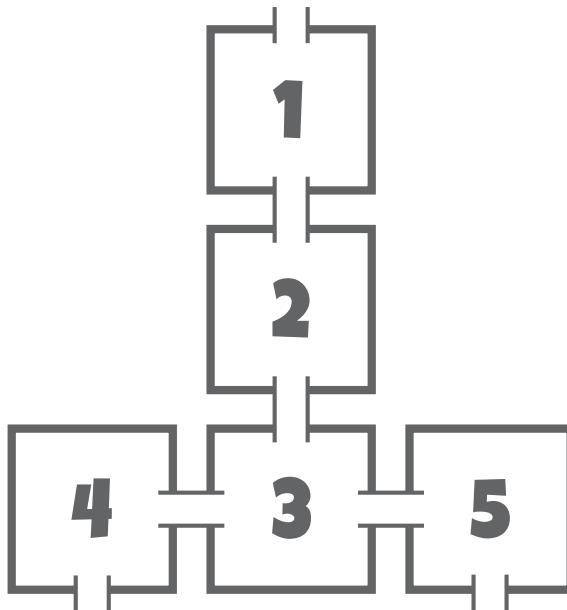


TUTORIAL AREA

The initial portions of the dungeon use a pre-defined map setup to help ease new groups into the *Tomb of Follies* framework. If you're running the game for experienced (or impatient) players, you can skip this bit and go straight to randomly generated dungeoneering.

Refer to the map below for this area's layout:

Entrance



1 Dungeon Entrance

This is an empty room with the Quirk “Mood-appropriate Theme Music”. Describe this as though it was a cinematic flourish, then point out that the music is actually present in-character. There’s a single exit to the South.

2 Tutorial Room A

Encounter Shenanigan: Room Stress Limit 4, Mischief Coins 1

The room South of the dungeon entrance contains the following Challenge:

weakness
craft

limit
5

C
craft
2

limit
5

stress out
+1

Pointless Door Puzzle (Hazard)

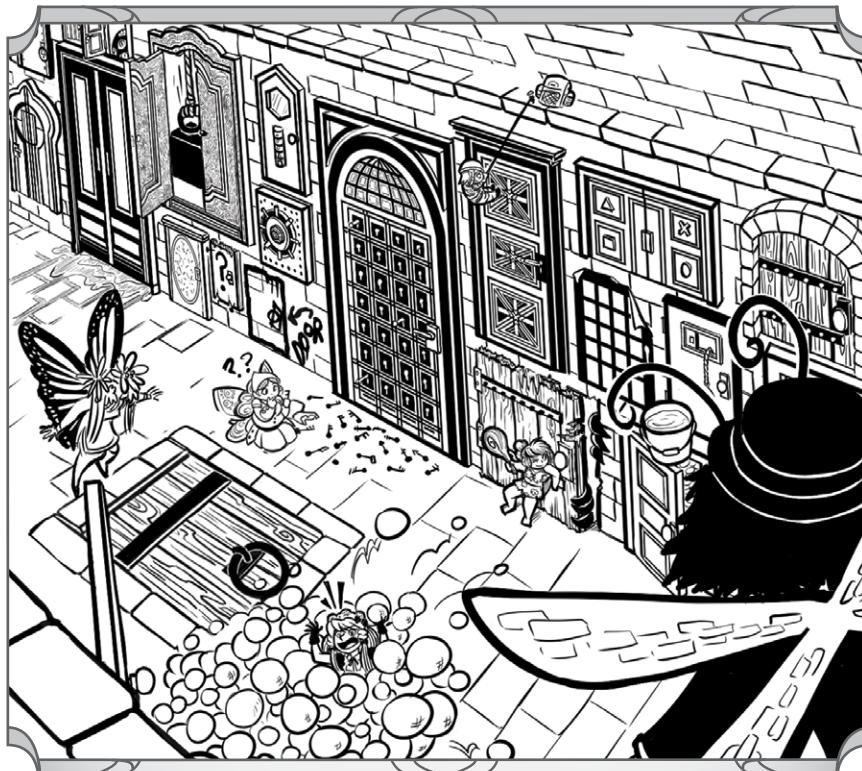
This room has a plethora of doors, many of which are obviously trapped and nearly all of them presumably fake.

Most of the Traps Are Fake Too: Pointless Door Puzzle targets a random fairy.

Room Stress Limit: +4; Mischief Coins: 1

Does She Think This Will Stop Us?

This is intended to be a pushover, demonstrating the basics of participating in Encounters. This room has exits to the North and South.



3 T-junction

This empty room has the Quirk “Ominous Dripping Sounds”. It has exits to the North (through which the fairies just entered), East and West.

4 Tutorial Room B

Encounter Shenanigan: Room Stress Limit 9, Mischief Coins 2

The room West of the T-junction contains the following Challenges:

Displaced Troglodytes (NPC)

weakness
craft



limit
5



limit
3



limit
2

stress out
+1

Acacia didn't pick an entirely empty mountain for her evil lair. This tribe is now homeless, and understandably resentful of fairies.

Natural Alliance: If the Troglodytes are Stressed Out by actions intended to befriend them or otherwise prove the party are Acacia's enemies, the party gains a minor Advantage.

Room Stress Limit: +4; **Mischief Coins:** 1

Rightful Inhabitants

Disapproving Tiger Statues (Hazard)

weakness
shine



limit
7



limit
3



limit
3

stress out
+2

These (somewhat) animated statues have been keeping the Troglodytes from advancing back into their ancestral home. Think you've got what it takes to impress them?

Withering Contempt: A fairy who takes from Disapproving Tiger Statues gains the Temporary Quirk “Doesn't Meet Standards”.

Room Stress Limit: +5; **Mischief Coins:** 1

Dungeon Quality Control

This room has exits to the East and South.

5 Tutorial Room C

Encounter Shenanigan: Room Stress Limit 9, Mischief Coins 2

weakness
moxie

⚡ limit
5

F focus
3

🎲 limit
2

stress out
+1

Dire Rats (NPC)

They're just really big rats decorated with piercings, artificial spines and glued-on bony armour, but at fairy scale that's bad enough!

Swarming the Vulnerable: If Dire Rats inflict ⚡ on a fairy, they have +1 edge against her in the following round.

Room Stress Limit: +4; **Mischief Coins:** 1

Dungeon Punk

weakness
moxie

⚡ limit
7

S shine
3

🎲 limit
3

stress out
+2

Imprisoned Fairy (Hazard)

Bored, frightened and locked in a suspended iron cage, this fairy is very glad to see you. The cage might be a little bit trapped.

Bait: The cage automatically targets any fairy that targets it. If no fairies target the cage, the Challenge chooses a target normally (in the form of the Imprisoned Fairy guilt-tripping a party member for not helping).

Gratitude: The GM should draw a Costume for the Imprisoned Fairy. If this Challenge is Stressed Out (and the events of play suggest the Imprisoned Fairy is still intact), she hands over her Costume in gratitude and flees the dungeon.

Room Stress Limit: +5; **Mischief Coins:** 1

Acacia Is an Awful Host

This room has exits to the West and South.

Further Adventures

19 Mapping the Dungeon

22 Building Encounters

Proceeding South from either of rooms 4 or 5 leads the fairies to a new, unexplored room. Randomly determine whether there's an Encounter present using the procedure described under Mapping the Dungeon. If there is one, you can roll or pick a pregenerated Encounter from the next section, or design your own according to the Building Encounters guidelines. If there isn't, roll on the Empty Room Quirks table at the end of this scenario. You're on your own from here!

RANDOM ENCOUNTERS

This scenario provides two separate sets of Encounter Cards: “Basic” (denoted by a B next to the card number) and “Expert” (denoted by an X). The first set is for use when you’re just starting out; the second set should be brought into play after the boss room has been placed. For more experienced groups, you can mix the two sets together and use Expert Challenges right from the start!

Apart from that, there are two other scenario-specific twists when running Encounters.

Acacia’s Interference

First, not only is Acacia watching the group’s every move, she can manipulate the dungeon to interfere with their schemes. In game terms, the GM can allocate dice to Acacia during phase 2 of any Encounter round. This pool acts with an effective Facet of Shine 3. This option should generally be reserved for situations where none of the Hazards or NPCs present can reasonably oppose a particular fairy’s action.

Acacia’s Lieutenants

Second, some of the Encounter Cards have a type of “Boss” rather than “NPC” or “Hazard”. These represent Acacia’s lieutenants, fairies granted special super-powerful Costumes by Acacia’s stolen magic in exchange for serving her. Like all good minibosses, they have a habit of coming back: if an Encounter involving a lieutenant is resolved without causing her to Stress Out, her card is shuffled back into the Encounter deck, allowing her to randomly turn up again later. Lieutenants are otherwise treated as NPCs for all purposes.



In the interest of not breaking up the scenario by jamming thirty-plus pages of Encounter Cards right into the middle of it, we’ve moved them to the back of the book. You can also find them as a print-and-play PDF in your download package (if you purchased this Playset electronically), or download them from the Penguin King Games website at www.penguinking.com.

PREGENERATED ENCOUNTERS

22 Building Encounters

If you'd prefer to use pregenerated Encounters, we've provided several examples of each type for this scenario; you can drop these into your game as-is, or use them as guidelines when writing up your own. Remember to remove the indicated cards from the Encounter decks – or mark them off the list, if you're not using printed cards – before play begins.

Basic

These Encounters use cards from the Basic deck, and are suitable for use before revealing Acacia's lair.



1

Dungeon Casino

Encounter Cards Used: B52 Lost Imp Familiar, B61 Costume Vending Machine, B51 Exploding Dice

Room Stress Limit: 14; **Mischief Coins:** 1d3

Acacia has left the Imp to run a woefully under-resourced gambling hall. Terrified of the explosive dice rattling around of their own accord and despairing of ever attracting the Elf villainess' attention again, the Imp latches on to a likely fairy.



2

Union Squabble

Encounter Cards Used: B12 Kobold Break Time, B41 Malfunctioning Death Chamber, B54 Adoring Fangirls

Room Stress Limit: 18; **Mischief Coins:** 6

A gaggle of Acacia's fangirls are so frustrated at the Kobolds' repeated and successful goldbricking that they're willing to switch sides rather than continue the farce of ordering them to complete the Death Chamber.



3

Greed Is the Root of Suffering

Encounter Cards Used: B36 Kitsune McPhee, B32 Fake Treasure, B26 Eye Tyrant Bodhisattva

Room Stress Limit: 30; **Mischief Coins:** 13

The Eye Tyrant and Kitsune agree that Acacia's fake treasure room is crass in the extreme, but differ on whether it's because all material possessions are anchors upon the soul or if the group's classy fairies are only deserving of the finest goods.



4

Pulp Archaeology

Encounter Cards Used: B56 Compulsory Swashbuckling, B35 Jargon Sphinx, B42 Crumpton of Fate

Room Stress Limit: 29; **Mischief Coins:** 10

While Compulsory Swashbuckling is intended to reference musketeers, pirates and chandelier-swinging, the presence of the Sphinx and the Crumpton's suitability as cursed treasure require you to run this as a daring tomb-raid in some ancient, crumbling underground complex. If anyone notes that isn't so different from dungeoneering, emphasise everyone's stylish hats.



5

Cruel Confectionary Constellations

Encounter Cards Used: B66 Melody Pickles, B14 Ice Knight, B21 Orrery Assault

Room Stress Limit: 29; **Mischief Coins:** 10

Melody is wasting the last precious hours of the Ice Knight's life by forcing her to act as the coolant system for her experimental orbiting candy maker. As the fairies blunder in, they abandon this nonsense in pursuit of honour and the food in the party's packs, but the machine is still on...



6

The Lowest Point of an Illustrious Career

Encounter Cards Used: B64 Sanity Vortex, B62 Partially Invisible Puzzle, B23 Demon Heckler

Room Stress Limit: 21; **Mischief Coins:** 8

The Demon is done with this nonsense. Not only was she babysitting Acacia's terrible puzzle, not only did Acacia blatantly cheat by hiding half the pieces, but reality itself revolted against the inanity of it all. The Demon will vent her frustrations in a vicious critique of the standard of "heroes" arrayed against her.

PREGENERATED ENCOUNTERS

Expert

These Encounters use cards from the Expert deck, and can be used after Acacia's lair has been revealed.



1

In the Wake of the Great Thief

Encounter Cards Used: X25 Acacia's Spare Grand Ball, X15 Load-bearing Treasure, X51 Pre-looted Chamber

Room Stress Limit: 34; **Mischief Coins:** 6

Acacia's ballroom has been thoroughly burglarised, swindled and knocked-over by a master gentlewoman thief (probably Kitsune). She's made off with necklaces, ornate masks and the better spoons, but has left the centrepiece statue and its ominously glowing jewel eyes conspicuously unmolested.



2

Existential Arbitrage

Encounter Cards Used: X31 Crotchety Unicorn, X36 Illusions in Existential Crisis, X55 Rakshasa Gambler

Room Stress Limit: 32; **Mischief Coins:** 13

The Rakshasa has the illusions throwing money left and right on the question of what would happen to them if gored by the unicorn. The majestic and irritable beast derives no satisfaction from skewering illusions, and refuses to cooperate, getting into a right state for the arrival of the plausibly real player fairies.



3

The Sasquatch Does Not Care for Monarchy

Encounter Cards Used: X32 As Expected, Mimics, X52 Dinosaur-riding Sasquatch, X64 Quick Coronation

Room Stress Limit: 29; **Mischief Coins:** 10

The Sasquatch dares the fairies to take the crown, just so she can demonstrate that a hero with pure heart and a dinosaur is more awesome than any Queen. The Mimics hope this is enough spectacle for everyone to forget their painfully obvious presence in the scene.



4

How to Banish Your Dragon

Encounter Cards Used: X43 Brain Eater, X44 Reverse Summoning Chamber, X65 Ill-fitting Dragon

Room Stress Limit: 37; **Mischief Coins:** 16

The Brain Eater has constructed a portal array in an attempt to remove the Dragon from its nursery, sure that delicious brains must lie beyond. Both she and the Dragon react poorly to the arrival of fairies, and in the confusion the portals activate...



5

Ruthlessly Optimised Tactics

Encounter Cards Used: X42 Disgusting Spore Mould, X66 Girls' High School Dungeoneering Club, X35 Wheeled Elephant

Room Stress Limit: 53; **Mischief Coins:** 19

By the time this Encounter enters play, the players should have devised some ruthless tactics for dealing with the dungeon, and here the GM turns the tables. The Dungeoneering Club will exploit the Spore Mould's mechanics: they can trigger it by attacking the other Challenges, or ignore it by attacking the fairies, as best suits the current situation. In fact, the Club members seem to think that they're the PCs, and the fairies are just a random encounter!



6

Entirely Justified Anti-fairy Sentiment

Encounter Cards Used: X24 Eyepatch Cyclops, X13 Fairyphobic Orcs, X26 Buniq the Terrible

Room Stress Limit: 35; **Mischief Coins:** 13

This room is Buniq's trap for the fairies; not only has she blinded the Cyclops, but she let the Orcs see her do it, and informed them that her "reinforcements" – the fairies – will arrive soon. While she'll still mock the fairies, she'll keep up the ruse of being on the same side to keep the Orcs angry.

CONFRONTING ACACIA

The boss room can be placed on the map at any time during this scenario. Make it clear to your players that they are not obliged to enter the room the moment it appears; the major tension is meant to be the choice of when to enter it and how much preparation to attempt beforehand, not wondering when it will show up.

If you're having trouble deciding, you can use any of the following guidelines:

- ★ After six to eight Encounters
- ★ After about two hours of play
- ★ After the Random Disaster severity reaches "Catastrophic"

Once the fairies enter the boss room, the final Encounter begins. All fairies must enter together, and no retreat is possible.

Phase 1: All the Damn Zombies

Encounter Shenanigan: Room Stress Limit 50, Mischief Coins 0

The Encounter starts with two Challenges: Acacia herself, and her horde of zombie-cosplayer groupies. Acacia will cackle some hammy line about the group soon joining her undead horde, and order the zombies to attack!

The Zombie Horde (Hazard)

weakness
moxie

limit
7

shine
3

limit
3

stress out
+2

Sometimes fairies with nothing better to do flock around a particularly potent troublemaker to cosplay together. Acacia has supplied all of them with zombie outfits!

Hold You Down and Eat You: The Zombie Horde inflicts +3 ⚡ in a scuffle.

Relentless Legion of the Dead: The Zombie Horde may voluntarily suffer 3 ⚡ in order to cancel a Temporary Quirk or other special effect inflicted on them.

Mook Squad (Weakness): The Zombie Horde suffers +2 ⚡ when targeted by effects that strike multiple targets.

Zombies Are a Timeless Classic

Acacia Redleaf, Evil Overlord (NPC)

weakness
special

limit
30

Moxie
4

limit
5

stress out
+20

Her maniacal laughter is in fine form today.

Protagonist Syndrome: Acacia has +1 edge against anyone who has at least +1 edge against her.

Ablative Minions: All Stress, Temporary Quirks and other undesirable effects that Acacia would suffer are redirected to the Zombie Horde.

Preparedness: Acacia may reveal a previously prepared trap by making a successful Shine test, creating one of the Hazards below. This roll doesn't target anyone, but she still needs to be allocated at least one die in order to attempt the test. If she uses this Power while a trap is already in play, the existing trap is replaced by the new one.

Coordination Issues (Weakness): If Acacia would suffer 10 or more ⚡ before applying the effects of "Ablative Minions", her action for the round is cancelled.

Cackling Insanity

Acacia's Traps (Hazard)

limit
8

limit
3

stress out
+2

You are entering into a world of pain.

Acacia can conjure five kinds of traps. Each trap's name serves as a Location Quirk while it's active.

Suddenly, Rolling Boulders (Weak.: Grace; Moxie: 5)

Wasps Coming Out of the Walls (Weak.: Craft; Grace: 5)

Bone-shattering Resonance Bells (Weak.: Shine; Focus: 5)

Puzzle Locks Are Trying to Eat Us (Weak.: Focus; Craft: 5)

Haywire Lightning Bolt Generators (Weak.: Moxie; Shine: 5)

All traps have the following Powers:

Indiscriminate Destruction: The trap targets everyone except Acacia, including the Zombie Horde!

Preying on the Weak: In a scuffle, the trap inflicts +2 ⚡ against targets whose rating in the trap's Facet (e.g., Moxie for Rolling Boulders!, etc.) is 1 or less.

Defeat during phase 1 is unlikely, but if it happens, the fairies become members of Acacia's Zombie Horde – no reset to base camp here! Naturally this doesn't preclude using the same fairies in future sessions (Acacia's fangirls will get bored and wander off eventually), but this one is over.

Phase 2: The Obligatory Expository Cutscene

When the fairies overcome phase 1, Acacia and any remaining zombie cosplayers Stress Out and vanish. However, the group is not free to go. The dungeon, comprised as it is of Acacia's wishes, begins to dissolve into silvery light. The fairies get a Break, and an opportunity to trade words with Acacia as she reforms. Any fairies who Stressed Out also reform and draw new Costumes.

Acacia will reveal that her vast power didn't come from stealing from the Fae Queen, but from humiliating her with a prank of unprecedented hilarity. But it wasn't her prank – it was theirs! The players' own fairies planned and executed it with a little bit of assistance from Acacia, who then backstabbed them and carried out the final step herself, reaping a massive haul of Mischief Motes while letting them take the fall. The Fae Court then wiped the group's memories and sent them to clean up their own mess.

After engaging in as much banter as the group is willing to entertain, Acacia finishes reforming and draws a random Costume. She then announces that the fairies were fools (fools!) to think they'd beaten her, and that freed of the limitations of her former Evil Overlord Armour Costume, she's ready to show off her true power.

The power to remake the world.

Phase 3: Why Do Games Always Change the Mechanics for the Final Battle?

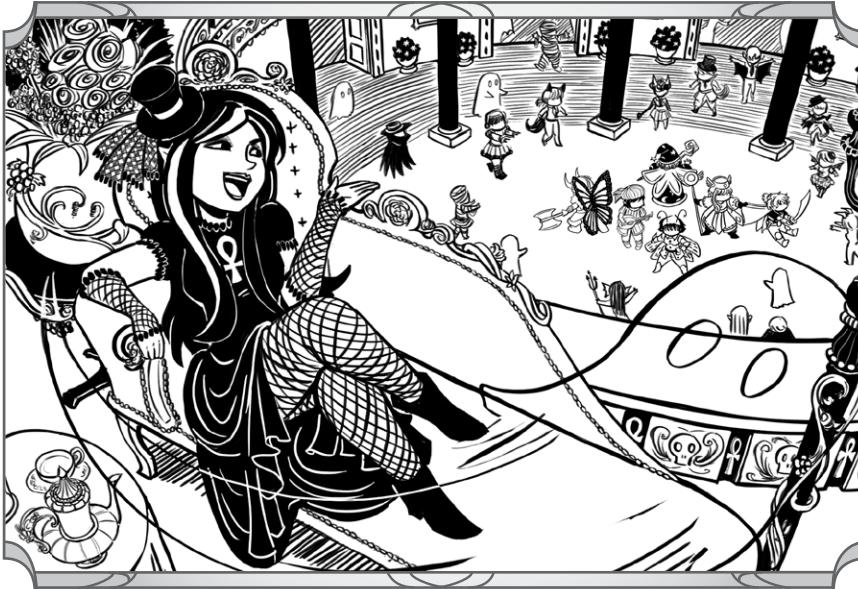
Acacia reshapes the void into a world based on her Costume. For example, if you draw the Bee Suit for Acacia, you might describe a huge hive; the Gothic Dress, a creepy mansion; and so forth. Acacia's Costume Quirks become Location Quirks for this setting.

Special Rules

When phase 3 begins, the group receives an influx of  equal to the number of Mischief Motes they've gathered. In addition to the usual options, Magic can be spent on the following effects:

- ★ 5 : Draw a Costume. This doesn't count as an action.
- ★ 10 : When Stressed Out, return on the following round. This includes a free Costume draw.

The GM receives 20  for each fairy participating in the final Encounter, on top of anything left in the Trouble Pool from earlier. Phase 3 has no Encounter Shenanigan – it ends only when either Acacia or the entire group Stresses Out and doesn't have enough  left to return to play!



Acacia Redleaf, Unbound (NPC)

weakness
special

This can't be good.

⚡ limit
20

Revolutionise the World: Acacia may pay 20 ⚡ to clear her ⚡ and draw a new Costume, remaking the world in the process. This Power can be used to avoid Stressing Out.

shine
5

Authority of the Mischief Queen: Acacia may pay 10 ⚡ to force a fairy to discard her current Costume, draw a new one, and Quick Change into it at no cost.

limit
6

stress out
N/A

Not Going down Quietly: Acacia may pay 5 ⚡ to cancel a Temporary Quirk or other special effect inflicted on her.

Wishful Aggression: Acacia uses her action each round to turn the world against the party as a Shine-based attack. This attack can target up to three fairies, inflicts +3 ⚡, and opposes Wishful Thinking rolls by targeted fairies, turning them into contests. This is an explicit exception to the rule that Wishful Thinking rolls can't be opposed.

Wishful Vulnerability (Weakness): Acacia ignores ⚡, Temporary Quirks and other effects from normal rolls, but is vulnerable to Wishful Thinking that turns her world against her. Wishful Thinking rolls that tie or beat Acacia's roll inflict ⚡ equal to their Result on her in addition to their usual effects, and may impose Temporary Quirks. She suffers +2 ⚡ if one of her Costume Quirks was tagged on the Wishful Thinking roll.

CONCLUDING THE ADVENTURE

What happens next depends not only on who won during phase 3 of the confrontation with Acacia, but on how much Magic and Trouble remains in play.

- ★ **If Acacia wins decisively**, with 66 ☽ or more remaining, she reshapes the entire world in her own image. Each player can choose whether her fairy is a willing collaborator in Acacia's ridiculous court, or defiant in chains.
- ★ **If Acacia wins with 33–65 ☽** remaining, narrate a closing scene where a new band of fairy heroes enters the dungeon, only to be confronted by the players' fairies as Acacia's new lieutenants!
- ★ **Any lesser victory for Acacia** should be described as the battered party being kicked out of the (newly created) back entrance to the dungeon by a weakened Acacia. This unconventional exit will allow them to avoid the encampment if they wish. It will take some time for Acacia to recover her power for another bid at world domination – perhaps she'll show up in future sessions?
- ★ **If the fairies win with 32 ☽ or less** remaining, they won't have the strength to resist the sorceress-knights, and will be obliged to return to the Queen's Court with Acacia as their prisoner. Each fairy may request a boon of the Queen.
- ★ **If the fairies win with 33–65 ☽** remaining, they're in a significantly stronger position. They can go along with the sorceress-knights voluntarily or smash through the encampment and escape to do whatever they please. They can leave Acacia behind to face the music or take her along as their prisoner.
- ★ **If the fairies win with 66–100 ☽** in their pockets, they can not only sweep away the encampment, but challenge the Queen's Court itself! They may demand substantial boons in order to appease them, or just take the opportunity to mess with their former captors.
- ★ **If the fairies win with 101 ☽ or more** in the bank, they fully master the power of the dungeon and become the reality-twisting horrors that Acacia hoped to be. They may do as they like, up to and including reshaping the world in their own image. This outcome is unlikely to have a direct sequel!



RANDOM DISASTERS: ODD



1. A Stroke of Luck

11

Spa Trap – The floor gives way to what's supposed to be scalding water to boil the fairies alive... but it's actually quite nice! The fairies recover all

12

Planned Trap Area – This corridor was obviously intended to host a devious and deadly trap, but it's yet to be installed. The various plans and equipment can be assembled into a minor Advantage that takes up one inventory slot.

13

Lunar Lily – A shaft of moonlight shines from above, and a glowing white lily sprouts through the stone floor in response. The group gains 5

14

Orc Pie Consortium Rep – She's doing her job to raise pie awareness, regardless of what's going on with this dungeon. The fairies may fill their empty inventory slots with food.

15

Wandering Dark Seamstress – This fairy wanders the land with needle and thread, looking for meaning in a world of terrible fashion. Each fairy may draw a Costume and Quick Change into it at no cost.

16

Free Mischief Coin – A secret door opens, revealing a dungeon room at war with itself. A Mischief Coin rolls out. The door closes.



RANDOM DISASTERS: ODD



2. Breaking Even

21

Involuntary Medical Care – A powerful healing enchantment is woven into the walls of the corridor, waiting for those with the need and Magic to empower it. The party loses 5 , and the fairies recover all .

22

Terrifying Jump-scare – A cheap mannequin dressed as Acacia is propelled from a secret door, terrifying the fairies. All fairies take 3 .

The Acacia mannequin counts as a minor Advantage that takes up one inventory slot.

23

Mana Eruption – A magical trap intended to vaporise the party misfires horribly, spilling raw magical energy into the corridor. That's not safe! All fairies take 3 , and the group gains 5 .

24

Misdirected Prank – A small troupe of Acacia's fairy fangirls have rigged an elaborate trap intended for Buniq the Terrible. They apologise profusely as hideous goop spills over the party. All fairies gain the Temporary Quirk "Covered in Nameless Goop", and a turn passes as the party extricates themselves from the fangirls. A fairy may rid herself of the Quirk by demanding a fangirl exchange Costumes with her; discard her current Costume and draw a replacement, Quick Changing into it at no cost.

25

Petrified Coin – A rather elaborate statue of a fairy in combat pose holding a sword and Mischief Coin ornaments the chamber. Whether or not it's a real petrified fairy, Wishful Thinking can turn it into a grateful animate fairy who will happily hand over the Coin.

26

Superheated Mischief Coin – A mystic furnace burning with incredible heat is set into the wall of the corridor, with a red-hot Mischief Coin visible within. The Coin may be collected at a cost of 5 .

for the collecting fairy.

RANDOM DISASTERS: ODD



3. Strange Interruptions



31

Visions of the Queen's Court – The fairies are amongst the Fae Court on the night of Samhain, on the cusp of an event of such grandeur that the PCs would not normally be tolerated within a hundred leagues of it. After a moment, they snap out of it to find themselves back in the corridor. Everyone loses her action for the turn.



32

Doing Time Backwards – After advancing a good way into the corridor, the fairies find themselves retracing their steps precisely backwards, as if time itself was running backwards. It wasn't though – everyone loses her action for the turn.



33

Sleep Gas Trap – A telltale hiss of gas alerts the group to the trap they've set off, but to no avail – they collapse asleep. They awake to find the sleeping bodies of several of Acacia's assassins who flubbed the follow-through on the trap. Everyone loses her action for the turn.



34

Counterproductive Gravity Traps – As they advance into the corridor, the fairies feel a magical force pulling them rapidly up to the roof... and a moment later, a second force pulling from the ground, perfectly cancelling out the first force. Everyone loses her action for the turn.



35

Corridor Briefly Visits an Alternate Dimension – After the fairies have entered, the corridor becomes unmoored in time and space. Strange vistas and situations can be seen from its exits (if the GM plays regularly with this group, she should describe scenes from other games they've played together). The corridor then returns to normal. Everyone loses her action for the turn.



36

Acacia Trolls the Party – Acacia projects an image of herself into the corridor and taunts the group over their recent troubles. The group should roleplay out the exchange; no matter how long it is or how quickly the fairies realise their time is being wasted, everyone loses her action for the turn.

RANDOM DISASTERS: ODD



4. Hazards

41

Illusion of Death – As the party enter the corridor, a scythe-wielding phantasm in trailing black robes sweeps through them, bringing with her the terror of death. Each fairy must pass a Moxie test or take 3 ⚡.

42

The Etiquette Corridor – This corridor expects the fairies to conduct themselves like proper young ladies, and will inform them in the most prim and icy tones of their every shortcoming in that regard. Each fairy must pass a Grace test or take 3 ⚡.

43

Shinies! – This corridor is littered with crude black-powder bombs decorated with tinsel, beads and glitter to be extremely sparkly. Each fairy must pass a Focus test or take 3 ⚡.

44

Reversal Field – A pulse of magic, and suddenly up is down, front is back, left is right. Moving will require some thought! Each fairy must pass a Craft test or take 3 ⚡.

45

Heckling Statues – Statues of Acacia's six lieutenants line the walls, each able to speak choice critiques on the dress, comportment and intelligence of our heroines. Each fairy must pass a Shine test or take 3 ⚡.

46

Cheap Traps – With unlimited wishing power Acacia shouldn't have to cheap out on traps, but this corridor has a sorry lot of obvious pressure plates, slow spears and wobbly darts. Each fairy must pass a test against her best Facet or take 3 ⚡.

RANDOM DISASTERS: ODD



5. Monsters

A monster emerges from the corridor and attacks! Resolve the fight as a Free-For-All that uses up each fairy's next action. These battles do not award Mischief Coins.

**51**

Oh No, Crocodile!

**limit
10***It's hungry, too.***moxie
4****Death Roll:** Inflicts +1D6 ⚡.**Prehistoric Malice**
Gnashing Fangs**54**

Ew, Spiders

**limit
5****grace
3***Spiders will generally avoid fairies, but these ones are too big and mean to be scared off.***Swarm:** Targets all fairies.**Venom:** A fairy who takes ⚡ from Spiders gains the Temporary Quirk "Not Feeling so Good".**Wall Climbers**
Swift Scuttlers**52**

Skeletons

**limit
10***Someone animated the hard bits on the inside of humans and sent them after you. Gross!***focus
3****Swarm:** Targets all fairies.**Fearless**
Pitiless**53**

Giant Centipede

**limit
10***This big bug has been feasting on the strange carrion of the dungeon and deviated from its usually peaceful ways.***moxie
4****Trample:** If Giant Centipede inflicts ⚡, all fairies gain the Temporary Quirk "Smashed Around".**So Many Legs**
Carrion Breath**55**

Giant Hagfish

**limit
5****disgusting
4***This isn't the most dangerous thing when it's in a dry dungeon corridor, but it's utterly vile.***Mucus Everywhere**
It Should Not Be**56**

Gnome Pressgang

**limit
10****craft
4***The gnomes are well aware they can't permanently kill fairies, but they can enslave them!***Swarm:** Targets all fairies.**Gnomish Cruelty**
Restraining Tools

RANDOM DISASTERS: ODD



6. Misfortunes

61

Chekov's Fumble – A random fairy does something foolish that carries with it a foreboding of a terrible fate awaiting the party. Her player should describe whatever she did (perhaps she knocked a skull loudly down a very deep well). The GM gains 5 .

62

Kleptomaniac Kitsune – A dashing fox woman darts through the corridor, exchanging pleasantries as she passes. Only after she's gone does a random fairy realise a random item is missing from her inventory!

63

Aura of Decay – An oppressive, musty atmosphere permeates the corridor, as if no mortal thing could survive there. All food items in the party's possession are destroyed.

64

Breaking Her Fall – A panel opens in the ceiling, and a gnoll falls through at high velocity, dealing 2d6  to a random fairy. She's very apologetic and hobbles out of the dungeon as best she can.

65

Fourth Wall Temporarily Broken – The fairies have a brief but alarming break with reality, a moment in which it feels their will is not their own, their actions decided by the whims of distant humans. It passes, but is unsettling enough that the party loses 5 .

66

Goddess of Fashion (Wrathful Aspect) – The Goddess of Fashion appears in all her sartorial glory, specifically to critique the choice of Costume of a fairy (GM's choice). That fairy takes 1d6  and discards her current Costume, Quick Changing into a randomly drawn replacement for free.

RANDOM DISASTERS: PAINFUL



1. Breaking Even

11

Mixed-bag Prophecy – Three fairies in the Witch’s Hat Costume appear to tell the party that things are going to be tough for a while but they’ll probably be okay in the end. Fair enough! The GM gains 10 , but the group gains 10 .

12

Glitter Bomb – A random fairy finds something so wonderful, so enticing, that she can’t help but pick it up. Her player should describe what it looks like. It’s actually a bomb, and the fairy instantly Stresses Out. However, showered by her magical fairy dust, all other fairies recover all .

13

Apologetic Werebear Assassin – A random fairy is instantly Stressed Out when a werebear assassin leaps out of hiding and smoothly executes her. However, rather than continuing combat, the werebear begs forgiveness, explaining she was contractually obliged to do that, but has come to loathe Acacia and wants to fight against her. The party gains a major Advantage.

14

Sorcerous Spores – A cloud of spores passing through the corridor infests the party’s food supply, mutating it into an assortment of eldritch mushrooms. The party loses all food items, but gains 1  for each item lost.

15

Friendship Test – An odd machine sits at the centre of the corridor, with two sets of handles and a Mischief Coin behind unbreakable glass. The instructions claim two true friends holding the handles and making a wish will receive the Coin. Mechanically, if one fairy assists another with a Wishful Thinking roll and succeeds, they can claim the Coin.

16

Acid Bath Mischief Coin – Acacia has thoughtfully provided a font for the party to wash their hands and refresh themselves. It is of course full of acid, and one Mischief Coin. The Coin may be collected, but the collecting fairy suffers 9 .

RANDOM DISASTERS: PAINFUL



2. Strange Interruptions

21

Arguing Doors – After the party enters the corridor, the exits turn into magical mouths that argue with each other about ineffable arcane matters and which lieutenant is their favourite. The distraction makes it impossible to achieve anything meaningful. Everyone loses her action for the turn.

22

Illusion of Base Camp – The corridor dissolves into a silver mist, and the party finds themselves in base camp – maybe a teleport trap? However, the food has no taste, and the fae are silent. By the time the fairies realise they've been had and the illusion fades, everyone loses her action for the turn.

23

Hallucinogen Trap – Fairies have a loose grasp on reality at the best of times; when they set off a hallucinogenic gas trap they're in real trouble. The players should describe what bizarre delusions their fairies experience. Everyone loses her action for the turn.

24

Gnome Procession – A troop of gnomes silently marches through the corridor, ignoring the fairies but thoroughly in the way. They grimly clutch their banners and hold effigies above their head, apparently observing some sacred gnome custom. Everyone loses her action for the turn.

25

Epic Montage Scene – The corridor makes itself impossibly big and filled with flashy but ultimately conquerable obstacles. The fairies overcome these epic difficulties in a montage scene, ultimately costing them nothing and gaining nothing. Afterwards the corridor retracts to normal size. Everyone loses her action for the turn.

26

Acacia's Presentation – Acacia projects a very lifelike image of herself into the corridor to mock our heroes, this time also projecting images onto the walls to dramatically illustrate their shortcomings. Everyone loses her action for the turn.

RANDOM DISASTERS: PAINFUL



3. Hazards

Each of these Hazards rolls a number of dice equal to the number of players and compares its Result to all fairies. Any fairy who draws or is beaten takes 6



31 Infinite Kobold Generator – A secret door opens and an arcane device begins to hurl kobolds in limitless supply at the party. Each fairy must roll her Moxie versus the Hazard's Moxie of 3.



32 Poltergeist Crossbows – The giggling of young girls is the only warning the party has before a brace of crossbows fly into the air and unload bolts in the fairies' direction. Each fairy must roll her Grace versus the Hazard's Grace of 3.



33 Invisible Guillotines – A faint swooshing sound alerts the party to the invisible blades swinging back and forth. Each fairy must roll her Focus versus the Hazard's Focus of 3.



34 Variant Chess Puzzle – This is a chess corridor with black and white pressure plates (and anti-air crossbow traps for those trying to skip the puzzle). Of course it's using some home-brew variant of chess whose rules you'll need to deduce. Each fairy must roll her Craft versus the Hazard's Craft of 3.



35 Wheel of Probable Death – A gaudy fairground prize wheel is set up in the corridor, with most of its segments marked "death". It spins of its own accord for each fairy as she draws near. Each fairy must roll her Shine versus the Hazard's Shine of 3.



36 Customised Traps – You've been in the dungeon a while, and it seems this trap-riddled corridor is built to avoid your strengths. Each fairy must roll a Facet that is *not* her highest versus the Hazard's Craft of 3.

RANDOM DISASTERS: PAINFUL



4. Monsters

**41**

Psychotic Mushrooms

**limit 10****Moxie 4**

They scream, much as you'd expect, but they also sprout legs, claws and fangs, launching themselves at the party in a berserker rage.

Swarm: Targets all fairies.

Unbelievably Vicious Spore-coated Fangs

**42**

Teleport Cat

**limit 10****shine 5**

More like a panther, really. It's quite large, but its position in space is... unstable.

Incredibly Frustrating: A fairy that targets Teleport Cat but inflicts no suffers 3 .

Not Where You Expected Plays with Its Food

**43**

Serpent Tree

**limit 15****Craft 4**

It's a tree stump with a ravenous mouth and snakes for tentacles. Somewhere a wizard should be feeling very ashamed of herself.

Constrict: If a fairy takes from Serpent Tree, she gains the Temporary Quirk "Caught in Tentacles" until the Serpent Tree Stresses Out. While she has that Quirk, she takes half of any inflicted on the Serpent Tree, rounded down.

Grasping Serpents Living Atrocity

**44**

Garbage Drake

**limit 15****focus 4**

This corridor is used to dispose of Acacia's garbage, and this creature devours it. It's somewhat lizard-like under its matted layers of decay, and seems to feel fairies count as trash.

Corrosive Maw: If a fairy takes from Garbage Drake, she must discard one item from her inventory, if able.

Acidic Saliva Garbage Fountain

**45**

Well-adjusted Ettin

**limit 15****shine 4**

The stereotype of this two-headed giant species is a creature at war with itself, but this Ettin's heads are on the same page. She's well adjusted, which is why she squishes fairies as a hobby rather than out of rage.

Dual Processing: Can target two fairies.

"You'll reform, play along!"
Two Heads Are Better than One

**46**

Wraiths

**limit 10****focus 4**

These dread spectres are here to consume your levels! Thankfully they interact with XP and not Mischief Motes.

Drain: If a fairy takes from a Wraith, the party loses 1 .
Mob: May target half the fairies (round down).

Would Not Exist in a Just Game
Chill Touch

RANDOM DISASTERS: PAINFUL



5. Misfortune

51

Incredibly Ominous Music – While this corridor seems fairly ordinary, it has a soundtrack that inspires terror, despair and an overwhelming sense that Acacia, the GM or both are up to something. The GM gains 10 ☠.

52

Parody Is the Sincerest Form of Flattery – Acacia has set up animate statues in this corridor that act out cruel (but somewhat accurate) parodies of the party. It's disturbing she knows you so well! The GM gains 5 ☠ and all fairies gain the Temporary Quirk "I'm Not Really like That!"

53

Dead End – If the fairies are headed in an unexplored direction, the corridor turns out to lead nowhere; erase the exit from the map. If the fairies have passed this way before, the corridor is mysteriously blocked instead. The group will have to find an alternative path, or use the Search for Secret Passages option to re-open it!

54

Magic Tax Collection – An officious ethereal clockwork bird buzzes through the corridor, insincerely thanking the fairies for paying their Magic tax on time. The group loses 2 ☠ per fairy.

55

Teleportation Accident – A human wizard teleports into the space occupied by a random fairy, who suffers $3d6$ ⚡. She mutters something unintelligible before teleporting out again.

56

Fool's Gold Curse – A random fairy finds a humble wooden cup with a little wine in it, and for reasons her player is free to describe takes a sip. The cup transforms into a jeweled goblet, and all the items in her inventory are turned into Mischief Coins... fake Mischief Coins, as it swiftly turns out. Even the real ones.

RANDOM DISASTERS: PAINFUL



6. Somebody Explodes

61

Sphere of Destruction – A random fairy is Stressed Out as an orb of utter darkness destroys its way through one wall, rolls through her, and then eats a hole in the opposite wall.

62

Devoured by the Great Frog – In an apparent case of mistaken identity, the Avatar of the Frog God devours a random member of the party (who Stresses Out). She hops off, happy to have achieved vengeance for her kind.

63

Vision of the World-devourer – A random fairy is suddenly seized with an understanding of the sort of power Acacia is wielding, and what could be done with it if it could be taken off her. Luckily she explodes with excitement (Stressing Out) before this line of enquiry gets out of hand.

64

Potion of Explosive Growth – A random fairy finds a stash of treasure, and for reasons best explained by her player drinks a potion she finds within. She rapidly grows far larger than the corridor can accommodate and explodes (Stressing Out).

65

Gnome Sniper Arrow – A fairy of the GM's choice is Stressed Out by a black-feathered arrow fired by a concealed gnome (who makes good her escape). Those damn gnomes!

66

Explodes from Happiness – Acacia has left a magnificent gift for a fairy of the GM's choice, something she's always wanted. Her player should describe what it is (so long as it's not mechanically useful). She Stresses Out from sheer joy, but may keep the gift.



RANDOM DISASTERS: CATASTROPHIC



1. Strange Interruptions



11

Giant Squid, Coming Through – This colossal cephalopod is a charming conversationalist, but takes up most of the available space as she squeezes herself through the corridor. Everyone loses her action for the turn.



12

Edition War – The foundations of the universe shake as the rules from the 2040 edition of *Costume Fairy Adventures* intrude on the game, including a radically different timing scheme for its remake of *Tomb of Follies*. While the current edition quickly shakes it off, everyone loses her action for the turn.



13

Lag – The universe briefly stops responding to the fairies' actions. They can move and act normally, but to no effect; the universe refuses to acknowledge their efforts. Everyone loses her action for the turn.



14

Acacia Remodels the Corridor – The corridor reshapes itself chaotically as Acacia can be heard muttering to herself about its aesthetics and decor. Everyone loses her action for the turn.



15

Acacia Discovers Cutscenes – It turns out that in cutscenes, nothing of actual gameplay consequence can happen! Acacia abuses this irritating facet of reality to teleport into the corridor and mock the party before leaving again. Everyone loses her action for the turn.



16

Vision of the Queen's Rage – The corridor dissolves into silver mist, and the fairies find themselves in the Fae Court on the morning of Samhain. The Queen is in a terrible rage, cursing fairies with all her might, and ordering her knights to capture the culprits. Everyone loses her action for the turn.

RANDOM DISASTERS: CATASTROPHIC



2. Hazards

Each of these Hazards rolls a number of dice equal to the number of players and compares its Result to all fairies. Unless otherwise noted, any fairy who draws or is beaten takes 9 ⚡.



21 Sandstorm Trap – A bottle shatters at the far end of the corridor, and an immense sandstorm escapes it. Each fairy must roll her Moxie versus the Hazard's Moxie of 5.



22 The Secret Screamers – Colonies of Alert Mushrooms line the walls of this corridor. Rather than screaming at the fairies, they try to reveal the interlopers' humiliating secrets. Each fairy must roll her Grace versus the Hazard's Craft of 5. Any fairy who suffers ⚡ from this Hazard must also describe her most embarrassing secret.



23 Reverse Medusa – Too late, the party meets the gaze of the Medusa passing through the corridor! She quickly explains she's a reverse Medusa, and only by looking away will the fairies be turned to stone. All they need to do is look right at her until she's gone and ignore the assortment of sparkly and shiny things strewn through the corridor. Each fairy must roll her Focus versus the Hazard's Shine of 5. This Hazard inflicts only 7 ⚡, but any fairy who takes ⚡ from it also gains the Temporary Quirk "Petrified".



24 Puzzle Boxes – The fairies aren't sure what triggered this trap, but it isn't particularly subtle: a clockwork puzzle box is teleported around each of them, slowly contracting to crush them. Each fairy must roll her Craft versus the Hazard's Focus of 5.



25 Impromptu Musical Number – As they chat, one of the fairies makes the crucial error of rhyming with the previous speaker. Now, by ancient law, a song and dance routine is mandated, with deep shame falling upon any that flub it. Each fairy must roll her Shine versus the Hazard's Grace of 5.



26 Personalised Traps – Not only is this corridor bristling with exceptionally devious, high-quality traps, they literally have the fairies' names on them. Each fairy must roll her lowest Facet versus the Hazard's Craft of 5.

RANDOM DISASTERS: CATASTROPHIC



3. Monsters



31

Corridor-cleaning War Golem

limit
20moxie
5

Powerful enough to destroy an army, and here she is, cleaning corridors. She's exceptionally grumpy, and doesn't need to notice the fairies to do grievous damage.

Corridor Sweeper: Targets everything in the corridor other than herself.

**Far Too Good for This
Gratuitously Over-armed**



32

Venommaw Hydra

limit
25shine
5

Technically that should be Venommaws plural, since it currently has eight of them!

Many Heads: Targets all fairies.

Venom: a fairy who takes ⚡ from Venommaw Hydra gains the Temporary Quirk "Nightmare Poison". She takes 4 ⚡ every turn while she has this Quirk.

Limitless Heads
Corrosive Venom
Overpowered



33

Doppelgangers

A number of shapeshifters equal to half the number of players (rounded up) each choose a fairy to copy and start a scuffle. Use the standard rules for NPC fairies to create these Doppelgangers.



34

limit
20focus
5

Stone Beetle Abominations

Not only can it burrow through stone, it has giant claws, extra eyes, and a keening screech. You'd think it'd be satisfied with itself, not lashing out with ineffable malice!

Burrowing: Takes -3 ⚡ from physical threats and inflicts +3 ⚡.

Impenetrable Carapace
Alien Hunger



35

Shark!

limit
15grace
5

The corridor flooding should be the fairies' biggest problem, but no, they've scored a bonus shark!

Eviscerator: Inflicts +2D6 ⚡.

Unstoppable Predator
Entirely Unexpected



36

Lost Lich

limit
15craft
5

There seems to have been a mistake. She was going to use her mountain tomb as a stronghold from which to launch an undead army to cover the world in darkness. Instead, she appears to be trapped in a superficially similar tomb that is the playground of a deeply silly fairy. So if she could just consume your souls, she might be able to teleport out.

Soul Reaver: If a fairy takes ⚡ from Lost Lich, the party loses 3 ⚡.

Epic Opponent
Native of a Nastier Genre

RANDOM DISASTERS: CATASTROPHIC



4. Misfortune

41

Shocking and Dramatic Reversal of Fortune – Things are going swimmingly when a random fairy does something impossibly unlucky. Maybe she breaks a corridor-length mirror, says Acacia's name three times in a row, or talks about retiring tomorrow (her player should describe this terrible misstep). The GM gains 15 ☠.

42

Anti-magic Field – These things are terrible. The party hears it humming as it deploys through the corridor, but too late. The party loses 3 ☠ per player.

43

Unidentified Potion Trap – It may be less a trap and more a poorly secured alchemical waste dump, but either way every fairy gains the "Confused about Colours", "Smells like Hysteria" and "Vibrating Uncontrollably" Temporary Quirks.

44

Ironic Ceiling Collapse – The GM should judge which fairy has proceeded with the most caution and paranoia in the dungeon so far. She takes 5d6 ⚡ as a random segment of ceiling collapses on her.

45

Unwanted Moment of Clarity – The corridor is a holy site, a place where the illusions of the world are stripped away. The fairies achieve a moment of enlightenment in which they realise the things that they own in fact own them, and the noble path is to be without possessions entirely. This allows them to briefly feel good about the contents of their inventories evaporating into thin air.

46

Roll Twice – It had to happen. Roll twice on the Catastrophic table and apply both results (including this one if it's rolled again).

RANDOM DISASTERS: CATASTROPHIC



5. Somebody Explodes

51

Fairy Tax – A panel opens in a wall of the corridor, and a strange mechanical device eats a random fairy, causing her to Stress Out. The corridor informs the party in sonorous tones that the toll has been paid, and they are free to travel on.

52

Harpoon Trap – A random fairy crosses the gaze of a well-hidden magical eye in the wall, and is skewered by a nasty barbed harpoon for her troubles, Stressing Out.

53

Overstimulation Room – A secret door briefly opens, sucking a fairy of the GM's choice through with a vacuum-like force. She's unceremoniously dumped in a sealed room filled with toys, sweets, music and outlandishly cool knick-knacks. She briefly has the most fun of her entire life before exploding from sheer entertainment (Stressing Out).

54

The Most Annoying Noise – A magic mouth appears in the corridor's ceiling, and begins to make a noise that only one fairy (of the GM's choice) can hear. This is the most irritating sound imaginable, and it is with great relief that she Stresses Out and explodes.

55

Blushing Bombshell – Princess Aotea Morningblade (probably not her real name), renowned as the most beautiful and heroic of fairies, sweeps through the corridor on her way to some Very Important Event. As she passes, she blows a kiss to a fairy of the GM's choice, who blushes until she explodes (Stressing Out).

56

Acacia Uses GM Fiat to Backstab Someone and Get Away (the Rotter) – A fairy of the GM's choice is run through by Acacia, who cackles in triumph and then vanishes in a pointless display of arbitrary NPC abilities. The fairy Stresses Out.

RANDOM DISASTERS: CATASTROPHIC



6. Everybody Explodes

61

Efficient Crushing Corridor Trap – Everyone's familiar with the trap where the walls slowly close in and threaten to crush the heroes. This one is not slow. All fairies Stress Out.

62

Worm! – A giant worm bursts through the corridor, eating everything in it. Maybe the fairies were being too noisy? All fairies Stress Out.

63

Corridor Is Now Full of Lava – Fairies are not typically lava proof, particularly sudden onset lava. All fairies Stress Out.

64

Rocks Fall. Really! – A cave-in causes all fairies to Stress Out. This is probably due to the GM rolling this result and not a grudge nursed from earlier in the game. Probably!

65

Surprise Party Fake Ending – The walls of the corridor fall away, apparently made of cheap cardboard. A splendid feast-hall is revealed, with Acacia, her lieutenants, the Queen of the Fae and her knights all waiting to greet the fairies as the guests of honour. It turns out all this dungeon drama was just the setup for a grand party to celebrate how great the fairies are! After being wined and dined, each fairy explodes from sheer happiness (Stressing Out). When they recover at base camp, the knights have no idea about this supposed party.

66

Dire Ancient Rainbow-elemental Divine Great Lichwurm The corridor has to be made temporarily bigger for this ridiculously overpowered horror to obliterate the party. Which it does. All fairies Stress Out.

EMPTY ROOM QUIRKS

D66	QUIRK	D66	QUIRK
11	Classic Bluestone Brick	41	Ominous Clicking
12	Classy Marble Walls	42	Something Big Is Snoring
13	Elegant Wood Panelling	43	Somebody Is Chanting a Spell
14	Ancient Sandstone	44	Annoying Constant Dripping
15	Rough Mud Brick	45	Ghostly Wails
16	Delicate Crystal Walls	46	Infuriatingly Cheerful Singing
21	That's a Lot of Cobwebs	51	Unexpectedly Everything Is Cheese
22	Full of Sleeping Basilisks	52	Gravity Shouldn't Work like That
23	Annoying Animate Furniture	53	I'm Pretty Sure We're Inside a Dragon
24	Unhelpful Gargoyles	54	Hall of Deceitful Mirrors
25	Gelatinous Cube Instead of Air	55	Bigger on the Inside than the Outside
26	Please Tell Me Those Aren't Owlbear Feathers	56	Looks like an Infinite Forest, Actually a Normal Corridor
31	Pointlessly Shallow Pit Traps	61	Ridiculously Grandiose Statues of Acacia
32	Spear Traps for Tall People	62	Wine Cellar
33	Distinct Smell of Old Poison Gas	63	Working Goldmine
34	Every Stone Is a Pressure Plate for Something	64	Creepy Arcane Library
35	Swinging Guillotine Blade (Stuck)	65	Bustling Gnome Market Street
36	Broken Clockwork Everywhere	66	The Tunnel of Love

CREATING SCENARIOS

Tomb of Follies isn't just a dungeon crawling Playset: it also provides a general set of rules for running *Costume Fairy Adventures* as a game of turn-based exploration (if a rather silly one). These rules can be used to run your own original scenarios in addition to the one included in this book. A thorough discussion of how to design a proper turn-based dungeon crawl is beyond the scope of this section – we'd need a much larger book to do the topic justice! – but we'll try to cover the basics, as well as explain why certain things are set up the way they are.



BASIC SCENARIO DESIGN

These rules are geared for a very particular kind of adventure. Action-packed romps and linear story-driven quests can be great fun, but *Tomb of Follies* focuses on more deliberately paced fare. Your original scenario should have the following things:

- ★ A large, mappable area for the fairies to explore
- ★ Self-contained Locations that can host their own mini-adventures
- ★ A hidden objective that the fairies will need to explore to uncover
- ★ A boss to fight at the end!

A dungeon crawl satisfies these criteria, but there are many possibilities. For example, you might use these rules for a game of high-seas exploration, where each “room” is an island in the sea of adventure. Alternatively, you could create a dimension-hopping sci-fi romp, where each room is a new dimension to explore, and the “exits” are mysterious portals or tears in space!



Some of these premises may require small adjustments to the mapping and movement rules. For example, in the high-seas exploration game, rolling for the number of exits tells you how many adjacent map squares have islands in them. The fairies can still sail in a direction where no exit is indicated – they’ll just end in the open sea. How boring!

Alice decides to adapt the *Magical Gaslight* milieu from the *Costume Fairy Adventures Core Rulebook*, and creates the *Peacock Feather Festival*. The streets are filled with revelry, and certain houses blessed with peacock feathers by the Empress have particularly wild parties. Bobbins Shou is buying the feathers for *Mischief Motes*; if the fairies can hit enough parties and snaffle the feathers, they can build up an enormous stock of Motes. After that, if they can find the Empress’ hidden party, they might just pull off the prank of the season...

Streets filled with festival madness are a fair match for dungeon rooms, but Alice thinks it must be possible to take shortcuts over the roofs or through non-party houses. She decides the fairies can hop between adjacent “rooms” when moving – but when they do, the cost of a *Random Disaster* is only 5 ☠, as they attract attention from airships, riled up local gods and a flock of angry peacocks.

DESIGNING ENCOUNTER CARDS

Encounter Cards are the engine that makes *Tomb of Follies* go. The obstacles the fairies will face are defined entirely by the luck of the draw, so it's important to make sure that the Encounter Cards provide plenty of grist for the mill. This is where 90% of the actual work of designing a scenario happens!

Types of Challenges

There are three types of Challenges that can be included in a scenario: regular Challenges, minibosses, and bosses.

Regular Challenges make up the bulk of the Encounter deck. They represent the everyday inhabitants of the dungeon (or other locale) in which the scenario takes place. They typically don't have names or specific backstories – at least, not until you make something up when putting individual Encounters together.

- ★ Minibosses are unique characters who add a special twist to the Encounters in which they appear. They usually represent named NPCs who have some special role to play in the scenario. Acacia's lieutenants, for example, are minibosses. We recommend no more than three minibosses in a standard 36-card Encounter deck.
- ★ The boss is the Big Cheese at the end of the scenario. She doesn't get a card in the Encounter deck – you have to find her before you can fight her!

Unless otherwise noted, these guidelines apply to all types of Challenges. Special considerations for minibosses will be called out as they arise, while bosses are discussed in their own section later on.

83 Designing Boss Encounters



General Challenge Guidelines

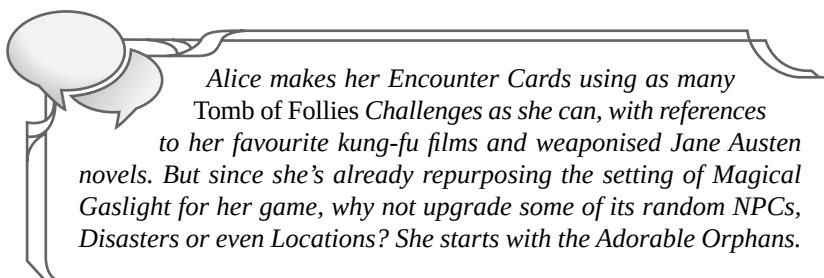
You're probably expecting us to talk about how to assemble a coherent and thematic menu of Challenges for your Encounter deck, but we're not going to do that. In fact, we're going to suggest the exact opposite. Drawing a totally off-the-wall set of Challenges and somehow making it work as a unified Encounter is half the fun.

So go nuts. Base Encounter Cards on pop culture references. Base them on bad puns. Base them on inside jokes that only you and your closest friends will ever understand. As long as it fits the general tone and premise of the scenario, go for it!

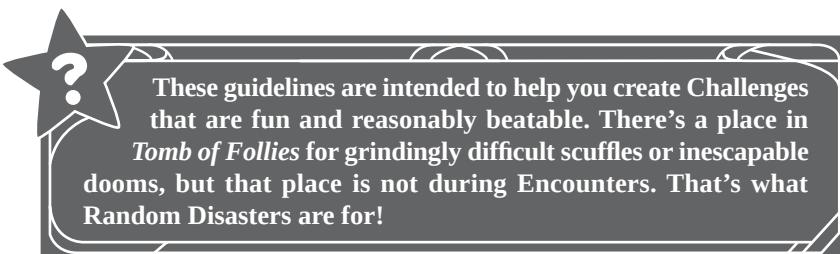
That said, there are a couple of guidelines to follow in the overall composition of the Encounter deck:

- ★ Try to keep a good balance of NPCs and Hazards. If you can't, it's better for the Encounter deck to be biased in favour of NPCs than it is for it to be biased in favour of Hazards. Strange characters bouncing off of each other is fine, but strange circumstances with no-one to experience them can be tough to give life to.
- ★ Keep it simple. If a card's concept can't be fully described in a sentence or two, it's probably too complicated or too specific to make a good Challenge. You can imply a lot with your choice of Facets, Quirks and Powers, so there's rarely any need to pin things down in detail.

Next, we'll talk about how to assign stats to each Encounter Card.



Alice makes her Encounter Cards using as many Tomb of Follies Challenges as she can, with references to her favourite kung-fu films and weaponised Jane Austen novels. But since she's already repurposing the setting of Magical Gaslight for her game, why not upgrade some of its random NPCs, Disasters or even Locations? She starts with the Adorable Orphans.



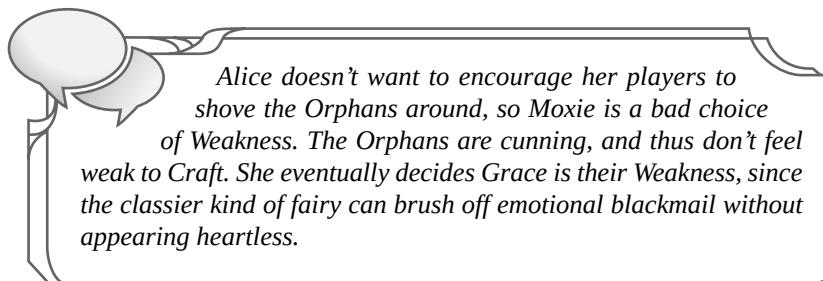
These guidelines are intended to help you create Challenges that are fun and reasonably beatable. There's a place in Tomb of Follies for grindingly difficult scuffles or inescapable dooms, but that place is not during Encounters. That's what Random Disasters are for!

Weakness

It might seem strange to start with a Challenge's Weakness, but it's listed first for a reason. The most important thing about a Challenge is how the fairies bounce off it, and a Challenge's Weakness will strongly shape their approach. Your players can see the Encounter Card, and its Weakness is right there – they're not going to ignore that!

Basically, your choice of Weakness informs what the Challenge is "for". If it's weak to Moxie, you're saying that the fairies are expected to beat it up! A Challenge that's weak to Craft, meanwhile, is meant to be outsmarted or bamboozled. Other tactics will still work, but that +2  is hard to ignore unless the fairies have Costume Powers or other advantages that suggest an alternative approach. Special Weaknesses provide an even stronger guide by dictating one specific tactic that works best against the Challenge, and should be used sparingly.

In the included scenario, the Encounter deck is organised by Weakness: all of the 1s (i.e., 11, 12, 13, etc.) are weak to Moxie, all of the 2s are weak to Grace, and so forth, with special Weaknesses reserved for the 6s. This gives an even distribution of Weaknesses, ensuring that every fairy will have a chance to contribute no matter what her best Facet is, and keeps special Weaknesses appropriately special. We recommend following the same pattern with your own Encounter Cards.



Stress Limit, Stress Out Bonus and Room Stress Limit

These three stats go hand in hand. The first reflects how important a Challenge is on its own terms, while the other two dictate how it interacts with the overall Encounter.

Most Challenges should have a Stress Limit between 5 and 10, tending toward the upper end of that range. This is a bit higher than a standard NPC, but it's offset by the fact that the Free-For-All rules allow the fairies to gang up and "focus fire" rather than using the Assistance rules – this can inflict a lot of Stress in a big hurry! It's okay to go a point or two higher, but very high Stress Limits come with special qualifiers:

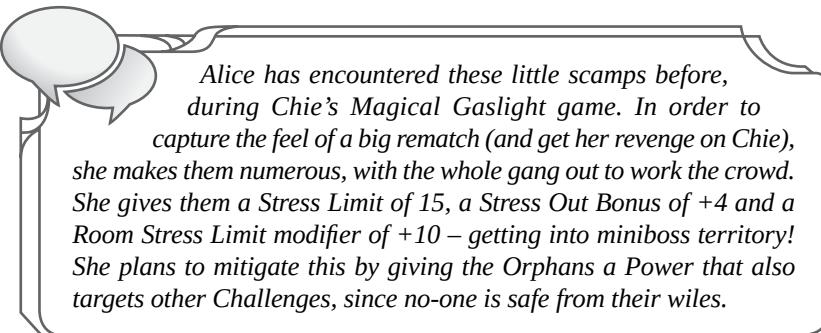
- ★ If a Challenge has a Stress Limit in the 12–15 range, it should usually have an extra vulnerability that either makes it less effective when exploited, or causes it to suffer extra ⚡ above and beyond that granted by its Weakness. Exceptionally strong regular Challenges and weak minibosses have Stress Limits in this range.
- ★ If a Challenge has a Stress Limit in the 16+ range, it should suffer from an even more severe drawback. Possibilities include a vulnerability that causes it to Stress Out instantly when exploited, or a penchant for inflicting ⚡ upon other Challenges in the Encounter, thus indirectly helping the fairies. Regular Challenges with Stress Limits in this range should be rare – this is mostly miniboss territory.

A Challenge's Stress Out Bonus helps to determine which Challenges are more tempting to target. A higher bonus encourages the fairies to "focus fire" on that Challenge in order to claim it.

If you're feeling evil, this can serve as a trap for impatient fairies: combine a high Stress Out Bonus with a Power that lets the Challenge counterattack, and watch fairies explode! Conversely, low Stress Out Bonuses can be sneaky to combine with Powers that make the Challenge more dangerous when it isn't targeted – the fairies might look at the low Stress Out Bonus and ignore the Challenge, not noticing the Power until it's too late.

Stress Out Bonuses typically range from +1 to +5. A miniboss can have a Stress Out Bonus in the +6 to +10 range, reflecting the fact that taking out a miniboss can bring the whole Encounter to a crashing halt!

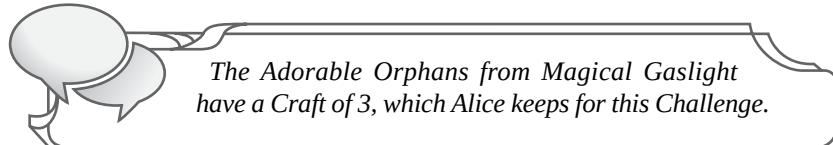
Finally, a Challenge's Room Stress Limit modifier contributes to the Encounter Shenanigan's Stress Limit. This value should be *less than* the sum of the Challenge's Stress Limit and its Stress Out Bonus; that way, the fairies won't need to Stress Out every Challenge to complete the Encounter. Aim for about two-thirds of the sum of the Challenge's Stress Limit and Stress Out Bonus, rounded up.



Facet

As with Weaknesses, the key to Facets is a good distribution. The number of Challenges rolling any given Facet should be roughly equal throughout the deck, in order to make sure that Costume Powers that care what Facet a fairy's opponent has get a chance to strut their stuff. The specific Facet assigned to any given Challenge is less important – just pick whatever feels right.

Most Challenges should have a Facet of 3 or 4, tending toward the former. 5s are best reserved for minibosses – and even then, only if they have compensating disadvantages.



Dice Limit

Where a Challenge's Facet reflects its basic power, its Dice Limit determines how far the GM can push it. A Dice Limit of 2 can easily be filled with free dice each round, while a Dice Limit of 5 gives the GM the option of burning a big pile of  to pump it up. Most Challenges should have a Dice Limit in the 2–3 range.



A low Dice Limit may offset a high Facet. A Challenge with a Facet of 5 won't be able to take full advantage of it with a Dice Limit of 1. Use this trick sparingly; highly random outcomes ultimately work against the players.



Alice wants the feel of a really large group of orphans blanketing the festival Locations where they're encountered, and so gives them a Dice Limit of 4. Their middling Facet means they're not a huge threat, but with enough dice, they'll usually roll well enough to be dangerous to ignore.

Powers

When you design a Challenge's Powers, you have two priorities. On one hand, Powers are what make a Challenge more than a big pile of Stress Limit. On the other hand, the GM has limited time to familiarise herself with each Challenge; when she draws a given Challenge in play, she might be seeing its Powers for the first time! Plus, the lifespan of any given Challenge is likely to be short, especially when fairies gang up on it.

Try to stick to Powers that are punchy but simple. Flavour is more important than having a clever mechanical trick, and complex Powers risk bogging things down. The examples in the included scenario will give you plenty of inspiration to draw on.

Also, keep a close eye on Powers that let a Challenge target multiple fairies. These Powers can make the party spend a lot of resources dealing with them, so they're best reserved for minibosses.



Costume Fairy Adventures doesn't strongly distinguish between physical combat and other types of conflicts, so Powers that would be frustrating in a more grounded dungeon crawl are often easy to work around. A Challenge that's completely immune to physical damage might not affect the fairies' tactics at all, since all that means in practice is that they can't use Powers that only work in scuffles.



These rules suit the Adorable Orphans very well – while their Magical Gaslight incarnation has a Power related to persuasion tests, here they can directly go after the fairies' inventories. Alice gives the Challenge the following Power:

Please Ma'am, May I Have Some More?: *The Adorable Orphans target all fairies and all other Challenges. A fairy may prevent the Orphans from targeting her by discarding an item.*

Alice thinks this Power gives the fairies an interesting tactical problem. With a moderate Facet and a high Dice Limit, the Orphans should reliably inflict 3 ⚡ on at least some of the fairies every round, and are thus a priority target. However, they also hurt the other Challenges; fairies willing to sacrifice enough cakes or Costumes could avoid all ⚡ from the Orphans and hope to take out the other Challenges quickly with their help.

Alice doesn't want it to be too easy to short-circuit this tactic, so she adds the following Power to show that not even she is immune to their puppy-dog eyes:

Relentless Work Ethic: *The GM must allocate at least two dice to the Adorable Orphans each round.*

Quirks

Each Challenge receives a single Quirk. As always, the priority should be on Quirks that will be fun for the fairies to tag in contests.

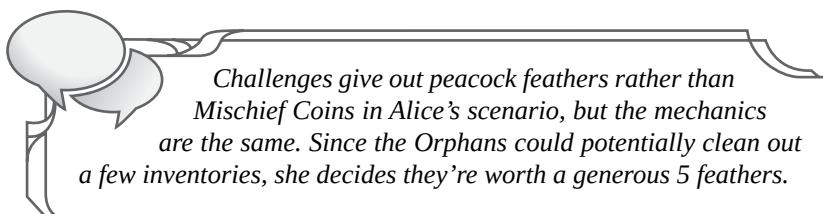


Because a Challenge's Quirk may be tagged on actions targeting other Challenges, Alice wants something flexible. She goes for "Festival Opportunists".

Mischief Coins

Assigning the number of Mischief Coins a Challenge awards is more art than science. It's supposed to reflect how much work it takes for the fairies to deal with it, but this is a difficult thing to judge on paper, especially when all of the possible combinations with other Challenges in the deck come into play.

The basic reward is 3 Mischief Coins for a standard Challenge, or 6 for a miniboss. This can go up or down depending on how much hassle the Challenge proves to be. Since you probably don't have playtesters to help you out with that, the best approach is to adjust this number on the fly during play. If in doubt, err on the side of more Coins; risk versus reward isn't an exact science, and a little generosity on your part can prevent a design oversight from spoiling the fun.



Adorable Orphans

weakness
grace

limit
15

craft
3

limit
4

stress out
+4

Privilege flaunted with such decadence is an insult to the fundamental justice of Her Imperial Majesty's reign. It is our moral duty as the next generation of her loyal servants to redistribute such wealth more equitably.

Please Ma'am, May I Have Some More?: The Adorable Orphans target all fairies and all other Challenges. A fairy may prevent the Orphans from targeting her for the round by discarding any item from her inventory.

Relentless Work Ethic: The GM must allocate at least two dice to the Adorable Orphans each round.

Room Stress Limit: +4; Peacock feathers: 5

Festival Opportunists

DESIGNING BOSS ENCOUNTERS

What's a dungeon without a rollicking boss fight at the end? Not much of a dungeon at all, is what! Once the fairies find the master of the dungeon, it's time for the final showdown – but first, they have to find her.

Boss Encounter Concepts

The range of possible scenarios is nearly infinite, so bosses can be equally varied. Your scenario's boss could be a milieu-appropriate mastermind, a character lifted from popular media (perhaps with the serial numbers gently filed off), or even something completely out of left field.

There's just one hard rule, though: the boss must be someone the fairies can talk to. The final Encounter may well turn into a scuffle, but it shouldn't be something that can only be dealt with by scuffling; the fairies should plausibly be able to inflict **⚡** on the boss by tricking her, arguing with her, or even just getting in a really good insult, too. This doesn't mean that big scary monsters are off the table – but if you do use a big scary monster, it needs a personality!

Karyn has watched a few too many reality cooking shows and creates the COOKING DUNGEON Playset

*for her friends. Melody Pickles is the group's mentor/questgiver, so Karyn makes the final boss a judging panel of celebrity NPCs: Mae Honeydew, the Tanuki Tart Consortium Rep and a far less powerful but doubly snarky Acacia Redleaf. That triples the personalities and gives the party the opportunity to inflict **⚡** by getting the judges to fight amongst themselves.*



Placing the Boss Room

The boss Encounter occupies a room on the map, like any other. Since the map is generated during play, though, you can't place it ahead of time – you'll have to determine where it's located as you go along.

There are three basic ways to place the boss room:

- ★ **Time-based:** The simplest method is to keep an eye on the clock, and place the boss room when the session is about two-thirds of the way through – that is, at the two-hour mark for a three-hour session, and so forth. Once that time has passed, the next Encounter-containing room the fairies discover will be the boss room.
- ★ **Encounter-based:** Alternatively, you can keep track of how many Encounters the fairies have overcome, and place the boss room after a certain number has been reached. Different groups play at different rates, but as a rough estimate, you can expect to get through three or four Encounters per hour of play. (Half as many for online play, as usual.) So if you're planning on a three-hour session, you can expect to place the boss room after six to eight Encounters.
- ★ **Level-based:** Finally, you can place the boss room after the fairies have levelled up enough times. This takes some of the tension out of the search – there's no chance that the fairies will stumble upon the boss run unprepared – but it can also give you an excuse to create a tougher Encounter, since you know the fairies will have more firepower on their side. Level 7 is usually a good threshold.

If none of these options work for you, get creative! For example, each of the three minibosses in the Encounter deck might hold a secret key, with the boss room revealing itself after the fairies have acquired all three keys.

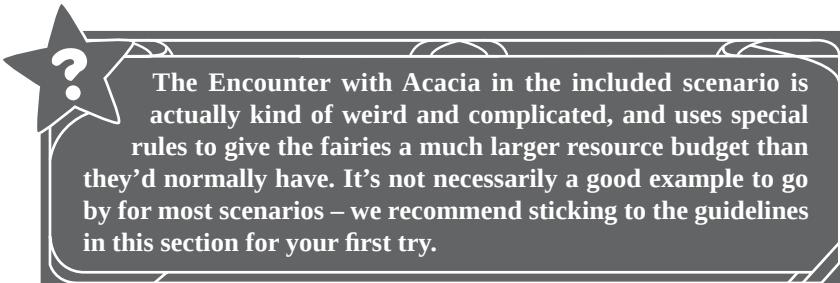


Karyn's mix of competitive cookery and dungeon exploration vaguely conforms to a tournament structure, so before moving on to the final round, the fairies must defeat the three Silver Chefs: the Pie Orcs, the Shortcrust Serpent and the Barbecue Baroness. In order to ensure that actually happens, she keeps those Encounter Cards separate and marks out a room on the map for each of them. The fairies know where these minibosses can be found, but getting to them, defeating them and unlocking the final confrontation is another matter entirely.

Creating the Challenges

Of course, once the fairies have found the boss room, you'll need an Encounter to throw at them. Unlike the normal Encounters throughout the dungeon, the boss Encounter is always pre-designed.

A “standard” boss Encounter has a Room Stress Limit of 50, and consists of three Challenges: the boss herself, and two minions.



Designing Bosses

Your scenario's boss can be just about anything in descriptive terms, but rules-wise, bosses tend to have a lot in common. The following stats make for a good basic boss template:

- Stress Limit 30
- Stress Out Bonus +20
- Facet 5
- Dice Limit 5
- Two Quirks

... plus at least two of the following Powers:

- An area effect that allows her to attack multiple fairies, with a  bonus of +3 or so
- A conditional source of edge; the condition should be something the fairies can work around, possibly with some difficulty
- The ability to redirect  and unwanted Quirks to her minions
- The ability to automatically create troublesome Temporary Quirks and/or Location Quirks*
- The ability to revive defeated minions or conjure new ones (note that this doesn't "reset" any  marked against the Encounter Shenanigan by defeating that minion)*

* These Powers should cost  if the boss can use them on top of her regular action; if they take up her action, no cost is needed.

Powers that reduce  are not recommended for bosses. Bosses already have massive Stress Limits – adding  reduction on top of that can easily make the Encounter drag.

Standard Facet-based Weaknesses aren't recommended for bosses – it wouldn't be fair for some fairies to have a free advantage against the most important Challenge. You have two basic options:

- ★ A puzzle-like special Weakness that requires some rules-based condition to be satisfied; or
- ★ A narrative special Weakness that allows any fairy to deal extra  by describing her tactics accordingly

A narrative special Weakness is usually more fun in practice, but a puzzle-like special Weakness can help to set the tone if the boss has a very specific gimmick you want your players to exploit.

Karyn designs her three-person Judging Panel as a single Challenge. She gives the Challenge three

Facets at 5: Focus for Mae, Craft for the Tanuki and Shine for Acacia. Likewise, she gives an extra Quirk for a total of three - “Absolute Pie Bias”, “Culinary Capitalism” and “Shameless Self-promotion” to reflect the three personalities.

Keeping up the theme of three, Karyn gives them the area attack Power “Relentless Criticism”, which targets three fairies, and allows the Panel to inflict +2 ⚡ by tagging a Quirk on each fairy. “Summary Judgement” is their variant of the Quirk creation Power, which doesn’t take an action but costs 2 💀. She gives them a unique Power, “Three Headed Monster”, which grants them three free dice per round, but allows each of their Quirks to be tagged as if it was from a different source.

Finally, Karyn decides their Weakness is taking +2 ⚡ from any action that exploits conflict within the Panel. She thinks that should be easy to exploit, balancing the advantage of the extra Facets and Power (since that Power already has a sharp drawback!).

The Judging Panel

weakness
special

⚡ limit
30

F focus
5

C craft
5

S shine
5

🎲 limit
5

stress out
+20

Mae Honeydew, pie artisan. Tomiko Tanuki, Tart Consortium chairtanuki. Acacia Redleaf, professional celebrity and occasional villain. Why is your fate in the hands of these three lunatics?

Relentless Criticism: The Judging Panel may target up to three fairies. The Panel may tag a targeted fairy’s Quirk to deal +2 ⚡ to that fairy.

Summary Judgement: The Judging Panel may pay 💀 to automatically inflict a troublesome Temporary Quirk on a fairy. The Panel may use this Power in addition to their regular action, but only once per round.

Three Headed Monster: The Judging Panel receives three free dice each round, before the GM allocates any dice. The fairies may tag more than one of the Panel’s Quirks on a single roll, as though each Quirk came from a separate source.

Internal Dissent (Weakness): The Judging Panel suffers +2 ⚡ from any action that exploits its members’ conflicting priorities.

Absolute Pie Bias (Mae)

Culinary Capitalism (Tomiko)

Shameless Self-promotion (Acacia)

Designing Minions

A boss's minions are created as standard minibosses. Low Stress Out Bonuses are recommended – deciding whether to take out the minions or “focus fire” on the boss should be a tough choice! A typical minion might look something like this:

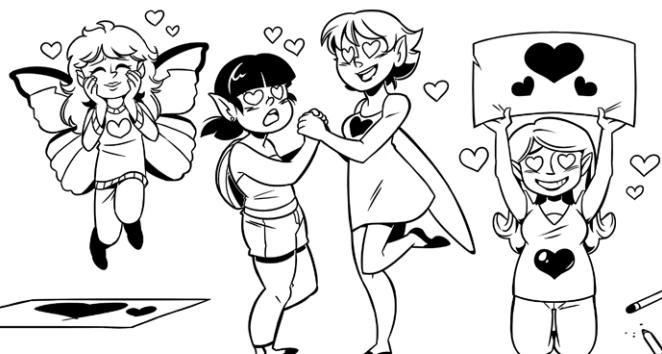
- Stress Limit 10 to 12 (knock off a couple of points if the boss can conjure or revive minions)
- Stress Out Bonus +1 to +3
- Facet 4
- Dice Limit 3
- One Quirk

... plus at least one of the following Powers:

- A strong single-target attack with  bonus of at least +3
- An area attack as described for bosses – but only if the boss herself doesn't have one
- The ability to impose a troublesome Location Quirk for as long as this minion exists
- The ability to inflict a troublesome Temporary Quirk on any fairy who takes  from this minion

Synergies between the boss and her minions can add extra spice to the Encounter. For example, perhaps the boss has a conditional edge Power that activates in the presence of a Location Quirk generated by one of her minions. Synergies can also be negative as well as positive; area effects that hit the boss as well as the fairies are always a classic.

Minions should have standard Facet-based Weaknesses – you'll have enough things to keep track of as it is!



Karyn creates the *Tart Consortium Goons* and *Obligatory Fangirls* to represent the Tanuki and Acacia's respective hangers-on. She gives both minion groups Stress Limit 11, Stress Out Bonus +2, Facet 4 (Moxie and Grace respectively) and Dice Limit 3, sticking to the standard. The *Tart Consortium Goons* get the Quirk "Underpaid Muscle" and a Power that maintains the Location Quirk "Game Rigged by the Mob" while they survive. The *Fangirls* get the Quirk "We're Going to Be on TV!" and the Power "Focused Spite" that inflicts +3 ⚡ on the targeted fairy. Karyn assigns a Grace Weakness to the *Goons* and a Shine Weakness to the *Fangirls*, partially because it makes sense to her but mostly because she didn't use those for the *Silver Chefs* and it's important to maintain an equitable Weakness distribution!

weakness
grace

⚡ limit
11

M moxie
4

6 limit
3

stress out
+2

Tart Consortium Goons

Between the dangers of a cooking battle deep within a dungeon and the need to ensure a commercially favourable outcome, Tomiko Tanuki has brought along a gaggle of her best youkai leg-breakers as an "entourage". These women have a rich variety of supernatural abilities that in practice boil down to "generic thuggery".

Conflict of Interest: The *Goons* impose the Location Quirk "Game Rigged by the Mob" while they remain in play.

Underpaid Muscle

weakness
shine

⚡ limit
11

G grace
4

6 limit
3

stress out
+2

Obligatory Fangirls

An Elf of Acacia Redleaf's fame and accomplishment has options when it comes to attracting a flock of fairy fangirls. For today, she could have easily assembled fangirls of refinement, taste and sophistication to lend the occasion a dignified air. Selecting vicious, vulgar and nakedly ambitious fairies and telling them only the contestants stand between them and fame is her implied critique of the affair.

Focused Spite: A fairy targeted by the *Fangirls* suffers +3 ⚡.

We're Going to Be on TV!

Victory and Defeat

The default assumption is that the fairies can't retreat from a boss Encounter. Once they're in, it's all or nothing! This means that not only do you have to decide what happens if they win, you also have to decide what happens if they lose.

Costume Fairy Adventures is an episodic game, so you don't have to worry about taking the fairies out of commission. No matter how horrible the consequences for losing are, the same fairies can still show up in other games. Still, it's good form to include some sort of escape clause for the benefit of players who'd prefer to have an explanation for how their fairies managed to get away.



Since Karyn's *COOKING DUNGEON* game is explicitly a contest, losing doesn't have any inherent horrors. She decides that should the fairies lose, the judges will appropriate the fabulous prizes for themselves and conspicuously enjoy them, while tabloid journalists and paparazzi will compound the fairies' humiliation as newly minted C-list celebrities.

Victory is similarly straightforward. Since dungeon crawls tend to be more strongly goal-directed than a typical *Costume Fairy Adventures* Playset, the payoff may be obvious: you get whatever you came into the dungeon for! Still, some small benefit for racking up lots of Mischief Motes wouldn't be amiss.



Karyn decides that while the fairies will get fabulous prizes in the event of victory (magic cooking utensils, a year's worth of luxury food, a staff of surly kitchen weasels), their Mischief Mote total will determine the success and legitimacy of the contest itself. If they do poorly at cashing in their Mischief Coins and come out with only a few Motes to their name, the world forgets *COOKING DUNGEON* almost as quickly as the fairies do. If they blitz the judges with 100+ Motes in the bank, they establish a culinary legend that will last forever, and enjoy the glory and opportunities offered by an amazed cooking community. Karyn establishes rough tiers between these two extremes, giving the group increasing narrative power to describe their epicurean epilogue in each successive tier.

DESIGNING RANDOM DISASTERS

In many ways, Random Disasters are the opposite of Encounters. While Encounters are something the fairies seek out for the rewards they bring, Random Disasters are things that happen to them in spite of their best efforts to avoid them!

The basic rules (and the included scenario) presume that Random Disasters tend to escalate over time, providing the fairies with an incentive not to dawdle. If time pressure isn't a feature of your scenario, you can fix its Random Disasters at a particular level. We'll talk about what sorts of scenarios each Disaster tier is best suited for in their individual sections.



If your scenario uses non-escalating Random Disaster severity, the Disaster Pool increases every nine turns rather than every three turns; i.e., zero dice on turns 1 through 9, one die on turns 10 through 18, and so forth, capping out at three dice on turn 28.

In the included scenario, each Random Disaster table is divided into six sub-tables of escalating severity: the 11–16 entries for each table share a theme, as do the 21–26s, the 31–36s, and so forth. The following advice will assume that you're organising your own Random Disaster tables in the same way.



Odd

Odd Disasters are relatively gentle. A third of the time, they actually end up helping the fairies, possibly at a small cost, and the downsides never get worse than a lost turn or an easy scuffle. If you’re not using escalating Disasters, this level is best for easygoing scenarios where Disasters are just a funny thing that sometimes happens.

 11–16

A Stroke of Luck – The Disaster backfires and actually helps the fairies. Possible benefits include restoring all , gaining up to 5 , a free minor Advantage, free food or Costume Deck draws, or a bonus Mischief Coin.

 21–26

Breaking Even – The Disaster’s basically a wash. The Disaster imposes a (potentially mandatory) cost – examples include the loss of up to 5 , 5  to a single fairy (or 3  to all fairies), a lost action, or an undesirable Temporary Quirk – and grants a benefit comparable to “A Stroke of Luck”, above.

 31–36

Strange Interruptions – Some inconvenient but non-harmful happenstance eats up everybody’s next action.

 41–46

Hazards – This category includes all the classic dungeon traps. Each fairy must make an unopposed test against a particular Facet, or suffer up to 3  or some other, comparable penalty.

 51–56

Monsters – Something with an appetite for fairies pops out of the walls and attacks! Such monsters have a single Facet rated at 3–4, Stress Limit 5–10, and possibly a minor Power or two. Win or lose, scuffling with this monster eats up everybody’s next action.

 61–66

Misfortune – This is a catch-all category for all other unfortunate mishaps. At this level, “Misfortune” effects can include a modest boost to the Trouble Pool (up to 5 ), the loss of a single inventory item, a forced Costume discard, or up to 2d6  to a single fairy.

Painful

As their name suggests, Painful Disasters sting a bit. If they come with a benefit, it's always with a cost attached, and the possibility of fairies blowing up for no reason is introduced. This tier should be considered the standard for scenarios with non-escalating Disasters – it strikes a nice balance between minor annoyance and utter catastrophe.



11–16

Breaking Even – As for Odd Disasters, except both the costs and the benefits can be larger. The former can include automatically Stressing Out a single fairy, the loss of all food, or a major boost to the Trouble Pool (up to 10 ☩), while the latter can include a free major Advantage, a gain of up to 10 ☪, or other comparable prizes.



21–26

Strange Interruptions – As for Odd Disasters. This one doesn't scale up as Disaster severity rises – due to the way the Turn Counter works, losing a turn is equally bad no matter how far along you are!



31–36

Hazards – As for Odd Disasters, except the trap actively opposes the fairies with a dice pool equal to the number of fairies in play and a Facet of 3, and the penalty for failure can be up to 6 ⚡.



41–46

Monsters – As for Odd Disasters, except that the monster has a Stress Limit of 10–15 and a single Facet rated at 4–5.



51–56

Misfortune – As for Odd Disasters, with greater effects: a Trouble Pool boost of up to 10 ☩, up to 10 points of ☪ loss, 3d6 ⚡ to a single fairy, the loss of one or more Mischief Coins, or comparable effects.



61–66

Somebody Explodes – A randomly chosen fairy automatically Stresses Out – “no saving throw”, as the phrase goes.

Catastrophic

Catastrophic Disasters are a sign that it's time to stop fooling around and start gunning for the boss. They're not recommended for scenarios with non-escalating Disasters; without a large number of secured rooms to drain the Disaster Pool, they can make it virtually impossible to move about the dungeon. You certainly don't want to start out at this level!

 **11–16** **Strange Interruptions** – As for Painful Disasters.

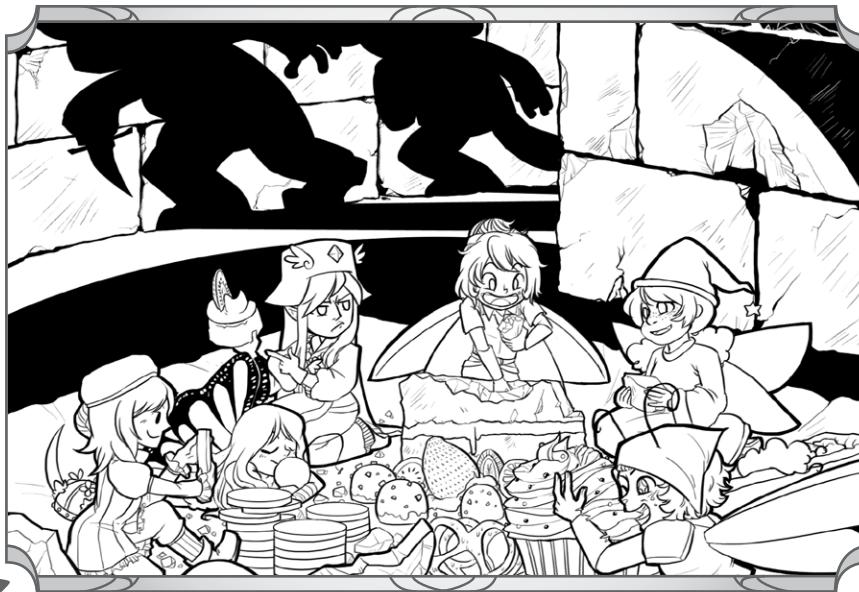
 **21–26** **Hazards** – As for Painful Disasters, except that the trap's Facet is rated at 5, and the penalty for failure can be up to 9 .

 **31–36** **Monsters** – As for Painful Disasters, except that the monster has a Stress Limit of 15+, a single Facet rated at 5, and really nasty Powers.

 **41–46** **Misfortune** – As for Painful Disasters, with even greater effects: a Trouble Pool boost of up to 15 , up to 15 points of  loss, 5d6  to a single fairy, whole arrays of automatic (and undignified) Temporary Quirks, complete inventory loss (except for worn Costumes), or comparable effects.

 **51–56** **Somebody Explodes** – As for Painful Disasters.

 **61–66** **Everybody Explodes** – Self-explanatory.



DESIGNING EMPTY Room QUIRKS

Lastly, you'll need a table of Empty Room Quirks. These Quirks represent everything that isn't actively trying to bamboozle, devour, or otherwise mess with the fairies, and also play an important mechanical role. When the fairies find an empty room, they may Scrounge or Try for Advantage; these actions require rolls, which can be boosted by tagging Quirks – including Empty Room Quirks.

Empty Room Quirks can be broken down into a few broad types:

Flavour

Your table should include a few Quirks that help to set the tone, without suggesting any particular purpose. Examples:

- ★ Classy Marble Walls
- ★ Ominous Clicking
- ★ Ridiculously Grandiose Statues of Acacia

Resources

Quirks of this type suggest access to particular opportunities, providing inspiration when the fairies Try for Advantage. Some may indicate the presence of potential food – extra rations are a popular minor Advantage in dungeon scenarios. Examples:

- ★ Broken Clockwork Everywhere
- ★ Unexpectedly Everything Is Cheese
- ★ Creepy Arcane Library

Denizens

Not everything that moves needs to be a Hazard or NPC. Generic locals can be represented by Location Quirks. Both Scrounging and Try for Advantage rolls can be justified by interacting with the locals, and the latter can even represent attempts to recruit them! Examples:

- ★ Full of Sleeping Basilisks
- ★ Annoying Animated Furniture
- ★ Bustling Gnome Market Street

Oddities

Finally, some Empty Room Quirks should be just plain strange. They might be useful for various rolls, but their real purpose is to throw something weird at the fairies and see what they do with it. Examples:

- ★ Gelatinous Cube Instead of Air
- ★ I'm Pretty Sure We're Inside a Dragon
- ★ Bigger on the Inside than the Outside

ILLUSTRATION CREDITS

Page(s)	Illustration	Artist
Cover	<i>Tomb of Follies</i>	Louise Leung
5	<i>Eyes on the Prize</i>	Kimberly Wang
6	<i>Setting Forth</i>	Louise Kay Uy
10	<i>Crab Collector</i>	Louise Kay Uy
13	<i>Cursed Tea Party</i>	Dawn Davis
16	<i>Disarming</i>	Louise Kay Uy
20	<i>Mystery Map</i>	Dawn Davis
24	<i>Troll Wedding</i>	Louise Kay Uy
27	<i>Naval Nonsense</i>	Nicole Sexton
28	<i>Coin Snack</i>	Louise Kay Uy
30	<i>Surprise Party</i>	Louise Leung
33	<i>Gross</i>	Louise Kay Uy
34	<i>Gearing Up</i>	Kimberly Wang
37	<i>Henchfae</i>	Dawn Davis
38	<i>Base Camp</i>	Louise Kay Uy
40	<i>Pointless Puzzle</i>	Louise Kay Uy
45	<i>Dungeons Are So Mainstream</i>	Dawn Davis
47	<i>How to Banish Your Dragon</i>	Dawn Davis
51	<i>Spooky World</i>	Louise Kay Uy
53	<i>Sweet Victory</i>	Dawn Davis
54	<i>Sudden Relaxation</i>	Louise Leung
65	<i>Froggy Vengeance</i>	Louise Kay Uy
73	<i>Party Crashing</i>	Dawn Davis
75	<i>Challenging Cards</i>	Louise Kay Uy
83	<i>Cooking Is Hard!</i>	Louise Leung
85	<i>Judging Panel</i>	Louise Kay Uy
88	<i>Fairy Fangirls</i>	Lis Razo
91	<i>Minor Misfortune</i>	Lis Razo
94	<i>Cake & Loot</i>	Louise Leung
97	<i>To The Limit</i>	Dawn Davis

ENCOUNTER DECK

These are the Encounter Cards for Acacia's dungeon. We've included them in the book for offline reading and ease of reference, but in a face-to-face game, you may find a physical deck easier to work with. If you purchased this Playset electronically, you'll find a print-and-play PDF of the Encounter deck in your download package; otherwise, you can get one from the Penguin King Games website at www.penguinking.com.



FURIOUS WIND MACHINE (HAZARD)

A bizarre contraption of pumps and bellows is mounted into one of the walls, blowing an erratic but powerful wind into the room.

WEAKNESS

moxie

STRESS LIMIT

6

MOXIE

3

DICE LIMIT

3

STRESS OUT

+1

Against the Wind: While the Furious Wind Machine remains in play, any character or Challenge targeted by someone further away from the Wind Machine gains +1 edge against that action. This means the Wind Machine itself always has +1 edge against attackers.

ROOM
STRESS LIMIT

+5

MISCHIEF
COINS

2

40 FURIOUS KNOTS



B11

KOBOLD BREAK TIME (NPC)

This gang of kobold labourers just knocked off the job and seem to be in the mood to bully some fairies. Give them a taste of their own medicine and send them packing!

WEAKNESS

moxie

STRESS LIMIT

7

SHINE

3

DICE LIMIT

2

STRESS OUT

+2

Division of Labour: The Kobolds may target up to two fairies with their action.

Back to Work: The Kobolds take +2 from any action that would oblige them to cut their break short (in the GM's judgement).

ROOM
STRESS LIMIT

+6

MISCHIEF
COINS

2

KNOCKOFF TIME!



B12

CLOCKWORK TIME MACHINE (HAZARD)

It makes time! What else would a time machine do? It seems to work by means of many, many breakable-looking clocks.

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
 <i>moxie</i>	 8	 3	 3	 +3

Uh, Fairies Don't Age: A fairy who takes ⚡ from Clockwork Time Machine is removed from play for one round (or until the end of the Encounter, whichever comes first). On her return, she removes all ⚡ and loses all food items from her inventory. She gains the Temporary Quirk "Several Centuries Worth of Bored".

But Other Things Do: When the Clockwork Time Machine Stresses Out, the party gains a moderate Advantage representing the ability to turn it on something else.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
0

WHAT ELSE WOULD IT DO?

 B13

ICE KNIGHT (NPC)

Animated with an awareness of her all-too brief life, this perfectly carved block of ice has been promised a stay of melting if she carves up enough fairies in turn.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 <i>moxie</i>	 10	 4	 4	 +4

All Too Predictable Weakness: Ice Knight takes +3 ⚡ from any successful action targeting her involving heat or fire.

No Time for Compromise: Ice Knight's Result must be exceeded, not equalled, for an action to succeed against her.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
3

COLD HANDS, WARM HEART

 B14

99

OBNOXIOUS PROPAGANDA PROTOTYPES (HAZARD)

Singing statues, animated tapestries, clockwork bards and magic mouths breathing Acacia pheromones – all of it to spread the worship of the new Queen of the World, Acacia Redleaf! Smash them!

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 <i>moxie</i>	 10	 4	 4	 +3

With Neither Shame nor Remorse: The Propaganda is immune to all non-physical effects. You'll have to break it manually.

Get the Message Out: The Propaganda may target multiple fairies with its action at the cost of 1  per additional fairy.

ROOM
STRESS LIMIT
+8

MISCHIEF
COINS
3

THE OPPOSITE OF TASTE AND RESTRAINT

 B15

FOWSIO JUNIPER, GOBLIN WRESTLER (BOSS)

This masked goblin joined Acacia's cause after being defeated in the Ring of Honour. Acacia promised her worthy foes, and now here you are! She looks set to express her joy with crushing grapples.

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
 <i>moxie</i>	 20	 5	 5	 +6

Goblin Flexibility: Fowsio can target up to three fairies. Any fairy she inflicts  on gains the Temporary Quirk "Grappled!". Whenever Fowsio takes , any fairy with the "Grappled!" Quirk takes 2 .

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
6

Tag Out: Fowsio can redirect up to two actions targeting other Challenges to herself. She suffers -2  from those actions if they succeed.

Sanctity of the Mask: Fowsio has +2 edge versus any effect that would remove or damage her mask, but instantly Stresses Out if such an action is successful.

SEARCH FOR THE STRONGEST

 B16

100

ORRERY ASSAULT (HAZARD)

Tiny crystal spheres representing the motions of comets and wandering stars shoot around the room. Of course in Acacia's world, the motions of the stars are somewhat... malicious.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 grace	 5	 5	 1	 +1

Appreciable Fraction of the Speed of Light: The Orrery has +1 edge against anyone targeting it with a Facet other than Grace.

ROOM STRESS LIMIT
+4
MISCHIEF COINS
1

HALFWAY Between ASTRONOMY AND ASTROLOGY



BARD TALENT SCOUT (NPC)

One of Acacia's cronies has scrounged up a bard costume and had a change of heart. Now she's looking to advance her career by telling the tales of heroes rather than serving as cannon fodder for a villain.

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 grace	 7	 3	 4	 +1

She Smells Money on You: The Bard chooses one fairy at the start of the Encounter, and will only target her. If her target is Stressed Out, she will also Stress Out.

ROOM STRESS LIMIT
+5
MISCHIEF COINS
2

Worst Ballad Ever: When the Bard inflicts , she inflicts a bonus +3  and the Temporary Quirk "Humiliated and Harrowed" if her target can hear her.

PERSEVERANCE SUBSTITUTES FOR TALENT



Demon Heckler (NPC)

Summoned from hell and bound to an evil labyrinth, that she can deal with. But fairies for opponents? That's beneath her dignity. So she's kicking back on a nice couch, saying very hurtful things about whoever crosses her path.

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
grace	8	C	3	+2

Attempt a Comeback: If a fairy suffers ⚡ from Demon Heckler, she must test Craft. On a failure, she takes an additional 5 ⚡. On success, she inflicts 1d6 ⚡ on Demon Heckler.

Drop the Mic: If a fairy Stresses Out in the same round Demon Heckler inflicted ⚡ on her, Demon Heckler waltzes out of the room in triumph. Treat it as if she Stressed Out, and the GM gains 10 ⚡.

ROOM
STRESS LIMIT
+6

MISCHIEF
COINS
4

SLUMMING IT

B23

DOMESTIC DISPUTE (HAZARD)

This room was until recently the tastefully decorated domicile of a pair of troll women. They're now hurling furniture, crockery and anything else that comes to hand at each other in the heat of a terrible row.

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
grace	8	M	4	+2

Regeneration: The trolls are immune to physical threats unless some appropriate Advantage or Wishful Thinking nullifies their regeneration.

Flying Furniture: A fairy that takes ⚡ from Domestic Dispute must test Moxie. On a failure, she suffers a further 1d6 ⚡ from knockback.

ROOM
STRESS LIMIT
+6

MISCHIEF
COINS
2

EVERY COUPLE GOES THROUGH ROUGH SPOTS

B24

CAKE GOLEM (NPC)

Sufficiently dense and rich chocolate cake can serve as a construction material. Or, if you're Acacia, you can animate it and fill it with a towering rage towards fairies, the natural predators of cake.

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
 grace	 10	 M 4	 4	 +3

Sticky Icing over Everything: Whenever Cake Golem inflicts , she also forces her target to make a free Quick Change into any other Costume in her inventory. If her target isn't carrying any spare Costumes, she takes +3 .

Don't Touch the Bottom: If a fairy successfully uses Grace to inflict  on Cake Golem, she may add one food to her inventory if she has space.

ROOM
STRESS LIMIT
+8

MISCHIEF
COINS
3

FLOURLESS

 B25

EYE TYRANT BODHISATTVA (NPC)

She floats serenely, her eyestalks held in the mudras of the Compassionate Way of the Laser. She is here to guide you to an enlightened existence free of greed and sin and suffering.

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 grace	 12	 F 4	 3	 +4

Freedom from the Delusion of Flesh ~Disintegration Sutra~: When the Eye Tyrant inflicts , the GM may spend 5  to instantly Stress Out the target.

Koan of the False Master: When the Eye Tyrant is targeted by a fairy, the GM may pay that fairy's Focus in  to redirect the action to another Challenge, or twice that to redirect it to another fairy.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
4

AN ILLUSION OF SUFFERING

 B26

103

FLYPAPER PIT-TRAP (HAZARD)

Acacia is taking you for fools – this is just a hole in the floor with sticky sides. On the other hand, there are two Mischief Coins at the bottom...

WEAKNESS focus	STRESS LIMIT 8	SHINE 3	DICE LIMIT 2	STRESS OUT +2
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Totally Worth It: Any time a fairy would have inflicted ⚡ on the Flypaper Pit-trap, she may instead elect to seize the Mischief Coins at the bottom. She may add the Mischief Coins to her inventory straight away (discarding other items to make room if necessary), but becomes stuck and may not take actions until the Pit-trap is Stressed Out or the Encounter ends. Without taking this action or using an appropriate Advantage it is not possible to get these Coins.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
1

GREED IS SUFFERING



FAKE TREASURE (HAZARD)

Acacia is trying to pull the old "fake treasure room" trick on you, because clearly you're idiots.

WEAKNESS focus	STRESS LIMIT 6	SHINE 3	DICE LIMIT 2	STRESS OUT +1
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+2 Bling: After inflicting ⚡ on a fairy, the GM may pay 1 💀 to inflict the Temporary Quirk "Looks Cheap and Gullible" on her.

Fool's Gold: Keep track of the Mischief Coins awarded by this Challenge. When eaten or turned in to base camp, roll a die for each Coin. On a roll of 3+, the Coin is fake and provides no Mischief Motes. (It's still edible, though!)

ROOM
STRESS LIMIT
+5

MISCHIEF
COINS
3

TAKES YOU FOR FOOLS



NEWBIE MEDUSA IDOL (NPC)

She's the newest rising star, and all she wants is for everyone to enjoy her show! How can you resist looking at such an earnest young performer?

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 focus	8	 3	 4	 +2

Eye-catching Enthusiasm: Newbie Medusa Idol targets all fairies. On a success, she does not inflict , but the affected fairy must test Focus. On a failure, the fairy gains the Temporary Quirk "Turned to Stone", and may not act until the Encounter is over. Another fairy may use Wishful Thinking to remove the Temporary Quirk and allow her to act again.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
3

STARRY-EYED AND SNAKEY-HAIRED

 B33

CHEATING PUZZLE TRAP (HAZARD)

Oh, the three chests puzzle, a classic! Two of them will be deadly traps, the other will have a fabulous treasure. Is it the humble, worn box? The gaudy, bejewelled chest? Or the no-nonsense steel case?

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 focus	10	 3	 2	 +3

Not Playing by the Rules: Cheating Puzzle Trap has +1 edge on all rolls.

ROOM
STRESS LIMIT
+9

MISCHIEF
COINS
3

NO RESPECT FOR DUNGEON ETHICS

 B34

105

JARGON SPHINX (NPC)

Secretly, she hates riddles. Bluster, misdirection and deeply specific knowledge of court fashion can help compensate for riddling skill, so long as her victims don't realise her long-winded exposition is completely irrelevant.

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
 focus	 16	 C 4	 3	 +0

Relentless Droning Lecture: If the Sphinx targets the same fairy as the previous round, she gains +1 edge and inflicts +1 ⚡. This bonus stacks, but is lost when she targets another fairy.

Impostor Syndrome: Any action that inflicts ⚡ on the Sphinx inflicts +2 ⚡ if it makes her feel better or worse about herself.

Actually Immortal: The Sphinx is immune to physical effects and scuffles.

ROOM
STRESS LIMIT
+12

MISCHIEF
COINS
4

RIDDLES ARE SO MAINSTREAM



KITSUNE MCPHEE, DASHING SCOUNDREL (BOSS)

Of course this suave and stylish Sprite isn't working for Acacia! Kitsune McPhee doesn't take orders from anyone. But since you're all so charming, she'd be happy to pitch in a little on your quest...

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 focus	 20	 S 5	 5	 +6

Don't Fall for It: If any fairy Stresses Out during a round in which Kitsune inflicted ⚡ on her, she gains the Temporary Quirk "Taken in by Kitsune", which can only be removed by Wishful Thinking, Stressing Out or at the end of the next Encounter. This Encounter ends as Kitsune stylishly defeats the remaining Challenges, allowing the party to collect the Mischief Coins (including her own). While the fairy has the Quirk, the GM rolls two extra Disaster dice.

Social Predator: Kitsune chooses her target after all dice are rolled.

Heart of Gold: If Stressed Out, Kitsune changes sides, granting the party a major Advantage.

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
6

GOOD LOOKING REBEL WHO PLAYS BY HER OWN RULES



MALFUNCTIONING DEATH CHAMBER (HAZARD)

This room is filled with elaborate mechanisms intended to inflict ironic, horrifying and hilarious deaths on fairy-sized victims. Between shoddy design, construction and maintenance the whole thing is broken, but not remotely safe.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 craft	 7	 3	 special	 +2

Broken Trigger System: Each round, the GM rolls 1d6-1 to determine how many of her dice are allocated to the Malfunctioning Death Chamber. If short of dice, she must buy up the shortfall with ☺ if possible. Determine its target randomly amongst the fairies.

Random Effectiveness: The Malfunctioning Death Chamber inflicts 1d6-2 bonus ☺.

ROOM
STRESS LIMIT
+6

MISCHIEF
COINS
2

VIOLATES DUNGEON MAINTENANCE STATUTES

 B41

CRUMPET OF FATE (HAZARD)

Yes, it is the fabled Crumpet! Tremble, mortals, for your doom is at hand! Fairies and other immortals are encouraged to nervously giggle.

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 craft	 8	 4	 2	 +5

Passive Prognosticating Pastry: The Crumpet cannot normally take actions, but if activated automatically targets all fairies that target it.

Omens of the Crumpocalypse: Each time a fairy tags a Quirk – any Quirk – on a roll targeting the Crumpet, add 1 ☺ to the Trouble Pool.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
2

EVERYTHING IS RIDICULOUSLY PORTENTIOUS

 B42

107

TOWER OF HANOI (HAZARD)

Sure, Acacia's dressed it up as moving around the tiers of a gigantic cake whose eldritch icing is layered with frosted runes of great portent, but you can tell. Classic puzzle as filler busywork.

WEAKNESS

craft

STRESS LIMIT

10

FOCUS

4

DICE LIMIT

3

STRESS OUT

+3

"Player Skill": Any player with access to a Tower of Hanoi puzzle (physical, smartphone app, or having just the right savegame in some CRPGs) may elect to complete the puzzle in lieu of participating in the Encounter. Her fairy does not take actions. If she completes it before the end of the Encounter, the Encounter immediately Stresses Out and the party wins.

ROOM
STRESS LIMIT

+10

MISCHIEF
COINS

3

seen THIS BEFORE

 B43

TREAT PROCEDURAL PROBLEM (NPC)

These treants haven't decided whether they're on Acacia's side or not, and are engaged in a long, difficult discussion about the procedure for making that decision. They are so amazingly boring, you have no idea.

WEAKNESS

craft

STRESS LIMIT

10

FOCUS

4

DICE LIMIT

4

STRESS OUT

+3

Parkinson's Law: The Treants suffer $-1 \text{ } \textcircled{S}$ from all threats for each fairy that targets them during that round.

The Peter Principle: If a fairy successfully inflicts \textcircled{S} on the Treants with her action, she gains the Temporary Quirk "Senior Fairy" and may not use the same Facet against them for the rest of the Encounter.

ROOM
STRESS LIMIT

+11

MISCHIEF
COINS

3

THE RED TAPE OF AUTUMN

 B44

UNFINISHED TRAP (HAZARD)

There's springs, cogs, blades and tools just lying around everywhere. The poison is still in its bottle, the tripwire is all coiled up, the decorative gargoyles are still in their boxes. It's an insult!

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 craft	 11	 3	 2	 +0

Utterly Infuriating: Unfinished Trap always targets the fairy with the highest Craft (GM's choice on a tie). It has +2 edge on attacks against her, and inflicts +3 ⚡. This edge doesn't apply if Unfinished Trap somehow ends up being targeted by the fairy with the highest Craft while it's not targeting her (e.g., on a turn where the GM hasn't allocated it any dice).

Job's Done!: When Unfinished Trap Stresses Out, the party may choose one other Challenge, which takes 10 ⚡.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
2

UNPROFESSIONAL

 B45

MINOTAUR SALESMAN (NPC)

No, she doesn't live here, and frankly it's a little culturally insensitive that you assumed she did. But since you're all stuck here anyway, why not conduct some business for mutual benefit?

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 craft	 16	 4	 4	 +5

Dungeon Time Special: If the Minotaur Saleswoman inflicts ⚡ on a fairy, she must buy at least one item the party can afford. She sells food for 3 ⚡, a randomly drawn Costume for 6 ⚡, or Mischief Coins for 9 ⚡.

ROOM
STRESS LIMIT
+14

Post-purchase Rationalisation: Minotaur Saleswoman has +2 edge on defence against any fairy she has sold an item to.

MISCHIEF
COINS
4

**IF THEY NEED IT, IT'S IMMORAL NOT TO
SELL IT TO THEM**

 B46

109

EXPLODING DICE (HAZARD)

An ornately embroidered purple sack periodically disgorges giant exploding dice into the room at high velocity. Are you feeling lucky?

WEAKNESS shine	STRESS LIMIT 6	MOXIE M	DICE LIMIT 6	STRESS OUT +1
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Roll the Bones: The GM may spend 1 ⚡ to generate 2 dice for the Exploding Dice's pool.

Exploding 6s: If the Exploding Dice's initial roll has any 6s, they gain +1 edge. For each 6, roll another die (and another if that die rolls 6s and so on). The Exploding Dice inflict +1 ⚡ for each 6 rolled.

ROOM
STRESS LIMIT
+4

MISCHIEF
COINS
 $1d3-1$

GAMBLER'S FALLACY

★ B51

LOST IMP FAMILIAR (NPC)

Someone evil but lazy (i.e., Acacia) summoned her here but didn't bother finishing the contract. Now she's far from home, jobless, and kind of clingy on anyone who looks like they have work going.

WEAKNESS shine	STRESS LIMIT 7	FOCUS F	DICE LIMIT 2	STRESS OUT +1
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You Look like You Need a Familiar: Lost Imp always targets the fairy that in the GM's opinion looks most like a sorceress (e.g., Witch's Hat, Robe & Wizard Hat). In any round that the Lost Imp targets a fairy, she takes an automatic 3 ⚡ from having an imp in her personal space, but takes -2 ⚡ from any source other than Lost Imp.

ROOM
STRESS LIMIT
+5

MISCHIEF
COINS
1

GOTTA HUSTLE FOR WORK

★ B52

PROFESSIONAL HENCHERS (NPC)

These girls have been in the business for a long time, henching for villains grand and trivial alike. They specialise in throwing fights spectacularly rather than actually getting beaten up.

WEAKNESS  shine	STRESS LIMIT  10	CRAFT  3	DICE LIMIT  3	STRESS OUT  special
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Live to Fight Another Day: If the Professional Henchers start a round with any , they voluntarily Stress Out. Their Stress Out Bonus is considered to be +0, and all fairies in the party take 2  at the insult of it.

A Real Beating: If Stressed Out in a single round, the Professional Henchers are considered to have a Stress Out Bonus of +5.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
2

PUTTING ON A GOOD SHOW

 B53

ADORING FANGIRLS (NPC)

A bored and numerous coterie of fairies decides to adopt the party as their heroes. Splitting into factions, each group Quick Changes to cosplay their favoured party member and fawn over her.

WEAKNESS  shine	STRESS LIMIT  8	GRACE  4	DICE LIMIT  5	STRESS OUT  +2
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Cosplay Synergy: While Adoring Fangirls remain in play, fairies gain 2 dice instead of 1 for using a Costume Quirk, but lose 2 dice if the GM uses one of their Costume Quirks against them.

Flattery Gets You Everywhere: While Adoring Fangirls remain in play, the fairy with the highest Shine (or multiple fairies, if tied) has +1 edge on all rolls but grants 2  to the GM for each 6 she rolls.

ROOM
STRESS LIMIT
+6

MISCHIEF
COINS
2

FICKLE AFFECTIONS

 B54

SPHERE OF PRESERVATION (HAZARD)

A magic device designed by a conscientious (if batty) witch, the Sphere creates things to offset the loss of anything magically annihilated by other enchantments. Not the same things, mind.

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 shine	 10	 3	 4	 +3

Flinging Completely Random Stuff Everywhere: Sphere of Preservation targets 1d6 fairies each round, and inflicts 1d6 bonus .

Zero Sum: Sphere of Preservation automatically targets any fairies who discard an item, and has +2 edge against them for that round.

ROOM
STRESS LIMIT
+8

MISCHIEF
COINS
3

OVERLY SIMPLISTIC PHYSICS

 B55

COMPULSORY SWASHBUCKLING (HAZARD)

This room somehow includes a ship riding a storm, an elegant palace with chandeliers and spiralling staircases, and a collapsing ancient temple. Recoiling cannons, sudden alligators, and faceless mooks abound.

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
 shine	 12	 4	 3	 +4

All-encompassing Genre Shift: Compulsory Swashbuckling's actions target all fairies. Compulsory Swashbuckling inflicts an extra $(5 - \text{target's Shine})$ .

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
4

TIME FOR DERRING-DO AND RAPIER WIT

 B56

COSTUME VENDING MACHINE (HAZARD)

A clockwork device displays a highly desirable Costume behind unbreakable glass. It has a slot just the right size to insert a Mischief Coin. Acacia thinks she can coerce you into giving up hard-earned loot!

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
special	20	3	3	+10

Fabulous Prize: The GM should take an unused Costume to serve as the prize, preferring a Costume the party was forced to discard and were sorry to lose. When the Vending Machine Stresses Out, the Costume can be picked up as if it were a Mischief Coin. If the Encounter ends without the machine Stressing Out, it discards the Costume.

Insert Coin (Weakness): Instead of taking an action, a fairy may discard a Mischief Coin from her inventory to instantly Stress Out the Vending Machine, as if she'd rolled a Result high enough to deal all remaining .

ROOM STRESS LIMIT
+5
MISCHIEF COINS
0

CONVENIENT BUT QUESTIONABLE



B61

PARTIALLY INVISIBLE PUZZLE (HAZARD)

Acacia is a jerk and makes many of the levers, statues, gems and runes necessary to solve this puzzle invisible at the last moment as the fairies near the room.

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
special	6	3	2	+1

Invisible Nonsense Everywhere: At the end of each round, roll 1d6 for each fairy and Challenge in the Encounter. On a 1 or 2, they take 2 .

Wait, Let Me Solve It: A fairy targeting Invisible Puzzle may elect to carefully feel through the area with her hands to find the pieces. If so, she gains +1 edge and inflicts +2 this round, but all other Challenges have +1 edge against her.

ROOM STRESS LIMIT
+6
MISCHIEF COINS
1

EXECUTION IS EVERYTHING



B62

HISTORICAL ACCURACY Gnome (NPC)

She is displeased with the anachronisms Acacia has wished into being, and frankly you lot are no better. She will beat you with her replica mace until you show an acceptable level of medieval authenticity.

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
special	8	4	2	+3

Exhaustively Researched: The Gnome must be allocated exactly two dice, which she always rolls at Focus 4. No mechanic can deprive her of her dice or change her Focus.

Whitelisted Costumes: The Gnome never targets fairies wearing "accurate" adventurer gear (Holy Robes, Leather Jerkin, Feather Robe, Plate Mail, Robe & Wizard Hat, Sorceress' Gown, Viking Hat, Ruffled Tunic, others at GM's option).

So Full of Hate: Historical Accuracy Gnome deals +3 ⚡ to any fairy wearing an "anachronistic" costume (as determined by the GM). She suffers +3 ⚡ from them in turn.

ODDLY SPECIFIC HISTORICAL Revisionism

ROOM STRESS LIMIT	+7
MISCHIEF COINS	2



SANITY VORTEX (HAZARD)

A devouring vortex of predictability and quiet opens, as if in reaction to the sheer power of Acacia's wish. While theoretically bad for her, in practice you're right next to it and she isn't.

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
special	20	5	1	+5

Orderly Prosperity: Sanity Vortex targets all fairies. Any fairy that takes ⚡ from Sanity Vortex gains the Temporary Quirk "Chains of an Ordinary Life". Until this Quirk is removed, their Costume is considered to be "Office Worker", with the Quirks "Clock-watching" and "Looking Busy".

Inevitable Progress: Sanity Vortex gains 1 Dice Limit and 1 free die for each fairy in the Office Worker Costume.

Unsanctioned Levity (Weakness): Sanity Vortex instantly Stresses Out if the fairies complete a Shenanigan during the Encounter.

ROOM STRESS LIMIT	+9
MISCHIEF COINS	3



PROJECTED GROWTH

REDUNDANT GENIE (NPC)

In typical economic conditions, Genie is a lucrative career, but with Acacia unlocking enough Mischief Motes for unlimited wishes, this Djinn is just the first of her peers to experience joblessness and poverty.

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
 special	15	 M	 4	 +0

Industry Veteran: Redundant Genie inflicts +5 ⚡ if her target is not using Wishful Thinking this round.

Demarcation Dispute: Redundant Genie may directly oppose Wishful Thinking with her actions, and receives +1 edge in such contests. However, if she opposes a fairy's Wishful Thinking roll and loses or ties (after applying edge), she immediately Stresses Out.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
4

DISENFRANCHISED PROFESSIONAL

 B65

MELODY PICKLES, FAIRY GOURMAND (BOSS)

Acacia was overjoyed to find a fit and strong Pixie willing to work for food. She severely underestimated how much food this would be in practice.

WEAKNESS	STRESS LIMIT	APPETITE	DICE LIMIT	STRESS OUT
 special	40	 A	 5	 +6

Appetite: Melody uses a unique Facet, as the other five are inadequate to describe her relationship with food. If the party has no food items at the start of the Encounter, remove Melody and replace her with another Boss of the GM's choice.

Eight Course Meal: At the start of the round, any fairy may sacrifice a food item in her possession to inflict 5 ⚡ on Melody.

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
6

INFINITE FAIRY METABOLISM

 B66

115

THREE-ARMED GARGOYLE (NPC)

Having separated from one of her arms due to irreconcilable differences, this gargoyle needs help picking out an acceptable substitute. However, her former arm is invisible, mobile and jealous.

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 <i>moxie</i>	 8	 F	 3	 +3

Plenty of Limbs in the Sea: A fairy can "attack" this Challenge by helping the Gargoyle find a suitable limb (her player should improvise a suggestion). She inflicts +3 , but automatically becomes a target of the Challenge as the invisible limb attacks her with +1 edge and inflicting +2 .

Invisible Ambushing Fist: If no fairy targets this Challenge, it inflicts +3 .

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
2

CREepy SURPLUS OF SERVICEABLE LIMBS

 X11

HALL OF PAINTINGS (HAZARD)

Beautiful, incredibly lifelike scenes hang in frames around the walls, almost seeming to draw you in. That's depressingly likely to be literal. Might want to tear them down as a precaution.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 <i>moxie</i>	 10	 G	 4	 +3

An Enchanted World: A fairy may voluntarily opt to be a target of Hall of Paintings. If so, the party gains 2 , but Hall of Paintings gains +2 edge against her.

Overly Literal Representation: A fairy who takes  from Hall of Paintings gains the Temporary Quirk "Inside the Painting". The painting shows her deepest desires (typically innocent but stupid), and her player should describe it to the group. While she has this Quirk, she must opt to be a target of Hall of Paintings and may not target other Challenges.

ROOM
STRESS LIMIT
+9

MISCHIEF
COINS
2

FINEST OF FINE ART

 X12

FAIRYPHOBIC ORCS (NPC)

Many orc cultures recognise fairies as relentless, immortal monsters. This lost trio of orc sisters are trying to carve you up with axes because they're (sensibly) more afraid of you than you are of them.

WEAKNESS  <i>moxie</i>	STRESS LIMIT 12	MOXIE  M	DICE LIMIT 3	STRESS OUT +2
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Bond of Sisterhood: Any fairy that targets the Fairyphobic Orcs becomes an additional target for their action this round.

A Legitimate Phobia: The Fairyphobic Orcs take an additional +1  from any action that the GM agrees is "very scary", "very fairy" or both.

Authentic Cuisine: When Stressed Out, the Fairyphobic Orcs drop three pies, which count as food items and may be picked up as if they were Mischief Coins.

FAIRIES ARE MONSTERS!  X13

ROOM STRESS LIMIT
+10

MISCHIEF COINS
3

LAND SHARK (NPC)

Land Sharks may be terrifying, with the way they suddenly leap out of solid stone to devour you, but give one a good solid whack on the nose and it'll leave you alone.

WEAKNESS  <i>moxie</i>	STRESS LIMIT 10	MOXIE  M	DICE LIMIT 4	STRESS OUT +4
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Surprise Assault: Land Shark has +1 edge on attacks and inflicts +2 .

Sore Nose: Land Shark cannot target a fairy that is using Moxie against it this round. If it cannot target any fairies, it takes no action.

NOT SAFE ON DRY LAND  X14

ROOM STRESS LIMIT
+10

MISCHIEF COINS
3

LOAD-BEARING TREASURE (HAZARD)

See the huge statue of the fox-goddess? You just know that if you remove those gleaming gems serving as its eyes the whole place will come down. But you want to anyway, don't you?

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 <i>moxie</i>	15	 4	 5	 +4

Temptation: Load-bearing Treasure cannot be targeted in its initial state. If activated, it gains three free dice.

Illusion of Collapse: At the start of a round, any fairy may take the gems (this does not count as her action). Doing so increases Load-bearing Treasure's Mischief Coin reward by +4. Load-bearing Treasure becomes targetable, its action targets all fairies, and it inflicts +2  rather than receiving free dice, as it throws an illusion of the room collapsing.

ROOM
STRESS LIMIT
+12

MISCHIEF
COINS
1

YOU KNOW YOU WANT TO

 X15

DROWNING IN PRICELESS GEMS (HAZARD)

The room is filling up with diamonds, rubies and sapphires, which in sufficient quantities turn out to be heavy and dangerous. It'll probably be okay if you smash them, worthless shiny rocks that they are.

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 <i>moxie</i>	20	 5	 4	 +5

Seriously the Whole Room: This Hazard targets everyone in the Encounter, including other Challenges.

Filling Your Pockets: Whenever this Hazard inflicts  on a fairy, it puts a "gem" item into her inventory. This item may not be discarded until the Hazard is Stressed Out or the Encounter ends. If there is no space in her inventory, she must discard something to make room.

Ruining the Wealth of Nations: This Hazard takes +4  from actions that exploit its Weakness rather than the usual +2.

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
6

REAL ADVENTURERS WOULD LOVE THIS TRAP

 X16

MOONLIGHT RAZOR (HAZARD)

An array of unbreakable silver mirrors reflects and intensifies beams of moonlight through the room, rendering them sharper than razors. You're sure it's daytime outside – does Acacia keep a moonlight reserve?

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
grace	12	4	4	+3

Serene Lunar Malice: Moonlight Razor does not target normally. It retroactively targets every fairy or Challenge that has a 1 showing on any dice after rolling. Moonlight Razor inflicts +2 .

Unbreakable, not Unsmudgeable: A fairy inflicting on Moonlight Razor may elect to lower its Focus or Dice Limit by 1 (to a minimum of 1).

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
3

VICIOUS BUT ELEGANT

X21

BROKEN STAFF OF PORTALS (HAZARD)

This irritating magic item continually makes portals to other parts of the room and falls through them itself. Careful timing is required to catch it.

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
grace	10	4	3	+3

Humiliating Failure: If a fairy targets Broken Staff of Portals but fails to inflict , she receives the Temporary Quirk "Failed at Portals".

Hurtful Things: Broken Staff of Portals inflicts +4 whenever it inflicts on a fairy with a Temporary Quirk (it says something mean about her!).

ROOM
STRESS LIMIT
+8

MISCHIEF
COINS
3

MALFUNCTIONING MALICE

X22

119

FAIRY DANCE-OFF (NPC)

A solitary fairy in a resplendent costume dances through the chaos of the dungeon room. Seeing you, she flicks a contemptuous glance across your party and then issues a wordless challenge with a decisive strut.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 grace	 13	 4	 4	 +5

The Enchanted Dance: To target the Dancer, a fairy must pay 1 ⚡ and describe her action as dance moves.

Stunning the Audience: Anyone who does not target the Dancer becomes an additional target of her action.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
3

THE NOBLEST FORM OF BATTLE

 X23

EYEPATCH CYCLOPS (NPC)

Inflicting a cursed eyepatch on anyone is poor form, but to do it to a cyclops is just not cricket. Understandably, she's very upset and flailing about randomly.

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
 grace	 14	 5	 1	 +4

Long Reach: Any fairy with a die showing the same face as Eyepatch Cyclops' die after rolling becomes an additional target of her action.

Furious Strength: Eyepatch Cyclops inflicts double ⚡.

Cursed Eyepatch: The eyepatch cannot be removed. The Eyepatch Cyclops is immune to any action or effect that would require her to see something, but takes +2 ⚡ from any action or effect that the GM agrees exploits her blindness.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
4

WHAT SORT OF MONSTER WOULD DO THIS?

 X24

ACACIA'S SPARE GRAND BALL (HAZARD)

Because she might feel like attending a ball at any time! The dancers are various fangirls and prisoners, obliged to continue the elegant festivities until they collapse.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
grace	18	5	3	+5

Elegance Is Paramount: While the Grand Ball is in play, before declaring her action each fairy must test Grace. Failure inflicts 5 ⚡ and the Temporary Quirk "Two Left Feet".

Endless Waltz: At the end of each round, if the Grand Ball has not been Stressed Out, it inflicts 3 ⚡ on all fairies and any other Challenges in the Encounter.

ROOM
STRESS LIMIT

+15

MISCHIEF
COINS
5

SHE COULD ARRIVE AT ANY MOMENT!

X25

BUNIQ THE TERRIBLE, HARLEQUIN (BOSS)

Something has happened to this Fairy in Acacia's dungeon, and her eyes gleam with a cruel insight ill-suited to her cheerful appearance. Maybe you can help by Stressing her Out of that overpowered Fool's Motley?

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
grace	20	5	5	+6

Deft Riposte: Any action targeting Buniq that misses her instead automatically hits a fairy of the GM's choice.

Japesome Mockery: Buniq may target up to two fairies per round. She inflicts +5 ⚡; if the GM can come up with a rhyming couplet about the two targets, she may opt to inflict +1d6+2 ⚡ instead.

Joke's on Her: If in any round Buniq fails to inflict any ⚡ directly or via Deft Riposte, she suffers 10 ⚡.

ROOM
STRESS LIMIT

+15

MISCHIEF
COINS
6

**THE FOOL IS THE WISEST WOMAN IN
THE ROOM**

X26

CROTCHETY UNICORN (NPC)

Certain unicorns have garnered for their species a reputation for compassion, nobility and serenity. This one isn't having any truck with that nonsense, with fairies, or this whole shoddy dungeon.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
 focus	9	 G	4	4

Skewering Charge: Crotchety Unicorn always targets the fairy who has been, in the GM's opinion, the most fairy-like in the last round. She has +2 edge and inflicts +3  on her attack.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
3

TOO EARLY FOR FAIRIES

 X31

AS EXPECTED, MIMICS (HAZARD)

Wow, that's certainly a lot of comfortable looking chairs, enticing chests and oddly out-of-place armoires. There's absolutely no chance they'll all suddenly sprout teeth and attempt to devour you.

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
 focus	10	 C	4	5

Fairies Are Pretty Gullible: While the Mimics are in play, when declaring her action each fairy must also test Focus. Failure causes her to be a target of the Mimics' action, and grants the Mimics +2 edge against her for this round.

ROOM
STRESS LIMIT
+8

MISCHIEF
COINS
3

ACACIA HAS A LOW OPINION OF US

 X32

OGRE MAGI (NPC)

Is she freakishly intelligent? Is the stereotype of magic requiring intelligence just magician elitism? Is she a charlatan? Are all magicians charlatans? Is she going to hurl a fireball at you while you're pondering?

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 focus	 12	 F	 4	 +4

Lamp Oil + Torch Equals Fireball: Ogre Magi targets up to three fairies and one other Challenge. She inflicts +2 ⚡.

I Cast Fist: Ogre Magi takes -2 ⚡ from physical threats. Any fairy taking an action that would require them to come within arm's reach of Ogre Magi (she has long arms!) automatically becomes an additional target for her, and suffers an extra 2 ⚡.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
3

VIOLENCE IS MAGIC

 X33

STASH OF SPRING (HAZARD)

Acacia has taken the time to steal Spring from somewhere... as in the season. The room is filled with cherry blossoms, baby animals and an ineffable sense of a new beginning.

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 focus	 14	 S	 5	 +5

Intoxicating Spring: Any fairy who takes ⚡ from Stash of Spring may not target a Challenge in the following round.

ROOM
STRESS LIMIT
+12

MISCHIEF
COINS
4

BLOOMING NOBLY

 X34

123

WHEELED ELEPHANT (HAZARD)

Periodically two secret doors open, and a belligerent wheeled elephant rolls out of one and into another, flattening everything in between. The position of the doors is different every time. This made sense to somebody?

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 focus	 16	 5	 5	 +6

Obscure Pattern of Appearance: Each round, the GM rolls a die. On a 4+, Wheeled Elephant appears and can be targeted. Otherwise, it takes no action and cannot be interacted with.

Steamroller: Wheeled Elephant targets all fairies and inflicts an extra (5 - target's Grace) .

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
5

RELENTLESS NONSENSE

 X35

ILLUSIONS IN EXISTENTIAL CRISIS (HAZARD)

Several illusionary duplicates of Acacia are engaging in an emotionally fraught philosophical debate. If everything in the dungeon was born from Acacia's insane wishes, is there a distinction between illusory and real?

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
 focus	 18	 5	 4	 +7

Shattering Your Comfortable Illusions: The Illusions inflict +5 .

Collapsing the Waveform: A fairy who inflicts  on the Illusions while rolling Focus may elect to waive the bonus 

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
5

TOO MUCH TO DEAL WITH SOBER

 X36

SKULL PRISON (HAZARD)

A human skull with gems for eyes and teeth sits coated with dust in a forgotten corner of the room.

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 craft	 9	 4	 4	 +3

The Cursed Skull: Skull Prison targets all fairies. If it inflicts  on a fairy, she gains the Temporary Quirk "Imprisoned in the Skull". While she has this Quirk, she may not target other Challenges, and suffers 2  whenever Skull Prison suffers .

Kind of Nice in Here Actually: If fairy with the Temporary Quirk "Imprisoned in the Skull" causes the Skull Prison to Stress Out, she learns to control it, flying it about, shooting eye lasers, etc. The party gains a moderate Advantage.

ROOM
STRESS LIMIT
+9

MISCHIEF
COINS
2

GAUDY HORROR

 x41

DISGUSTING SPORE MOULD (HAZARD)

Why is everything a bit... yellow?

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
 craft	 18	 4	 6	 +5

Covering Everything: Whenever any other Challenge takes , Disgusting Spore Mould takes 3  and all fairies and other Challenges take 1 .

Spore Cloud: Whenever Disgusting Spore Mould takes  from an action targeting it, all fairies and other Challenges take 2 .

ROOM
STRESS LIMIT
+13

MISCHIEF
COINS
4

MOULD OVER ABSOLUTELY EVERYTHING

 x42

125

BRAIN EATER (NPC)

This vile creature has torn through the dimensions in search of delicious brains. Naturally it's particularly upset to be offered only fairies.

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
 craft	 11	 5	 3	 +4

Psychic Poison: Any fairy that takes ⚡ from Brain Eater gains the Temporary Quirk "Poisoned by the Hate from Beyond the Stars" and takes 3 ⚡ at the start of each round or turn until it is removed.

Fairy Brains Are a Sometimes Food: When a fairy takes ⚡ from Brain Eater, she may test Craft to trick it into eating her brain. If so, she gains the Temporary Quirk "Brainless" and takes ⚡ equal to her own Craft. The Brain Eater takes ⚡ equal to three times the Craft of the fairy whose brain she just ate.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
4

BRAIN FAMINE

 X43

Reverse Summoning Chamber (HAZARD)

The summoning chamber, with its magic circles, shimmering portals and arcane paraphernalia, is an essential addition to any evil lair. Acacia's looks top of the line, which can't be right – surely she's not that competent?

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
 craft	 13	 4	 6	 +4

Reversed Polarity: If the Reverse Summoning Chamber inflicts ⚡ on a fairy, it teleports her out of the Encounter. During the next round, she faces a Random Disaster from any other *Costume Fairy Adventures* Playset the GM has handy; if no other Playsets are available, the GM draws a single Encounter Card to subject her to. At the end of that round, she teleports back to this room. If she Stresses Out while summoned, she reappears with the party as normal.

The Calling: The Reverse Summoning Chamber gains 1d6 bonus dice after the GM allocates dice.

ROOM
STRESS LIMIT
+12

MISCHIEF
COINS
5

YOU ARE NEEDED ELSEWHERE

 X44

RIDICULOUSLY TRAPPED CHEST (HAZARD)

That thing does not look even remotely safe. There must be something awesome in it.

WEAKNESS  craft	STRESS LIMIT 14	MOXIE  M	DICE LIMIT 3	STRESS OUT +5
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Proportionate Response: The Ridiculously Trapped Chest targets all fairies that targeted it (if no fairies targeted it, it takes no action). It inflicts +2 ⚡ for each fairy that targeted it.

Probably Worth It: Ridiculously Trapped Chest drops a bonus 3 Mischief Coins if it is Stressed Out. If the Encounter ends without it Stressing Out, it destroys these Coins.

ROOM STRESS LIMIT
+12

MISCHIEF COINS
4

SECURITY THEATRE  X45

BOBBINS SHOU, ARTIFICEr (BOSS)

Acacia likes to think that it was her personal magnetism that drew the famed Elf artificer to her side, but Bobbins is anyone's for a decent workshop and worthy test subjects for her wonderful toys.

WEAKNESS  craft	STRESS LIMIT 20	CRAFT  C	DICE LIMIT 5	STRESS OUT +100
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Bobbins' Children: At the start of each round, Bobbins creates two new Challenges in the form of Constructs with Stress Limit 4, Dice Limit 2, Stress Out Bonus +0. The GM draws a Costume for each Construct and assigns it an appropriate Facet at 3. Each Construct receives one free die each round after the GM allocates dice.

Faithful Guardians: Bobbins cannot be targeted or harmed in any way while any Construct remains in play – all threats are redirected to the Constructs. However, excess ⚡ above that needed to Stress Out a Construct overflows to other Constructs, and to Bobbins if no Construct remains.

ROOM STRESS LIMIT
+15

MISCHIEF COINS
6

SO MANY DELIGHTFUL TOYS!  X46

127

PRE-LOOTED CHAMBER (HAZARD)

Someone did an amazing job of looting this (former) treasure room. It's been picked clean with a meticulous professionalism you can't help but envy. You'll be lucky to find anything here.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT	
 shine	9	 G	4	 4	 +2

Infuriatingly Thorough: Pre-looted Chamber does not target normally, but automatically targets any fairy that targets it, with +1 edge on both attack and defence. It inflicts +3 .

Wait, They Missed Something: A fairy who inflicts  on Pre-looted Chamber may roll 1d6 to add an item to her inventory. On 1–2, it's food. On 3–4, it's a random Costume. On 5–6, she receives a Mischief Coin.

ROOM
STRESS LIMIT
+7

MISCHIEF
COINS
0

ADVENTURERS ARE LOCUSTS

 X51

DINOSAUR-RIDING SASQUATCH (NPC)

This majestic hero and her noble raptor mount are here to take the role of protagonists and rescue the story. Do you have the sheer cool to take on this most awesome of rivals?

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT	
 shine	11	 G	4	 4	 +5

Advanced Protagonism: Dinosaur-riding Sasquatch is immune to  or unwanted effects from any source other than Shine rolls. She receives a free die for each fairy that does not target her (up to her Dice Limit).

Thumbs-up: If Dinosaur-riding Sasquatch is Stressed Out, each fairy that inflicted  on her gains the Temporary Quirk "Most Awesomest".

ROOM
STRESS LIMIT
+9

MISCHIEF
COINS
3

TAKING IT TO THE LIMIT

 X52

NERVOUS OWLBEAR (NPC)

Acacia's dungeon is a traumatic experience even for furry and feathery engines of destruction. This beaked aberration is not doing well, and fairy nonsense might just set her off...

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
 shine	 12	 5	 3	 +4

Devour: When Nervous Owlbear inflicts  on a fairy, the GM may pay that fairy's Moxie in  to have her automatically Stress Out.

No Sudden Moves: When a fairy rolls a successful Result of 4 or 5, the GM may pay 2  to have Nervous Owlbear automatically inflict her own Result in  to that fairy.

ROOM
STRESS LIMIT
+9

MISCHIEF
COINS
3

FEROCIOUS NEUROSIS

 X53

CURSE FLOWERS (HAZARD)

Flowers of ill-omen sprout through the floor of the room, randomly disgorging gooey piles of magical misfortune at the unfortunate and unwary.

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
 shine	 12	 5	 1	 +4

Plain Dumb Luck: Curse Flowers target all fairies who have a Shine of 1 or 2. Defence Results against Curse Flowers are calculated as if the fairy had used Shine.

ROOM
STRESS LIMIT
+9

MISCHIEF
COINS
4

BOTANICAL MALICE

 X54

129

RAKSHASA GAMBLER (NPC)

This elegant demon has cultivated herself for a role in an epic morality play, only to find herself in an amoral and random world of madness. So she's running a book.

WEAKNESS	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
shine	14	C	5	+4

Easy Money: If Rakshasa Gambler inflicts ⚡ on a fairy, that fairy must roll 1d6 for each item in her inventory. On a 1–3, she loses that item; on a 6, Rakshasa Gambler drops an additional Mischief Coin.

Rigging the Game: The Gambler has a complicated arbitrage system running, including bets against herself. At the start of any round, the fairies may pay ⚡ equal to her remaining ⚡ to cause her to voluntarily take that much ⚡ and Stress Out.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
5

one EACH WAY

X55

KAMOLA MATSU, SWORD PRINCESS (BOSS)

This radiant and noble Brownie serves Acacia only under duress; her honour demands it. It pains her to stand across the field from fairies that might have been friends, but her sword will not falter!

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
shine	20	G	5	+6

Sword Royalty: Kamola has +1 edge and inflicts +5 ⚡ in a scuffle.

Invincible: Anyone who targets Kamola becomes an additional target of her action, except as per "Hopeless Romantic", below.

Hopeless Romantic: Kamola does not counter actions based on apparently sincere friendly or romantic overtures delivered via song, verse or similarly dramatic means. She receives +2 ⚡ from such actions. If she Stresses Out during a round in which she took ⚡ from such an action, she switches sides, granting the party a major Advantage.

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
6

SLIGHT GenRe OFFSET

X56

RUST MONSTER (NPC)

This bizarre looking creature has an equally bizarre taste for metallic objects, eating through them with acidic drool. Does Acacia just hate fighters?

WEAKNESS	STRESS LIMIT	FOCUS	DICE LIMIT	STRESS OUT
special	8	4	3	+2

Corrosive Hunger: If a fairy's current Costume has any identifiably metal components in its illustration (as judged by the GM), Rust Monster has +1 edge against her. If it inflicts ⚡ on her, she must discard that Costume. She may then Quick Change into any Costume in her inventory for free; if she has none, she Stresses Out!

So Full (Weakness): Before declaring her action, a fairy may discard a Costume from her inventory whose illustration has any identifiably metal components. If she does so, Rust Monster takes no action this round.

ROOM
STRESS LIMIT
+6

MISCHIEF
COINS
2

WOULD NOT EXIST IN A JUST UNIVERSE

X61

FUN WITH SLIMES (NPC)

It's like a room filled with creepy jellies. Somewhat disgusting, somewhat appetising.

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
special	10	4	4	+3

Virtually Indestructible: Slimes take -3 ⚡ from all sources except being eaten.

More About Texture than Taste (Weakness): A fairy may opt to spend a round eating slimes rather than taking an action. If so, the Slimes take 6 ⚡ and she recovers 5 ⚡.

ROOM
STRESS LIMIT
+8

MISCHIEF
COINS
2

DUNGEON DESSERT

X62

FAIRY FASHION HARPIES (NPC)

A coterie of fairy fashion plates have decided Acacia's court is the place to be, and you find them reclining in splendour. They judge your taste in costumes. Harshly.

WEAKNESS	STRESS LIMIT	GRACE	DICE LIMIT	STRESS OUT
special	12	G	4	5

Compare and Contrast: Fashion Harpies target up to two fairies. They inflict +1 ⚡ for each Costume Quirk amongst their two targets that the GM can reference in their critique. Any fairy who takes ⚡ from them receives the Temporary Quirk "So Last Season" until she changes her Costume.

The Fashion Cycle (Weakness): If each fairy in the party has changed Costumes at least once during the Encounter, the Harpies instantly Stress Out.

ROOM
STRESS LIMIT
+10

MISCHIEF
COINS
4

TYPICAL FAIRY ELITISM

★ X63

QUICK CORONATION (HAZARD)

Resplendent in the centre of the room is the throne and crown of the Fairy Queen, just waiting for one of you to seize them.

WEAKNESS	STRESS LIMIT	SHINE	DICE LIMIT	STRESS OUT
special	15	S	5	5

Call to Power: Quick Coronation inflicts +3 ⚡, and generates 5 ⚡ at the end of the round if it is still in play.

Seize the Mandate: At the start of a round, any fairy may elect to don the crown. This causes Quick Coronation to instantly Stress Out. She gains the Personal Quirk "Queen of the Fairies", which anyone following her orders may tag. The GM adds a die to the Disaster Pool.

Queen Mabby: If Danainae Mab is amongst the PCs, you don't have to let her take the crown, but you probably should.

ROOM
STRESS LIMIT
+12

MISCHIEF
COINS
4

RULER OF ALL YOU SURVEY

★ X64

ILL-FITTING DRAGON (NPC)

Remember: a dragon isn't just for Winterfest, it's for life. That cute nursery in your lair isn't going to cut it when her wingspan reaches a dozen metres. She'll be very cramped and very unhappy.

WEAKNESS  special	STRESS LIMIT  20	MOXIE  M 5	DICE LIMIT  5	STRESS OUT  +8
---	--	--	---	--

Poorly Socialised: The Dragon targets all fairies, inflicting +1d6 ⚡.

Acacia Didn't Think This Through: Even after the Encounter is complete, unless the Dragon was Stressed Out via its Weakness, it's still in the room. The fairies may not leave through any of the room's exits other than the one they entered through until they somehow deal with the Dragon involuntarily blocking the rest of them.

To Find the Endless Sky (Weakness): Any Advantage, Wishful Thinking or even exploitation of other Challenges that would allow the Dragon to escape the dungeon will cause her to happily leave the battle; mechanically, she is counted as having Stressed Out.

AMAZINGLY CRAMPED

 X65

ROOM
STRESS LIMIT
+15

MISCHIEF
COINS
7

GIRLS' HIGH SCHOOL DUNGEONEERING CLUB (NPC)

Acacia's dungeon lies within the territory of a high school Dungeoneering Club. A Fighter, Ranger, Beast Tamer, Alchemist and Witch – each girl a hero – burst into the room and attack the "evil fairies".

WEAKNESS  special	STRESS LIMIT  30	ALL FACETS  5	DICE LIMIT  6	STRESS OUT  +10
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Adventuring Party: The Dungeoneering Club receives three free dice each round, and may split its dice pool to take multiple actions. The GM may choose which Facet the Club is treated as using for each roll. The Club may not take multiple actions using the same Facet during the same round.

Expert Looters: If a Challenge Stresses Out during a round in which the Club inflicts ⚡ on it, the fairies do not gain its Mischief Coins.

Perpetual Soap Opera (Weakness): The Dungeoneering Club takes +3 ⚡ from any action that exploits real or fabricated drama between its members and their girlfriends back home, or any bribes of cake.

FOR LOOT AND SCHOOL PRIDE!

 X66

ROOM
STRESS LIMIT
+25

MISCHIEF
COINS
10

Embark on the SMALLEST adventure in...

Tomb of Follies

Take the mayhem and whimsy of *Costume Fairy Adventures* into the dungeon in search of cake, treasure and the secret to the greatest prank of all time. Outwit the traps, befuddle the monsters and face down dastardly villains in a labyrinth conjured from wishes run out of control!

Tomb of Follies brings old-school dungeon crawling to the table with a distinctly fairy flavour. Whether you're a first time kobold-worrier or a dragon-bothering veteran, this Playset will give you everything you need to send your fairies delving into a world of underground peril, all in the name of the mighty Mischief Coin.

***Tomb of Follies* is not a complete game. You will need the *Costume Fairy Adventures* Core Rulebook and Core Costume Deck to use this Playset.**

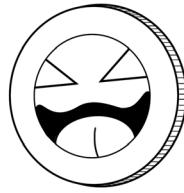




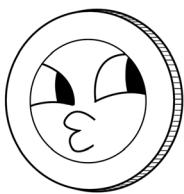
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- ★ Return to base camp to gain 5 Mischief Motes



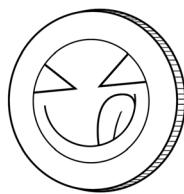
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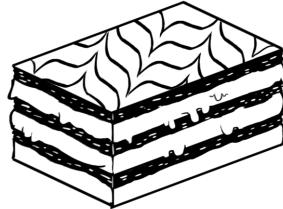
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- ★ Eat to recover 5 ⚡



- ★ Eat to recover 5 ⚡



- ★ Eat to recover 5 ⚡