

## 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
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**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



## 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
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**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 obligate them to cut their break short (in the GM's judgement).

ROOM  
STRESS LIMIT  
+6

MISCHIEF  
COINS  
2

KNOCKOFF TIME!



## 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 moxie	STRESS LIMIT 8	CRAFT 3	DICE LIMIT 3	STRESS OUT +3
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**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?



## 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 moxie	STRESS LIMIT 10	GRACE 4	DICE LIMIT 4	STRESS OUT +4
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**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



## 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 moxie	STRESS LIMIT 10	SHINE 4	DICE LIMIT 4	STRESS OUT +3
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**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 moxie	STRESS LIMIT 20	MOXIE 5	DICE LIMIT 5	STRESS OUT +6
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**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 ☹.

**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.

ROOM  
STRESS LIMIT  
+15

MISCHIEF  
COINS  
6

**SEARCH FOR THE STRONGEST**

B16

## 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 grace	STRESS LIMIT 5	GRACE 5	DICE LIMIT 1	STRESS OUT +1
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**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**

B21

## 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 grace	STRESS LIMIT 7	FOCUS 3	DICE LIMIT 4	STRESS OUT +1
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**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.

**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.

ROOM  
STRESS LIMIT  
+5

MISCHIEF  
COINS  
2

**PERSEVERANCE SUBSTITUTES FOR  
TALENT**

B22

## 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	3	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



## 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	4	2	+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



## 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	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



## 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	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



## 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 focus	STRESS LIMIT 8	SHINE 3	DICE LIMIT 4	STRESS OUT +2
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**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**



## 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 focus	STRESS LIMIT 10	GRACE 3	DICE LIMIT 2	STRESS OUT +3
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**Not Playing by the Rules:** Cheating Puzzle Trap has +1 edge on all rolls.

**Uh, Nooo... Wrong Box...:** Any fairy inflicting ☹️ on Cheating Puzzle Trap must test Craft. On a failure, she takes 1d6 ☹️. If she passes, she finds some shiny glass beads in her chosen box.

ROOM  
STRESS LIMIT  
+9

MISCHIEF  
COINS  
3

**NO RESPECT FOR DUNGEON ETHICS**



## 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 focus	STRESS LIMIT 16	CRAFT 4	DICE LIMIT 3	STRESS OUT +0
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**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 focus	STRESS LIMIT 20	SHINE 5	DICE LIMIT 5	STRESS OUT +6
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**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 craft	STRESS LIMIT 7	GRACE 3	DICE LIMIT special	STRESS OUT +2
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**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**



## 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 craft	STRESS LIMIT 8	FOCUS 4	DICE LIMIT 2	STRESS OUT +5
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**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**



## 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 <i>craft</i>	STRESS LIMIT 10	FOCUS 4	DICE LIMIT 3	STRESS OUT +3
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**"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



## TREAT PROCEDURAL PROBLEM (NPC)

*These treats 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 <i>craft</i>	STRESS LIMIT 10	FOCUS 4	DICE LIMIT 4	STRESS OUT +3
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**Parkinson's Law:** The Treats suffer -1 from all threats for each fairy that targets them during that round.

**The Peter Principle:** If a fairy successfully inflicts on the Treats 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



## 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 <i>craft</i>	STRESS LIMIT 11	SHINE 3	DICE LIMIT 2	STRESS OUT +0
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**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



## MINOTAUR SALESWOMAN (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 <i>craft</i>	STRESS LIMIT 16	GRACE 4	DICE LIMIT 4	STRESS OUT +5
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**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.

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

**Here to Do Business:** After an Encounter that included Minotaur Saleswoman, if she is still present and conscious, she will sell her goods to any willing fairy at the prices above.

ROOM  
STRESS LIMIT  
+14

MISCHIEF  
COINS  
4

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





## EXPLODING DICE (HAZARD)

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

WEAKNESS <i>shine</i>	STRESS LIMIT 6	MOXIE 2	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**



## 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 <i>shine</i>	STRESS LIMIT 7	FOCUS 3	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.

**I'M USEFUL:** If Lost Imp's Weakness to Shine is exploited at any point in the Encounter, the party gains her as a minor Advantage after the Encounter ends, even if the Imp Stressed Out.

ROOM  
STRESS LIMIT  
+5

MISCHIEF  
COINS  
1

**GOTTA HUSTLE FOR WORK**



## 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 <i>shine</i>	STRESS LIMIT 10	CRAFT 3	DICE LIMIT 3	STRESS OUT <i>special</i>
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**Live to Fight Another Day:** If the Professional Henchens 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 Henchens are considered to have a Stress Out Bonus of +5.

ROOM  
STRESS LIMIT  
+7

MISCHIEF  
COINS  
2

**PUTTING ON A GOOD SHOW**



## 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 <i>shine</i>	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**



## 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 <i>shine</i>	STRESS LIMIT 10	SHINE 3	DICE LIMIT 4	STRESS OUT +3
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**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



## 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 <i>shine</i>	STRESS LIMIT 12	MOXIE 4	DICE LIMIT 3	STRESS OUT +4
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**All-encompassing Genre Shift:** Compulsory Swashbuckling's actions target all fairies. Compulsory Swashbuckling inflicts an extra (5 - target's Shine) ☹.

**So Dashing, So Romantic:** Whenever Compulsory Swashbuckling inflicts ☹ on a fairy, a fairy with higher Shine than the victim may cancel the ☹ by paying 1 ☹ to automatically sweep her ally into her arms in a daring rescue.

ROOM  
STRESS LIMIT  
+10

MISCHIEF  
COINS  
4

TIME FOR DERRING-DO AND RAPIER  
WIT



## 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 <i>special</i>	STRESS LIMIT 20	CRAFT 3	DICE LIMIT 3	STRESS OUT +10
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**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



## 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 <i>special</i>	STRESS LIMIT 6	CRAFT 3	DICE LIMIT 2	STRESS OUT +1
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**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





## 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.

ROOM  
STRESS LIMIT  
+7

MISCHIEF  
COINS  
2

**ODDLY SPECIFIC HISTORICAL  
REVISIONISM**



## 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	5	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**



## 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	5	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.

**Relentless Gastronomy:** Melody always targets the fairy with the most food in her possession, gaining +1 edge and inflicting +2 for each food item. The fairy must discard all food items if she suffers any .

ROOM  
STRESS LIMIT  
+15

MISCHIEF  
COINS  
6

**INFINITE FAIRY METABOLISM**



### 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 moxie	STRESS LIMIT 8	FOCUS 4	DICE LIMIT 3	STRESS OUT +3
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**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**



### 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 moxie	STRESS LIMIT 10	GRACE 4	DICE LIMIT 4	STRESS OUT +3
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**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**



### 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 moxie	STRESS LIMIT 12	MOXIE 5	DICE LIMIT 3	STRESS OUT +2
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**Bond of Sisterhood:** Any fairy that targets the Fairlyphobic Orcs becomes an additional target for their action this round.

**A Legitimate Phobia:** The Fairlyphobic 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 Fairlyphobic Orcs drop three pies, which count as food items and may be picked up as if they were Mischief Coins.

ROOM  
STRESS LIMIT  
+10

MISCHIEF  
COINS  
3

**FAIRIES ARE MONSTERS!**



### 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 moxie	STRESS LIMIT 10	MOXIE 4	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.

ROOM  
STRESS LIMIT  
+10

MISCHIEF  
COINS  
3

**NOT SAFE ON DRY LAND**



## 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 moxie	STRESS LIMIT 15	SHINE 4	DICE LIMIT 5	STRESS OUT +4
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**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 moxie	STRESS LIMIT 20	SHINE 5	DICE LIMIT 4	STRESS OUT +5
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**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 grace	STRESS LIMIT 12	FOCUS 4	DICE LIMIT 4	STRESS OUT +3
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**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 grace	STRESS LIMIT 10	SHINE 4	DICE LIMIT 3	STRESS OUT +3
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**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**

## 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



## 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?



## 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!



## 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



## 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 focus	STRESS LIMIT 9	GRACE 4	DICE LIMIT 4	STRESS OUT +3
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**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



## 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 focus	STRESS LIMIT 10	CRAFT 4	DICE LIMIT 5	STRESS OUT +4
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**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.

**The Dressers Want Clothes:** Once per round, when the Mimics would inflict ⚡ on a fairy, the GM may instead force her to discard her current Costume. The affected fairy then draws a new Costume and Quick Changes into it for free.

ROOM  
STRESS LIMIT  
+8

MISCHIEF  
COINS  
3

ACACIA HAS A LOW OPINION OF US



## 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 focus	STRESS LIMIT 12	FOCUS 4	DICE LIMIT 4	STRESS OUT +4
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**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



## 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 focus	STRESS LIMIT 14	SHINE 5	DICE LIMIT 3	STRESS OUT +5
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**Intoxicating Spring:** Any fairy who takes ⚡ from Stash of Spring may not target a Challenge in the following round.

**Refreshing Breeze:** When declaring her action, a fairy may declare herself to be an additional target of Stash of Spring's action. If so, she heals 2 ⚡.

ROOM  
STRESS LIMIT  
+12

MISCHIEF  
COINS  
4

BLOOMING NOBLY



## 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 <i>focus</i>	STRESS LIMIT 16	FOCUS 5	DICE LIMIT 5	STRESS OUT +6
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**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 <i>focus</i>	STRESS LIMIT 18	CRAFT 5	DICE LIMIT 4	STRESS OUT +7
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**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 from targeting a Weakness, and instead reduce the Illusions' Dice Limit by 1.

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 <i>craft</i>	STRESS LIMIT 9	FOCUS 4	DICE LIMIT 4	STRESS OUT +3
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**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 <i>craft</i>	STRESS LIMIT 18	FOCUS 4	DICE LIMIT 6	STRESS OUT +5
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**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



## 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**



## 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**



## RIDICULOUSLY TRAPPED CHEST (HAZARD)

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

WEAKNESS	STRESS LIMIT	MOXIE	DICE LIMIT	STRESS OUT
craft	14	5	3	+5

**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**



## 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	STRESS LIMIT	CRAFT	DICE LIMIT	STRESS OUT
craft	20	5	5	+100

**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!**



## 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 <i>shine</i>	STRESS LIMIT 9	GRACE 4	DICE LIMIT 4	STRESS OUT +2
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**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



## 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 <i>shine</i>	STRESS LIMIT 11	GRACE 4	DICE LIMIT 4	STRESS OUT +5
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**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



## 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 <i>shine</i>	STRESS LIMIT 12	MOXIE 5	DICE LIMIT 3	STRESS OUT +4
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**Devour:** When Nervous Owlbear inflicts ☹ on a fairy, the GM may pay that fairy's Moxie in ☹ to cause her to 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



## 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 <i>shine</i>	STRESS LIMIT 12	SHINE 5	DICE LIMIT 1	STRESS OUT +4
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**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.

**Random Misery:** If a fairy takes ☹ from Curse Flowers, she must roll 1d6. On a 1-2, she is turned into a frog as per the Witch's Hat. On a 3-4, she must use Shine for all actions until the end of the Encounter. On a 5-6, any Mischief Coins in her inventory turn into food.

ROOM  
STRESS LIMIT  
+9

MISCHIEF  
COINS  
4

BOTANICAL MALICE



## 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 <i>shine</i>	STRESS LIMIT 14	CRAFT 5	DICE LIMIT 6	STRESS OUT +4
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**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



## 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 <i>shine</i>	STRESS LIMIT 20	GRACE 5	DICE LIMIT 5	STRESS OUT +6
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**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



## 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 <i>special</i>	STRESS LIMIT 8	FOCUS 4	DICE LIMIT 3	STRESS OUT +2
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**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



## FUN WITH SLIMES (NPC)

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

WEAKNESS <i>special</i>	STRESS LIMIT 10	MOXIE 4	DICE LIMIT 4	STRESS OUT +3
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**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



## 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 <i>special</i>	STRESS LIMIT 12	GRACE 4	DICE LIMIT 5	STRESS OUT +4
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**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**



## 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 <i>special</i>	STRESS LIMIT 15	SHINE 5	DICE LIMIT 5	STRESS OUT +2
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**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**



## 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 <i>special</i>	STRESS LIMIT 20	MOXIE 5	DICE LIMIT 5	STRESS OUT +8
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**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.

ROOM  
STRESS LIMIT  
+15

MISCHIEF  
COINS  
7

**AMAZINGLY CRAMPED**



## 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 <i>special</i>	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.

ROOM  
STRESS LIMIT  
+25

MISCHIEF  
COINS  
10

**FOR LOOT AND SCHOOL PRIDE!**

