

description

Choose 1 each:

abundant fruits, across the western sea, azure, beautiful, bells ringing, eternal, flower-filled meadows, gemlike rocks, gold palaces, grandeur, green, hidden hills, island in the eastern sea, jeweled trees, magnificent, musical air, mysterious, opulence, soul-filled air, splendor, starry sky, timeless, towering cliffs of jasper and jade, underground, white mountain, winterless, winters of bitter cold

inhabitants

Choose 3 each:

aes sídhe, apsara, banshees, barghests, black dogs, brownies, centaurs, dark elves, dryads, dwarves, elves, fairies, fauns, giants, gnomes, goblins, hags, hobgoblins, kelpie, kijimuna, koropokkuru, light elves, nymphs, ogres, pixies, satyrs, the Seelie Court, selkie, sprites, sylphs, trolls, the Tuatha Dé Danann, the Unseelie Court, wee folk, xian, yakshi, yakshini, yōsei

powers

Choose 1 each:

Anqi Sheng, the Eight Immortals, the Fates, Freyja, Freyr, King Arthur, King Oberon, Kubera, Niamh of the Golden Hair, the Nine Sisters, Puck, Queen Gloriana, Queen Tanaquill, Queen Titania, the Rainbow Serpent, the Tooth Fairy, Xi Wangmu the Queen Mother of the West, Yu Shi the Rainmaster

known gateways

Choose 1 each:

- counterclockwise around a church in the Orkney Islands, Scotland
- elf barrow in Kalundborg, Denmark
- ghost road between the castles of Rodenstein and Schnellert in Germany
- fairy path near a ringfort in Somerset, England
- the Silver Bough (magic item 2)
- a giant's grave in Tröstrup, Denmark
- Hell's mouth, a barrow hill near Kråktorps gård, Sweden
- run sunward ten times around any fairy ring
- the middle of the Bohai Sea
- west of Africa in the Atlantic
- a high peak in the Hindu Kush
- songline in the Simpson Desert, Australia
- invitation from a king or queen of the Fairy Court

experience ○ ○ ○ ○ ➤ Improve

improvements

- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Choose a new Fairy Court move.
- Choose a new Fairy Court move.
- You are a true friend of Fairy Court.
- Choose a move from a different realm book.
- Choose a move from a different realm book.

Fairy Court

*“And there he saw
a seemly thing, a
tabernacle fair and
light, whereunder sat
the fairy king, near
him his queen, a lovely
wight.”*

- Sir Orfeo, edited by Edward Eyre Hunt

The realm of fairies, where fairy kings and queens rule and their fickle desires are law. Some say it is a paradise where there is fruit and wine aplenty; others that it is a place to be wary, where no sustenance should be taken. Eternal, perhaps beyond time, the Fairy Court waits at the edges of the world beneath the hills, high in the mountains, or over the seas.

true name

Choose 1 name by vote:

Alaka, Alfheim, Avalon, the Dreaming, Elfland, Emain Ablach, Fairyland, the Fortunate Isles, the Isle of Apples, Kunlun Mountain, Mount Penglai, Mt. Hōrai, Otherworld, Sídhe, Summerland, Tír na nÓg

Fairy Court moves

PCs get 2 temporary moves while in Fairy Court, and may unlock additional moves by improving.

✓ Call Upon the Fae

When you Call Upon the Fae to find a specific fairy who dwells in Fairy Court, roll the dice and add your Cunning. On a 10+, choose 3 results from the list below. On a 7-9, choose 1 result from the list below.

- ☼ find the home of the fairy
- ☼ trick the fairy into coming to you
- ☼ surprise the fairy
- ☼ leave no trace of your search
- ☼ gain protection from the fairy's magic
- ☼ spend little time searching

✓ Search the Fae

When you Search the Fae to find a specific magic item, roll the dice and add your Cunning. On a 10+, choose 3 results from the list below. On a 7-9, choose 1 result from the list below.

- ☼ learn the name of a fairy who has the item
- ☼ learn the location where the item rests
- ☼ learn of the guardian of the item
- ☼ learn of the traps protecting the item
- ☼ spend little time searching

Born of the Fairy Court

You assume your true form while in the Fairy Court. Gain 3 boon tokens when you do. This move is only available if you have a Fairy move.

Fear of Iron

When you bring weapons of cold iron into Fairy Court, gain 3 boon tokens.

Gather Fairy Goods

When you Gather Fairy Goods from Fairy Court, roll the dice and add your Cunning. On a 10+, choose 3 items from the list below. On a 7-9, choose 1 item from the list below.

- ☼ fairy gold (2)
- ☼ fairy armor (2) (magical armor 2 worn)
- ☼ fairy weapon (2) (magical weapon 2 close)
- ☼ healing fruits (1) (healing consumed)

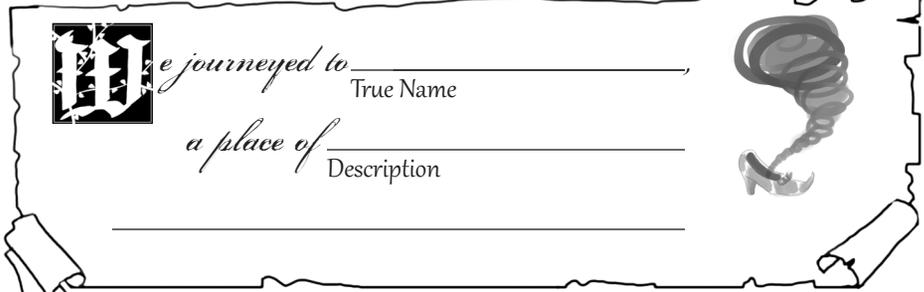
Any items gathered turn to leaves and dross if removed from Fairy Court.

Travel the Sunward Road

When you Travel the Sunward Road to visit the future, roll the dice and add your Cunning. On a 10+, you may travel to the future and return back again. On a 7-9, you are stranded in the future.

Travel the Widdershins Road

When you Travel the Widdershins Road to visit the past, roll the dice and add your Cunning. On a 10+, you may travel to the past and return back again. On a 7-9, you are stranded in the past.



M *e journeyed to* _____
True Name

a place of _____
Description



inhabitants



powers



other moves

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description

Choose 1 each:

four colored lands, fairy country, marvelous beauty, mirror image, rectangular, prosperous and contented, yellow brick roads, surrounded by the deadly desert, vibrant colors, lovely, stately, rich and luscious, gorgeous flowers, rare and brilliant, sparkling, murmuring, pretty and dainty, dismal and lonesome, green glowing sky, dazzling, sometimes pleasant, sometimes dark and terrible

inhabitants

Choose 3 each:

bun people, bunnies, china people, cuttenclips, dragons, fairies, flatheads, flutterbudgets, fuddles, gargoyles, gigans, gillikins, growleywogs, hammerheads, hoppers, horners, hyups, immortals, knooks, loons, magical mimics, mermaids, munchkins, nomes, nymphs, ork birds, pharfasm, quadlings, rampsies, rigmaroles, ryls, scoodlers, skeezers, thists, tottenham, utensians, whimsies, winged monkeys, winkies, witches, yips

powers

Choose 1 each:

Ak, Aunt Em, Betsy Bobbin, Bo, the China Princess, Dr. Pipt, Gayelette, Glinda the Good Witch of the South, Kern, Locasta the Good Witch of the North, Mombi, Nick Chopper, Oz the Great, Pastoria, Polychrome, Princess Dorothy, Princess Langwidere, Princess Ozma, Queen Lurline, Roquat the Red, the Scarecrow, the Shaggy Man, Uncle Henry

known gateways

Choose 1 each:

- a cyclone in the farmlands of Kansas
- an ever-present cloud in the sky over Omaha, Nebraska
- the basement of a frame house in Chittenango, New York
- an ocean storm in the South Pacific
- a crevice near Hugson's Ranch, California
- deep in the Chihuahuan Desert of the southwestern United States
- a large whirlpool somewhere in the South Pacific
- a magic shop in a back alley of Chicago
- deep in the Gobi Desert of northwestern China
- the magic belt (magic item 3)
- the silver shoes (magic item 2)
- across a rainbow bridge (magic item 2)
- on a road to Butterfield, Kansas
- a spot off the coast of California in the Pacific Ocean

experience ○○○○▶ Improve

improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Land of Oz move.
- Choose a new Land of Oz move.
- You are anointed as a prince or princess of Land of Oz.
- Choose a move from a different realm book.
- Choose a move from a different realm book.

Land of Oz

“The cyclone had set the house down gently, very gently — for a cyclone—in the midst of a country of marvelous beauty.”

- The Wonderful Wizard of Oz, L. Frank Baum

The collection of magical lands that Dorothy and others have visited over the years, as chronicled by the Royal Historian. Sometimes Oz is a deathless and idyllic realm created by fairies; other times Oz is fraught with danger and dastardly villains. It can be found over a rainbow, at the other side of a storm, or hidden somewhere just across the far horizon.

true name

Choose 1 name by vote:

Emerald City, Land of Oz, Magic Land, Nonestica, Oz, Ozeria

Land of Oz moves

PCs get 2 temporary moves while in Land of Oz, and may unlock additional moves by improving.

✓ Follow a Yellow Brick Road

When you Follow a Yellow Brick Road to find a specific place in Land of Oz, roll the dice and add your Wisdom. On a 10+, choose 3 results from the list below. On a 7-9, choose 2 results from the list below.

- ☼ you don't dawdle and gaze at the sites
- ☼ you don't leave the road and get lost in the wilderness
- ☼ you find food and shelter from friendly folk along the roadside
- ☼ you are not attacked by monstrous beasts as you walk
- ☼ you meet one of the Powers of the Land of Oz on the road
- ☼ you find a potential ally on the road

✓ Search for the Lost

When you Search for the Lost to find a specific person or magic item, roll the dice and add your Wisdom. On a 10+, choose 3 results from the list below. On a 7-9, choose 1 result from the list below.

- ☼ learn where the lost is normally found
- ☼ learn where the lost was last seen
- ☼ attract little attention from your search
- ☼ meet someone who has seen the lost
- ☼ spend little time searching

☐ Armies of Oz

In Land of Oz, any sufficiently attired group can become an army. Individual soldiers count as a small band, and a group of a few or more soldiers count as a plentiful band.

☐ Consult an Oracle

When you Consult an Oracle for the answer to a question, roll the dice and add your Wisdom. On a 10+, the oracle will answer your question clearly. On a 7-9, the oracle will answer your question cryptically. You may only consult each oracle once with a

particular question.

☐ Cross the Deadly Desert

When you Cross the Deadly Desert to enter or escape Land of Oz, roll the dice and add your Courage. On a 10+, gain all 3 results from the list below. On a 7-9, choose 2 results from the list below.

- ☼ you spend little time in the crossing
- ☼ you arrive at your desired destination
- ☼ you avoid serious harm from the desert

☐ Free From Sickness and Death

When you miss on Live to Tell the Tale, the result is treated as a 7-9 instead. This move is only available to you if you were born in Land of Oz.

☐ Make a Friend

When you Make a Friend to bring an inanimate object to life, roll the dice and add your Cunning. On a 10+, choose 3 qualities for your creature from the list below. On a 7-9, choose 1 quality for your creature from the list below.

- ☼ the creature bears the form of a man or woman
- ☼ the creature has an armored form (magical armor 2)
- ☼ the creature possesses a weapon (magical weapon 3)
- ☼ the creature is particularly effective against 1 type of enemy such as crows or mice
- ☼ the creature possesses a special skill such as acrobatics

On a hit, also choose 1 drawback for your creature:

- ☼ the creature is prone to rusting solid
- ☼ the creature requires winding
- ☼ the creature is fragile
- ☼ the creature frequently rots and requires replacement parts
- ☼ the creature is exceedingly vain



The journeyed to _____
True Name

a place of _____
Description



inhabitants



powers



other moves



MIDSUMMER

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description

Choose 1 each:

more or less an island, ever so many more moons and suns, astonishing splashes of color here and there, coral reefs, home under the ground, mysterious river, mermaids' lagoon, Marooners' Rock, Kidd's Creek near the mouth of the pirate river, never trees, a house high among the treetops, caverns, the island where birds are born into boys and girls, a lovely lake with a drowned forest at the bottom, windy corners

inhabitants

Choose 2 each:

birds, crocodiles, fairies, gnomes, hags, lost boys, mermaids, natives, never birds, pirates, shadows, stars, wild beasts

powers

Choose 1 each:

Captain James Hook, the Crocodile, Gentleman Starkey, Great Big Little Panther, Jane Darling, Mr. Smee, the Never Bird, Nibs, Peter Pan, Queen Mab, Solomon Claw, Tiger Lily, Wendy Darling

known gateways

Choose 1 each:

- flying second to the right, and straight on till morning
- the Serpentine River near Kensington Gardens in London, England
- the Jolly Roger (magic item 2)
- spending seven days lost in Kensington Gardens
- an icy pond near Kirriemuir in Angus, Scotland
- Fairy Dust (Fairy Move)
- a Neverland fairy for a guide
- fleeing from authority for seven days
- clutching the tail of a runaway kite pulled by wind and birds
- the tracks of the Sloane Square tube station in the Chelsea district of London, England
- a hidden door in one of the Boys' houses of Eton College in Eton, England
- a boat woven of grass and twigs from a bird's nest, with a nightgown for a sail

experience ○ ○ ○ ○ ▶ Improve

improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Courage (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Choose a new Neverland move.
- Choose a new Neverland move.
- You gain the blessing of the spirit of Neverland, the Never Bird.
- Choose a move from a different realm book.
- Choose a move from a different realm book.

Neverland

“We too have been there; we can still hear the sound of the surf, though we shall land no more.”

- James M. Barrie, Peter Pan and Wendy

The ageless island of childhood dreams that serves as the famous home of Peter Pan. An island, or perhaps an endless chain of islands, populated from the minds of children where pirates and wild beasts hunt each other through the woods. Its magical shores can be found with the aid of fairy dust or by those whom Neverland seeks out.

true name

Choose 1 name by vote:

the Bird's Island, Never Land, Never Never Land, Never Never Never Land, Neverland, the Neverlands

neverland moves

PCs get 2 temporary moves while in Neverland, and may unlock additional moves by improving.

✓ Look for Blood

When you Look for Blood by hunting another, roll the dice and add your Courage. On a 10+, choose 3 results from the list below. On a 7-9, choose 2 results from the list below.

- ☼ find the home of your foe
- ☼ trick your foe into coming to you
- ☼ surprise your foe
- ☼ leave no trace of your search
- ☼ meet your foe 1-on-1
- ☼ spend little time searching

✓ Vanish in the Gloom

When you Vanish in the Gloom to avoid others, roll the dice and add your Cunning. On a 10+, you do it. On a 7-9, you do it, but choose one cost from the list below.

- ☼ you take 1 harm
- ☼ you get lost in the wilderness
- ☼ you are separated from your allies
- ☼ you lose an item

☐ Found in the Minds of Children

When you choose an improvement, you may choose a move from the Child storybook instead.

☐ Friendly Inhabitants

You have friends in Neverland. Choose one group of friends:

- they're a band of fairies
- they're a band of wild beasts
- they're a band of children
- they're a band of pirates
- they're a band natives
- they're a band of mermaids

You may select this move multiple times to gain additional friends.

☐ Leave a Mark

When you Leave a Mark, or add your own details to Neverland, roll the dice and add your Courage. On a 10+, choose 3 marks from the list below. On a 7-9, choose 2 marks from the list below.

- ☼ add a feature to the landscape
- ☼ add a spark of magic
- ☼ turn something upside down
- ☼ add friends that are yours alone
- ☼ add a pet that is loyal and true

☐ Good-night Stories

Tell a good-night story, as a flashback scene, and choose 1 result from the list below for each participant:

- ☼ they gain 1 boon token
- ☼ you gain 1 boon token
- ☼ take 1 boon token from them
- ☼ they must offer you an easy bargain
- ☼ they must accept an unequal bargain from you

☐ Piracy

When you are behind the wheel of a sailing ship:

- ☼ if you Perform a Feat of Fable, add your ship's Sails to your roll
- ☼ if you Threaten Harm, add your ship's Cannons to your roll
- ☼ if you Strike a Blow, add your ship's Cannons to your roll
- ☼ if you Tell a Tall Tale, add your ship's Style to your roll



The journeyed to _____
True Name



a place of _____
Description

inhabitants



powers



other moves

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description

Choose 1 each:

pastoral, dark warm heart, gloriously beautiful, sapphire with tints of aquamarine, white beach of cocoa palms, green soft earth, lichen-covered stone, semi-tropical verdure, primeval forest, abundant bird and animal life, gloomy wood, teeming, the heat of long summer, desert island, highest peak, forests of night, fever-filled jungle, gloomy, bogs and marshes, most temperate and perfect, immense ash tree

inhabitants

Choose 3 each:

apes, bandersnatch, bats, bears, borogove, buffalo, cobras, coyotes, crocodiles, crows, dryads, elephants, foxes, gazelles, great spiders, jackals, jujub bird, monkeys, nymphs, panthers, peacocks, primitive natives, pythons, rats, satyrs, simurgh, tigers, turtles, wolves

powers

Choose 1 each:

Enkidu, Father Wolf, Gomposh, Hayy ibn Yaqdhan, Jabberwock, Kala, Kerchak, King Leo, Mowgli, Pan, Raksha, Remus, Shere Khan, Simurgh, Tarzan, Toomai, Pecos Bill

known gateways

Choose 1 each:

- a land-locked harbor in a wooded shore off the coast of West Africa
- the path of a tiger in the rain forests in the Kerala Western Ghats, India
- an old lifeboat drifting in the South Pacific
- along the banks of the River Tiber, Italy
- on the slopes of the mountain Damavand, Iran
- along the Pecos River, Texas
- a sacred grove of oak trees in Hesse, Germany
- a sacred grove of plane trees in Caria, Turkey
- deep within a Welsh forest, Great Britain
- deep within the Malshegu Sacred Grove in Northern Ghana
- beneath a sacred pillar in the Atsuta Shrine in Nagoya, Japan
- under a laurel tree in Arcadia of Peloponnese, Greece
- an old, ruined castle in the wilds of Alsace-Moselle, France

experience ○ ○ ○ ○ ▶ Improve

improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new The Wild move.
- Choose a new The Wild move.
- You are feared or respected throughout The Wild.
- Choose a move from a different realm book.
- Choose a move from a different realm book.

The Wild

*“In what distant
deeps or skies
burnt the fire of
thine eyes?”*

- The Tyger, William Blake

The realm of wild animals, where nature lies untouched by the hands of humans. Sometimes a dark and primeval forest; other times a tropical jungle or a desert island. The Wild scratches at the back of prehistoric memory, lying in wait in the deepest wilderness, waiting to swallow those shipwrecked on its shores.

true name

Choose 1 name by vote:

Arcadia, the Black Forest, the Cedar Forest, the Forest of Wild Beasts, Gaia, the Jungle, Sherwood Forest, Tulgey Wood, the Wild, Yggdrasil

the wild moves

PCs get 2 temporary moves while in The Wild, and may unlock additional moves by improving.

✓ Issue a Challenge

When you Issue a Challenge to find a specific wild beast who dwells in the The Wild, roll the dice and add your Courage. On a 10+, choose 3 results from the list below. On a 7-9, choose 1 result from the list below.

- ☼ find the lair of the beast
- ☼ entice the beast into coming to you
- ☼ rattle the beast
- ☼ let all The Wild know of your search
- ☼ meet the beast on sacred ground
- ☼ spend little time searching

✓ Chart a Course

When you Chart a Course through The Wild, roll the dice and add your Cunning. On a 10+, gain all 3 results from the list below. On a 7-9, choose 2 results from the list below.

- ☼ you don't leave anything behind
- ☼ you are not ambushed by wild beasts
- ☼ you avoid serious harm from the wilderness

☐ Call of The Wild

Gain 1 boon token whenever you make a Wild Animal move.

☐ Invoke the Law

When you Invoke the Law of The Wild against others, roll the dice and add your Wisdom. On a 10+, they follow your demands. On a 7-9, they follow your demands, but you must name the law they were in danger of breaking.

☐ Lost in The Wild

When you choose an improvement, you may choose a move from the Wild Animal storybook instead.

☐ The Red Flower

When you Threaten Harm with fire, add the fire's harm to the roll.

☐ Resist Corruption

When you Resist Corruption to avoid being fooled or lead astray, roll the dice and add your Wisdom.

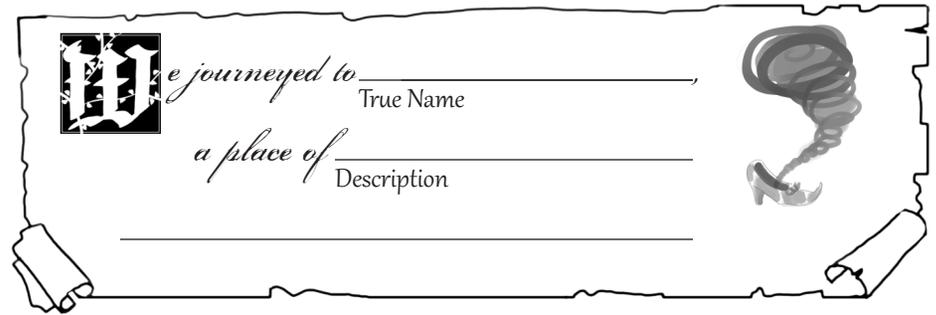
On a 10+, you avoid corruption. On a 7-9, you avoid corruption, but choose one cost:

- ☼ you attack the source of corruption
- ☼ you leave the scene immediately
- ☼ you lose 1 boon token

the law of the wild

The Law of The Wild governs all who dwell in The Wild. It may include any of the following:

- ☼ you may not change your quarters without notice
- ☼ you may not eat humans except when teaching your children how to hunt
- ☼ you may form your own pack when you marry
- ☼ with two sponsors, any cub may be accepted into the pack
- ☼ matters which are not killing matters may be settled with a bargain
- ☼ strike first and then give tongue
- ☼ a leader can only be challenged
- ☼ 1-on-1
- ☼ sorrow never stays punishment
- ☼ keep your temper with cubs



The journeyed to _____
True Name

a place of _____
Description

inhabitants



powers



other moves

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description

Choose 1 each:

deep down, near the center of the earth, near the antipode, thickly wooded, large mushrooms, lovely gardens, beds of bright flowers, cool fountains, substantial houses, seacoast, divided up into squares, brooks and hedges, many locked doors, roses of white and red, trains, the dream of the Red King

inhabitants

Choose 3 each:

animated musical instruments, boojums, bread-and-butterflies, cheshire kittens, club soldiers, diamond courtiers, dodos, gryphons, heart royals, mock turtles, rath, red pieces, rocking-horse flies, snap-dragon flies, spade servants, snarks, talking animals, talking flowers, toves, verbs, white pieces

powers

Choose 1 each:

Caterpillar, Cheshire Cat, the Duchess, the Hatter, Humpty Dumpty, King Common Noun, the King of Hearts, King Proper Noun, the Lion, Queen Alice, the Queen of Hearts, the Red King, the Red Queen, the Unicorn, the White King, the White Queen, White Rabbit

experience ○ ○ ○ ○ ▶ Improve

improvements

- Add +1 to your Wisdom (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Wonderland move.
- Choose a new Wonderland move.
- You are crowned as a King or Queen of Wonderland.
- Choose a move from a different realm book.
- Choose a move from a different realm book.

known gateways

Choose 1 each:

- a rabbit hole on the banks of the Thames between Folly Bridge and Godstow, England
- the looking-glass (magic item 2)
- a train tunnel beneath Oxfordshire, England
- rowing under a bridge on the Isis in Oxford, England
- beneath a grave in the graveyard of the church of St. Michael & All Angels, Lyndhurst, England
- the garden of a house in Oxford, England
- an unusual equation written on a blackboard in Christ Church, University of Oxford, England
- the mad hat (magic item 2)
- a strange door that appears when sleeping in a moonlit room with a slice of cake under a pillow
- sleeping in the Alarm Clock Bed, which dumps the sleeper into a tub of cold water to wake them
- a cabinet in the back of an old furniture and upholstery shop on High Street in Oxford, England
- reading an old book of rhymes in an attic in Chicago, Illinois
- a tuba's bell at a performance of A Midsummer Night's Dream
- a fireplace in New York, New York that is home to a hobgoblin

Wonderland

““Oh, you can't help that,' said the Cat: 'we're all mad here. I'm mad. You're mad.'”

- Alice in Wonderland, Lewis Carroll

The peculiar world of talking animals where Alice found herself. Perhaps down a rabbit hole; perhaps on the other side of a mirror, but certainly near Oxfordshire. Logic and reason fall before the power of nonsense and madness in the halls and gardens of Wonderland. The Queen of Hearts rules with ungovernable passion while the Red Queen rules with pedantic calm.

true name

Choose 1 name by vote:

Grammarland, Looking-glass House, Looking-glass Land, des Merveilles, Mirlando, Orchestralia, Towerland, Wonderlawn, Wonderland

wonderland moves

PCs get 2 temporary moves while in Wonderland, and may unlock additional moves by improving.

✓ Cross Squares

When you enter a new scene, roll the dice and add your Wisdom. On a 10+, choose 3 results from the list below. On a 7-9, choose 1 result from the list below. Choose from the following results:

- ⊗ change the location of the scene
- ⊗ change 1 participant of the scene
- ⊗ change when the scene takes place
- ⊗ bring an item from the last scene with you

If other players Cross Squares with you, vote on any results chosen by more than 1 player. The narrator will break any ties.

✓ Why a Raven is Like a Writing Desk

Gain 1 boon token when you Tell a Tall Tale that doesn't make any sense.

□ Confound with Wordplay

When you Confound with Wordplay by engaging others in debate, roll the dice and add your Wisdom. On a hit, a number of NPCs will be confounded and unable to take action until you cease your debate. On a 10+, choose up to a small band of NPCs. On a 7-9, choose 1 NPC. On a miss, all present will be prompted into action.

□ Down the Rabbit Hole

When you choose an improvement, you may choose a move from the Domestic Animal storybook instead.

□ Gather Mushrooms

When you Gather Mushrooms in Wonderland, roll the dice and add your Wisdom. On a hit, you gather a bunch of mushrooms. On a 10+, choose 1 type from the list below. On a 7-9, the narrator will choose 1 type from the list below when a mushroom is consumed.

- ⊗ mushroom of growing taller (1) (consumed)
- ⊗ mushroom of growing shorter (1) (consumed)
- ⊗ mushroom of healing (1) (healing consumed)

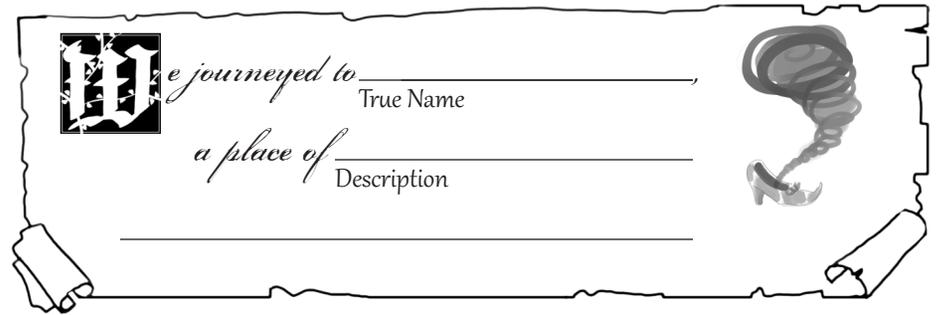
□ Host a Party

When you Host a Party, or attend a party in your honor, roll the dice and add your Popularity. On a 10+, choose 3 results from the list below and you may escape Wonderland at the conclusion of the party. On a 7-9, choose 1 result from the list below.

- ⊗ several powers of Wonderland appear at the party
- ⊗ nothing strange happens at the party
- ⊗ time passes normally
- ⊗ there is enough food for everyone
- ⊗ no one goes mad

□ Pool of Tears

You may end the current scene and Cross Squares by crying a Pool of Tears.



M I journeyed to _____ True Name
a place of _____ Description

inhabitants



powers



other moves

MIDSUMMER
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