

adversary

My Diary

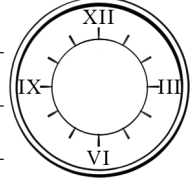
Fairytale _____

- Envy Desire Pride Cruelty
- Hatred Hunger Conquest

wicked plan

stakes

cast



Method _____ Spy Sorcery Disguise

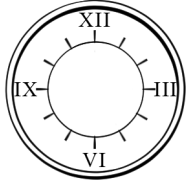
Goblins Mayhem Imprisonment

Type _____ **custom move**

Impulse _____

description _____

cast



Method _____ Spy Sorcery Disguise

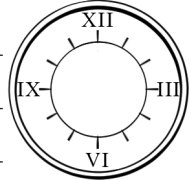
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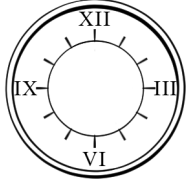
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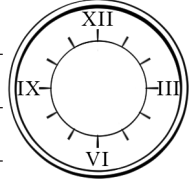
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Type _____ **custom move**

Impulse _____

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The Narrator

suggested harm of weapons

Weapons normally inflict an amount of harm equal to their fictional capacity for harm. Here are some examples:

- ⊗ 0 harm: grappling, pebbles
- ⊗ 1 harm: fists, rocks, light falls, dehydration
- ⊗ 2 harm: swords, axes, bows, pistols, falls, fire
- ⊗ 3 harm: rifles, shotguns, great falls
- ⊗ 4 harm: legendary falls, machine guns, crashes
- ⊗ 5 harm: explosions, dismemberment, drowning, plane crashes

how much harm?

- ⊗ Avoiding serious harm means 0 harm against individuals and -1 harm against bands.
- ⊗ Terrible harm means add +1 to the harm.
- ⊗ Stunning doesn't modify the harm, but the defender can't act until they recover.
- ⊗ The amount of harm may be specified by the move, rather than the weapon. Don't subtract armor in this case.
- ⊗ Magical weapons bypass mundane armor.
- ⊗ You avoid serious harm when using magical armor against mundane weapons.
- ⊗ Individuals take terrible harm from bands.
- ⊗ Bands avoid serious harm from individuals.
- ⊗ Small bands take terrible harm from plentiful bands.
- ⊗ Plentiful bands avoid serious harm from small bands.

healing

Heart tokens are restored at a rate of one per scene. They are all restored between sessions. Stunned characters recover at the end of the current scene.

suggested protection of armor

Armors normally protect from an amount of harm equal to their fictional capacity for protection. Here are some examples:

- ⊗ 0 protection: normal clothes
- ⊗ 1 protection: motorcycle jackets, crash helmets, shields
- ⊗ 2 protection: ballistic vests, plate armor
- ⊗ 3 protection: bomb suits

bargains of wealth

Some examples of wealth are:

- ⊗ 0 point bargains: mundane weapons, mundane library, mundane cow, mundane flowers
- ⊗ 1 point bargains: magic beans, healing fruit, magical harp, poison apple, poisoned comb, three drops of blood, golden egg, a mundane luxury car, the shadow of a boy
- ⊗ 2 point bargains: seven league boots, seven league hat, cloak of invisibility, everfull purse, golden hen, magical sword, cap of knowledge, shoes of swiftness, magic mirror, a mundane luxury house
- ⊗ 3 point bargains: royal titles, wishing ring, magic lamp, a mundane fortune

bargains of deed

Some examples of deeds are:

- ⊗ 0 point bargains: trivial labor
- ⊗ 1 point bargains: labor, theft, testimony, safety
- ⊗ 2 point bargains: child, murder, marriage, imprisonment, geas, glamour, transformation
- ⊗ 3 point bargains: servitude, firstborn, true love's first kiss, death, permanent geas, permanent glamour, permanent transformation

your agenda

- ⊗ Make the world seem real
- ⊗ Fill the PCs' lives with drama
- ⊗ Play to find out what happens

the principles

- ⊗ Sprinkle Fairy Dust
- ⊗ Talk to the Characters
- ⊗ Ground your Moves
- ⊗ Don't Name Your Moves
- ⊗ Sharpen Your Axe
- ⊗ Give Everyone a Name and a Goal
- ⊗ Ask Lots of Questions
- ⊗ Twist the Knife
- ⊗ Push for Goals
- ⊗ Create Poison Apples
- ⊗ Be a Fan of the PCs
- ⊗ Think Offstage Too
- ⊗ Delegate Some Decisions

narrator moves

- ⊗ Separate them.
- ⊗ Kidnap them.
- ⊗ Introduce a mystery.
- ⊗ Throw someone into the fire.
- ⊗ Show something wicked that is happening.
- ⊗ Show something wicked that will happen.
- ⊗ Announce a wicked consequence of their actions.
- ⊗ Steal something from them.
- ⊗ Trade blows.
- ⊗ Harm someone.
- ⊗ Ask them for a bargain.
- ⊗ Offer them a bargain.
- ⊗ Trigger a curse.
- ⊗ Make their move a bane.
- ⊗ End the scene (and start a new scene).
- ⊗ Make an Adversary move

the first session

- ⊗ Describe fairytales in the mundane world.
- ⊗ Make it about the characters.
- ⊗ Ask lots of questions.
- ⊗ Don't answer all the questions.
- ⊗ Pay attention to the players' goals.
- ⊗ Threaten their goals.
- ⊗ Nudge the players to set goals and make moves.
- ⊗ Put two or more PCs together in a scene.
- ⊗ Make all your NPCs memorable.
- ⊗ Put them in danger.
- ⊗ Fill up your diary.

the world

Q Why are the fairytales in the mundane world?
A

Q Why don't mundanes know fairytales are real?
A

Q Where do the fairytales live (also known as fairytale city)?
A

Q What type of authority governs fairytale law?
A

Q Are there other magical realms such as Neverland or the Fairy Court?
A

Non-Player Characters

Fairytales

Fairytales: Abraham Van Brunt, Ahmed, Ali Shar, Alonso, Antonio, Arthur a Bland, Aunt Em, Baldwin the Ass, Bandersnatch, Barbara Allen, Bearskin, Betsy Bobbin, Bluebeard, Boq, Br'er Bear, Br'er Fox, the Bridge Troll, Bruin the Bear, Buk Ettemsuch, Buttercup, Button-bright, Cám, Cap'n Bill, Captain Fyter, Cassim, the Caterpillar, the Chupacabra, Cobweb, Coyote, Doctor Knowall, the Dormouse, the Duchess, Dunyazad, the East Wind, Eureka, Ferdinand, Francis Flute, Friar Tuck, Frogman, Gentleman Starkey, Giorgio, the Guardian of the Gates, Harlequin, Herman Von Starckenfaust, Hippolyta, Humpty Dumpty, the Huntsman, Ilsebill, Ja'far, the Jabberwock, Jack Sprat, Jellia Jamb, John Darling, Jun-li, Katrina Van Tassel, the Khan, King Arthur, King Cole, King Noble, the King of Hearts, King Pastoria, King Thrushbeard, King Yunan, the Knave of Hearts, LAurore, La Llorona, Le Jour, Little Annie the Goose-Girl, Little Boy Blue, Liu Fendou, Lysander, Melampo, Michael Darling, Miranda, Miss Muffet, Mister Antonio, Mmoatia the Dwarf, Mmoboro Hornets, the Mock Turtle, Mombi, Morgiana, Moth, Mr. Badger, Mr. Dongguo, Mr. Smee, Mrs. Sprat, Much the Miller's Son, Mustardseed, Nana, Nibs, Nick Bottom, the North Wind, the Nunda, the Ogress Queen Mother, Onini the Python, Osebo the Leopard, Patchwork Girl, Patjwi, Peaseblossom, Peter Quince, Pock Face, Prince John, Princess Langwidere, Princess Yaegiri, Punch, Queen Guinevere, Ratty, Red King, Reynard the Fox, Rip Van Winkle, Robin Starveling, Sawhorse, Scheherazade, the Sea Witch, Sebastian, the Seven Good Fairies, Shah Zaman, Shahryār, Shita-kiri Suzume, Signora Rosaura, Simpleton, Sinbad the Porter, Sir Guy of Gisbourne, Slightly, the Snake Prince, Snug, the South Wind, Stephano, the Sun, Talia, Tam Lin, Tibert the Cat, Tiger Lily, Tom Snout, Trinculo, Trusty John, Tweedledee, Tweedledum, Udea, Ugu the Shoemaker, Uncle Henry, the Ungrateful Dwarf, Urashima Tarō, the Valiant Tailor, the Weird Sisters, the West Wind, White Bear King Valemon, White King, White Knight, White Queen, Wicked Stepsisters, Wu, Zumurrud

Fairytales surnames

Baker, Bell, Black, Blue, Book, Brown, Butcher, Button, Candle, Crab, Crane, East, Fox, Frost, Glass, Gold, Green, Heart, Hope, Hopper, Hunt, Jackson, King, Knight, North, Piper, Porter, Prince, Queen, Red, Rose, Shadow, Shoe, Sister, Smith, Snow, South, Star, Summer, Sun, Swan, Tailor, Thorn, Tweed, West, White, Web, Wind, Winter, Wolf, Wood

npcs and heart tokens

- ⊗ NPCs only get 2 heart tokens.
- ⊗ Leaderless bands only get 3 heart tokens.
- ⊗ Bands with leaders get a full 4 heart tokens.

monsters

You can do one or more of the following to boost a monster's power:

- ⊗ Treat the monster as a band - either small or plentiful.
- ⊗ Give the monster a natural magical weapon of 4 or 5.
- ⊗ Give the monster natural magical armor of 2 or 3.

mundane surnames

Smith, Johnson, Williams, Brown, Jones, Miller, Davis, García, Rodríguez, Wilson, Martínez, Anderson, Taylor, Thomas, Hernández, Moore, Martin, Jackson, Thompson, White, López, Lee, González, Harris, Clark, Lewis, Robinson, Walker, Pérez, Hall, Young, Allen, Sánchez, Wright, King, Scott, Green, Baker, Adams, Nelson, Hill, Ramírez, Campbell, Mitchell, Roberts, Carter, Phillips, Evans, Turner, Torres, Parker, Collins, Edwards, Stewart, Flores, Morris, Nguyen, Murphy, Rivera, Cook, Rogers, Morgan, Peterson, Cooper, Reed, Bailey, Bell, Gómez, Kelly, Howard, Ward, Cox, Díaz, Richardson, Wood, Watson, Brooks, Bennett, Gray, James, Reyes, Cruz, Hughes, Price, Myers, Long, Foster, Sanders, Ross, Morales, Powell, Sullivan, Russell, Ortiz, Jenkins, Gutiérrez, Perry, Butler, Barnes, Fisher

mundane women

Emily, Madison, Emma, Olivia, Hannah, Abigail, Isabella, Samantha, Elizabeth, Ashley, Alexis, Sarah, Sophia, Alyssa, Grace, Ava, Taylor, Brianna, Lauren, Chloe, Natalie, Kayla, Jessica, Anna, Victoria, Mia, Hailey, Sydney, Jasmine, Julia, Morgan, Destiny, Rachel, Ella, Kaitlyn, Megan, Katherine, Savannah, Jennifer, Alexandra, Allison, Haley, Maria, Kaylee, Lily, Makayla, Brooke, Mackenzie, Nicole, Addison

mundane men

Jacob, Michael, Joshua, Matthew, Daniel, Christopher, Andrew, Ethan, Joseph, William, Anthony, David, Alexander, Nicholas, Ryan, Tyler, James, John, Jonathan, Noah, Brandon, Christian, Dylan, Samuel, Benjamin, Nathan, Zachary, Logan, Justin, Gabriel, Jose, Austin, Kevin, Elijah, Caleb, Robert, Thomas, Jordan, Cameron, Jack, Hunter, Jackson, Angel, Isaiah, Evan, Isaac, Mason, Luke, Jason, Gavin

Adversaries

spy

- ⊗ Talking Animal
- ⊗ Ordinary Citizen
- ⊗ Magic Mirror
- ⊗ Crystal Ball
- ⊗ Stealth
- ⊗ Gossip
- ⊗ The Wind
- ⊗ Men in Black

spy moves

- ⊗ Turn someone's plan inside out
- ⊗ Show up uninvited at their home
- ⊗ Turn up dead, murdered as a message
- ⊗ Steal a magic item and give it to the adversary
- ⊗ Offer someone a bargain that someone else won't like
- ⊗ Trigger someone's curse
- ⊗ Cause a deadly distraction from the adversary
- ⊗ Sneak up behind someone and strike
- ⊗ Leave something behind
- ⊗ Watch from a distance

sorcery

- ⊗ Enchantment
- ⊗ Wishes
- ⊗ Transformation
- ⊗ Poison
- ⊗ Bargain
- ⊗ Destroy
- ⊗ Control

sorcery moves

- ⊗ Transform someone
- ⊗ Cast a spell on someone
- ⊗ Fill a location with deadly traps
- ⊗ Enter any scene at any time
- ⊗ Destroy someone or something utterly

- ⊗ Control their allies and make them yours for now
- ⊗ Put someone to sleep
- ⊗ Ignore harm other than a weakness
- ⊗ Spend great wealth freely
- ⊗ Curse someone who displeases you
- ⊗ Display your power
- ⊗ Reverse a PC move
- ⊗ Insult or belittle someone

disguise

- ⊗ Lies
- ⊗ Old
- ⊗ Dead
- ⊗ Ally
- ⊗ Imperilled
- ⊗ Fearful
- ⊗ Advisor

disguise moves

- ⊗ Tell someone a lie
- ⊗ Show weakness in response to a threat
- ⊗ Avoid a subject or change the subject
- ⊗ Lurk on the fringes in an overcoat, hat and dark glasses
- ⊗ Avoid answering a direct question
- ⊗ Disappear when threatened
- ⊗ Pretend to be harmed
- ⊗ Create division between them
- ⊗ Drive their allies away
- ⊗ Cause panic and madness

goblins

- ⊗ Angry Mob
- ⊗ Winged Animals
- ⊗ Insect Swarm
- ⊗ Pack of Beasts

- ⊗ Ugly Children
- ⊗ Normal Servants
- ⊗ Puppets
- ⊗ Thieves
- ⊗ Monstrous Beast
- ⊗ Soldiers

goblins moves

- ⊗ Assault the fairytale city
- ⊗ Capture someone by force
- ⊗ Threaten to burn something down
- ⊗ Burst in through the windows
- ⊗ Poison someone
- ⊗ Carry off their ally
- ⊗ Ruin or despoil something they care about
- ⊗ Appear behind someone or over their shoulder
- ⊗ Stop anyone who tries to get through
- ⊗ Guard a magic item
- ⊗ Eat someone, swallowing them whole
- ⊗ Attack with mundane weapons
- ⊗ Rob someone

mayhem

- ⊗ Arsenal
- ⊗ Contracted
- ⊗ Murderous Secret
- ⊗ Beheading
- ⊗ Cannibalism
- ⊗ Transformation
- ⊗ Burglary
- ⊗ Monstrous
- ⊗ Greed
- ⊗ Bomb
- ⊗ Assault

mayhem moves

- ⊗ Steal their weapons
- ⊗ Attack with a great weapon

- ⊗ Harm someone who learns your secret
- ⊗ Ask for a counteroffer
- ⊗ Sharpen your knives, load your gun
- ⊗ Kidnap someone who looks tasty
- ⊗ Chop up meat and savor the smell and taste
- ⊗ Transform someone into something weak
- ⊗ Wreck their home and steal their stuff
- ⊗ Swallow someone whole
- ⊗ Ignore an attack that doesn't target your weakness
- ⊗ Ask for a gift, perhaps through a threat
- ⊗ Reveal a ticking bomb
- ⊗ Make a direct attack on someone


imprisonment


- ⊗ Magical Geas
- ⊗ Magical Cave
- ⊗ Dungeons
- ⊗ Bargain
- ⊗ Servitude
- ⊗ Riddles
- ⊗ Abandonment


imprisonment moves


- ⊗ Trap someone in one location
- ⊗ Place a geas on someone that they must follow
- ⊗ Lock someone behind a door
- ⊗ Offer a bargain that includes imprisonment for something they want
- ⊗ Reveal yourself as someone's boss
- ⊗ Ask a riddle as part of a bargain
- ⊗ Leave someone stranded somewhere
- ⊗ Kidnap their allies and leave some clues
- ⊗ Throw them in jail for a crime they might have committed
- ⊗ Introduce a cellmate that they may know already


Flashbacks


nce Upon a Time, Magic Items
there was _____
Alias
the _____
Mundane or Fairytale Life


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