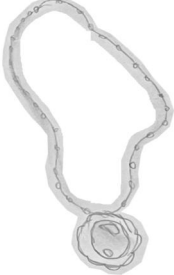
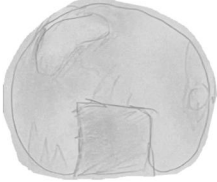
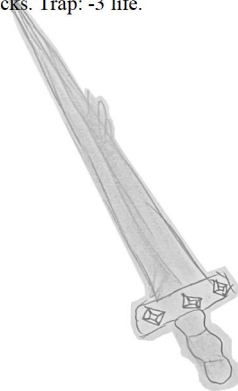
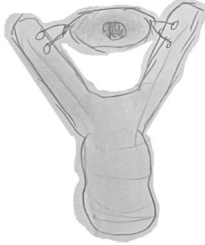
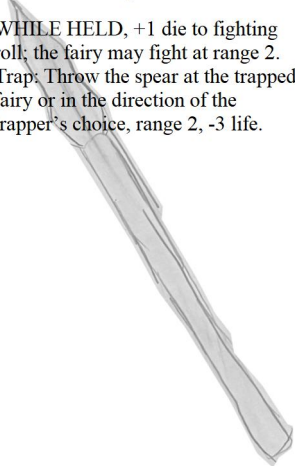
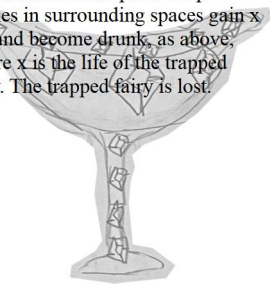
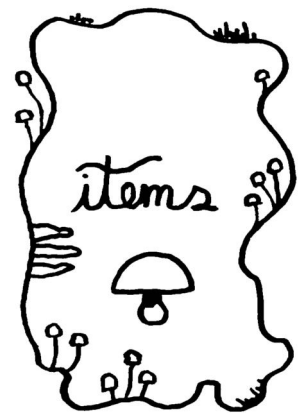
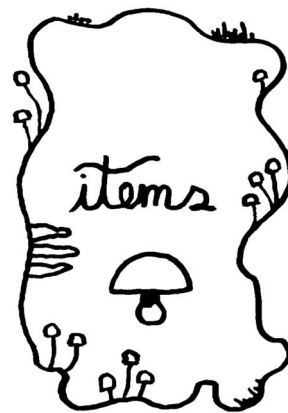
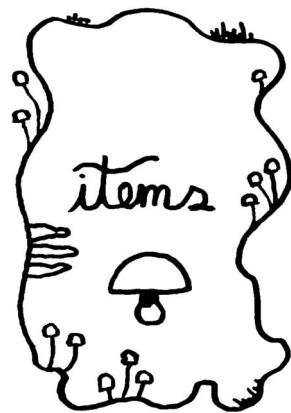
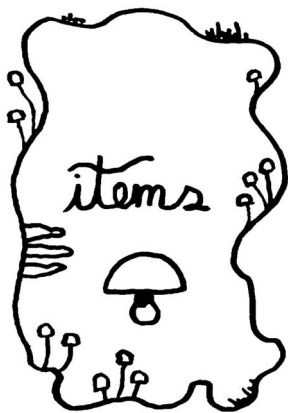
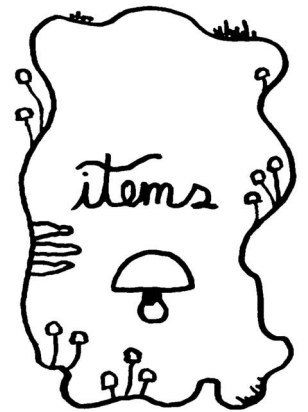
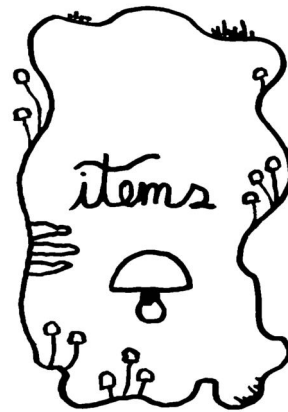
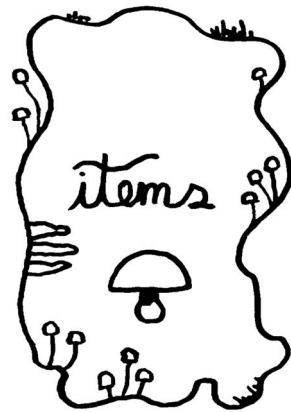
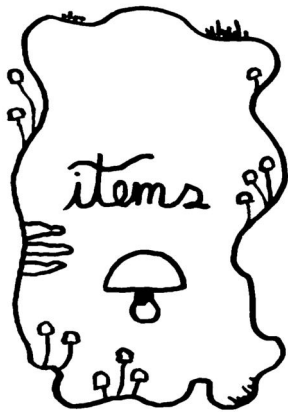
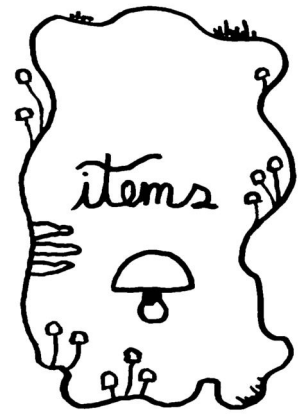
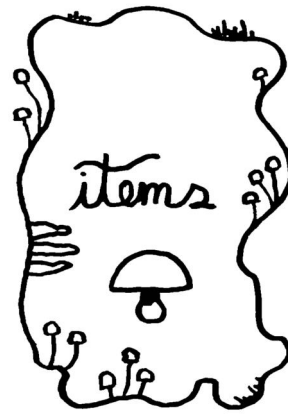
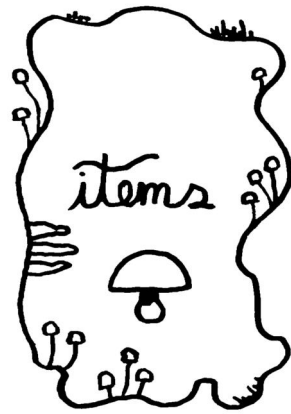
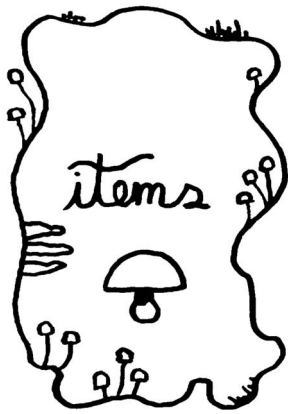
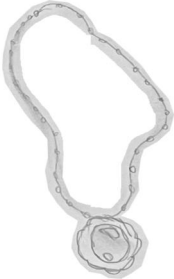


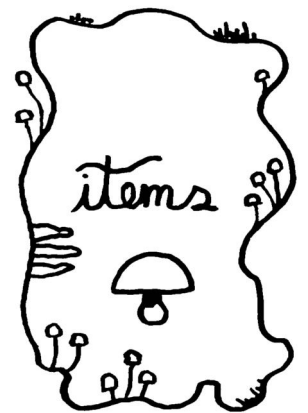
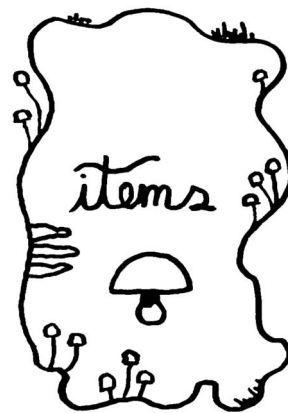
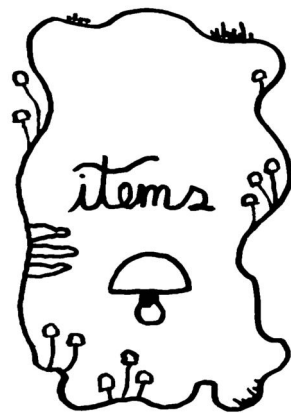
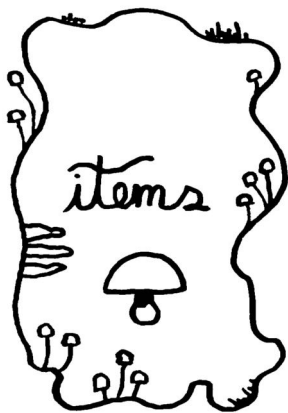
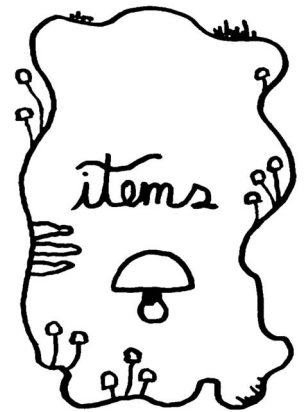
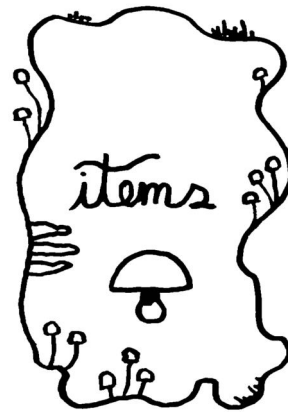
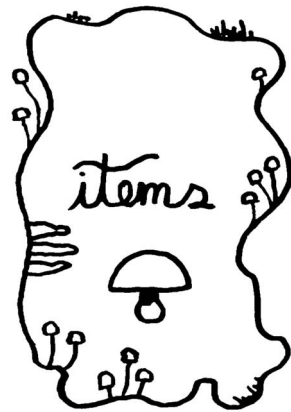
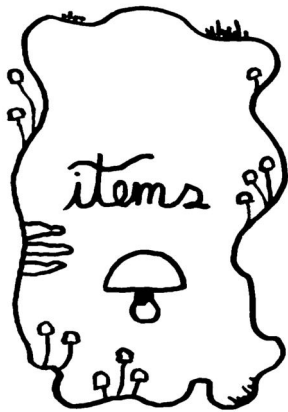
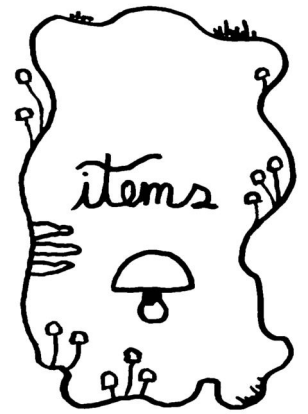
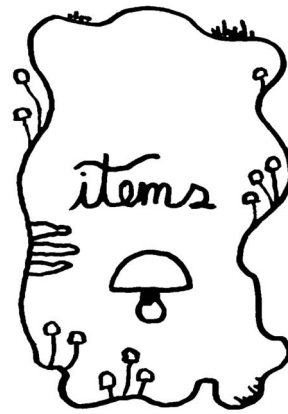
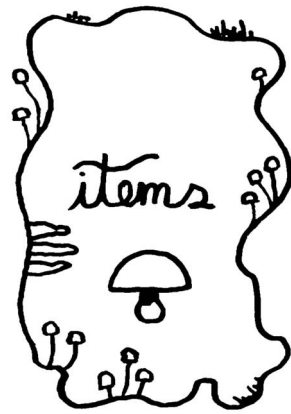
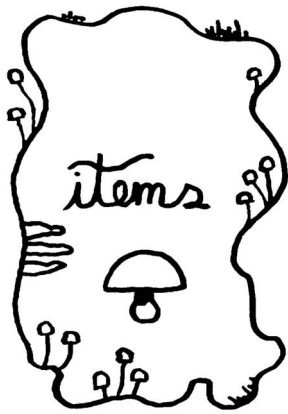
amulet When drawn, roll a die. On a 5+, it is magic: draw a magic card. A magic amulet may be USED to do magic. May be WORN; does not take up space. Trap: Choking! The trapped fairy cannot eat items until they use an action to break the amulet. 	whistle May be USED to move a fairy one space closer or further away. Does not require line-of-sight to use. Trap: The trapper chooses a fairy to move one space closer or further from the trap. 	club WHILE HELD, +2 to fighting roll. Does not apply to ranged attacks. Trap: Bonk! The trapped fairy is bonked unconscious and must use a full move and action to gather their wits. 	fern May be USED to cover a fairy in a surrounding space. Remove the covered fairy; they have gone missing. A missing fairy cannot take a turn until they use their full move and action to emerge. Roll 2d12 to reveal the space where they were hiding all along. A missing fairy cannot be affected by anything. Trap: Hee ho! Draw two additional trap cards. 
petals If attacked, may be GIVEN to the attacker to prevent the fight. Trap: A secret admirer? The trapped fairy will not fight anyone until they have used an action to lament their elusive lover. 	moss Show off your moss! May be GIVEN to a fairy in a surrounding space. The fairy becomes preoccupied with the moss and may not act until they use an action to gift the moss to another fairy. Trap: Clever cover-up! Draw an additional trap card. 	horn An intricate melody. WHEN USED, all players must move their fairies until they have line-of-sight to the horn, starting with the current player. Does not require line-of-sight to use. Trap: the trapped fairy loses 1 life from the deafening toot; all other fairies move until they have line-of-sight to the horn as above. 	bell May be USED to ring the bell; choose one, move all fairies one space closer to the bell or further away from the bell. Does not require line-of-sight to use. Trap: All fairies move one space closer or further away from the trap. The trapper decides which way the fairies move. 
bracelet When drawn, roll a die. On a 6 the bracelet gains a quality. May be WORN; does not take up space. Trap: The fairy's hands are bound behind their back. They immediately drop their items into the trapped space and cannot pick up, use, or hold items until they use an action to break free of the bracelet. 	ear WHILE HELD, if anyone attempts to steal an item from the fairy, they automatically steal the ear. Trap: Replace one of the trapped fairy's items with the ear. The replaced item is discarded. 	boot May be USED to kick a fairy d6 spaces in a straight line. May be WORN; does not take up space. Trap: The trapped fairy is kicked d6 spaces in a straight line. The trapper chooses the direction. 	wand When drawn, roll a die. On a 4+ it is magic: draw a magic card. A magic wand may be USED to do magic. Trap: Poked in the eye. The trapped fairy loses line-of-sight until they use an action to rub their eye. 

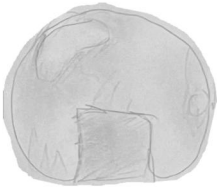
dagger WHILE HELD, +1 to fighting roll. May be USED to fight at range 2, with +1 to fighting roll; discard after ranged use. Trap: Throws the dagger at the trapped fairy or in the direction of the trapper's choice, range 2, -2 life. 	lace If attacked, may be GIVEN to the attacker to subtract 1 of their fighting dice. Trap: A fine and fancy net. The trapped fairy must use a full move and action to crawl out. Roll a die; on a 3+, the trapped fairy receives the lace. Otherwise, the lace is discarded. 	walnut May be USED to fight at range 3; discard after use. Trap: Lured by the walnut, d6 small beasts (2 move, 1 life) steal the trapped fairy's items. Place the beasts in surrounding spaces when the trap is sprung. At the end of each round, the trapper moves the beasts. Beasts can be moved off the board. 	bones When drawn, roll a die. On a 6, the bones become an unseelie fairy (1 move, 1 life) and attack. An opponent moves the unseelie fairy at the end of each round. Trap: A menacing marimba melody! The trapped fairy must immediately run 6 spaces in a random direction and cannot act until they use an action to confront their fear of skeletons. 
seeds May be USED to grow d6 obstacles in surrounding spaces. Trap: A terrible tummyache! A watermelon vine grows in the belly of the trapped fairy, who splits open to reveal d6 watermelon slices (+1 life when eaten). The trapped fairy is lost. 	toadstool May be USED to place a toadstool obstacle in a surrounding space. Trap: The trapped fairy teleports to a surrounding space of another toadstool of the trapper's choice. If there are no other toadstools, the fairy is lost in the cosmos; remove the fairy. 	tooth When drawn, roll a die. On a 6 choose a fairy; when the tooth is USED the chosen fairy falls asleep and cannot move. They must use an action to wake up from their sudden slumber. Does not require line-of-sight to use. Trap: Chewed by the tooth. -1 life. 	helm WHILE HELD, -1 to opponent's fighting roll. May be WORN; does not take up space. Trap: Crammed into the helm. -1 to movement, must use an action to remove. Still functions as a helm. 
backler WHILE HELD, -1 to opponent's fighting roll. Trap: Surfs up! The trapped fairy moves 3 spaces in a direction of the trapper's choice. 	sausage Counts as an additional item when eaten; if broken, counts as 2 additional items. Trap: Lured by the sausage, a giant beast (1 move, d6 life) fights the fairy. Place the beast in a surrounding space when the trap is sprung. The trapper moves the beast at the end of each round. 	songbird Flies up to 3 spaces and back when USED, ignoring obstacles; may steal one item from a fairy. Does not require line-of-sight to use. Trap: Steals one item from the trapped fairy and flies up to 6 spaces toward the trapper before dropping the item and disappearing. If the trapped fairy has no items, the songbird carries the fairy instead and they lose d6 life from the fall. 	pipe May be USED to blow a beautiful smoke ring. This fairy and all fairies in surrounding spaces become lethargic; they may not move or act until they have eaten. Trap: It's difficult to remember... The trapped fairy appears up to 4 spaces away. The trapper chooses the space. 

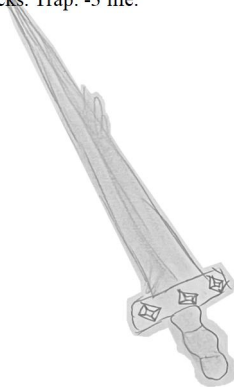
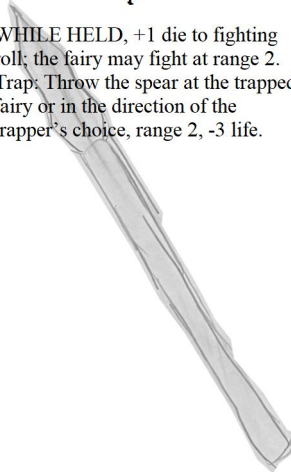
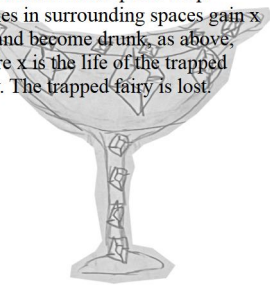
mug May be USED before moving to gain 1 life. Become tipsy; must move as far as possible. Move in a random direction for the first space. Trap: The trapped fairy gains 1 life and becomes tipsy, as above. 	ring If another fairy pick-a-pockets this item, they are wed to this fairy and join their troupe. A fairy who receives the ring as a gift is only wed if their true name is spoken at the time of the proposal. May be WORN; does not take up space. Trap: The trapped fairy wears the ring and joins the trapper's troupe. 	sword WHILE HELD, +1 die to fighting roll. Does not apply to ranged attacks. Trap: -3 life. 	flask May be USED before moving to gain 2 life. Become very tipsy; must move as far as possible. Move in a random direction for each space for the first two spaces. Trap: The trapped fairy gains 2 life and becomes very tipsy, as above. 
pail WHILE HELD, may hold 2 additional items in the pail. Items in the pail are also considered HELD. Trap: The pail falls onto the trapped fairy's head, preventing line-of-sight. Takes an action to remove. Functions as helm. 	sling WHILE HELD, the fairy may fight at range 4. Trap: Sling the stone at the trapped fairy or in the direction of the trapper's choice, range 4, -1 life. 	dart May be USED to fight at range 4, +1 to fighting roll; discard after use. Trap: Fire the dart at the trapped fairy or in the direction of the trapper's choice, range 4, -2 life. 	book May be USED to learn something new. Set 4 tokens on the item card. At the end of each round, remove 1 token; when you remove the last token, draw a magic card. If the fairy is hurt or moved while reading, they lose their place; set 4 tokens on the item card and begin again. The fairy may not stop reading until the last token has been removed. Trap: The trapped fairy is fascinated by a laudatory chronicle of their actions up to this point. Read for the rest of the game. 
sack WHILE HELD, may hold 3 additional items in the sack. Items in the sack are also considered HELD. Trap: The trapped fairy is captured in the sack and will join the troupe of whoever frees them. Freeing the trapped fairy takes an action. 	spear WHILE HELD, +1 die to fighting roll; the fairy may fight at range 2. Trap: Throw the spear at the trapped fairy or in the direction of the trapper's choice, range 2, -3 life. 	bow WHILE HELD, the fairy may fight at range 6. Trap: Fire an arrow at the trapped fairy or in the direction of the trapper's choice, range 6, -2 life. 	chalice WHILE HELD, any time another fairy loses life in a surrounding space, the fairy gains that much life and becomes drunk. Must move as far as possible, even if the fairy has already moved. Move in a random direction for each space. Trap: Fairies in surrounding spaces gain x life and become drunk, as above, where x is the life of the trapped fairy. The trapped fairy is lost. 

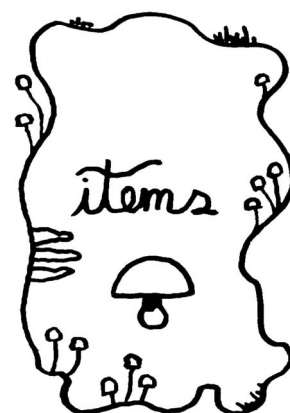
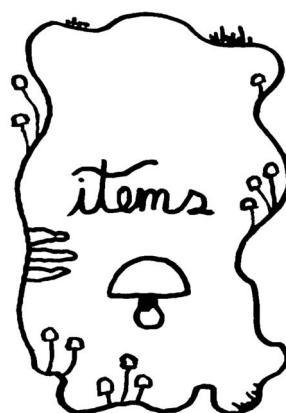
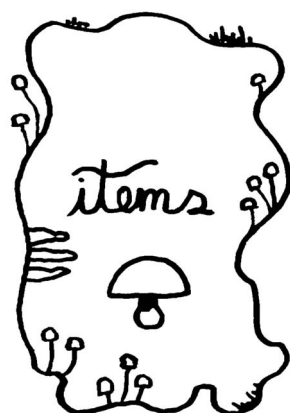
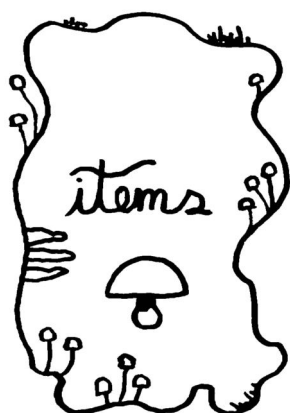
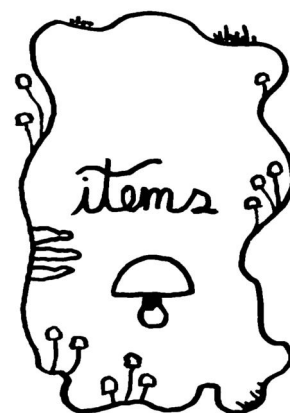
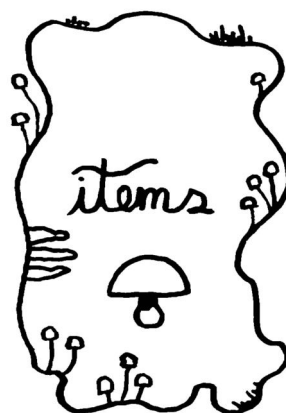
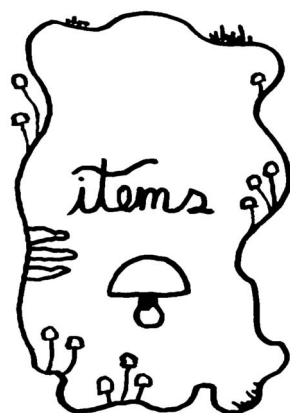
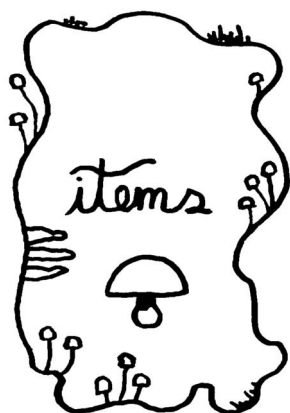
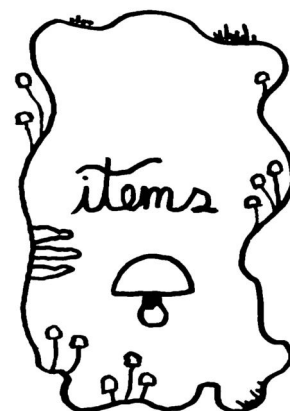
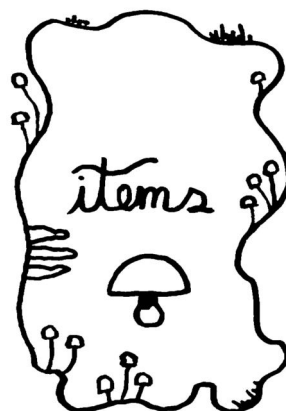
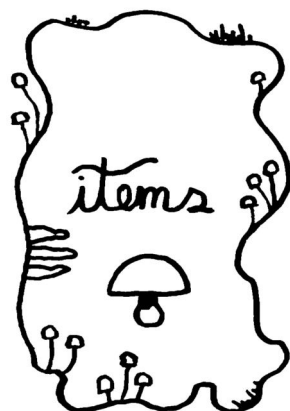
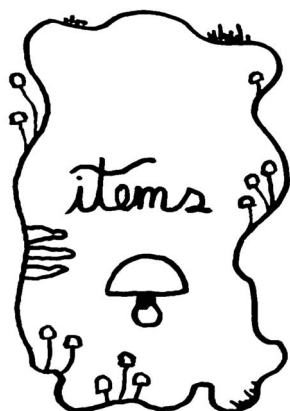
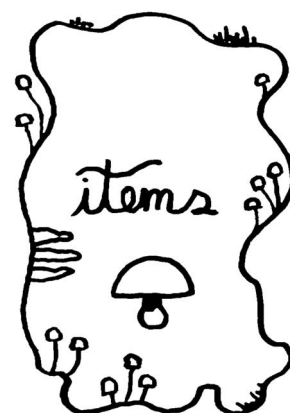
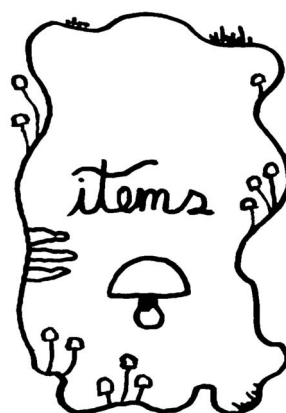
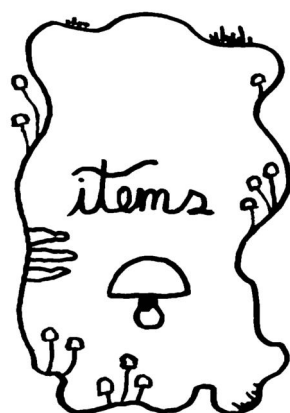
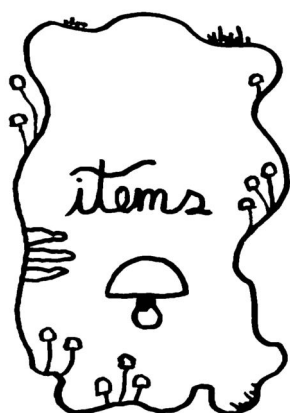
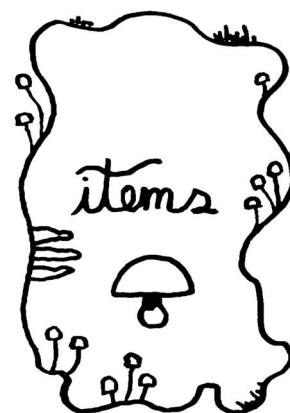
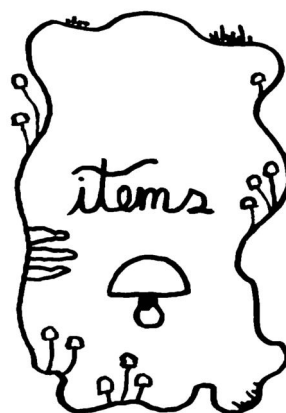
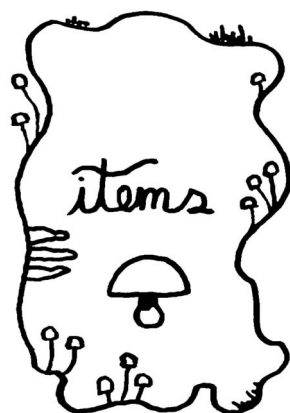
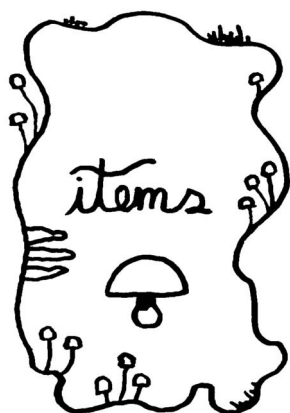
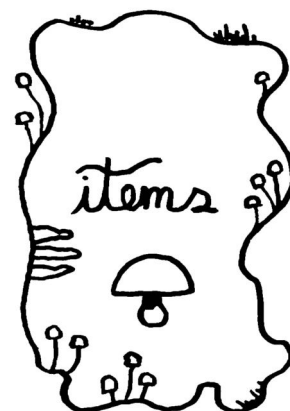
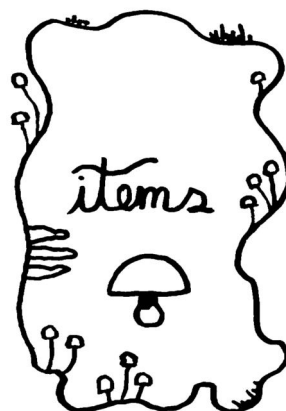
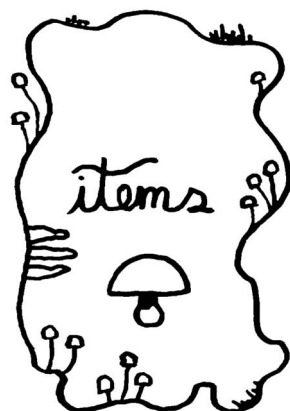
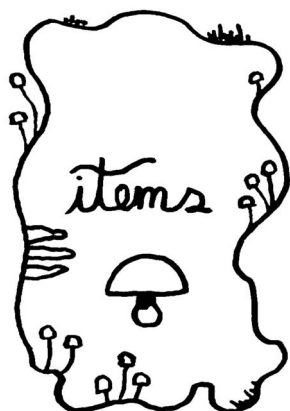
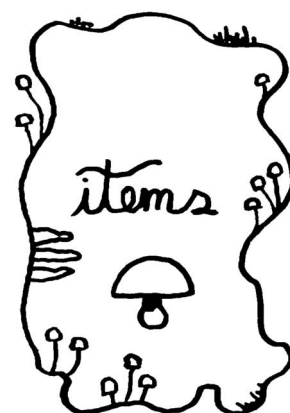
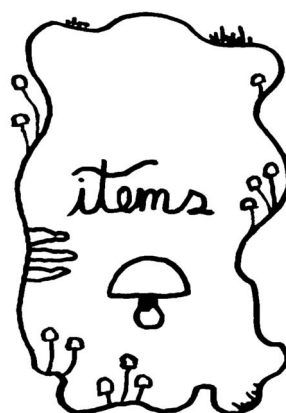
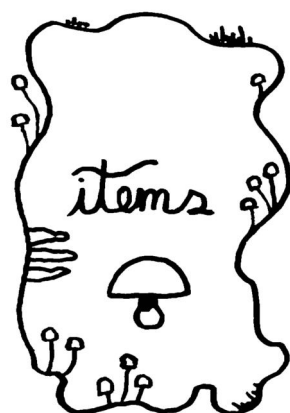
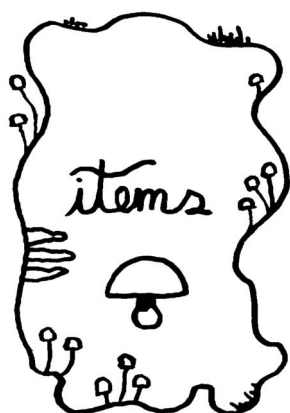
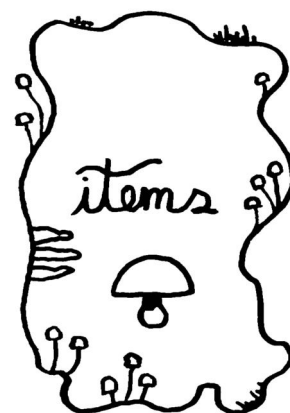
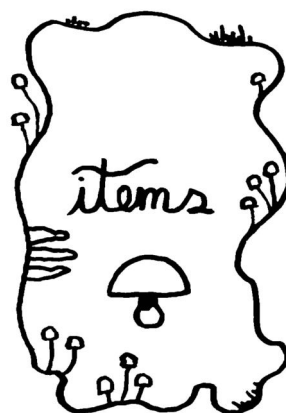
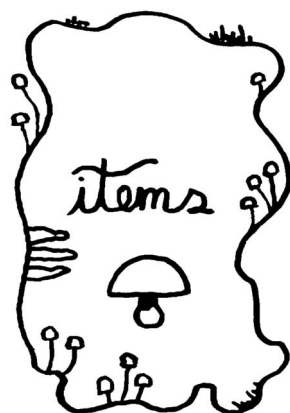
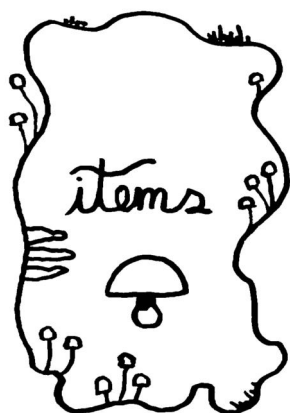
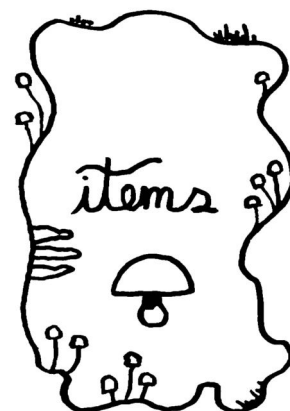
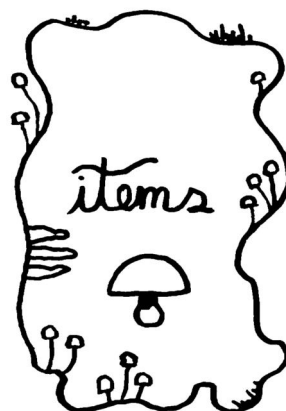
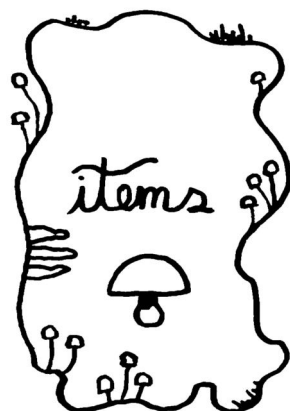
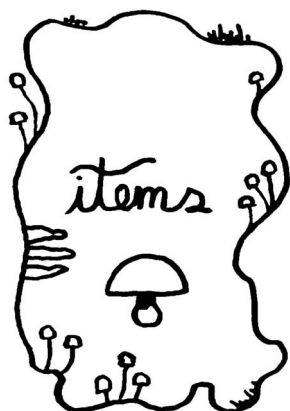
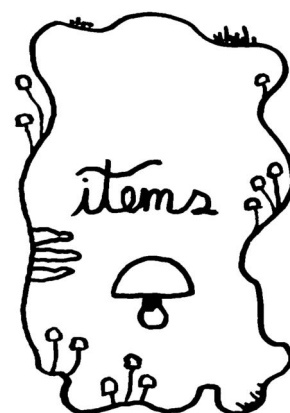
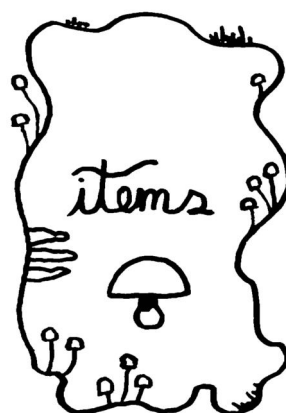
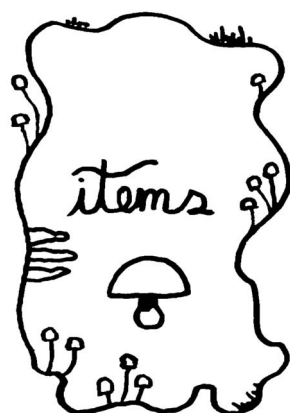
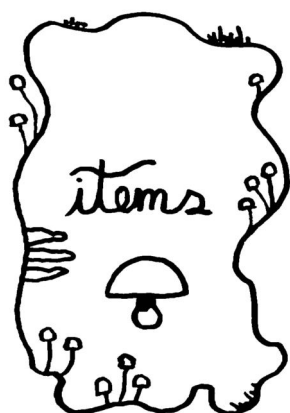
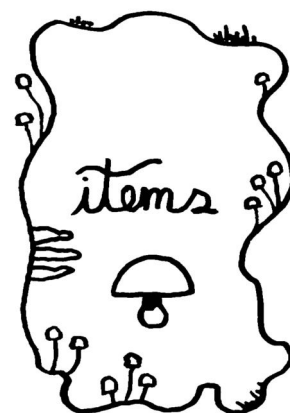
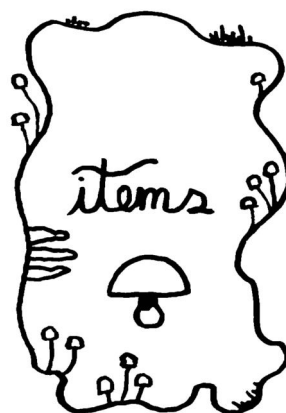
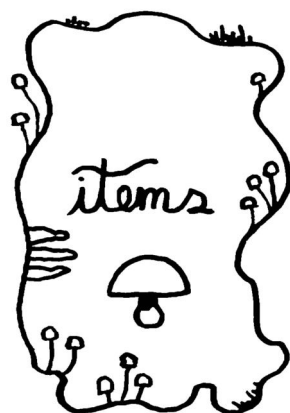
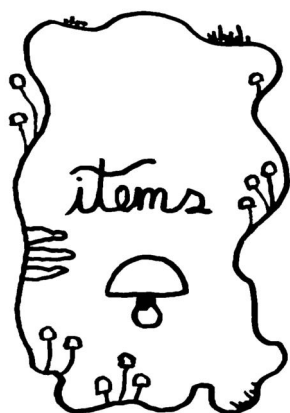
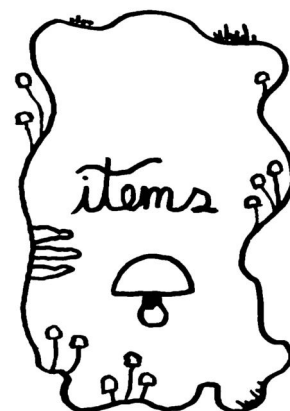
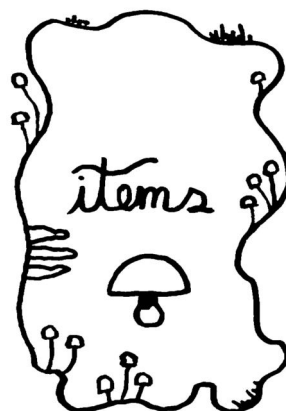
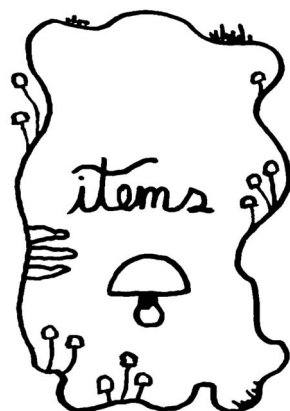
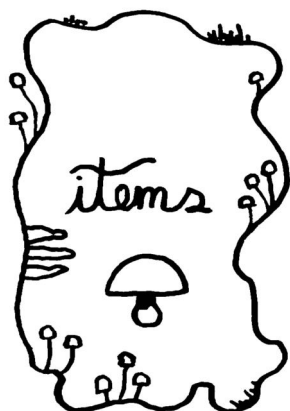


amulet When drawn, roll a die. On a 5+, it is magic: draw a magic card. A magic amulet may be USED to do magic. May be WORN; does not take up space. Trap: Choking! The trapped fairy cannot eat items until they use an action to break the amulet. 	whistle May be USED to move a fairy one space closer or further away. Does not require line-of-sight to use. Trap: The trapper chooses a fairy to move one space closer or further from the trap. 	club WHILE HELD, +2 to fighting roll. Does not apply to ranged attacks. Trap: Bonk! The trapped fairy is bonked unconscious and must use a full move and action to gather their wits. 	fern May be USED to cover a fairy in a surrounding space. Remove the covered fairy; they have gone missing. A missing fairy cannot take a turn until they use their full move and action to emerge. Roll 2d12 to reveal the space where they were hiding all along. A missing fairy cannot be affected by anything. Trap: Hee ho! Draw two additional trap cards. 
petals If attacked, may be GIVEN to the attacker to prevent the fight. Trap: A secret admirer? The trapped fairy will not fight anyone until they have used an action to lament their elusive lover. 	moss Show off your moss! May be GIVEN to a fairy in a surrounding space. The fairy becomes preoccupied with the moss and may not act until they use an action to gift the moss to another fairy. Trap: Clever cover-up! Draw an additional trap card. 	horn An intricate melody. WHEN USED, all players must move their fairies until they have line-of-sight to the horn, starting with the current player. Does not require line-of-sight to use. Trap: the trapped fairy loses 1 life from the deafening toot; all other fairies move until they have line-of-sight to the horn as above. 	bell May be USED to ring the bell; choose one, move all fairies one space closer to the bell or further away from the bell. Does not require line-of-sight to use. Trap: All fairies move one space closer or further away from the trap. The trapper decides which way the fairies move. 
bracelet When drawn, roll a die. On a 6 the bracelet gains a quality. May be WORN; does not take up space. Trap: The fairy's hands are bound behind their back. They immediately drop their items into the trapped space and cannot pick up, use, or hold items until they use an action to break free of the bracelet. 	ear WHILE HELD, if anyone attempts to steal an item from the fairy, they automatically steal the ear. Trap: Replace one of the trapped fairy's items with the ear. The replaced item is discarded. 	boot May be USED to kick a fairy d6 spaces in a straight line. May be WORN; does not take up space. Trap: The trapped fairy is kicked d6 spaces in a straight line. The trapper chooses the direction. 	wand When drawn, roll a die. On a 4+ it is magic: draw a magic card. A magic wand may be USED to do magic. Trap: Poked in the eye. The trapped fairy loses line-of-sight until they use an action to rub their eye. 



dagger WHILE HELD, +1 to fighting roll. May be USED to fight at range 2, with +1 to fighting roll; discard after ranged use. Trap: Throws the dagger at the trapped fairy or in the direction of the trapper's choice, range 2, -2 life. 	lace If attacked, may be GIVEN to the attacker to subtract 1 of their fighting dice. Trap: A fine and fancy net. The trapped fairy must use a full move and action to crawl out. Roll a die; on a 3+, the trapped fairy receives the lace. Otherwise, the lace is discarded. 	walnut May be USED to fight at range 3; discard after use. Trap: Lured by the walnut, d6 small beasts (2 move, 1 life) steal the trapped fairy's items. Place the beasts in surrounding spaces when the trap is sprung. At the end of each round, the trapper moves the beasts. Beasts can be moved off the board. 	bones When drawn, roll a die. On a 6, the bones become an unseelie fairy (1 move, 1 life) and attack. An opponent moves the unseelie fairy at the end of each round. Trap: A menacing marimba melody! The trapped fairy must immediately run 6 spaces in a random direction and cannot act until they use an action to confront their fear of skeletons. 
seeds May be USED to grow d6 obstacles in surrounding spaces. Trap: A terrible tummyache! A watermelon vine grows in the belly of the trapped fairy, who splits open to reveal d6 watermelon slices (+1 life when eaten). The trapped fairy is lost. 	toadstool May be USED to place a toadstool obstacle in a surrounding space. Trap: The trapped fairy teleports to a surrounding space of another toadstool of the trapper's choice. If there are no other toadstools, the fairy is lost in the cosmos; remove the fairy. 	tooth When drawn, roll a die. On a 6 choose a fairy; when the tooth is USED the chosen fairy falls asleep and cannot move. They must use an action to wake up from their sudden slumber. Does not require line-of-sight to use. Trap: Chewed by the tooth. -1 life. 	helm WHILE HELD, -1 to opponent's fighting roll. May be WORN; does not take up space. Trap: Crammed into the helm. -1 to movement, must use an action to remove. Still functions as a helm. 
backler WHILE HELD, -1 to opponent's fighting roll. Trap: Surfs up! The trapped fairy moves 3 spaces in a direction of the trapper's choice. 	sausage Counts as an additional item when eaten; if broken, counts as 2 additional items. Trap: Lured by the sausage, a giant beast (1 move, d6 life) fights the fairy. Place the beast in a surrounding space when the trap is sprung. The trapper moves the beast at the end of each round. 	songbird Flies up to 3 spaces and back when USED, ignoring obstacles; may steal one item from a fairy. Does not require line-of-sight to use. Trap: Steals one item from the trapped fairy and flies up to 6 spaces toward the trapper before dropping the item and disappearing. If the trapped fairy has no items, the songbird carries the fairy instead and they lose d6 life from the fall. 	pipe May be USED to blow a beautiful smoke ring. This fairy and all fairies in surrounding spaces become lethargic; they may not move or act until they have eaten. Trap: It's difficult to remember... The trapped fairy appears up to 4 spaces away. The trapper chooses the space. 

nug May be USED before moving to gain 1 life. Become tipsy; must move as far as possible. Move in a random direction for the first space. Trap: The trapped fairy gains 1 life and becomes tipsy, as above. 	ring If another fairy pick-a-pockets this item, they are wed to this fairy and join their troupe. A fairy who receives the ring as a gift is only wed if their true name is spoken at the time of the proposal. May be WORN; does not take up space. Trap: The trapped fairy wears the ring and joins the trapper's troupe. 	sword WHILE HELD, +1 die to fighting roll. Does not apply to ranged attacks. Trap: -3 life. 	flask May be USED before moving to gain 2 life. Become very tipsy; must move as far as possible. Move in a random direction for each space for the first two spaces. Trap: The trapped fairy gains 2 life and becomes very tipsy, as above. 
pail WHILE HELD, may hold 2 additional items in the pail. Items in the pail are also considered HELD. Trap: The pail falls onto the trapped fairy's head, preventing line-of-sight. Takes an action to remove. Functions as helm. 	sling WHILE HELD, the fairy may fight at range 4. Trap: Sling the stone at the trapped fairy or in the direction of the trapper's choice, range 4, -1 life. 	dart May be USED to fight at range 4, +1 to fighting roll; discard after use. Trap: Fire the dart at the trapped fairy or in the direction of the trapper's choice, range 4, -2 life. 	book May be USED to learn something new. Set 4 tokens on the item card. At the end of each round, remove 1 token; when you remove the last token, draw a magic card. If the fairy is hurt or moved while reading, they lose their place; set 4 tokens on the item card and begin again. The fairy may not stop reading until the last token has been removed. Trap: The trapped fairy is fascinated by a laudatory chronicle of their actions up to this point. Read for the rest of the game. 
sack WHILE HELD, may hold 3 additional items in the sack. Items in the sack are also considered HELD. Trap: The trapped fairy is captured in the sack and will join the troupe of whoever frees them. Freeing the trapped fairy takes an action. 	spear WHILE HELD, +1 die to fighting roll; the fairy may fight at range 2. Trap: Throw the spear at the trapped fairy or in the direction of the trapper's choice, range 2, -3 life. 	bow WHILE HELD, the fairy may fight at range 6. Trap: Fire an arrow at the trapped fairy or in the direction of the trapper's choice, range 6, -2 life. 	chalice WHILE HELD, any time another fairy loses life in a surrounding space, the fairy gains that much life and becomes drunk. Must move as far as possible, even if the fairy has already moved. Move in a random direction for each space. Trap: Fairies in surrounding spaces gain x life and become drunk, as above, where x is the life of the trapped fairy. The trapped fairy is lost. 



peculiar amulet

When drawn, roll a die. On a 5+, it is magic: draw a magic card. A magic amulet may be USED to do magic. May be WORN; does not take up space. Trap: Choking! The trapped fairy cannot eat items until they use an action to break the amulet.



peculiar whistle

May be USED to move a fairy one space closer or further away. Does not require line-of-sight to use. Trap: The trapper chooses a fairy to move one space closer or further from the trap.



peculiar club

WHILE HELD, +2 to fighting roll. Does not apply to ranged attacks. Trap: Bonk! The trapped fairy is bonked unconscious and must use a full move and action to gather their wits.



peculiar fern

May be USED to cover a fairy in a surrounding space. Remove the covered fairy; they have gone missing. A missing fairy cannot take a turn until they use their full move and action to emerge. Roll 2d12 to reveal the space where they were hiding all along. A missing fairy cannot be affected by anything. Trap: Hee ho! Draw two additional trap cards.



peculiar petals

If attacked, may be GIVEN to the attacker to prevent the fight. Trap: A secret admirer? The trapped fairy will not fight anyone until they have used an action to lament their elusive lover.



peculiar moss

Show off your moss! May be GIVEN to a fairy in a surrounding space. The fairy becomes preoccupied with the moss and may not act until they use an action to gift the moss to another fairy. Trap: Clever cover-up! Draw an additional trap card.



peculiar horn

An intricate melody. WHEN USED, all players must move their fairies until they have line-of-sight to the horn, starting with the current player. Does not require line-of-sight to use. Trap: the trapped fairy loses 1 life from the deafening toot; all other fairies move until they have line-of-sight to the horn as above.



peculiar bell

May be USED to ring the bell; choose one, move all fairies one space closer to the bell or further away from the bell. Does not require line-of-sight to use. Trap: All fairies move one space closer or further away from the trap. The trapper decides which way the fairies move.



peculiar bracelet

When drawn, roll a die. On a 6 the bracelet gains a quality. May be WORN; does not take up space. Trap: The fairy's hands are bound behind their back. They immediately drop their items into the trapped space and cannot pick up, use, or hold items until they use an action to break free of the bracelet.



peculiar ear

WHILE HELD, if anyone attempts to steal an item from the fairy, they automatically steal the ear. Trap: Replace one of the trapped fairy's items with the ear. The replaced item is discarded.



peculiar boot

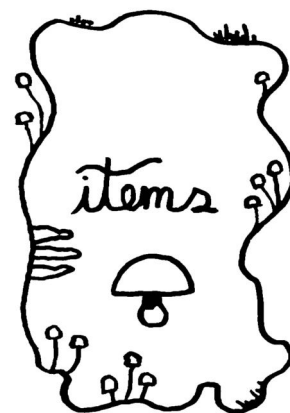
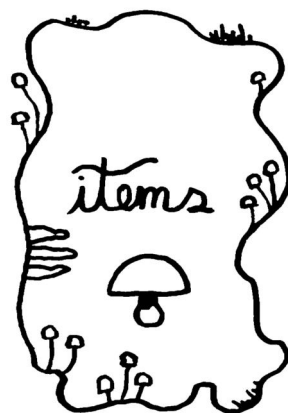
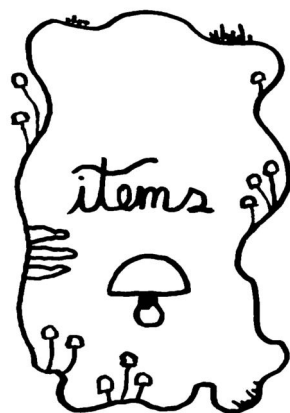
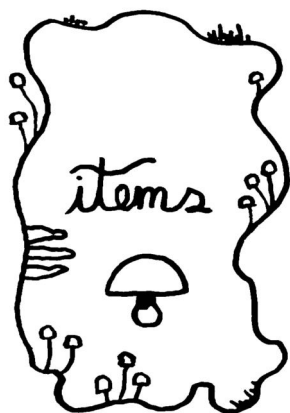
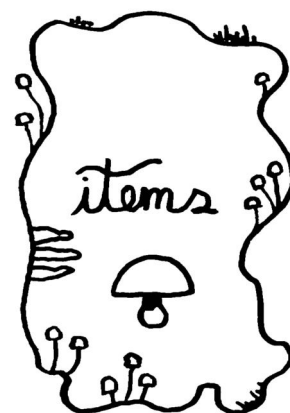
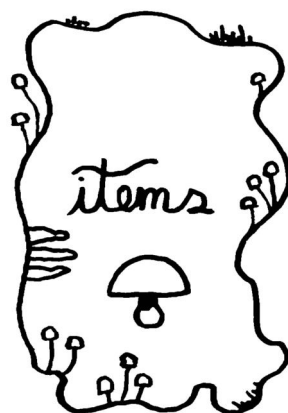
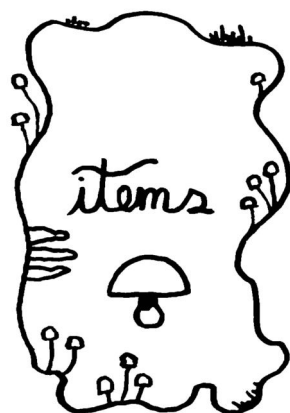
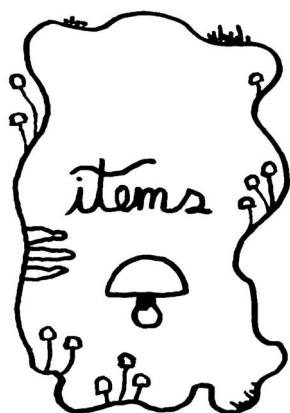
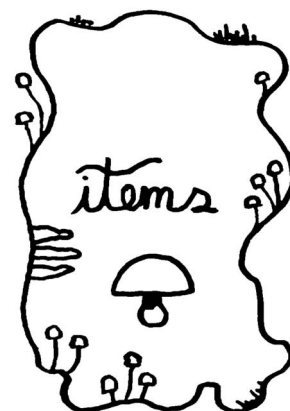
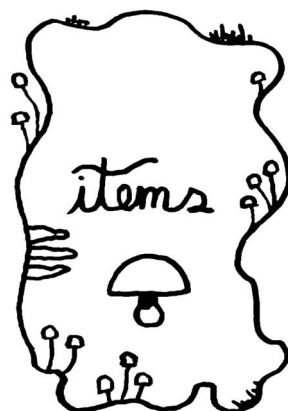
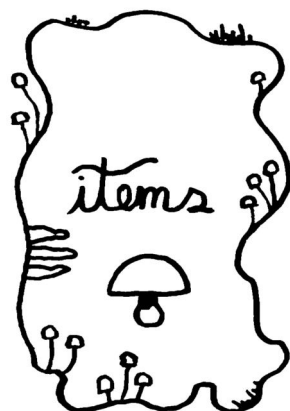
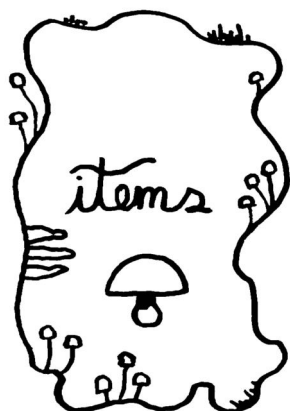
May be USED to kick a fairy d6 spaces in a straight line. May be WORN; does not take up space. Trap: The trapped fairy is kicked d6 spaces in a straight line. The trapper chooses the direction.

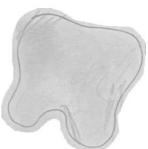
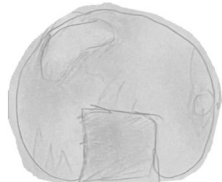


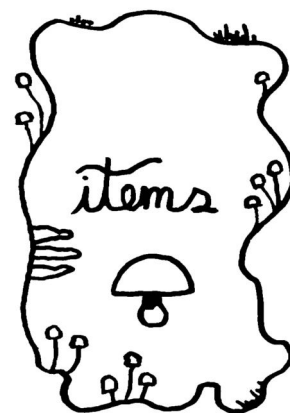
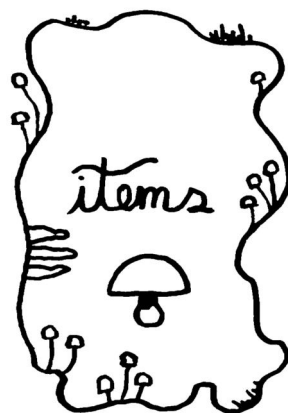
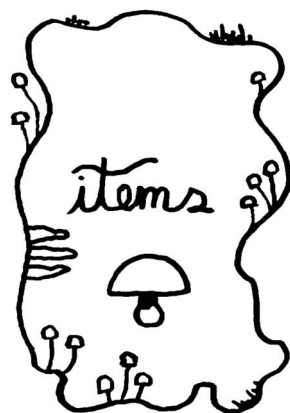
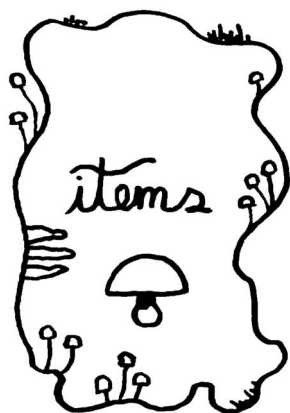
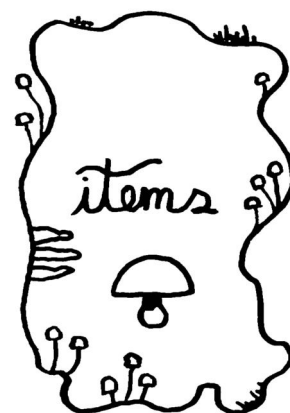
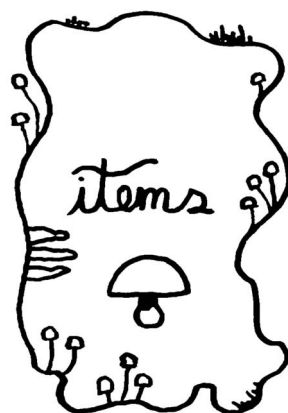
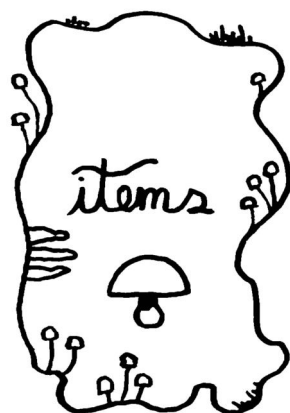
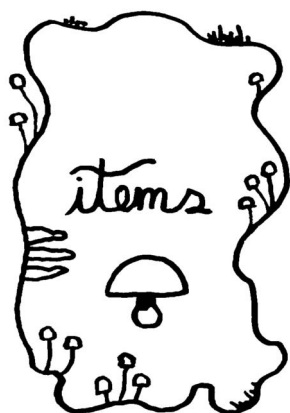
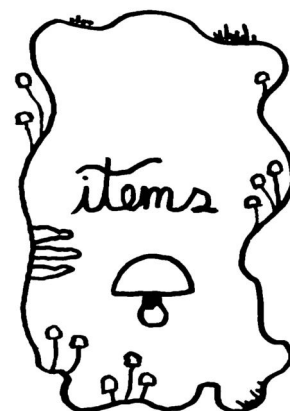
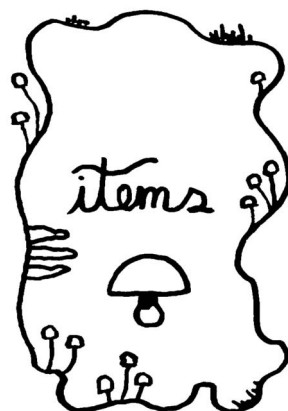
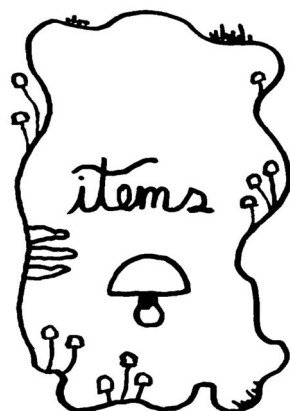
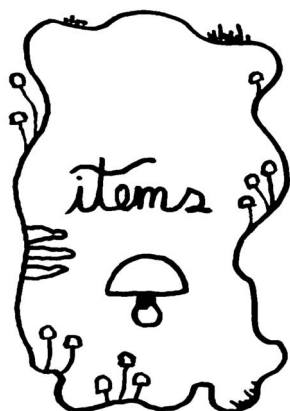
peculiar wand

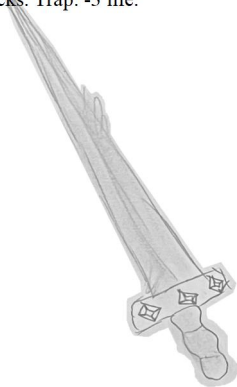
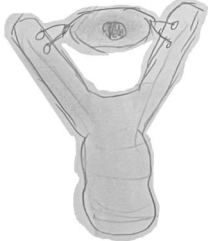
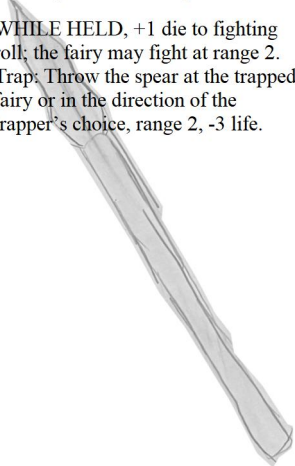
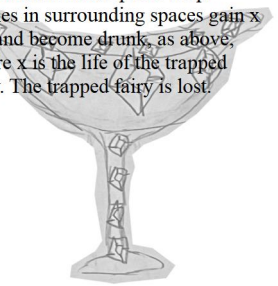
When drawn, roll a die. On a 4+ it is magic: draw a magic card. A magic wand may be USED to do magic. Trap: Poked in the eye. The trapped fairy loses line-of-sight until they use an action to rub their eye.

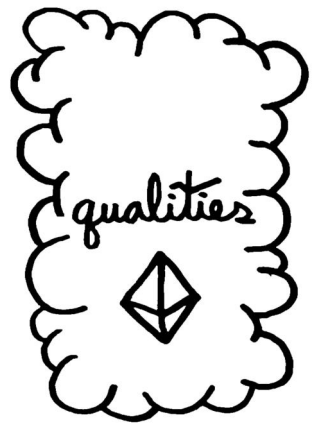
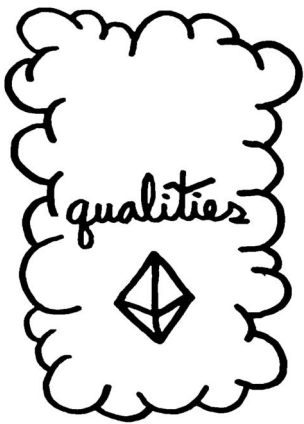
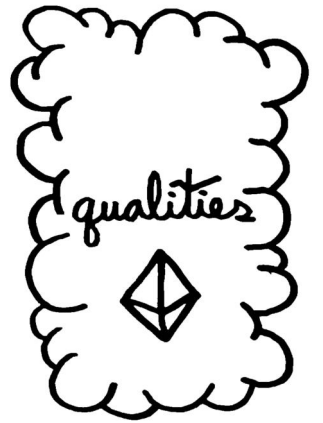
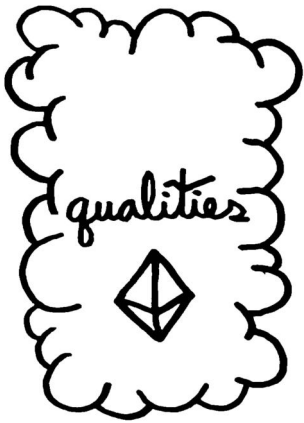
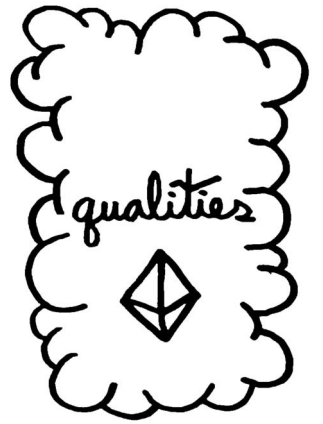
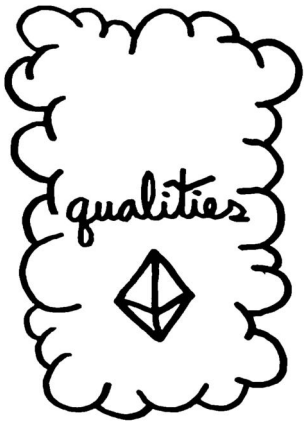




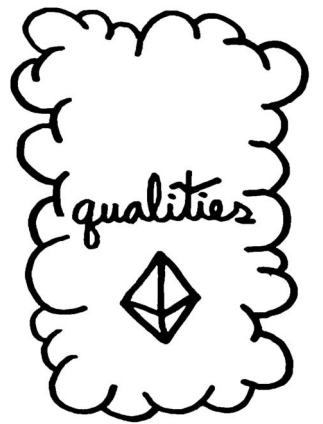
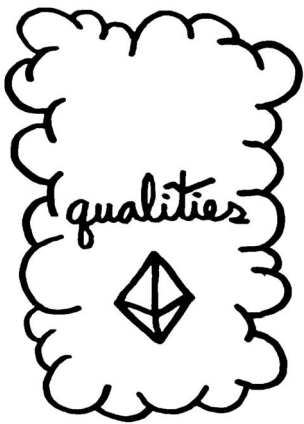
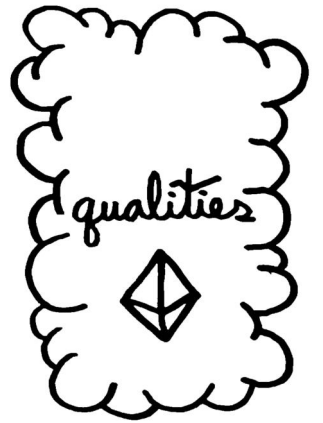
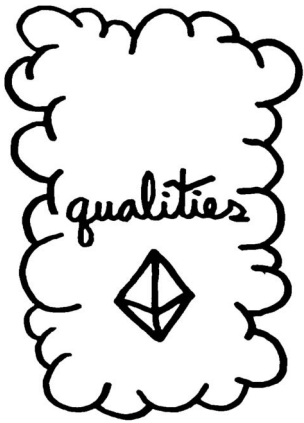
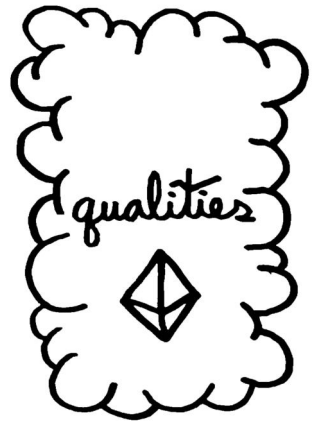
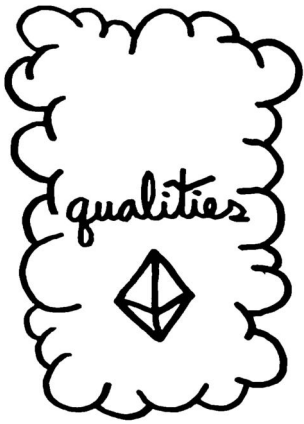
peculiar dagger WHILE HELD, +1 to fighting roll. May be USED to fight at range 2, with +1 to fighting roll; discard after ranged use. Trap: Throws the dagger at the trapped fairy or in the direction of the trapper's choice, range 2, -2 life. 	peculiar lace If attacked, may be GIVEN to the attacker to subtract 1 of their fighting dice. Trap: A fine and fancy net. The trapped fairy must use a full move and action to crawl out. Roll a die; on a 3+, the trapped fairy receives the lace. Otherwise, the lace is discarded. 	peculiar walnut May be USED to fight at range 3; discard after use. Trap: Lured by the walnut, d6 small beasts (2 move, 1 life) steal the trapped fairy's items. Place the beasts in surrounding spaces when the trap is sprung. At the end of each round, the trapper moves the beasts. Beasts can be moved off the board. 	peculiar bones When drawn, roll a die. On a 6, the bones become an unseelie fairy (1 move, 1 life) and attack. An opponent moves the unseelie fairy at the end of each round. Trap: A menacing marimba melody! The trapped fairy must immediately run 6 spaces in a random direction and cannot act until they use an action to confront their fear of skeletons. 
peculiar seeds May be USED to grow d6 obstacles in surrounding spaces. Trap: A terrible tummyache! A watermelon vine grows in the belly of the trapped fairy, who splits open to reveal d6 watermelon slices (+1 life when eaten). The trapped fairy is lost. 	peculiar toadstool May be USED to place a toadstool obstacle in a surrounding space. Trap: The trapped fairy teleports to a surrounding space of another toadstool of the trapper's choice. If there are no other toadstools, the fairy is lost in the cosmos; remove the fairy. 	peculiar tooth When drawn, roll a die. On a 6 choose a fairy; when the tooth is USED the chosen fairy falls asleep and cannot move. They must use an action to wake up from their sudden slumber. Does not require line-of-sight to use. Trap: Chewed by the tooth. -1 life. 	peculiar helm WHILE HELD, -1 to opponent's fighting roll. May be WORN; does not take up space. Trap: Crammed into the helm. -1 to movement, must use an action to remove. Still functions as a helm. 
peculiar buckler WHILE HELD, -1 to opponent's fighting roll. Trap: Surfs up! The trapped fairy moves 3 spaces in a direction of the trapper's choice. 	peculiar sausage Counts as an additional item when eaten; if broken, counts as 2 additional items. Trap: Lured by the sausage, a giant beast (1 move, d6 life) fights the fairy. Place the beast in a surrounding space when the trap is sprung. The trapper moves the beast at the end of each round. 	peculiar songbird Flies up to 3 spaces and back when USED, ignoring obstacles; may steal one item from a fairy. Does not require line-of-sight to use. Trap: Steals one item from the trapped fairy and flies up to 6 spaces toward the trapper before dropping the item and disappearing. If the trapped fairy has no items, the songbird carries the fairy instead and they lose d6 life from the fall. 	peculiar pipe May be USED to blow a beautiful smoke ring. This fairy and all fairies in surrounding spaces become lethargic; they may not move or act until they have eaten. Trap: It's difficult to remember... The trapped fairy appears up to 4 spaces away. The trapper chooses the space. 



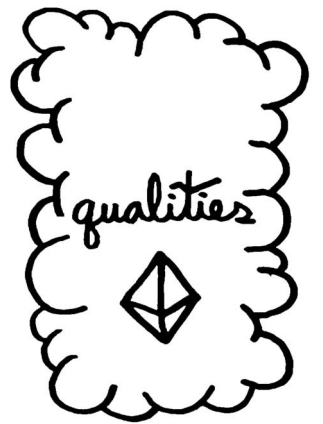
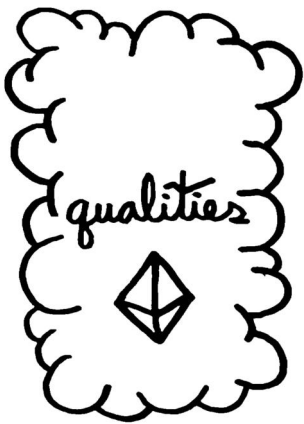
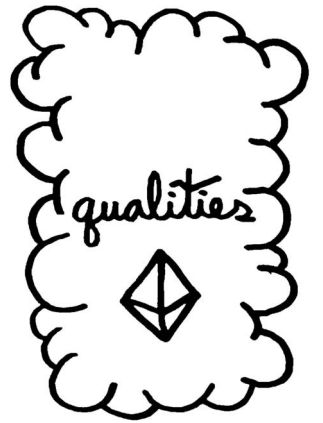
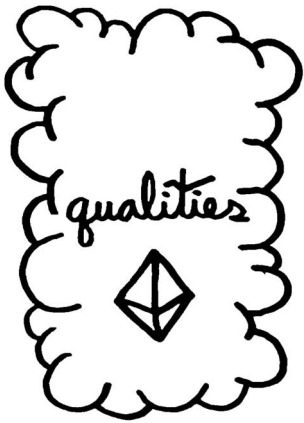
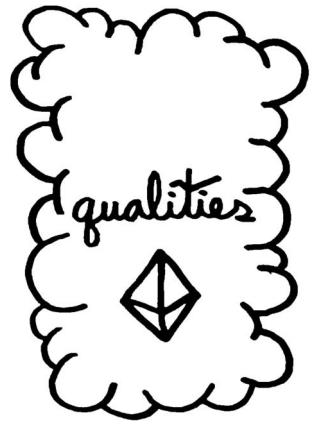
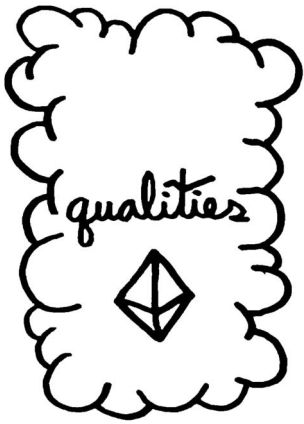
peculiar mug May be USED before moving to gain 1 life. Become tipsy; must move as far as possible. Move in a random direction for the first space. Trap: The trapped fairy gains 1 life and becomes tipsy, as above. 	peculiar ring If another fairy pick-a-pockets this item, they are wed to this fairy and join their troupe. A fairy who receives the ring as a gift is only wed if their true name is spoken at the time of the proposal. May be WORN; does not take up space. Trap: The trapped fairy wears the ring and joins the trapper's troupe. 	peculiar sword WHILE HELD, +1 die to fighting roll. Does not apply to ranged attacks. Trap: -3 life. 	peculiar flask May be USED before moving to gain 2 life. Become very tipsy; must move as far as possible. Move in a random direction for each space for the first two spaces. Trap: The trapped fairy gains 2 life and becomes very tipsy, as above. 
peculiar pail WHILE HELD, may hold 2 additional items in the pail. Items in the pail are also considered HELD. Trap: The pail falls onto the trapped fairy's head, preventing line-of-sight. Takes an action to remove. Functions as helm. 	peculiar sling WHILE HELD, the fairy may fight at range 4. Trap: Sling the stone at the trapped fairy or in the direction of the trapper's choice, range 4, -1 life. 	peculiar dart May be USED to fight at range 4, +1 to fighting roll; discard after use. Trap: Fire the dart at the trapped fairy or in the direction of the trapper's choice, range 4, -2 life. 	peculiar book May be USED to learn something new. Set 4 tokens on the item card. At the end of each round, remove 1 token; when you remove the last token, draw a magic card. If the fairy is hurt or moved while reading, they lose their place; set 4 tokens on the item card and begin again. The fairy may not stop reading until the last token has been removed. Trap: The trapped fairy is fascinated by a laudatory chronicle of their actions up to this point. Read for the rest of the game. 
peculiar sack WHILE HELD, may hold 3 additional items in the sack. Items in the sack are also considered HELD. Trap: The trapped fairy is captured in the sack and will join the troupe of whoever frees them. Freeing the trapped fairy takes an action. 	peculiar spear WHILE HELD, +1 die to fighting roll; the fairy may fight at range 2. Trap: Throw the spear at the trapped fairy or in the direction of the trapper's choice, range 2, -3 life. 	peculiar bow WHILE HELD, the fairy may fight at range 6. Trap: Fire an arrow at the trapped fairy or in the direction of the trapper's choice, range 6, -2 life. 	peculiar chalice WHILE HELD, any time another fairy loses life in a surrounding space, the fairy gains that much life and becomes drunk. Must move as far as possible, even if the fairy has already moved. Move in a random direction for each space. Trap: Fairies in surrounding spaces gain x life and become drunk, as above, where x is the life of the trapped fairy. The trapped fairy is lost. 



mundane Actually, it is mundane. Exactly what it appears to be.	broken A broken thing. Has no effect, but may be eaten.	enchanted A little magic. Draw a magic card. That magic happens any time the item is USED. Roll for wild magic and potency as usual.	splendid Some riches. Draw an additional quality. This item counts as an additional item if eaten.
lucky It's lucky. WHILE HELD, any time doubles are rolled, roll an additional die. If the result on the new die matches the doubles, roll an additional die. Continue until a different value is rolled. Discard this quality at any time to reroll any roll.	fragile Delicate and fancy. Breaks after one USE; discard the item.	floating Bobs up and down. WHILE HELD, move one extra space.	bloody Constantly seeping. USE this item to take 1 life from someone in a surrounding space; gain 1 life.
crystal Brilliant to behold. WHILE HELD, regardless of line of sight, the fairy becomes the target of every magic that requires a target.	verdant Wreathed in vines. Gain 1 life any time the item is USED.	luminous Gently glowing. USE this item to mesmerize all fairies within line-of-sight. Mesmerized fairies cannot act until they have moved out of sight.	ancient Weight of deep time. WHILE HELD, the fairy has 3 additional life. If the fairy loses the ancient item while they have 3 or fewer life, they die.



mercerial Constant change. Changes form after use; replace the item card with a new item card from the 'Items' deck. It retains the mercurial quality, regardless of any other qualities.	haunted Dwelling of spirits. WHEN USED, place a ghost (move 2) in a surrounding space. Ghosts move in a random direction at the end of the round and bump any fairies they encounter.	screaming Never stops. WHILE HELD, the fairy becomes the center of attention and if any fairy uses an action that could be directed at this fairy, that action must be directed at this fairy.	singing Undying melody. WHILE HELD, adds 1 space of random movement to the end of a move.
folksy Surprise, it's got eyes! It's actually a fairy! The item fairy may USE itself, but it may not eat itself. If it is caught in a trap, it suffers its own item effect. It is an item and a fairy.	asinine USE this item to change a fairy's head into a donkey's head. Change up to 9 before losing this quality (you are the 9th).	stretchy WHILE HELD, range increased by 1 space.	fake Actually a (draw new item card and place it under the fake item card). The fake item card is just a decoy; use the card text from the actual item. Any additional qualities still apply. If the fake quality is removed, the item reverts to the actual item and the fake item is discarded. Shhhh! It's a secret to everyone!
suspicious Wary and distrustful. The item can't be stolen.	eponymous Fame and fortune. USE this item to force a fairy to say their name.	shadowy The item cannot be affected by magic.	gentle WHILE HELD, -1 dice when fighting this fairy.



iron Can't be held by fairies; any fairy touching an iron item loses 1 life.	lost When drawn, roll 2d12 to reveal the space where this item may be found; place an item token on that space.	withering USE this item to blow all fairies one space away.	tiny Does not take up space. (Tiny and Giant qualities cancel each other out)
giant Counts as two items; requires two hands to hold and cannot be WORN unless the fairy is a giant. (Tiny and Giant qualities cancel each other out)	baneful Wrapped in destruction. USE this item and speak the true name of a fairy in line-of-sight to kill them. That fairy is lost. Discard the Baneful quality after use.	curse Can't discard it. Cannot gain life by eating this item; -2 life if eaten.	curse Impossibly heavy. WHILE HELD, movement reduced to 1. Cannot gain life by eating this item; -2 life if eaten. Can't discard it.
curse WHILE HELD, lose 1 life each round. Cannot gain life by eating this item; -2 life if eaten. Can't discard it.	curse WHILE HELD, the fairy cannot wear or hold any other item. Cannot gain life by eating this item; -2 life if eaten. Can't discard it.	curse It's a trap! A random trap goes off every time this item is picked up. Include the item's trap effect. Cannot gain life by eating this item; -2 life if eaten. Can't discard it.	curse Kills the fairy immediately if picked up or eaten.



sleep A fairy falls asleep and cannot move. They must use an action to wake up from their deep slumber. Potent: All opposing fairies fall asleep. Does not require line-of-sight.	humpback A fairy grows a hump. -1 to movement. Potent: Change a fairy into a 1x1 hump obstacle. The hump is heartbroken.	transform Change one item to a random item; discard the original item and draw a new item card. Potent: Change any one thing into a random item.	doppelganger Become indistinguishable from another fairy for d6 rounds. Whenever something happens to either fairy, roll a die; on a 1-3, it happens to this fairy, and on a 4-6, it happens to that fairy. If the other fairy dies while this fairy has assumed their form, the change is permanent. Potent: You decide if something happens to this fairy or to the other fairy.
strange flute Travel to a corner of the board. Potent: Travel to a chosen space. Take an extra action this turn.	false hand A fairy's hand betrays them; they drop one of their items and can no longer hold items with that hand until the end of the game. Potent: A fairy must immediately fight their own hand. They continue to fight their hand at the end of each round until the end of the game.	fear Scare a fairy. They move 2 spaces away. Potent: A terrifying howl! All opponents move 2 spaces away. Does not require line-of-sight.	fetch A helpful fairy (5 move, 1 life) appears. You may control the helpful fairy in addition to your acting fairy for the rest of the turn, whereupon the helpful fairy will disappear. Potent: Two helpful fairies appear.
lively tune All fairies dance 1 space in the same random direction. Does not require line-of-sight. Potent: An opponent misses their next turn, dancing with the fairies.	poison A fairy loses 1 life whenever they move. Potent: A fairy loses 1 life per space moved.	grow Grow a toadstool. Potent: Grow 6 toadstools. The toadstools must be connected.	ungent Spit on a fairy. They gain 1 life. Potent: Spit on d6 fairies. They gain that much life.

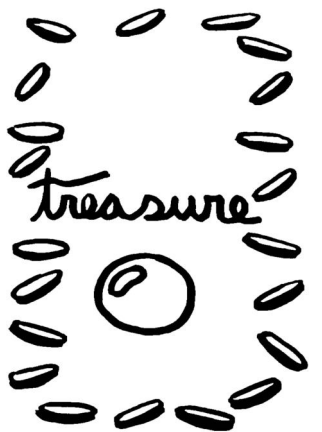
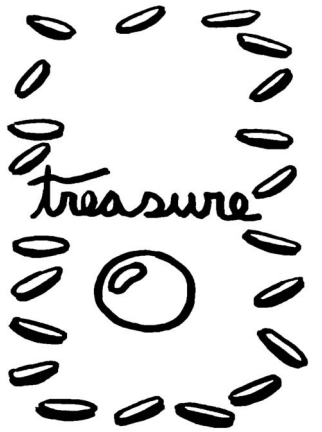


jump Move up to 6 spaces, ignoring obstacles. Potent: The fairy grabs everyone in surrounding spaces and jumps. Their relative positions are preserved upon landing.	stench Create a stench cloud that lasts for the rest of the game. Players must immediately move fairies touched by the cloud 2 spaces away. No fairy may willingly enter the cloud. Any fairy unable to move away from the cloud loses 1 life. Potent: Create d6 stench clouds. The clouds must be connected. Fairies touched by a potent stench cloud lose 1 life and their items melt; discard all items.	bog Create a bog obstacle. Potent: Create 3 bog obstacles. The bogs must be connected. Mud flows over the entire board, reducing movement by 1 for every fairy.	sinister foot A fairy grows a new foot. They may move 1 extra space, but the direction is chosen by an opponent. Lasts until the end of the game. Potent: A fairy grows a giant foot. It is so big they cannot move, but they may be pushed 1 space in any direction. Lasts until the end of the game.
dimble A fairy becomes much older and smaller. All rolls -1 or +1, whichever is worse, to a minimum of 1 or a maximum of 6. Potent: Shrink to nothing. The fairy is lost.	meld An item melds to the fairy that is holding it. The item cannot be eaten, discarded, or thrown. Potent: The fairy holding the item becomes the item.	millstone An item becomes heavier. -1 movement while held. Potent: Crushed. The fairy holding the item loses d6 life and drops the item.	whirlwind Create a 1x1 whirlwind that moves away from the fairy in a straight line. Everything in the whirlwind's path is thrown d6 spaces in the random direction indicated by the die. Potent: Create a 3x3 whirlwind, as above.
glue Squirt some glue into a space. If anything moves into this space, it is stuck until any fairy uses an action to break the bond. Potent: Glue any two things together that are within one space of each other. If one of these things may move, its movement is reduced to one and it will drag or push the other thing along. Any fairy may use an action to break the bond. If fairies of different troupes are glued together at the end of the game, the first of these players to tag the other receives both glued fairies. They remain glued.	culver's key Place a new item 4 spaces away. Potent: Place 8 items in a ring 3 spaces away.	hot coals A fairy must move as far as possible each round or lose 1 life. Potent: Create a 2x2 lava obstacle inside of a fairy. The fairy is incinerated and their items melt. The fairy is lost. Anyone moved into the 2x2 lava obstacle loses 2 life.	throw Throw any one thing in a surrounding space high into the air. Lands 3 spaces away. Potent: Throw any one thing 6 spaces away. It is buried in the ground and takes 1 action to unearth.



lasso Lasso any one thing within line of sight and pull it as close as desired, before the lasso disappears. Potent: Lasso anything within a 3x3 square. May toss the lasso over obstacles; does not require line-of-sight.	ruin Destroy an obstacle. Fairies in surrounding spaces of the obstacle lose 1 life. Potent: Destroy all obstacles. Fairies lose 1 life per obstacle destroyed in a surrounding space.	gamble Each fairy bets an equal, mutually agreed upon amount of life and then rolls a die. The high roller is the winner and receives that amount of life from the other fairy. Potent: A third fairy joins the wager.	awaken An item becomes a fairy for this turn only. It may move and use itself as an item, or perform any other action that a fairy can perform; however, the item may not eat itself. If the item fairy is caught in a trap, it suffers its own item effect. Potent: The awakening is permanent and the item fairy joins your troupe.
trick Trick a fairy into using their magic on another fairy in their line-of-sight. Potent: A fairy splits in two. If they say your fairy's name, the new fairy joins their troupe. Otherwise, the new fairy joins your troupe.	affection The fairy falls briefly in love. Take an extra turn, but control only the targeted fairy. If anything hurts the targeted fairy during the extra turn, the magic immediately wears off and the turn is over. Potent: The fairy joins your troupe.	revert An item loses any qualities. Potent: All items in the game gain a random quality; draw a card from the 'Qualities' deck for each item.	big black cloud Place a Big Black Cloud that lasts for the rest of the game. Any fairy passing through or standing inside is pressed to the ground and cannot breathe. Fairies may use an action to breathe. If a player ends their turn with any breathless fairies, they are lost. Potent: When placed, all fairies in a surrounding space of the Big Black Cloud fade from where they're found. They are lost.
mouth A mouth appears and burps in a straight line. All fairies in the line lose 1 life from the stench. Obstacles block burps. Potent: In addition to the burp, the mouth has a tongue that reaches d6 spaces. Any 1 thing within the tongue's reach is swallowed and lost.	sear For this turn, all of the fairy's items become red hot, burning them for 1 life per item and falling to the ground. Potent: All items in the game become red hot, as above.	gate Place a gate token on one space. Fairies may pass immediately through the gate without using any movement. If placed on an obstacle, pass all the way through the obstacle when using the gate. Any gate may be used to travel to any other gate. Potent: Place two gate tokens.	 baleful touch Roll a die; this fairy and a fairy in a surrounding space lose that much life. Potent: All fairies in surrounding spaces lose life.

corpse trap A mortal corpse jumps on the fairy's back and wraps its arms around their neck. The fairy cannot take any other actions and may only move until they use an action to bury the corpse in any unoccupied space in their home row. Movement is reduced by 1.	pit trap The fairy falls into a pit and loses 1 life. They may use a full move and action to climb out. Fairies in a pit trap do not have line-of-sight to fairies above ground.	branch slap A pulled-back tree branch slaps the fairy in the face. Lose 1 life.	mud volcano Mud erupts from a sculpted volcano covering an area of d6 spaces. Any fairy hit by the mud loses 1 movement for the remainder of the game.
slip and slide The side of the hill is covered in wet algae. Roll a die: 1-2: Scurry in place. The fairy loses their action if they haven't already taken it. 3-4: Born slippery. The fairy falls and slides to the bottom of the hill: move 1 space at random. 5-6: Slip into the bog. Create a new bog obstacle. The fairy may use a full move to get their boggy feet unstuck.	smoosh trap A distant twang is the only warning before a huge stone fist punches the fairy into the ground. Lose d6 life.	pinball trap BOING! The fairy launches into the air! Travel d6 spaces in a random direction. Roll a d6, on a 6 another pinball trap immediately goes off.	jackpot trap The fairy is buried beneath an avalanche of riches. Fill the fairy's space and all surrounding spaces with items. The fairy cannot take actions or stitches until they use a full move and action to dig themselves out.
snare trap "You walked right in and put your foot in it!" The fairy may use their full move or action to loosen the snare.	hollow log trap Well this is embarrassing! Lured by a twinkling prize, the fairy is stuck in a hollow log. Must use an action to remove the log before taking any other actions or stitches. The fairy cannot see and moves randomly. While trapped, shielded by the wood: -1 to opponent's fighting roll.	vine trap Terribly tangled in a vicious volume of vines! Before the fairy may do anything else, they must use a full move and action to climb out.	tripwire trap The fairy trips and falls, tumbling headlong into an inconvenient thicket. Must use a full move to crawl back out.



umbral veil Choose one and discard after USE: 1: Fire consumes the fairy and spreads outward. Its range is the number of fairies on the board. The fire destroys anything it touches. 2: Remove all obstacles from the board and place them back randomly. If an obstacle lands on a fairy, they are smushed to death. 3: Water floods the fairy and spreads outward. "The wave of water washes your items away." Its range is the number of faeries on the board. 4: A tempest tosses the timid and temerarious. Everything is tossed X spaces in a random direction, where X is the number of fairies on the board.	droning reed WHILE HELD, each time this fairy takes an action the reed summons one small beast (3 move, 1 life). The beast arrives in the fairy's home row. The beasts follow the fairy; if a beast enters a space occupied by a fairy, they push the fairy back 1 space.	twinkling mushroom +5 dice to magic roll when eaten.	misty cloak WHILE HELD, whenever this fairy is fighting, roll a die and subtract the result from the opponent's fighting roll. May be WORN; does not take up space.
curious tapestry Ignore obstacles and traps WHILE HELD; does not take up space.	lovely cordial +6 life when eaten.	milky poem When this item is USED all fairies in surrounding spaces sit and listen until the reciting fairy moves or acts. Discard once the recitation is complete.	thorny branch May be USED to fight with +5 dice to fighting roll; discard after USE.
sparkling powder Move six extra spaces; discard after USE.	chattering cake Knows all. When this item is eaten, choose one: learn a single fairy's name, or look at any one card.	brilliant crown When this item is USED, a random magic takes effect. Draw from the remaining 'Magic' deck and discard after resolving the magic. If the magic takes a target, the magic affects everyone. Discard Brilliant Crown after USE.	



random magic A random magic takes effect. Draw a magic card and roll a die. On a result of 1-3 you choose the target; 4-6 an opponent chooses. Discard the new magic card.	blobby thing A blobby thing is summoned. It is a fairy with 2 move, 1 life, 0 hands, and no magic. Place the blobby thing in a randomly rolled space. It takes its turn last and moves toward the nearest fairy every round. Any fairy that the blobby thing hurts or touches is lost in the cosmos; remove the fairy from the board. You may no longer play with that fairy.	opponent's choice An opponent controls the magic.	fairy king's champion The fairy king enters the arena and selects a champion. The fairy with the least life receives a treasure. If all fairies have the same life, the Fairy King places a trap next to each fairy instead.
exploded The fairy taps into strange primordial magics from beyond the dawn of time: the fairy explodes after their magic is resolved. The fairy is lost.	too much magic Draw 3 magic cards. Throw them in the air. Any cards landing face up happen.	transformed This fairy is transformed into a peculiar item. This does not prevent their magic from happening.	secret knowledge The names of all fairies become known to you and you alone. Look at each fairy's true name.
beast embargo The diplomat of beasts arrives, warning you that due to a recently adopted edict this magic will not work unless you speak aloud the names of each of your fairy opponents.	embarrassing bargain A wise ol' hollywog appears, proffering you a deal. Lose this magic or yell your name so that the whole hilltop can hear you.	battling flowers Battling flowers emerge from the earth and fight each fairy before the flowers wither and return from whence they grew.	tricksy tricks Poof! An obstacle of an opponent's choice is transformed into a trap. If the obstacle takes up more than one space, place a trap in each space it occupied.



happiness When receiving happiness, gain a mortal family. Roll a die: on a result of 1-3 they are actually fairies and join your troupe. Gain an additional number of fairies equal to your die result. If there are any rings in the item deck, you may take up to two. On a 4+, this fairy realizes they were mortal all along and retires from the court of the King, returning home to enjoy their long life full of moderation and adored by all. This fairy and the mortal family leave your fairy house, never to return to fairyland. Happiness cannot be held. Immediately discard it after the effects are resolved.	hedgeball The Hedgeball is used to play a game of Hurling, and is given to the troupe that wins the game, regardless of ownership prior to the game. May be USED to fight at range 6. Falls into the defender's space after use. Fighting with the Hedgeball is not considered a foul. Trap: Beamed with the Hedgeball! The fairy is knocked unconscious and must use a full move and action to come to.	somber shovel May be USED to dig in a surrounding space. Roll a d6; on a result of 6 a fairy is dug up and resuscitated, joining your troupe with 1 life, 1 magic, and 2 items. Trap: The shovel flings the trapped fairy through the air! They fly 3 spaces in a direction of the trapper's choice.	scented letter May be GIVEN to a fairy in a surrounding space. Take an extra turn, but control only the targeted fairy. Trap: The trapped fairy is obsessed with the letter and cannot perform actions or stitches until the letter is removed from the game.
wet window May be USED to place the window on an obstacle, lick it to make sure it is clean. Line-of-sight may pass through the space with the window. Trap: The trapped fairy loses 1 life dashing themselves against the window.	tormented tube EEEEUUAAA. May be USED to emit a terrible groan. Lose 1 life; all other fairies move 3 spaces away from the tube. Trap: The trapped fairy loses 1 life and groans along. All other fairies move 6 spaces away from the trap.	tossamer gown WHILE HELD, -2 to trap checks. May be WORN; does not take up space. Trap: The trapped fairy is wrapped in the gown and must use a full move and action to struggle free.	homesick slippers May be USED to instantly move the fairy out of the game and into their fairy house. May be WORN; does not take up space. Trap: The trapped fairy appears in their fairy house. The trapped fairy receives the Homesick Slippers.
helm of command WHILE HELD, -1 to opponent's fighting roll. May be USED to place the helm on the head of a fairy in a surrounding space. Roll a die: on a 6, the fairy joins your troupe. They stay as long as the helm is WORN. While it is WORN, the helm does not take up space and may not be USED or removed. Trap: The trapped fairy wears the helm and joins your troupe.	rubbish Who would want this? Use an action to eat this item. Trap: Buried in rubbish. Must use a full move to crawl out.	bell jar WHILE HELD, protects 1 item from being stolen. Discard after any pick-a-pocket attempt would have successfully stolen this item. Trap: The trapped fairy is imprisoned in the bell jar. They must use their full move and action to break free in the next round, or be snatched by a giant and placed in its cabinet of curios to remain for eternity.	dear diary May be USED to force a fairy in a surrounding space to write their name in the diary. If the diary is stolen, the thief receives any names written within. Trap: Write the name of any fairy when placing this item in a trap. If the name is true and that fairy is trapped, roll a die: 1-3 the fairy is killed, 4-6 they join your troupe.



unspeakable embroidery May be USED to wave your flag; all opponents in surrounding spaces are pushed back one space. Trap: Must use an action to try to escape. Roll a die: on a 4+, lose 1 life and escape. On a 1-3, the fairy remains trapped.	radiant spectacles WHILE HELD, the fairy's line-of-sight may pass through 1 obstacle. MAY BE WORN; does not take up space. Trap: The spectacles irradiate the trapped fairy, burning them for 1 life.	memorable skull Fond memories of the ancestor. WHILE HELD, +1 to fighting roll. DISCARD if the fairy loses life while fighting. Trap: If this trap also contains bones, the bones and skull become an unseelie fairy with 1 life, 4 move, and no items. The skeleton fairy fights the trapped fairy and then joins the trapper's troupe.	uncanny skull WHILE HELD, -1 to opponent's fighting roll. Lose 1 life when picked up. Can be WORN; does not take up space. Trap: If this trap also contains bones, the bones and skull become an unseelie fairy with 1 life, 4 move, and no items. The skeleton fairy fights the trapped fairy and then joins the trapper's troupe.
hollering helm May be USED to goad another fairy within 6 spaces. Both fairies must charge toward each other in a straight line and fight with -1 to their fighting rolls. May be WORN; does not take up space. Trap: Trapped fairy wears the helm and charges another fairy within 6 spaces, as above. They may keep the Hollering Helm.	meaningful trophy May be USED to hoist high the trophy and sing your praise. All other fairies within line-of-sight must sing along and cannot eat items or perform actions until they move out of line-of-sight. Trap: May not use actions until they use an action to acknowledge the trophy.	beautiful boot WHILE HELD, +1 to movement. Counts as two items if eaten. May be WORN; does not take up space. Trap: Delicately kicks the trapped fairy 1 space in a direction of the trapper's choice.	flying flagon May be USED before moving to gain 3 life. Must move as far as possible. Move in a random direction for each space, ignoring obstacles. Trap: Scoops up the trapped fairy and lifts them into the sky. The fairy must use their full movement to escape and loses d6 life from the fall.
stingy lantern Cursed: can't discard it. Cannot gain life by eating this item; -2 life if eaten. WHILE HELD, the fairy is shorn of their shadow. The shadow appears in a random space as the fairy enters the board. At the end of each round, the shadow moves 2 spaces toward the fairy. Any fairies touched by the shadow lose 1 life. Trap: Swallowed by the shadow: the trapped fairy is lost. The shadow is free to hunt fairies until the end of the game. At the end of each round, it moves 2 spaces toward the nearest fairy.	precious spoon WHILE HELD, eat any item to gain 2 life. Trap: Bonked on the head with the spoon! The trapped fairy loses 1 life.	ring of fateful beauty WHILE HELD, regardless of line-of-sight, if any fairy uses magic that could affect this fairy, it does, in addition to the intended use. The fairy may not perish and their life may not go below zero. May be WORN; does not take up space. If the ring is removed while the fairy's life is equal to zero, they die. Trap: The trapped fairy swallows the ring. Roll six dice: gain that many life.	disconsolate sausage May be EATEN to gain 4 life. Counts as an additional item when eaten. Trap: Lured by the sorrow of the sausage, a giant beast (3 move, 2d6 life) fights the trapped fairy. Place the beast in a surrounding space when the trap is sprung. The trapper moves the beast at the end of each round.



flaming sword WHILE HELD, +1 die to fighting roll. Does not apply to ranged attacks. Burns up 1 item the defender is carrying. Trap: The trapped fairy loses 3 life and their items burn up.	curly shoe WHILE HELD, +2 to movement, but must choose a different direction for the extra movement. May be WORN; does not take up space. Trap: The trapped fairy dances in a circle, growing a ring of toadstools in the surrounding spaces of the trap.	matching outfits Magic pockets! WHILE HELD, the fairy shares items with any fairy that wears a Matching Outfit. Each fairy may use any of the items that either fairy is holding. May be WORN; does not take up space. Trap: The trapped fairy wears the Matching Outfit, even if they would rather not.	matching outfits Magic pockets! WHILE HELD, the fairy shares items with any fairy that wears a Matching Outfit. Each fairy may use any of the items that either fairy is holding. May be WORN; does not take up space. Trap: The trapped fairy wears the Matching Outfit, even if they would rather not.
blooming bowl May be USED to gain 1 life. Any fairies in surrounding spaces must give the fairy a gift. Trap: The trapped fairy shrinks as needed to fit within the bowl and may never leave the bowl, though they may still act. Another fairy may take the bowl, carrying the fairy.	ribbon of regard WHILE HELD, the fairy is protected by the friendly attention of the cosmos. If the fairy is killed or lost they are instead restored to 1 life; discard the Ribbon of Regard. Trap: The trapped fairy boils under the gaze of the cosmos and explodes; all fairies in surrounding spaces lose 3 life.	certificate of authenticity WHILE HELD, the Fake quality has no effect. Trap: In a fit of yearning, the fairy trades everything for the Certificate of Authenticity. The trapped fairy must discard all magic and item cards and take the Certificate of Authenticity.	?
smoldering pitchfork WHILE HELD, +2 to fighting roll; the fairy may fight at range 2. May be USED to fling another fairy 2 spaces away. Trap: The pitchfork turns the trapped fairy over and pushes them back into the trap. Repeat all trap effects.	list of unfinished chores Set the fairy on the item card at the beginning of the game. The fairy may not join the game, although another may take their place. At the end of the game, discard List of Unfinished Chores; the fairy returns to their fairy house. Trap: The trapped fairy does chores for the rest of the game.	rustic cake “Milk in the batter! Milk in the batter! We bake cake and nothing’s the matter.” Trap: The trapped fairy eats the cake and gains 1 life.	useless charm WHILE HELD, comforts the superstitious. Trap: The trapped fairy must pick up the Useless Charm, even if they must drop another item to do so.



simple charm WHILE HELD, -1 to opponent's fighting roll; discard after any fight. Trap: -1 to any damage dealt by this trap.	ominous cloud May be USED to roll 2 additional dice and discard 2 results during Shenanigans. Discard after use. Trap: The trapped fairy watches the roiling cloud until they use an action to close their eyes.	mucky potion Causes a random magic effect when EATEN. Draw a magic card and resolve it as usual. Discard the new magic card. Trap: The fairy drinks the potion. Draw a magic card and resolve it as usual, except the magic targets the trapped fairy or the trapped space. Discard the new magic card.	bubbly potion Causes a random magic effect when EATEN. Draw 3 magic cards and choose 1. Resolve the magic as usual, then discard the new magic cards. Trap: The fairy drinks the potion. The trapper draws 3 magic cards and chooses 1 to resolve as usual, except the magic targets the trapped fairy or the trapped space. Discard the new magic cards.
mortal soul WHILE HELD, produces a vague feeling of unease. Trap: The trapper places a ghost in a surrounding space. The ghost moves 2 spaces toward the nearest fairy at the end of the round. Any fairy that touches a ghost is bumped along in the same direction.	fairy teardrop May be USED to remove one status effect. Discard after use. Trap: The trapped fairy is wracked with sorrow and may not act until they use an action to weep.	red cap Cannot be removed. WHILE HELD, the fairy must kill in every game or leave the troupe to hunt for victims. Can be WORN; does not take up space. Trap: The trapped fairy wears the cap and longs for violence.	barbed spear WHILE HELD, +1 die to fighting roll and +1 to fighting roll result; the fairy may fight at range 2. Trap: Impaled upon the spear. -3 life, and the trapped fairy may not move until another fairy uses an action to remove them.
silver bridle You feel a sobering responsibility descend upon you. WHILE HELD, the Shaggy Fairy remains in this fairy's troupe. They immediately run away if the bridle is dropped, stolen, or eaten. Trap: The trapped fairy transforms into a vengeful black horse. They charge off the board in a random direction, devouring any fairies in their path. The trapped fairy is lost along with any devoured fairies.	tasty morsel WHILE HELD, you control a giant beast (3 move, d3 life). The beast moves at the end of the round and may fight on your behalf with +1 to their fighting roll. Discard at the end of the game. Trap: A lurking beast shakes the trapped fairy. They drop their items into surrounding spaces and lose 2 life.	jig of life Set the fairy on the item card at the beginning of a game. The fairy may not join the game, although another may take their place. At the end of the game, discard Jig of Life; the fairy gains 3 life and returns to their fairy house. Trap: Tripping on the water like a laughing girl: the trapped fairy gains 3 life and moves randomly for the rest of the game.	leafy crown May be USED to grow a toadstool obstacle in a surrounding space and gain one life. Trap: Toadstool obstacles grow from each of the trapped fairy's items, +1 life per item. The trapper places the obstacles in surrounding spaces. Discard the items.



bloodstained shirt Cursed: can't discard it. Cannot gain life by eating this item; -2 life if eaten. WHILE HELD, whenever a fairy is killed, this fairy may not act until they use an action to wail. May be WORN; does not take up space. Trap: The trapped fairy has a terrible premonition and loses X life, where X is the number of remaining rounds.	worn coin The design on the coin is almost worn away. It might once have been a boat, or possibly a boar. WHILE HELD, the fairy adds 1 or subtracts 1 from any roll they make. Trap: The coin rolls away and the trapped fairy chases it for 1 space in a direction of the trapper's choice. Alas! It cannot be found.	great torc Clearly made with great skill and tremendous care. Draw 2 qualities when the fairy picks up the torc. Counts as 2 items when eaten. Can be WORN; does not take up space. Trap: The trapped fairy is stuck in the torc. They cannot move until another fairy uses an action to break the torc.	tarnished effigy A squat figure with a wide mouth. When USED, roll a die and feed the effigy an item: on a 6, the effigy becomes a fairy. Trap: The effigy eats the trapped fairy and comes to life as an unseeleie fairy (move 3, life 3). It takes its turn at the end of the round and runs 6 spaces toward the edge of the board.
filigreed dish The fairy may HOLD 1 item in the dish; it does not take up space. Set 4 tokens on the item card when it is placed in the dish. At the end of each round, remove 1 token; when you remove the last token, draw a quality card for the item. When eaten, Filigreed Dish counts as an additional item. Trap: All of the trapped fairy's items immediately gain a quality.	three-faced head A rough stone skull with three enigmatic faces. WHILE HELD, any time the fairy rolls a die that shows 3, the fairy may choose any 3 cards to look at. Trap: The head crumbles into dust. The trapped fairy returns to 3 life and loses all status effects.	golden chessman WHILE HELD, the fairy may leap over occupied spaces, but must move two spaces vertically and one space horizontally, or vice versa, as, perhaps, a chessman would. Trap: The trapped fairy is certain they are being moved about by a giant hand. They will not (and cannot) move or act for the rest of the game.	ruby brooch A reminder of lost grandeur. WHILE HELD, the fairy may move into spaces occupied by other fairies. Players must immediately move occupying fairies 1 space away. Can be WORN; does not take up space. Trap: The trapped fairy is overwhelmed with memories of ancient palaces, and may not act until they use an action to return to the present time.
beguiling harp May be USED to move 1 fairy up to 3 spaces in a direction of the harpist's choice. Does not require line-of-sight. Trap: The trapper chooses another fairy within 3 spaces of the trap to move into the trap. The beguiled fairy suffers all trap effects.	hair of the sleeper May be USED to wrap a fairy in a surrounding space. A fairy wrapped in the hair falls asleep and cannot move until another fairy uses an action to remove the hair and wake them up. Trap: The trapped fairy is wrapped in the hair and falls asleep, as above.	olden ballad Verse from a starry song. WHILE HELD, the fairy may reroll 1 die any time they roll Shenanigans. Trap: The trapped fairy lifts their voice and sings the curious melody. They lose 3 life and their items burn in the furnace of the cosmos.	wretched mask A terrible, lumpen visage. WHILE HELD, other fairies cannot enter the surrounding spaces of this fairy. Can be WORN; does not take up space. Trap: A dreadful fright! The trapped fairy loses 1 life and flees 2 spaces in the direction of the trapper's choice.



pale gem A smooth stone filled with the light of the moon. May be added to any item to improve that item's effects by 1. All numbers in the item's description +1 or -1, whichever is better. Trap: All numbers in trap effects +1 or -1, whichever is worse.	pale gem A smooth stone filled with the light of the moon. May be added to any item to improve that item's effects by 1. All numbers in the item's description +1 or -1, whichever is better. Trap: All numbers in trap effects +1 or -1, whichever is worse.	pale gem A smooth stone filled with the light of the moon. May be added to any item to improve that item's effects by 1. All numbers in the item's description +1 or -1, whichever is better. Trap: All numbers in trap effects +1 or -1, whichever is worse.	pale gem A smooth stone filled with the light of the moon. May be added to any item to improve that item's effects by 1. All numbers in the item's description +1 or -1, whichever is better. Trap: All numbers in trap effects +1 or -1, whichever is worse.
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coniferous rod May be USED to give a fairy a draught of strong wine. The fairy becomes very tipsy and must immediately move as far as possible. They move in a random direction for each space for the first two spaces. Trap: The trapped fairy and all fairies within line-of-sight become very tipsy, as above.	horrible hammer WHILE HELD, +2 to fighting roll. A successful attack buries the defender in the ground; they must use their full move to climb out. May be USED to destroy an obstacle in a surrounding space. Trap: Hammers the trapped fairy into the ground, -2 life. They must use their full move to climb out.	gruesome greatsword Wrapped in viscera, dripping with blood. WHILE HELD, the fairy can only fight at range 2, +2 dice to fighting roll. Trap: Cleaves the trapped fairy in twain; there are now 2 fairies with 1 life each.	toothed whip A merciless whip with curved teeth. WHILE HELD, the fairy may fight at range 3, +1 to fighting roll. A successful attack may pull the defender as close as desired. Trap: The trapped fairy is strangled by the whip and loses 2 life.



club of home runs WHILE HELD, +2 to fighting roll. Cannot be applied to ranged attacks. A successful attack hits the defender 4 spaces in a chosen direction, ignoring obstacles. Trap: The trapped fairy flies 4 spaces in a direction of the trapper's choice, ignoring obstacles.	convenient catapult May be USED to hurl anything in the fairy's space or surrounding spaces up to 6 spaces away, ignoring obstacles. If the fairy uses the catapult to hurl themself, the catapult stays behind in the space previously occupied by the fairy. Trap: The catapult hurls the trapped fairy 6 spaces in the direction of the trapper's choice, ignoring obstacles.	jumping javelin May be USED to fight at range 4, +1 to fighting roll. If it deals damage to a fairy, roll a die; on a 4-6 it jumps to another fairy within line of sight of the previously damaged fairy, regardless of range, dealing 1 damage to this next fairy. If multiple fairies are within line of sight, the attacking player chooses, though they must choose their own fairy if they are the only available choice. This continues until rolling a 1-3. Falls into the defender's space after use. Trap: Roll a die. The javelin jumps that many times, either onto the trapped fairy or any combination of nearby fairies in line-of-sight, -2 life per jump.	energy shield A thin layer of crackling force envelopes the fairy. Set 2 tokens on the item card when it is picked up; the shield is now charged. WHILE HELD, the fairy cannot lose life if the shield is charged, although it will not protect them from being lost. If the fairy would lose life, instead discharge the shield and remove the tokens. The fairy may recharge the shield by using an action to add 1 token to the shield. The shield is charged when it has 2 tokens. Trap: All fairies within 3 spaces of the trap lose 3 life as the energy shield goes up in a spectacular explosion. Any items touched by the explosion disintegrate.
laser lance A brilliant beam of light. WHILE HELD, the fairy may fight at range 2, +1 dice to fighting roll. On a result of 6+, the lance disintegrates the defender and the defender is lost. Trap: The trapped fairy is disintegrated by the lance. The trapped fairy is lost.			