

RUMPUUS

A TABLETOP MINIATURES GAME OF
FISTICUFFS, JAPES, AND JIGGERY POKERY

PRINT & PLAY EARLY ACCESS EDITION



1 - 4 PLAYERS SUITABLE FOR AGES 6 - DEAD

EXALTED
FUNERAL

MAX
MOON
GAMES

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PRINT-AND-PLAY EDITION

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MAX MOON GAMES
EXALTED FUNERAL

Rumpus is currently in development. The Print-and-Play edition is a preview of what will eventually become a complete boxed game.

*Required Print-and-Play components are available for free download at:
Exaltedfuneral.com.*

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RUMPUS is the favorite pastime of the troupng fairies, those mysterious beings that some call the wee folk, good neighbors, or any number of conciliatory and misleading names. You will gather a troupe, discover their names, magic, and favorite incidentals, and lead them to vie for the affection of the Fairy King in contests both funny and fell! Let's begin.

WHAT YOU NEED

- 🍄 Board with 12x12 inch grid
- 🍄 Pencil or other mark-making fidgety thing
- 🍄 A pocketful of six-sided dice
- 🍄 2 twelve-sided dice
- 🍄 All the rest of the stuff that is in this game

GATHERING YOUR TROUPE

Each troupe begins with 3 fairies. For each fairy:

1. Roll on the Fairy Names table and record the result
2. Gather 3 life tokens
3. Draw 1 Magic card
4. Draw 2 Item cards: 1 for each hand
5. Draw 1 Quality card for each peculiar item, if any exist

Resolve any item effects and mourn any lost fairies. Items may be freely traded between fairies at this time; magic may never be traded.

DISCOVER FAIRY NAMES

For each column on the names table, roll d66 (two six-sided dice where one die represents the ones place and one die represents the tens place). If the result says “Go To Next,” or “STOP,” then that column is skipped. There is a highly unlikely chance that the fairy may have no name. A fairy with no name is as good as dead. This fairy may not join your troupe, and you do not roll a replacement.



11	GO TO NEXT	11	GO TO NEXT	11	STOP*
12	GO TO NEXT	12	GO TO NEXT	12	Blue
13	GO TO NEXT	13	GO TO NEXT	13	Raw Head
14	Good	14	Jon	14	Rum
15	Rosy	15	Robin	15	Nimmy-Not
16	Wyrd	16	Puck	16	Milkdrinker
21	Dinky	21	Jimmy	21	Peldomple
22	Ol'	22	Jack	22	Go-Lightly
23	Hairy	23	Jon	23	Whiskers
24	Big	24	Peg	24	Bloody Bones
25	Grumpy	25	Jo	25	Harrowtooth
26	Stodgy	26	Mab	26	Dockin
31	Mad	31	Tommy	31	Knocky-boh
32	Wild	32	Mac	32	Mumpoker
33	Sly	33	Bean	33	Shadow
34	Mighty	34	Knocker	34	Lowery
35	Laird	35	Kit	35	Pleasant
36	Stinky	36	Cap	36	Wirry-Cow
41	Kind	41	Billy	41	Tangle
42	Dirty	42	Patrick	42	Books
43	Hungry	43	Peg	43	Withywindle
44	Lick 'em	44	Tum	44	Tit Tot
45	Little	45	Meg	45	Little
46	Clever	46	Jenny	46	Childchewer
51	Wee	51	Willie	51	Snapfinger
52	Jolly	52	Tim	52	Willakers
53	Dippy	53	Tum-Tum	53	Lightfoot
54	Shy	54	Rum-Tum	54	Longarms
55	Ugly	55	Sam	55	Mucklebones
56	Skip-a-Long	56	Wren	56	Greenteeth
61	Baby	61	Nelly	61	Powler
62	Golden	62	Tod	62	Tippy-Toes
63	Mossy	63	Kat	63	Roundcap
64	Sleepy	64	Maude	64	Burches
65	Tiny	65	Ash	65	Blin
66	Quick	66	Miles	66	Goodfellow

**if this fairy has no name, they are lost, do not roll a replacement.*

CHOOSING A SCENARIO

What sort of a rumpus will it be? Each scenario has its own setup directions and win conditions. Roll 1d12 to choose the scenario, or simply select your favorite, but beware the boredom of the Fairy King! If this is your first time rumpin' around, then you may want to start with Wee Wars.

1	Hurling (p.20)
2	Sgt. Prepper's Lovely Log's Club (p.17)
3	Escape the Labyrinth (p.16)
4	Take the Babe (p.24)
5	Hog the Grog (p.18)
6-7	Wee Wars (p.30)
8	Trapper's Delight (p.23)
9	Elfshot (p.15)
10	The Curse of the Cursed Road (p.26)
11	Bury the Fairy (p.14)
12	Semi-Annual Re-enactment of the Stand Against the March on Fae-Rie (p.28)

SETTING UP THE BOARD

-  Place the board in the center of the table.
-  Shuffle and place the Items, Qualities, Traps, Treasures, Magic, and Wild Magic decks face down.
-  Set the Cherished Items deck aside and gaze longingly at it.
-  Place 9 life tokens along the edge of the Wishing Well.
-  Read the scenario directions aloud in a funny voice and do what they say.

TAKING A TURN

Select a fairy from your troupe. The fairy may move and perform 1 action, in any order. The fairy may also perform any number of stitches at any time during their turn; see Stitches, page 10. The fairy may not split their movement to perform an action.

S	U	R
D		R
N	U	O

MOVEMENT

Fairies may usually move up to 3 spaces into any unoccupied surrounding space. A space with an obstacle, fairy, or other creature is occupied. An empty space, or a space containing only traps or items, is unoccupied. The 8 spaces immediately around the fairy are the surrounding spaces.

RANDOM MOVEMENT

Roll a die using the results below. Directions are relative to the rolling player's position on the board.

1	2	3	4	5	6
Back where you started	up	down	left	right	opponent chooses

BUMPING AROUND

If a fairy is forced to move into another fairy, the other fairy is bumped along in the same direction. If a fairy is forced to move into an obstacle, or an obstacle moves into a fairy, the fairy loses 1 life and must move to an unoccupied surrounding space of the obstacle. If no unoccupied surrounding space exists, the fairy is lost (see Death and Dying, page 11).

If a fairy is forced to move off the board, they lose 1 life and reappear in their home row, per the scenario.

ACTIONS

Fairies may perform the following actions: **Run, Use Item, Set Trap, Pick-a-Pocket, Use Magic, or Fight.**

RUN

The fairy may move up to 3 additional spaces, regardless of their total movement.

USE ITEM

The fairy may use any 1 item they are carrying and immediately resolve the effects described on the item card. Items require line-of-sight unless they do not require line-of-sight. See Line-of-Sight, page 12.

DIFFERENT KINDS OF ITEMS

-  **DISCARD AFTER USE:** shuffle the item card back into the Items deck after using it once.
-  **WHILE HELD:** the item's effects are active as soon as the item is picked up, and as long as the item is held.
-  **MAY BE GIVEN:** the item's effects trigger when the fairy gives the item to another fairy.
-  **MAY BE WORN:** the item does not take up space and requires no hands to hold.
-  **PECULIAR:** draw a quality card and add its effects to the item.
-  **WHEN EATEN:** the item's effects trigger when it is eaten

SET TRAP

The fairy creates a makeshift trap.

-  Place a trap token into any unoccupied surrounding space.
-  Items may be added to traps at any time and may even fall into traps at random.
-  When placing an item in a trap, put an item token beneath the trap and place the item card face down next to the board; mark the item card and the trap with matching number chits.

SPRINGING TRAPS

-  Fairies moving into the surrounding spaces of the trap roll a die to determine whether they accidentally spring the trap: on a 4+, the trap is sprung.
-  Fairies performing actions in the surrounding spaces of a trap also risk springing the trap.
-  Any fairy entering the trapped space automatically springs the trap.

When a trap is sprung, draw a trap card and immediately resolve its effects in addition to any effects from items included in the trap. Most items used in a trap are discarded. The trapped fairy's turn is over.

PICK-A-POCKET

The fairy may steal a random item from a fairy in a surrounding space. Take 1 item card at random from the opposing player's hand. If the fairy only has 1 item, the opposing player may hide it behind their back. If you guess correctly which hand holds the item, you get it, otherwise you get nothing! The fairy may also pick-a-pocket to gift an item to a fairy in a surrounding space. Fairies are bound by etiquette and cannot refuse a gift, even if they must drop another item to receive it.

USE MAGIC

The fairy may use their magic. Magic requires line-of-sight unless it does not require line-of-sight. See Line-of-Sight, page 12.

- 🌿 Roll a die; the fairy may eat items to add dice to this roll. See Stitches, page 10.
- 🌿 For any die that shows a 1, draw a wild magic card and immediately resolve its effects.
- 🌿 Add the results of all dice: for a total of 1-9, resolve the common effect of the fairy's magic card. A total of 10+ produces the potent effect.

FIGHT

The fairy may fight with anyone in a surrounding space. Some items increase this range.

- 🌿 The acting fairy may eat items to add dice to their fighting roll. See Stitches, page 10.
- 🌿 If in range, other fairies in the acting fairy's troupe may join the fight and add their dice to the roll.
- 🌿 If both fairies are in range, each player rolls their dice and totals them, adding any bonuses or penalties. If only the acting fairy is in range, then only that player rolls dice.
- 🌿 The high roller is considered the attacker and uses their total to consult the table below.
- 🌿 Table results apply to all fairies that joined the fight.

TIE: cosmic clinch, -1 life each per die rolled

≤1: disaster -2 life attacker

2: mishap -1 life attacker

3-4: trading blows* -1 life each

5: well struck: -1 life defender

6: palpable hit: -2 life defender

7-11: crushing blow: -3 life defender

12+: slaughtered: defender is LOST

**Fairies only deal damage when trading blows if they are in range. For example, two fairies with bows may trade blows from a distance; however, a fairy with a bow deals 1 damage when attacking a fairy with a sword, while the fairy with a sword deals no damage if they are not in a surrounding space.*

STITCHES

A stitch in nine saves time! Stitches are special actions that take no time at all. A fairy may perform an unlimited number of the following stitches at any time during their turn:

- 🌿 Drop an item in the fairy's space or in surrounding spaces. Place an item token in the space and place the item card face up next to the board. Mark the card and the token with matching number chits.
- 🌿 Pick up an item or dead fairy in the fairy's space or in surrounding spaces.
- 🌿 Eat an item and choose one: gain 1 life, or gain 1 die to use anytime during this turn.

THE END OF THE ROUND AND THE WISHING WELL

Once every player has taken a turn, the round has ended. At the end of each round, make a wish.

- 🌿 Move 1 life token into the Wishing Well.
- 🌿 Each player rolls a die.
- 🌿 If the high roller's result is less than or equal to the number of life tokens in the Wishing Well, their wish is granted and they receive the tokens to distribute among their fairies as they wish.
- 🌿 In the case of a tie, no wish is granted: leave the life tokens in the Wishing Well and hope for better luck.



DEATH AND DYING

If a fairy loses all of their life tokens, they are probably dead. But! Despair not! For Life is naught to fairies but a game, and Death the greatest gambler of them all. Roll a die and consult the table below. If the fairy is actually dead, lay the fairy down where they have fallen and drop their items into their space.

DEATH TABLE

1. The fairy is dead. Place a ghost in a surrounding space. You control the ghost. It can move 2 spaces at the end of the round. Any fairy the ghost touches is bumped along in the same direction. If this fairy's corpse is healed, the ghost remains in play.
2. The fairy splits in half. Each half has 1 life. They have the same name. You now have an extra fairy. The extra fairy has no magic.
3. The fairy is dead. Trumpets resound from all corners. All other fairies skip their actions for the remainder of the round in a moment of silence. Fairies may still move.
4. The fairy melts rapidly, creating a bog. The fairy is lost.
5. The fairy is dead. Their dying breath reveals fairy wisdom. Say something profound or oxymoronic; better yet, recite a poem.
6. The fairy is dead. Choose an opponent. If they guess the fairy's name incorrectly, they must sacrifice one of their fairies in homage.

DEAD FAIRIES

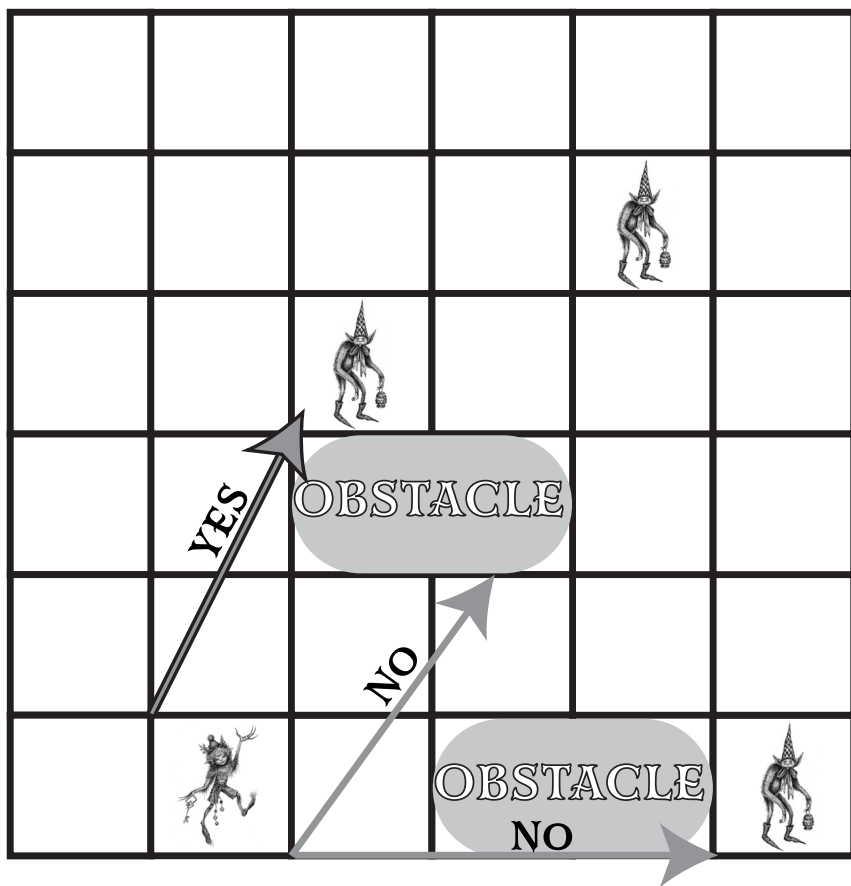
Dead fairies do not block movement or line-of-sight and do not occupy spaces. Dead fairies may be picked up and carried using a stitch; this requires two free hands. Dead fairies are not items; they cannot be eaten, pick-a-pocketed, or affected by anything else that specifically targets items. A dead fairy may be healed or given life, including from the Wishing Well; should this occur, the fairy returns to life as if nothing happened.

LOST FAIRIES

A lost fairy is another matter. A lost fairy is gone forever along with any items they might be carrying. Remove the lost fairy from the board. They cannot be healed as their body is nowhere to be found.

LINE-OF-SIGHT

Line-of-sight is determined by drawing a straight path from any corner of a space to any corner of any other space. If the line touches a space containing an obstacle, there is no line-of-sight. Fairies do not block line-of-sight.



OBSTACLES

- 🧚 Obstacles can't be bumped.
- 🧚 Obstacles can't be placed on other obstacles, but may end up on top of other obstacles through other means.
- 🧚 Scenarios may have special obstacles that are immune to magic or have other properties.

FAVORS FROM THE FAIRY KING

Whenever a die shows a 6, the Fairy King roars with delight and tosses a random item onto the board. Roll 2d12; assign 1 die to each axis and place the item at the coordinates indicated. In the example below, the dice roll was 8,7.

	1	2	3	4	5	6	7	8	9	10	11	12
1												
2												
3												
4												
5												
6												
7								I				
8												
9												
10												
11												
12												

FAIRY GOLD

The Fairy King awards Fairy Gold as a reward for taking various actions specific to the scenario. Not all scenarios offer Fairy Gold. Any Fairy Gold earned by a troupe during a scenario is theirs to keep, regardless of victory. Fairy Gold may be exchanged for various boons; see Spending Fairy Gold, page 34.

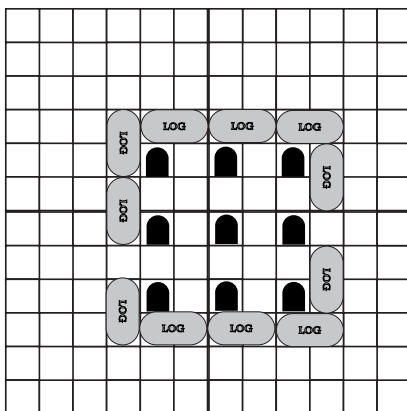
SCENARIOS

BURY THE FAIRY

With utmost solemnity, fairies compete to be the first troupe to find an empty grave and bury a fairy in it.

SETUP

- 🌳 Use 11 logs and 9 tombstones to make the graveyard. Turn the tombstones face down and mix them thoroughly before placing them.
- 🌳 Each player rolls to see who goes first. The high roller goes first.
- 🌳 Beginning with the second player, each player chooses either the top or the bottom side of the board for their home row. The starting player takes the side opposite the second player.
- 🌳 Players sit facing their home row and take turns announcing a fairy's true name and moving them onto the board.
- 🌳 Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- 🌳 Each fairy can only hold 1 item, as they must keep a hand free to carry a shovel.
- 🌳 Fairies in surrounding spaces of a tombstone may use an action to check for an empty grave. Flip the tombstone over: if the tile shows a skeleton, the grave is occupied and the skeleton (1 life) fights the fairy. If the tile shows a coffin, the grave is empty.
- 🌳 To bury a fairy, one fairy must stand on the open grave and a second fairy must use the scenario-specific bury action from a surrounding space.
- 🌳 Tombstones are not affected by magic.

VICTORY & ROUND LIMIT

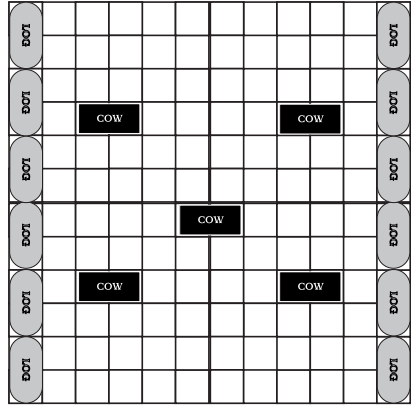
The first troupe to bury a fairy before the end of 9 rounds wins!

ELFSHOT

Round ‘em up! Fairies compete to see who can herd the most cows.

SETUP

- 🧚 Use 12 logs and 5 cows to make the pasture.
- 🧚 Each player rolls to see who goes first. The high roller goes first.
- 🧚 Players sit on opposite sides and take turns announcing a fairy’s true name and moving them onto the board.
- 🧚 Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- 🧚 Cows are afraid of fairies and immediately move away from any fairies that enter their surrounding spaces. The fairy that scares a cow chooses which space it moves into.
- 🧚 Elfshot: You may use a ranged weapon to move a cow a full 3 spaces in the opposite direction.
- 🧚 Cows cannot willingly move into the surrounding spaces of a fairy. If a cow is blocked by a fairy, they freeze and don’t move.
- 🧚 Trampled by Cows: If a cow is forced to move into a space with a fairy (such as by magic), the fairy loses d6 life and is bumped into a surrounding space of their choice.
- 🧚 NPCs do not move cows.
- 🧚 A troupe gains 1 Fairy Gold for each cow they herd off their side of the board.

VICTORY & ROUND LIMIT

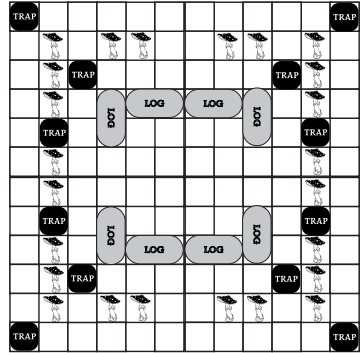
The troupe that herds the most cows off their side of the board (has the most Fairy Gold) at the end of 9 rounds wins!

ESCAPE THE LABYRINTH

Fairies must escape the labyrinth or be lost forevermore!

SETUP

- 🍄 Use 8 logs, 24 toadstools, and 12 traps to make the labyrinth.
- 🍄 Each player rolls to see who goes first. The high roller goes first.
- 🍄 The second player places a gate token in the outer ring of the labyrinth.
- 🍄 Players sit wherever they want and take turns announcing a fairy's true name and placing them in the 16 center spaces.
- 🍄 Once all fairies have been placed, the game begins.



SPECIAL RULES

- 🍄 A troupe gains 1 Fairy Gold for each fairy that escapes the labyrinth through the gate.
- 🍄 Whenever a fairy triggers a trap, the gate moves to a random space.
- 🍄 Any magic or item that creates an obstacle must take an obstacle from the labyrinth within line-of-sight of the acting fairy, and replace it with a trap.
- 🍄 Any fairy that leaves the board returns to the 16 center spaces of the labyrinth.
- 🍄 Fairies that fail to escape the labyrinth are lost.

VICTORY & ROUND LIMIT

The troupe that gets the most fairies out of the labyrinth (has the most Fairy Gold) at the end of 9 rounds wins!

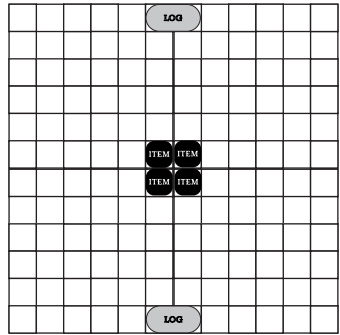


SGT. PREPPER'S LOVELY LOG'S CLUB

Fairies compete to amass the hugest hoard of items within their hollow logs.

SETUP

- 🧚 Players sit on opposite sides. Each player places a log on any space in their home row. It is now a hollow log.
- 🧚 Each player rolls to see who goes first. The high roller goes first.
- 🧚 Players take turns placing obstacles on the opposite half of the board, beginning with the first player, until 9 other obstacles have been placed.
- 🧚 A player may not completely surround another player's hollow log with obstacles.
- 🧚 Place 4 items on the center spaces of the board. These items may be placed on top of obstacles.
- 🧚 Players take turns announcing a fairy's true name and moving them onto the board.
- 🧚 Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- 🧚 Fairies may not bring any items to a game of Sgt. Prepper's Lovely Log's Club.
- 🧚 Fairies may use an action to search an obstacle in a surrounding space for items. Roll a die: 1: bit by a bug, -1 life, 2-5: find an item, 6: what?! 2 items! Remove the obstacle from the board if an item is found.
- 🧚 Fairies may use an action to place items in a hollow log. Multiple items may be placed at once.
- 🧚 Fairies may use an action and roll a die to remove items from a hollow log, using the same table for searching obstacles. If a fairy removes items from an opposing troupe's hollow log, take the item cards at random from the opposing player's hand; see Pick-a-Pocket, page 8.
- 🧚 Hollow logs are not affected by magic.

VICTORY & ROUND LIMIT

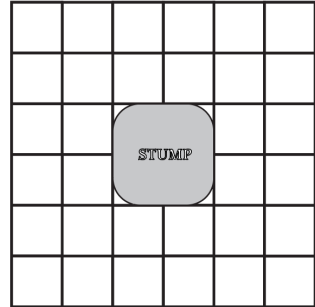
The game ends after 9 rounds, and troupes gain 1 Fairy Gold for each item they have cached away in their hollow logs. The troupe with the most Fairy Gold wins!

HOG THE GROG

The ale has been poured! Fairies compete at the Stump of Everlasting Libations to see who can drink the most before dawn!

SETUP

- 🧚 Place the stump in the center of the board.
- 🧚 Each player rolls to see who goes first. The high roller goes first.
- 🧚 Players take turns placing obstacles on the board, beginning with the second player, until 8 other obstacles have been placed.
- 🧚 No obstacles may be placed in the surrounding spaces of the stump.
- 🧚 Players sit on opposite sides and take turns announcing a fairy's true name and moving them onto the board.
- 🧚 Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- 🧚 Record Fairy Gold gained by placing it on the sheet of the fairy who earned it.
- 🧚 Fairies may use an action to drink a grog if they are in a surrounding space of the stump.
- 🧚 When a fairy drinks a grog, roll one die for each Fairy Gold they have on their sheet, plus an additional die for this drink.
- 🧚 Total the dice and consult the Drunk Table, gaining 1 Fairy Gold and 1 life for each drink.
- 🧚 Fairies carrying mugs, flasks, chalices, or the Flying Flagon may use an action to drink and consult the table regardless of their proximity to the stump.
- 🧚 Any fairy that is lost, or dead at the end of the game loses their fairy gold.

VICTORY & ROUND LIMIT

The troupe that drinks the most (has the most Fairy Gold) at the end of 9 rounds wins!

DRUNK TABLE

- 1:** You don't need a glass, straight from the tap. The bartender throws you 1d6 spaces away **(you get that many drinks)**
- 2:** Whoops, you forgot you finished yours and drank your neighbor's grog too. **(2 drinks)**
- 3-4:** Whoa! That warms your belly! Fall off your stool, move one space away from the stump, and lose 1 life. **(1 drink)**
- 5-6:** What a day! You didn't realize how tired you were: fall asleep with your head on the stump until any other fairy uses an action to wake you up! **(1 drink)**
- 7-8:** Did you forget to eat today?? Regurgitate a random item onto the board in a surrounding space. Stumble d6 spaces in a random direction. **(1 drink)**
- 8-9:** Ooooh...you missed your mouth! **(no drinks)**
- 10-11:** Feeling feisty! Move as far as you need and attack the nearest fairy of your choice! **(1 drink)**
- 12-13:** These fists were made for punching! Fight the closest fairy, including fairies from your troupe. Cannot use items, but you may still eat items. If you lose, fight the next closest fairy in range, in clockwise order. Continue until you win 1 round of combat. **(1 drink)**
- 14-15:** You sing a lively tune! Choose a direction: every fairy (including you) moves d6 spaces in that direction. **(1 drink)**
- 16-17:** Oh no! You got the hiccups. Whether activated or not, at the start of each of your turns, this fairy hiccups one life onto the board and stumbles d6 spaces in a random direction. **(lose 1 life: place it on the board: any fairy may pick it up)**
- 18-19:** O! Dejection! How I long for the peace that comes from death. This fairy may do nothing but cry until another fairy uses an action to console them. **(1 drink)**
- 20-23:** Double vision! You think there are two of you. Stumble d6 spaces in a random direction. Take an extra move and action; you may drink again. **(1 drink)**
- 24+:** You outdrink the fairy king and are immediately banished! This fairy takes its items, leaves the board, and is lost. **(go away)**

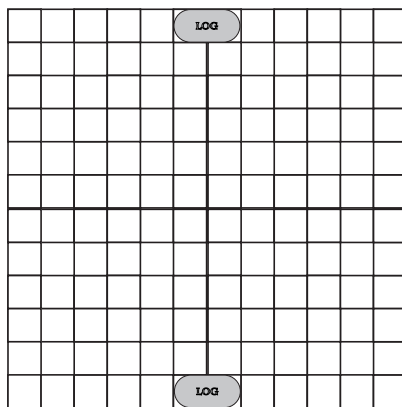


HURLING

Fairies compete in a game of hurling. It's healthy!

SETUP

- 🍄 Take the Hedgeball from the Cherished Items deck or the troupe who currently has it.
- 🍄 Use 2 logs to make the goals.
- 🍄 Each player rolls to see who goes first. The high roller goes first.
- 🍄 Beginning with the second player, each player chooses either the top or the bottom side of the board for their home row. The starting player takes the side opposite the second player. Players that share a side are on the same team.
- 🍄 Players sit facing their home row and take turns announcing a fairy's true name and moving them onto the board.
- 🍄 Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- 🍄 Each fairy must keep a hand free to carry a hurley; they may not use that hand to hold any items.
- 🍄 The starting player receives the Hedgeball and chooses a fairy to hold it. The side with the ball is the attacking side; the other, the defending.
- 🍄 In a 2-player game, the turn sequence proceeds normally.
In a 4-player game, players on the same side take their turns consecutively.
- 🍄 Whenever a 6 is rolled, the Fairy King throws a life token instead of an item.
- 🍄 The Hedgeball may be hit up to 6 spaces either as a pass, shot, or attack.
- 🍄 **Passing:** Roll 2 dice and subtract the lower result from the higher. Look up the difference on the Passing table. The acting fairy may eat items to add dice to this roll: choose 2 dice after rolling.
- 🍄 **Shooting:** declare whether the fairy is shooting over (+1 to roll, 1 Fairy Gold if successful) or through the sticks (3 Fairy Gold if successful), then roll a die and check the Shooting table.
- 🍄 **Attacking:** make a fighting roll as usual, but check the result against

the Challenging table instead of the usual Fighting table.

- ☛ **Interference:** any time a pass or shot would travel through the surrounding spaces of a defender, the defender may attempt to interfere. Roll a die and check the Interference table. Defenders in surrounding spaces of the goal gain +1 to their interference roll.
- ☛ **Scoring:** When a goal is scored, each side places their fairies within 3 spaces of their home row and the defending side gets the Hedgeball and becomes the attacker. The turn sequence continues normally.
- ☛ **Out of Bounds:** If the Hedgeball is knocked out of bounds, the other side throws it in using the procedure below. This could result in a team taking two turns in one round.
 - ☛ Both sides remove their fairies from the board.
 - ☛ The attacking side chooses a fairy to throw the Hedgeball in and sets that fairy in 1 of the 3 closest spaces to where the it went out of bounds.
 - ☛ The attacking side sets their remaining fairies wherever they like.
 - ☛ The defending side places their fairies wherever they like.
 - ☛ The throwing fairy must use an action to pass to another fairy before moving.
- ☛ **Fouls:** If a fairy commits a foul, the other side gets the Hedgeball and immediately takes 1 extra turn. Fouls include:
 - ☛ Using magic
 - ☛ Using an item that requires an action, aside from the Hedgeball.
 - ☛ Attacking a fairy that does not have the Hedgeball.
 - ☛ Scoring a Palpable Hit when attacking any fairy.
 - ☛ Killing a fairy.



HURLING CONTINUED...

PASSING TABLE

Take the difference of 2 dice.

- 0: Beautiful catch, -2 to interference: receiving fairy may take an action
- 1: Successful catch, -1 to interference
- 2: Successful catch
- 3: Successful catch
- 4: Miss: lands in receiving fairy's space
- 5: Intercepted and eaten by small beast: other side starts with new Hedgeball

SHOOTING TABLE

Declare first: over (+1 to roll, 1 Fairy Gold) or through the sticks (3 Fairy Gold)

- 1: Miss: out of bounds
- 2: Miss: out of bounds
- 3: Miss: lands in a surrounding space
- 4: Miss: successfully scores the other way
- 5: Success
- 6+: Success, -1 to interference

CHALLENGING TABLE

- 1: Disaster (attacker -2 life)
- 2: Disaster (attacker -2 life)
- 3: Mishap (attacker -1 life)
- 4: Trading Blows (lose 1 life each), drop the Hedgeball
- 5: Well-struck (defender -1 life), drop the Hedgeball
- 6+: Palpable Hit (defender -2 life), drop the Hedgeball, foul

INTERFERENCE TABLE

Within surrounding spaces of the goal: +1

- 1: Fail
- 2: Fail
- 3: Fail
- 4: Fail
- 5: Knock the Hedgeball into your space
- 6+: Intercepted

VICTORY & ROUND LIMIT

The troupe that earned the most Fairy Gold at the end of 9 rounds wins! They keep the Hedgeball until the next game of Hurling.

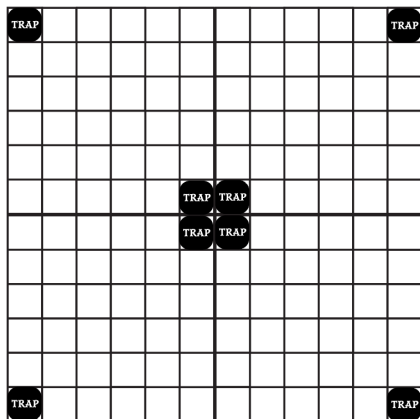


TRAPPER'S DELIGHT

Fairies compete to trap each other in their most clever contraptions!

SETUP

- ♣ Set 4 traps in the center spaces, and 1 trap in each of the 4 corners of the board.
- ♣ Each player rolls to see who goes first. The high roller goes first.
- ♣ Players take turns placing obstacles on the board, beginning with the second player, until 9 obstacles have been placed.
- ♣ Players sit on opposite sides and take turns announcing a fairy's true name and moving them onto the board.
- ♣ Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- ♣ A troupe gains 1 Fairy Gold for each opposing fairy they catch in one of their traps.
- ♣ If an entire troupe is trapped at once, they lose.
- ♣ Whenever a fairy sets a trap, they may set an additional trap.

VICTORY & ROUND LIMIT

The troupe that traps the most opposing fairies (has the most Fairy Gold) at the end of 9 rounds wins!

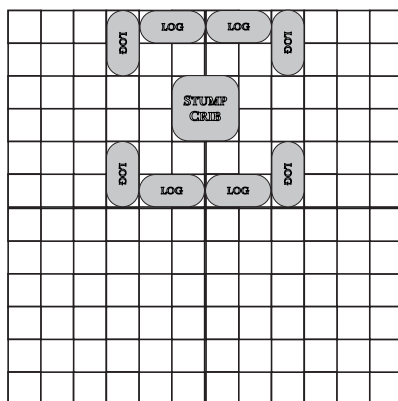


TAKE THE BABE

Fairies compete to steal into a mortal house, swap a changeling for a mortal babe, and escape into the wee hours of dawn before anyone notices!

SETUP

- 🧚 Use 8 logs to make a mortal house centered at the top of the board.
- 🧚 Place the crib in the center of the house.
- 🧚 Each player rolls to see who goes first. The high roller goes first.
- 🧚 Players sit next to each other and take turns announcing a fairy's true name and moving them onto the board from the bottom of the board. The bottom row is the home row for all fairies.
- 🧚 Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- 🧚 What kind of magic spell to use? You don't; you use the glamour action. Before any fairy may collect the babe, a fairy must first use the scenario-specific glamour action to stay in the crib as a changeling. That fairy and any items they are holding remain in the crib and are considered out-of-play until the end of the game.
- 🧚 The changeling's troupe gets an extra turn at the time of transformation.
- 🧚 Any magic or action that hurts or moves a fairy will cause them to drop the babe into their space. The babe may be stolen, just like any other item, but eating it results in an automatic forfeit.

VICTORY & ROUND LIMIT

The troupe that escapes off the bottom of the board with the babe in 9 rounds or fewer wins!

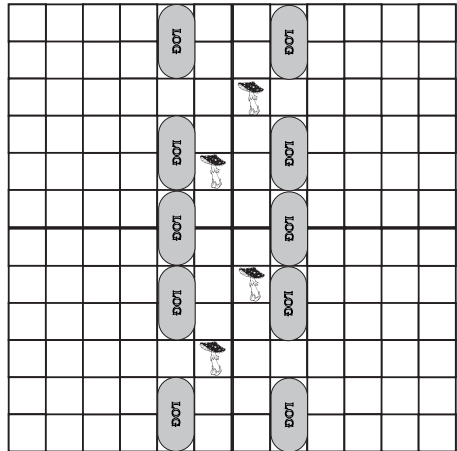


THE CURSE OF THE CURSED ROAD

A mortal has been spotted on the Cursed Road! Fairies compete to blast the benighted bumbler with as many curses as they can.

SETUP

-  Use 10 logs and 4 toadstools to make the road.
-  Each player rolls to see who goes first. The high roller goes first.
-  The second player places the mortal on the road at the bottom of the board.
-  Players sit on the same side and take turns announcing a fairy's true name and moving them onto the board from the bottom edge.
-  Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

-  Fairies with line-of-sight to the mortal curse the mortal at the end of their troupe's turn. Each cursing fairy gains 1 Fairy Gold for their troupe. Cursing the mortal does not require an action, but fairies must be able to act in order to curse. If at least 1 fairy in your troupe curses the mortal, roll on the curse table at the end of your turn.
-  At the end of the round, the mortal moves 1 space directly up the road, regardless of any movement from the curse table.
-  The mortal stomps on any fairy in its path, smushing them most horribly, and they are lost.
-  If the mortal does not make it out of the forest by midnight, they perish and none shall know of the wondrous curses spat upon them by our good neighbors.
-  The mortal has 1 life, which is typical of mortals, and cannot be healed.
-  Traps always kill mortals and no trap cards are drawn; items in traps are ignored and destroyed.
-  The logs used to make the road are not affected by magic.

Curses (roll 2d6):

- 2 - Generational curse. The mortal perishes, but not before giving birth to twins: place two mortals on the board in surrounding spaces of the mortal.
- 3 - Evil eye: the mortal wards off your curse. It doesn't count; you get no Fairy Gold.
- 4 - The mortal learns your name. Choose one of your fairies that cursed the mortal; that fairy can no longer curse mortals for the duration of the game.
- 5 - The mortal attempts to bargain with their assailants. Place one item in each unoccupied surrounding space of the mortal.
- 6 - The mortal hides! Place an obstacle in the mortal's space. The mortal may move through this obstacle, and remains out of sight until they emerge. They may return to hiding in this obstacle later.
- 7 - The mortal flees one space forward, leaping over obstacles as necessary. They may land on top of an obstacle.
- 8 - Startle the mortal. They move backwards 1 space; they will not move off the board this way.
- 9 - The mortal turns their clothes inside-out. All fairies must immediately move 1 space away from the mortal. They then doff and don them outside-in, due to suffering strong discomforts.
- 10 - The mortal faints. Tip over the model. They do not move at the end of this round.
- 11 - Freak out! The mortal runs d6 spaces leaping over any obstacles. They may land on an obstacle.
- 12 - Whoops! You did it again. The mortal perishes. The game is over if no other mortals remain on the board.

VICTORY & ROUND LIMIT

The troupe that lays the most curses on the mortal (has the most Fairy Gold) at the end of 9 rounds wins!

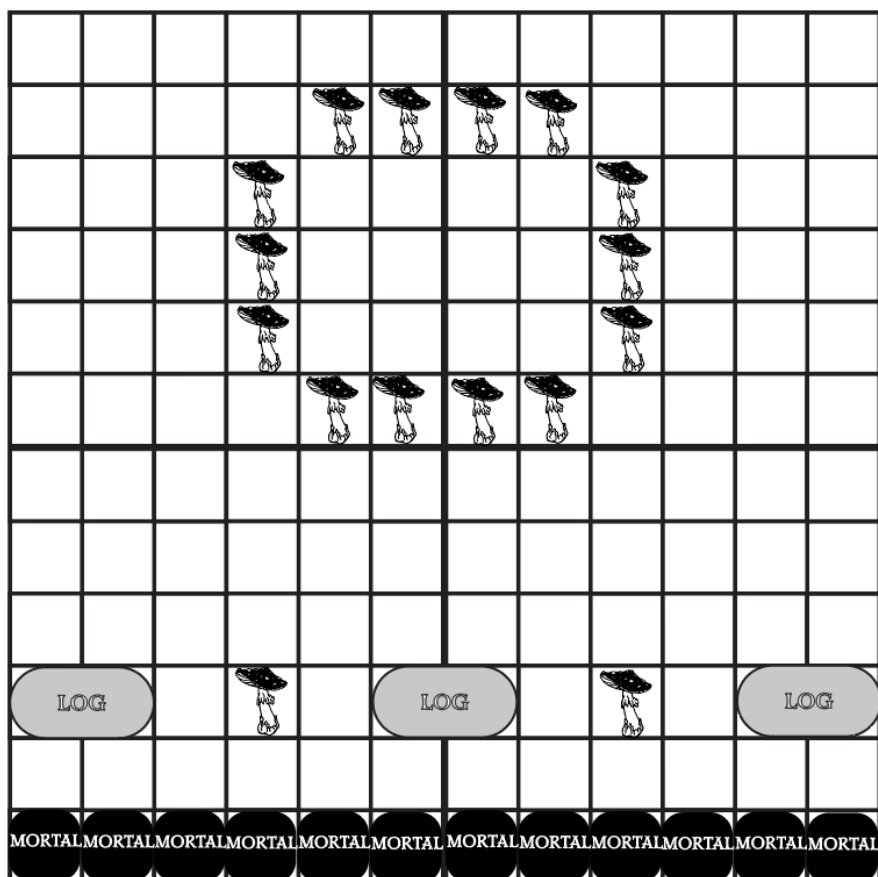


SEMI-ANNUAL RE-ENACTMENT OF THE STAND AGAINST THE MARCH ON FAE-RIE!

To arms! To arms! The mortals' march on Fae-Rie must be stopped! Fairies compete to kill the most mortal soldiers and defend the Faerie Ring.

SETUP

-  Use 14 toadstools to make the Faerie Ring. Use 3 logs and 2 toadstools to make the barricade.
-  Set 12 mortals on the bottom edge of the board.
-  Each player rolls to see who goes first. The high roller goes first.
-  Players sit on the same side and take turns announcing a fairy's true name and moving them onto the board from the top edge.
-  Once all fairies have moved onto the board, the game begins.



SPECIAL RULES

- 🌿 Mortals have 1 life, move 1, range 6, +1 die when fighting fairies in surrounding spaces, and -1 damage when mortals take damage.
 - 🌿 Mortals take their turn at the end of the round:
 - 🌿 All mortals may move and act beginning with the leftmost mortal and ending with the rightmost mortal.
 - 🌿 Mortals always act after moving and may not move after acting.
 - 🌿 Mortals only advance one space if there is no fairy in range, or if they are one space away from the Faerie Ring.
 - 🌿 Mortals may use their action to destroy a toadstool in a surrounding space. They always do this if the toadstool is in the faerie ring. They will do this if they cannot move or act because of another toadstool blocking them.
 - 🌿 Mortals remain in marching order and never move diagonally with three exceptions:
 - 🌿 If there are no other unoccupied spaces available to move to
 - 🌿 If doing so would place them in a surrounding space of the Faerie Ring
 - 🌿 If doing so would allow them to fight a fairy
 - 🌿 If more than one fairy is in range, mortals always attack the closest leftmost fairy relative to the players (as mortals are all right-handed, and to them, this is the rightmost fairy).
 - 🌿 **Mortal Fighting Table:** 1: Disaster (the mortal dies), 2: trading blows*, 3-4: 1 life, 5-10: 2 life, 11: 3 life, 12: Slaughtered
- *Remember that damage for mortals is reduced by 1, so they will not lose life when trading blows unless the fairy somehow does more than 1 point of damage.*
- 🌿 Traps always kill mortals and no trap cards are drawn; items in traps are ignored and destroyed.
 - 🌿 Any rule that refers to a “fairy” may also apply to a mortal.
 - 🌿 Scaring Mortals: Mortals are weak-willed, fragile-minded, and overly rational. When confronted by the strange happenings of Fairyland, such as having their heads turned into donkeys, they immediately flee battle. This includes any transformations or body changes that impact the mortal, whether from qualities or magic.
 - 🌿 Mortal weapons and armor are iron so they cannot be held, used, or eaten by fairies. For this reason, they are not dropped when a mortal is killed. However, they may still be targeted by magic.
 - 🌿 If anything would cause a mortal to be permanently ineligible to use actions, they flee off the board instead.
 - 🌿 Any fairy inside the Faerie Ring at the end of the round gains 1 life. This may revive a dead fairy.

VICTORY & ROUND LIMIT

- 🧚 Defend Fae-Rie against the mortals! If at the end of 9 rounds there are more mortals than fairies on the board, the mortals descend upon the fairies and kill them all. If there are more fairies than mortals, the mortals flee off the board.
- 🧚 At the end of the game, if the Faerie Ring is broken, all troupes are banished from Fairyland forever. They must relinquish their items and magic to go live within the walls of some poor unsuspecting mortal's house.
- 🧚 A troupe gains 1 Fairy Gold for each mortal they kill. They do not gain Fairy Gold for scaring mortals off the board.
- 🧚 If other victory conditions have been met, the troupe that kills the most mortals (has the most Fairy Gold) wins!

WEE WARS

Fairies compete in the grave and terrible game of Wee Wars.

SETUP

- 🧚 Each player rolls to see who goes first. The high roller goes first.
- 🧚 Players take turns placing obstacles on the board, beginning with the second player, until 9 obstacles have been placed.
- 🧚 Players sit on opposite sides and take turns announcing a fairy's true name and moving them onto the board.
- 🧚 Once all fairies have moved onto the board, the game begins.

SPECIAL RULES

- 🧚 In the event of a draw, each troupe chooses a champion to fight in Forlorn Fisticuffs. Fairies must be able to move and act to be eligible.
- 🧚 Players set the champions in the center spaces of the board, and gather their remaining fairies around the champions.
- 🧚 Champions may only choose the Fight action during Forlorn Fisticuffs. Champions may perform stitches as usual.
- 🧚 In the event of their champion's imminent demise, another fairy from the champion's troupe may choose to throw themselves in front of the blow, saying "Take me instead!" Should this occur, the intervening fairy dies instead of the champion.
- 🧚 The winner of Forlorn Fisticuffs is the champion that doesn't die.

VICTORY & ROUND LIMIT

The last troupe standing at the end of 9 rounds wins! If more than one troupe remains, the winner of Forlorn Fisticuffs wins the game.

TO DWELL IN FAIRYLAND FOREVER

1. Roll on the Fairy Houses table and record the result. Items and fairies may be kept in the house.
2. Play the first rumpus as usual.
3. After each rumpus, complete the Fairyland Follow-up Sequence.

Note that if you want to return to a standalone rumpus, you will need to record your fairies, items, qualities, magic, etc.

FAIRY HOUSES

D12 LIGATURE

- | | |
|--|---|
| 1. the <place> of the <adjective>
<noun>(s) | 7. the <noun> of <nouns> |
| 2. the <place> of <noun>(s) and
<noun>(s) | 8. the <place> of the <adjective>
<place>(s) |
| 3. the <adjective> <noun>(s) | 9. the <adjective> <adjective>
<place> |
| 4. the <place> of <noun>(s) | 10. the <place> of <place>(s) |
| 5. the <place> of the
<noun><place> | 11. the <noun>(s) of the <adjective>
<place> |
| 6. the <adjective> <place> | 12. the <adjective> <noun>(s) of the
<place> |

PLACE

	1	2	3	4	5	6
1	Keep	Gully	House	Den	Grove	Wood
2	Court	Pond	Dwelling	Cavern	Hill	Pool
3	Castle	Thicket	Chamber	Barrow	Dell	Lake
4	Tower	Forest	Copse	Mound	Dale	Way
5	Fortress	Hedge	Council	Grotto	Marsh	Bog
6	Citadel	Hollow	Lodge	Knot	Fen	Isle
7	Brook	Creek	Land	Country	Village	Troupe
8	City	Mine	Abyss	Ruin	Horizon	Kingdom
9	State	Graveyard	World	Canyon	Coast	Gulch
10	Horde	Swarm	Spirit	Army	Company	Chasm
11	Circus	Band	Tomb	Mausoleum	Valley	Mountain
12	River	Meadow	Glade	Cliff	Field	Peak

NOUN

	1	2	3	4	5	6
1	Milk	Eye	Worm	Thorn	Toadstool	Dream
2	Mist	Claw	Horn	Kettle	Wisdom	Tree
3	Shadow	Wand	Branch	Cauldron	Boot	Ring
4	Blood	Child	Twig	Song	Cake	Night
5	Wrath	Power	Treasure	Root	Bird	Star
6	Sorrow	Spell	Silence	Flower	Beast	Bone
7	King	Light	Wind	Kiss	Beauty	Death
8	People	War	Fool	Neighbour	Folk	Friend
9	Fiend	Water	Bridge	Fern	Breath	Fart
10	Trumpet	Sneeze	Brute	Giant	Cloud	Troll
11	Willow	Oak	Goblin	Ghost	Thread	Egg
12	Sky	Time	Goblet	Rain	Bandit	Dirt

ADJECTIVE

	1	2	3	4	5	6
1	Tumbling	Sunken	Shuddering	Broken	Leaden	Waking
2	Falling	Drowned	Sleepy	Cursed	Shining	Dreaming
3	Bumping	Frozen	Mossy	Doomed	Lucky	Goodly
4	Bellowing	Tangled	Neverending	Wretched	Clear-Eyed	Slumbering
5	Screaming	Thorny	Roaring	Lost	Doleful	Sweet
6	Laughing	Pale	Blinking	Sorrowful	Captured	Dancing
7	Courtly	Fairy	Wild	Tricksy	Verdant	Green
8	Touched	Wee	Windy	Dinky	Old	Grand
9	Ancient	Slithering	Weeping	Seelie	Unseelie	Beastly
10	Headless	Wanton	Frolicking	Hopping	Living	Lowly
11	Haunted	Blessed	Golden	Twin	Luminous	Hidden
12	Dying	Rainy	Filthy	Earthly	Tragic	Innumerable

FAIRYLAND FOLLOW-UP SEQUENCE

1. Roll for Fairy King Rewards
2. Receive Conduct Rewards and Titles
3. Spend Fairy Gold
4. Roll for Shenanigans
5. Use Items and Magic
6. Seek Aid

FAIRY KING REWARDS

The winner of the rumpus rolls to receive a token of the Fairy King's affection. If there is a tie for victory, each troupe receives a reward. In the case of an all-around tie no one wins.

- 1-5 Draw an item card
- 6 Draw a treasure card

TREASURES AND CHERISHED ITEMS

All Treasures count as an additional item if eaten, and return to the deck when discarded. Cherished Items are removed from the game when discarded; they may not be returned to the deck unless the players agree to abandon their troupes and return to the mortal world.

CONDUCT REWARDS AND TITLES

The first fairy to claim the title receives all associated rewards and honors; strike the title thereafter from the list of available titles forevermore. There can be only one! Record titles and retrieve the associated items from the Cherished Items deck. Titles cannot be claimed posthumously unless the title requires the fairy to die.

MISCHIEF. ITEMS, MAGIC, AND TRAPS.

- ☐ Use potent magic 3 times in a single rumpus. "The Strange Delight". Receive Scented Letter.
- ☐ Have 3 wild magics happen at once. "The Wily, Windy One". Receive Wet Window.
- ☐ Use magic or items to move a fairy into 3 or more traps in a single turn. "The Incredible Machinator". Receive Tormented Tube.
- ☐ Trap every fairy in the opposing troupe. "The Web Weaver". Receive Gossamer Gown.
- ☐ Kill a fairy by bumping them into an obstacle. "The Pinball Wizard". Receive Silver Sphere.
- ☐ Use Whirlwind to move a cow. "The Storm Chaser". Receive Homesick Slippers.

- ☐ Glue a small fairy to a giant fairy. "The Master Blaster". Receive Helm of Command.
- ☐ Use a fragile item. "The Brash." Receive Rubbish.
- ☐ Steal a splendid item. "The Appreciative." Receive Bell Jar.

WISDOM. SAYINGS, STORIES, AND POETRY.

- ☐ Successfully utter the name of an opposing fairy when called for. "The Historian". Receive Dear Diary.
- ☐ Hear another fairy say your name. "The Mortified". Receive Unspeakable Embroidery.
- ☐ Read a whole book. "The Studious". Receive Radiant Spectacles.
- ☐ Die, and reveal fairy wisdom. "The Ancestor". Troupe receives Memorable Skull.

SPORT. RUNNING, THROWING, AND FIGHTING.

- ☐ Win a fight when outnumbered. "The Beast". Receive Uncanny Skull.
- ☐ Fight every fairy in the opposing troupe. "The Rowdy". Receive Hollering Helm.
- ☐ Throw a fairy off the board. "The Trunch". Receive Meaningful Trophy.
- ☐ Travel to the 4 corners of the map. "The Long-Legged". Receive Beautiful Boot.

JOLLITY. EATING, DRINKING, SINGING AND DANCING.

- ☐ Drink more than 3 times in a single rumpus. "The Temperate". Receive Flying Flagon.
- ☐ Eat a cursed item. "The Cursed." Receive Stingy Lantern.
- ☐ Eat 9 items in a single turn. "The Courteous". Receive Precious Spoon.
- ☐ Eat a splendid item. "The Extravagant". Receive Ring of Fateful Beauty.
- ☐ Eat food that used to be a fairy. "The Considerate". Receive Disconsolate Sausage.
- ☐ Eat a sword. "The Sword Swallower". Receive Flaming Sword.
- ☐ Reach 6+ movement. "The Unfurled". Receive Curly Shoe.

MYSTERY. LIFE AND DEATH.

- ☐ Split into two fairies. "The Riven". Receive Matching Outfits.
- ☐ Reach 9+ life. "The Vigorous" Receive Blooming Bowl.
- ☐ Resuscitate. "The Favorite". Receive Ribbon of Regard.
- ☐ Bury a fairy. "The Barrow Wight". Receive Somber Shovel.

- ☐ Bury a corpse from a corpse trap. "The Changed". Receive Happiness.
- ☐ Reveal a fake item to be, actually, itself. "The Trustworthy". Receive Certificate of Authenticity.
- ☐ Roll exactly 2 dice with a result of 4, 2. "The Answer". Receive ?.
- ☐ Roll exactly 3 dice with a result of 6, 6, 6. "You Little Devil". Receive Smoldering Pitchfork.

SPENDING FAIRY GOLD

Fairies may visit the mysterious Tinker to spend their Fairy Gold.

-  Pay 5 to get a random item
-  Pay 10 to choose a mundane item
-  Pay 15 to choose a peculiar item
-  Pay 20 to choose a peculiar item and choose its quality
-  Pay 20 to trade magic (must have existing magic)
-  Pay 25 to choose a new magic (must have existing magic)
-  Pay 25 to hire an additional fairy
-  Pay 30 to gain an extra magic
-  Pay 35 to choose an extra magic
-  Pay 50 to craft items: rearrange all item qualities in your fairy house

SHENANIGANS

What mischief waits in the wide, wide world, while the attention of the Fairy King is elsewhere?

1. Select the fairies that will participate.
2. Roll 1 die per participating fairy and add the results.
3. You may eat any number of items for extra dice.

1-5: 0 items

6-17: 1 item

18-30: 3 items

31+: 4 items

Rolling doubles, triples, quadruples and such brings fairies to strange and powerful places.

-  For more than 1 set of multiples, use the set with the most dice (e.g., triple 1's beats double 6's).
-  For a tie, use the set with the highest result (e.g., quintuple 2's beats quintuple 1's).

Retrieve any items mentioned from the Cherished Items deck. If the Cherished Item has already been claimed, the fairies happen upon a wild, lonely place, and return home with an item from the Items deck instead.

DOUBLES

- ☐ 1,1 Friendly House. A mortal leaves cream and cakes in exchange for housework. Gain 1 life and roll 1 die. 1: Receive Unfinished Chores. 2+: Receive Rustic Cake.
- ☐ 2,2 Hollow Stump. Your troupe finds a forgotten cache. Roll 1 die. 1-5: Receive Useless Charm. 6: Receive Simple Charm.
- ☐ 3,3 Standing Stone. Your fairies hold hands and stare at the sky. Receive Ominous Cloud.
- ☐ 4,4 Fallen Log. A fairy is making and drinking potions. Roll 1 die. 1-5: Receive Murky Potion. 6: Receive Bubbly Potion.
- ☐ 5,5 Moonlit Clearing. Fairies are playing a game of bowls. Wager 1 item and roll 1 die. 1-4: lose item. 5+: win three items.
- ☐ 6,6 Empty Crossroads. Your fairy teaches a fairy song to a mortal. Receive Mortal Soul.

TRIPLES

- ☐ 1 Crumbling Pillar. Weeping fairies. Receive Fairy Teardrop.
- ☐ 2 Ruined Fort. Fairies wearing red caps. Choose a fairy to fight their champion. d6: 1-3: your fairy dies 4-6: your fairy now wears a Red Cap and carries a Barbed Spear.
- ☐ 3 Dark Pool. A black horse with red eyes. Roll a die: 1-2 The horse drowns one of your fairies. 3-4 The horse sinks back into the pool. 5-6 You take the Silver Bridle. A Shaggy Fairy joins you. They run away if you ever lose the bridle or set it down.
- ☐ 4 Broken Arch. Bickering fairies. Roll a die to steal 1 item from them. You are discovered on a 1; one of your fairies loses 1 life and any items they are carrying.
- ☐ 5 Cave Mouth. A lurking beast. Roll a die. 1-2: the beast devours one of your fairies. 3+: Trade 1 item for Tasty Morsel. The beast is charmed.
- ☐ 6 Fairy Circle. Fairies are dancing. One of your fairies joins the dance: receive Jig of Life.

QUADRUPLES

- ☐ 1 Echoing Green. Fairies are piling on top of each other. Roll a die: 1-3 Your fairy is somewhere in the pile. 4+ Your fairy is on top of the pile! You win a Leafy Crown.
- ☐ 2 Wandering Bridge. The fairies that live under it will remove one harmful effect from any fairy.
- ☐ 3 Glassy Pond. A fairy is drifting beneath the surface. They cure poison and return each participating fairy to 3 life.
- ☐ 4 Lonely Waterfall. There is a washerwoman with bloody clothes. One

of your fairies receives a Bloodstained Shirt and loses one life.

- ☐ 5 Overgrown Barrow. Ghosts cling to forsaken treasure. Roll for each item separately. On a result of 1, one of your fairies is taken by ghosts, and the troupe flees the barrow. The taken fairy is lost.

- ☐ Worn Coin. 2+
- ☐ Tarnished Effigy. 2+
- ☐ Great Torc. 3+
- ☐ Filigreed Dish. 4+
- ☐ Three-Faced Head. 5+

- ☐ 6 Ancient Dais. A diminished fairy king sits on a carved throne. They will give rewards to fairies who bring them items. 3 items: receive Golden Chessman. 6 items: receive Ruby Brooch. 9+ items: receive Beguiling Harp.

QUINTUPLES

- ☐ 1 Sunless Fen. There is a sleeping fairy, cocooned in hair. You receive Hair of the Sleeper.
- ☐ 2 Cloudy Wall. Part of a forgotten prophecy is inscribed here. Receive Olden Ballad.
- ☐ 3 Howling Dale. A wild fairy is yelling and running. If offered an item, they will eat it and join your troupe. They wear a Wretched Mask.
- ☐ 4 Hidden Shrine. A fairy carves a statue. Give 1 item to receive a blessing. Roll a die: 1-2: +2 life. 3-4: +1 move. 5-6: +1 hand.
- ☐ 5 Twinkling Grotto. You find d6 Pale Gems.
- ☐ 6 Southern Market. There are many strange trinkets here. Roll a die to trade items. You may roll as often as you dare...

- ☐ 1: You have insulted the merchant. Your fairies are thrown out and lose 1 life each.
- ☐ 2: You cannot agree on terms.
- ☐ 3: The merchant bows and thanks you for your gift. Add 1 to your next roll.
- ☐ 4: A fine bargain. Receive 1 item.
- ☐ 5: A good bargain. Receive 3 items.
- ☐ 6: A fantastic bargain! Receive 9 items.

SEXTUPLES

- ☐ 1 Starry Expanse. The sky and the cosmos are one. Receive Soft Eye.
- ☐ 2 City of Bloobilblil. The city sprawls before you, wondrous and aloof. A courtier from the Seelie Court joins you. They wear a Delicate Robe and carry a Coniferous Rod.

- ☐ 3 Sunken Castle. This was a proud kingdom, since fallen to worms. Roll a die. 1: a fairy is swallowed by a worm. 2+: d6 + 1 items.
- ☐ 4 Thorny Tree. You find cruel and beautiful weapons. Roll for each item separately:
- ☐ Horrible Hammer. 4+
 - ☐ Gruesome Greatsword. 5+
 - ☐ Toothèd Whip. 4+
 - ☐ Club of Home Runs. 4+
 - ☐ Convenient Catapult. 5+
 - ☐ Jumping Javelin. 5+
- ☐ 5 Whispering Doorway. Step through to acquire strange and terrible treasures. Roll a die. 1: lost in another world. 2-4: Energy Shield. 5-6: Laser Lance.
- ☐ 6 Lake of Gurindindin. An ancient creature dwells here. Wish for any item, or return a fairy to life.

USING ITEMS AND MAGIC

Any fairies that refrain from Shenanigans may instead use a single item or magic on behalf of the troupe. Any fairy may perform stitches at this time, regardless of their participation in Shenanigans.

SEEKING AID

If a troupe has fewer than 3 fairies, they may offer an item to the spirit of their house. The item becomes a fairy according to the rules for fairy generation, except that it has no items.

If you are down on your luck so badly that you have fewer than 3 fairies and no items, then such misfortune is met merely with admonishment and a cordial encouragement to do better.

RUIN AND OBLIVION

If all of your fairies are dead, you have failed. Your fairy house has fallen; your Fairy Gold and items are lost.

1. Solemnly declare: "<fairy house> has fallen."
2. Stand upon your chair, raise your arms to the moon, and say, "<fairy house> has perished!"
3. Fall to your knees and lay your forehead to the ground, and whisper, "<fairy house> is no more."
4. Thank you for playing Rumpus.

LOOKING AHEAD

We are so pleased to release this updated print-and-play edition of Rumpus! That being said, this is just the beginning. We are working towards a full production box set rich with art and well-made components. We are even planning a line of fairy miniatures! Want to stay in the loop and find folks to play with?

Visit maxmoongames.com to find the Discord server, Tabletop Simulator mod, and sign up for the mailing list.

Follow BWAMP for fairy minis, blogging about Rumpus, and more: <https://www.bwamp.org/>

Check out more from Brett Manning including her artbook One Foot in the Green at: <https://www.etsy.com/shop/Brettisagirl>

GRATITUDES

We also want to take a moment to acknowledge and celebrate the incredible interpretations of fairyland provided by Brett Manning. As soon as we started discussing plans for Rumpus, we went on a search for our dream artists to work with, and as much as there are so many artists I adore and would love to work with, none embodied such a shared vision and experience of fairyland as Brett. Her work reveals that she, like us, has likely been touched, elf-shot, or swapped at birth.

We are deeply grateful not just for her willingness to join this lively tune we call Rumpus, but for everything that she makes. Her work reminds us that just behind the curtain of fog another world rife with our good neighbors goes on with or without us for eternity. Though they have become more easily forgotten, they will outsurvive us, unless, of course, humanity's future is to join the likes of the bogies, bullbeggars, boggarts, brownies, and buttery spirits who keep our world so mystical and mischievous.

And lastly, we owe a great debt to all the little maneen who shared their ways and customs with us. Had we not met them wild in the wood just as the dawn gave up, we would likely have been relegated to blindly slip through the mundanity of life uncharmed. We are forever in their debt.

By Night,
Max Moon

RUMPUS



by
Kyle Reimergartin
Max Moon

with art from
Brett Manning