

# *A Fairy Tale Fiasco*



# JA01 A Fairy Tale Fiasco

## Credits

Written by Jennifer Adcock

## Boilerplate

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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For more information about Fiasco or to download other playsets and materials, visit [www.bulypulpitgames.com](http://www.bulypulpitgames.com).

If you'd like to create your own playset or other Fiasco-related content, we'd like to help. Write us at [info@bulypulpitgames.com](mailto:info@bulypulpitgames.com).

## The Score

“And they all lived happily ever after...”

So, the fair princess is locked in a tower, the evil vizier has his hooks fully into the king, the mysterious witch keeps turning people into animals, the highway banditry in the woods is worse than ever, and of course - love is on the line. Everyone wants their fairy tale ending, but as we all know, not everyone gets a happily ever after. And when they do, is that really what they wanted in the first place?

A tale of knights and kings and princesses, of witches and wizards and dragons, of right and wrong and somewhere in between, is about to unfold. Just maybe not in the way they expect it to.

This playset can be played with either the original Tilt and Conclusion tables as found in the Fiasco Rulebook, or the Soft Tilt and Soft Conclusion tables as found in The Fiasco Companion.

## Movie Night

Have you ever watched a Disney movie? Any of them?

# Relationships

## 1. Family

- 1.1. Evil step-parent and step-child
- 1.2. Siblings... but neither of them know it
- 1.3. Grandparent and grandchild
- 1.4. Weird/distant relatives
- 1.5. Twins, identical in appearance but different in every way
- 1.6. Brother and sister, or brothers, or sisters

## 2. Love

- 2.1. One-time affair, but never again
- 2.2. Arranged to be betrothed
- 2.3. Admirer and admiree, from afar
- 2.4. Spouses
- 2.5. Secret lovers
- 2.6. He loves her, she loves another (or vice versa)

## 3. Friendship

- 3.1. Prince/ss and lowly but trusted servant
- 3.2. Social adversaries
- 3.3. A pair of rebels
- 3.4. Raised together from birth, but not actually siblings
- 3.5. Ladies-in-waiting
- 3.6. Just met, but kindred spirits

## 4. Magic

- 4.1. Fairy godmother and godchild
- 4.2. Witch and wizard, ever in competition
- 4.3. Witch/wizard and frequent customer of potions and spells
- 4.4. Mischievous fey and object of affection
- 4.5. Fortune teller and devout believer
- 4.6. Magician and enchanted ruler

## 5. Court

- 5.1. King/Queen and evil vizier
- 5.2. Heir to the throne and adoring sycophant
- 5.3. Wise fool and foolish ruler
- 5.4. The perpetually scheming Count and Countess
- 5.5. Maiden princess and governess/tutor
- 5.6. Noble and beloved non-noble consort

## 6. Woods

- 6.1. Random strangers, befriended on the path
- 6.2. Highway bandit and loyal minion
- 6.3. Sheriff and deputy
- 6.4. Naive forest maiden and big city scoundrel
- 6.5. Mysterious hermit and noble huntsman
- 6.6. Pair of traveling minstrels

## Needs

### 1. To get power

- 1.1. by killing someone, anyone
- 1.2. by gaining the most arcane knowledge
- 1.3. by gaining the respect of the King/Queen
- 1.4. to right the wrongs of my family
- 1.5. by getting revenge on those who wronged you
- 1.6. over the King himself

### 2. To seduce/be seduced

- 2.1. by my one true love
- 2.2. without my parents finding out
- 2.3. by the fairest of them all
- 2.4. so I don't die a virgin
- 2.5. to conceive an heir
- 2.6. without my wife/husband finding out

### 3. To get free

- 3.1. of this wretched tower
- 3.2. from my smothering parents
- 3.3. from my responsibilities, just for a little while
- 3.4. of this terrible curse
- 3.5. of my lowly miserable peasant life
- 3.6. of my contract with the witch

#### 4. To get the truth

- 4.1. about my real family
- 4.2. about the evil vizier
- 4.3. about the Charming Prince's many consorts
- 4.4. about where the princess has been the last 8 months
- 4.5. so I can blackmail my rival
- 4.6. before the prophecy comes true

#### 5. To find love

- 5.1. to fill my empty broken heart
- 5.2. to prove a point
- 5.3. despite my impending arranged marriage
- 5.4. with someone of a suitable social class and wealth
- 5.5. far from home
- 5.6. before it's too late

#### 6. To get rich

- 6.1. by tricking the naive princess
- 6.2. to pay off my massive debts
- 6.3. to be worthy of marrying a royal
- 6.4. by slaying the dragon
- 6.5. without doing any work at all
- 6.6. enough to buy a kingdom - that one, over there, specifically

# Locations

## 1. The Castle

- 1.1. The ballroom, right before the largest masquerade ever held
- 1.2. The grand library, full of forbidden knowledge
- 1.3. The kitchens, always bustling and busy
- 1.4. The stables
- 1.5. The barracks/guards' rooms
- 1.6. The servants' quarters

## 2. The Inner Sanctum

- 2.1. The princess' bedroom
- 2.2. The queen's garden
- 2.3. The throne room
- 2.4. The king's study
- 2.5. The royal nursery
- 2.6. A secret door in the portrait gallery

## 3. Strange

- 3.1. The wizard's hut, which seems to be giving off... green smoke?
- 3.2. The witch's cottage
- 3.3. The mysterious path no one seems to know where it goes
- 3.4. A cave with a strange rumbling coming from within
- 3.5. A circle of completely dead trees, where nothing grows anymore
- 3.6. The seemingly impenetrable tower, with no visible doors



## 4. The Woods

- 4.1. The bandit camp
- 4.2. An even smaller village than the one you're from
- 4.3. A perfect field of berry bushes
- 4.4. The crossroads at midnight
- 4.5. The sunny meadow by the stream
- 4.6. The lumberjack's residence

## 5. The Town

- 5.1. Esmeralda's Fortunes and Futures
- 5.2. The village church confessional booth
- 5.3. The armory
- 5.4. The traveling merchant's cart of wonders
- 5.5. The Leaping Stag inn and tavern
- 5.6. The Painted Lady brothel

## 6. Just Outside Town

- 6.1. The cozy hayloft in the abandoned barn
- 6.2. The horse stables, with the fastest horse this town's ever seen
- 6.3. The nunnery
- 6.4. The gold mines
- 6.5. The stocks/pillory
- 6.6. The old fortress ruins

# Objects

## 1. Traditional

- 1.1. A completely ordinary handful of beans
- 1.2. A cloak of finest red velvet
- 1.3. A glass slipper
- 1.4. An enchanted rose that never dies
- 1.5. A clock about to strike midnight
- 1.6. A magic mirror

## 2. Magical

- 2.1. An unlabeled, but ominously bubbling potion
- 2.2. A magic wand
- 2.3. A robe and wizard hat
- 2.4. A vial of dragon's blood
- 2.5. A dragon scale, sharp enough to pierce the skin
- 2.6. A scroll that no one can read or understand

## 3. Threatening

- 3.1. A vial of poison
- 3.2. A rusty dagger
- 3.3. A suit of armor, old but serviceable
- 3.4. Perfectly everyday farm tools
- 3.5. The bridge troll's club
- 3.6. A 100% non-magical, but very very sharp sword

#### 4. Sentimental

- 4.1. A jeweled locket containing a lock of golden hair
- 4.2. A wedding band
- 4.3. A vial of maiden's tears
- 4.4. A lone candle, lit in the highest window of the castle's tallest tower
- 4.5. A token from a long-lost lover
- 4.6. A beautiful portrait, intentionally destroyed

#### 5. Scandalous

- 5.1. A stained and soiled petticoat
- 5.2. The key to a chastity belt
- 5.3. The queen's diary
- 5.4. A wooden leg and a fake beard
- 5.5. A written letter from the archbishop
- 5.6. A love potion

#### 6. Luxurious

- 6.1. A sparkling gown, fit for a princess
- 6.2. A prized hunting trophy
- 6.3. A large sack of gold
- 6.4. The jeweled cross from the church
- 6.5. A flagon of ale that refills itself
- 6.6. The crown

# Insta-Setup

## Relationships:

For three players...

- Love: One-time affair, but never again
- Friendship: Social adversaries
- Court: Heir to the throne and adoring sycophant

For four players, add...

- Family: Brother and sister, or brothers, or sisters

For five players, add...

- Magic: Fairy godmother and godchild

## Needs:

For three players...

- To find love: despite my impending arranged marriage

For four or five players, add...

- To get the truth: about my real family

## Objects:

For three or four players...

- Scandalous: the Queen's diary

For five players, add...

- Luxurious: a large sack of gold

## Locations:

For three, four, or five players...

- The Castle: the ballroom, right before the largest masquerade ever held