

Stuffed Fables™





NOTHING BUT THE TOOTH

55

55-1

The bookkeeper reads the following:

How often does an ordinary stuffy have the opportunity to meet a living myth? Not often! At least that is what Lumpy told himself as he struggled hard to keep from giggling. He made sure to wake up early, just when the little girl had fallen asleep, but long before Mommy and Daddy turned out the lights, because he, Lumpy, was going to see the Tooth Fairy!

Oh, there had been a fine to-do earlier that day when the little girl had lost one of her front teeth. Mommy and Daddy had placed the tooth in a tiny velvet pouch, pulled the strings tight, and carefully placed it under the little girl's pillow. The girl had even written a lovely note to the tooth fairy, thanking her for all her hard work, and placed it on her nightstand. The tooth fairy was just as big a deal to stuffies as she was to children everywhere, for the Tooth Fairy had a longstanding habit of visiting in those precious minutes between parents falling asleep and stuffies waking up. But on this night, Lumpy was determined to change that! He had so many questions he wanted to ask the fairy. Where did she come from? What did she do with all those teeth? Where did she get the fortune to spend on all those chompers?

The magic moment came when Mommy and Daddy retired to their bedroom and closed the door. They were still awake, light shining into the hallway from under their bedroom door, and there was the faraway sound of a shower running. That's when Lumpy heard the scratching on the window, like a tree branch was trying to get in. The sound was eerie, and it started to move along the outside of the wall of the house. And then, without warning, it was suddenly scratching from inside the little girl's closet. There was a flickering of purple and blue lights from under the closet door, and then creeeaaak, the closet door opened slightly. This was what Lumpy had been waiting for, only now he was terrified. Something seemed wrong. She came from out of the closet, and Lumpy sucked in his breath. The fairy didn't look like a fairy. She looked like a little girl, though her long black hair hung down over her face, and she was dressed in what looked like a tattered nightgown. She crept forward, a soft choking laughter escaping from her cracked lips. Lumpy squeezed his eyes shut and pretended to be asleep. He heard her pawing underneath the pillow, and then there was silence. When he heard the closet door close, he gasped in relief, and sat there shivering until the others awoke.

"So?" asked Mr. Stitch when the others had woken up. "What was the Tooth Fairy like?"

"Horrifying!" squealed Lumpy.

"Really?" Theadora asked in surprise. "I would never have guessed!"

"No way!" protested Lionel. "Lumpy's just a scaredy cat."

"How much money did she leave?" asked Flops, and she fished under the pillow for the coins. But her paw came up empty. "Hey! Where's the money?"

"Thath's what I'd like thoo know," said a high-pitched voice from the foot of the bed.

They all gasped when they turned to see a tiny fairy standing there. He didn't necessarily look like a fairy with the gray stubble on his face, the bloodshot eyes, or the large front tooth he was missing. He did have wings like a fairy, but the pink tutu he wore was far from flattering.

"Who the heck are you?" asked Piggie.

"I'm the Thooth Fairy!" the wee fellow barked. "Or one of them at leatht," he lisped. Mr. Stitch glared at Lumpy.

"Who did you give that tooth to?" he growled.

"I don't know!" Lumpy cried. "She was a scary little girl!"

"Like the one we saw in the fortress with Crepitus?" demanded Flops.

"Er... yes?"

The fairy unrolled a long Bill of Sale and showed it to the stuffies.

"Thith document clearly thows I am owed one thooth!" the fairy insisted. "I need that thooth as you can plainly thee," and he pointed to the gap in his mouth. "No thooth, no coinths! Thath's the deal!" There was no arguing the terms of the bill of sale as it was all spelled out clearly in plain language.

"If our little girl wakes up and there are no coins, she'll be devastated," Theadora insisted.

"I saw a piggy bank back in the Fall," offered Flops. "Maybe it would have the money?"

"Maybe we track down that no-good thief and make her give back the Tooth?" growled Lionel.

Gather the discovery cards for this story and without looking at them, place them in a face down stack near the play area.

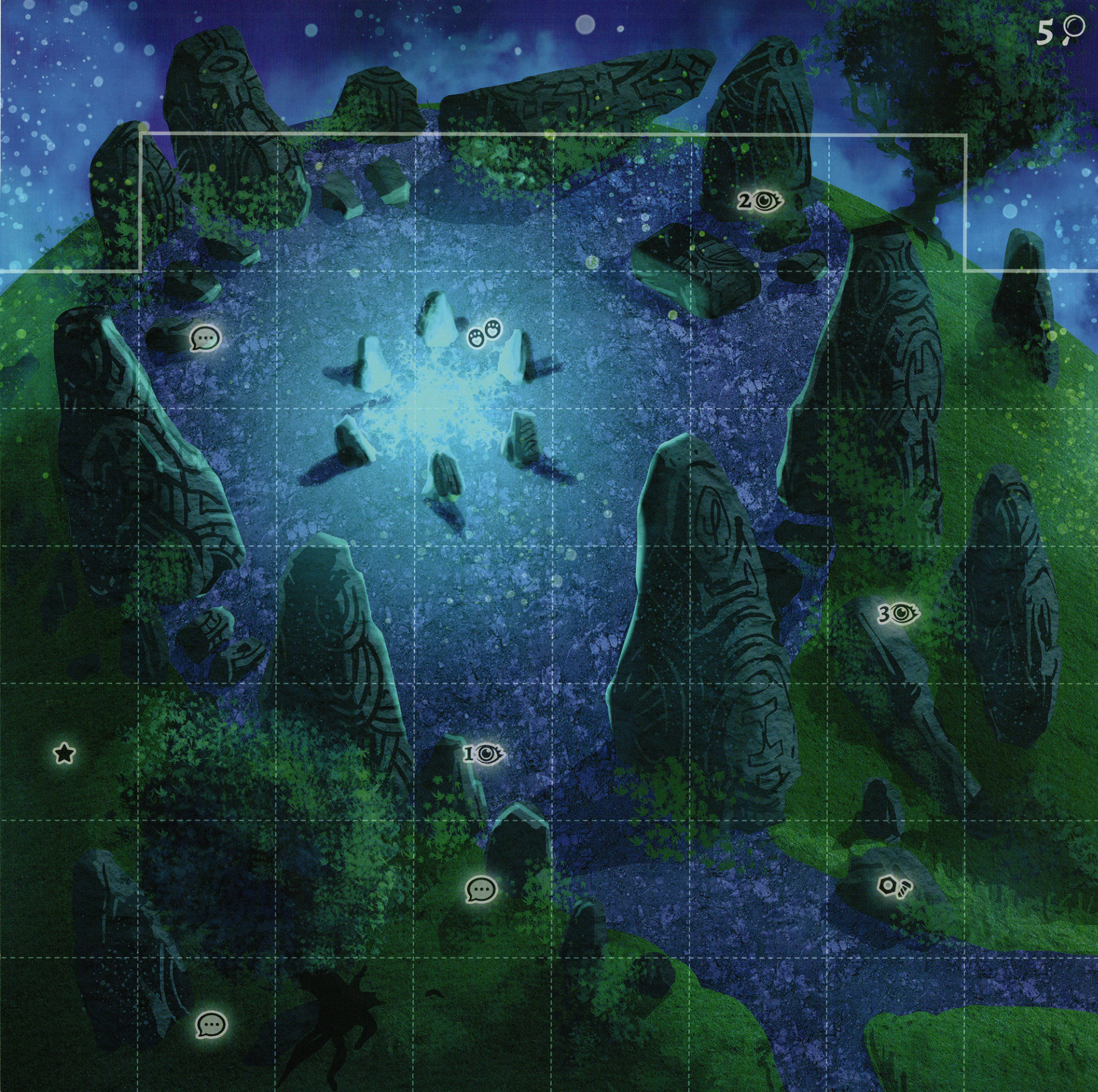
Go to page 57, section 57-1.

STITCH'S FABLE:

THE KITTEN AND THE COLLAR

One day a precocious kitten lost his mother's favorite collar, and when she asked him if he had seen it, he lied and said no. But as the day went by, the kitten's mother grew sad, and he meekly told her he had lost the collar. Grateful for the news, the two of them retraced the kitten's steps from earlier that day, and soon enough they found the collar by a tree. The kitten was ashamed for the day had been wasted by his lie, and he realized that taking responsibility could lead to happier outcomes than not accepting it at all.





57-1

The bookkeeper reads the following:

Lumpy held his head and started to cry. Mr. Stitch sighed and put an arm around the elephant.

"I'm sorry for snapping, Lumpy," said the elder stuffy. "I was mad we lost the tooth, but you are not to blame."

"If that was the same little girl we saw at the fortress, it's best you didn't tangle with her," said Theadora.

"Even Crepitus seemed scared of her," Piggie pointed out. The others agreed, and shuddered to think of the scary child being in that same bedroom! But their thoughts were broken by the sound of jangling coins.

The tooth fairy shook his pouch to get their attention. "I don't have all the thime in the world," he said angrily, and stamped a tiny foot, his little tutu bobbing up and down. And so the fairy told them he could send them to a place he knew in the Fall known as the Crossroads. The stuffies could see no way around it, and so they agreed to leave. The tooth fairy sprinkled some glittery magic dust over them, and they began to glow. "I'll wait until morning for you," he said, "buth no longer!"

To win this story, the stuffies need to find either the piggy bank by talking to Lost in the various locations, or they need to find Skreela's secret dollhouse and get that tooth back.

GEAR UP

Starting with the bookkeeper and going in player order, each player can look through the item deck and choose 1 weapon card that has the Household keyword, and equip it to their stuffy. Then shuffle the item deck.

PREPARE THE LOST DECK

Retrieve the Pig and the Sixpence Lost card from the discovery stack and set it aside. Shuffle the Lost deck and deal 6 Lost cards face down. Now draw 3 more Lost cards and add the Pig and the Sixpence card to those 3. Shuffle them and place them back on top of the Lost deck, then place the 6 Lost cards back on top so that the Pig and the Sixpence card will be discovered some time after the first 6 Lost cards are revealed.

Go to section 57-2.

57-2

If you are returning to this page, reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with ☹️.

Place ☹️ tokens on the indicated spaces.

SPECIAL RULES

Fleeing Crowd: Each time you draw a black die from the bag, move all ☹️ tokens 1 space toward the edge with the ★. If a ☹️ would move off the edge, discard it.

Leaving this Location: Players can choose to leave this location at the end of any player's turn as long as there are no minions in play.

To travel to Whispering Waste: Go to page 59, section 59-1.

To travel to Lost Canyon: Go to page 61, section 61-Intro.

To travel to Squalor: Go to Page 63, section 63-1.

57-3

"Crepitus has gone mad!" insisted a threadbare sock puppet. "His minions are swarming the land and bullying everyone they see."

"They called me names!" said a jack-in-the-box hopping by.

"They kicked my comic booksss!" complained a rubber snake. The line of refugees wound far into the distance.

"Where are you going?" Theadora asked.

"To the light side of the Fall," answered a Cowboy. "They say Crepitus has no sway over there."

"Cowards!" Lionel roared. "You should stand and fight!" But Mr. Stitch lay a calming hand on the lion's shoulder.

"That is not for us to say," he suggested. "We have not had to live under the cruelty of Crepitus like they have. We have no right to judge." 🦁

57-4

The sign reads The Dollhouse, and has an arrow pointing in another direction.

You have unlocked a new location. In addition to the other locations mentioned in the special rules in section 57-2, players can now choose to travel to The Dollhouse by going to page 65, section 65-Intro.



As long as there are no minions in play, you may leave at the end of any player's turn. See the Leaving this Location special rule in section 57-2.



First Surge: Generate a random encounter.
Additional Surges: Reveal a sleep card.



You spotted a thick sign post with a one-legged plastic toucan perched on it. The post was covered in all manner of signs, pointing in all directions.

"You look suspiciously familiar," said the toucan.

The first sign said Whispering Waste and pointed toward a dreary wasteland. The second said Lost Canyon and pointed toward a path that wound its way into a canyon. A third sign appeared to be missing, but a fourth said Squalor, and pointed in the direction the refugees were coming from. Just below it was a wanted poster, drawn in crayon. WANTED FOR MANY CRIMES it said, and showed a band of stuffies looking much like your group.

"Uh oh," groaned Flops, and with that, the toucan quickly flew away.

Place a worried status card on your stuffy. 🦁



Looking out over the crossroads, you see large groups of the Lost, shuffling along the road, carrying bundles of their possessions in their arms and on their backs.

"Refugees," said Mr. Stitch. "They are trying to flee."

If you talk to them, go to section 57-3.



There was a sign stuck under a pile of junk. What did it say? Pulling it out proves difficult.



This is a red/strength group task, difficulty 30. Only stuffies on or adjacent to the sign can contribute to this task. Before attempting, you must have 4 or more Lost cards in the discard pile. Reduce the difficulty of this task by the total number of Lost cards in the discard pile.

PASS: All stuffies gain 1 heart!
Go to section 57-4.

The bookkeeper chooses a stuffy. Place a worried status card on that stuffy.



LOST CANYON

61-Intro

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

The stuffies followed a trail of refugees that headed into the rough canyon. Large, colorful walls made of toys loomed up around them.

"I don't like being on the low ground," grumbled Lionel.

"Pish-posh, we're fine," said Mr. Stitch. But the line of travelers soon stopped moving, and working their way to the front of the line the stuffies saw why: A large pile of broken toys had been laid across the path. "On second thought," said Stitch, "Lionel is very likely right."

"Trap!" Flops yelled. "It's a trap! Everyone move back!" But it was too late to run. Crawlies appeared along the ridge of the canyon, and they began to push over large piles of junk that slid down the canyon walls into piles behind the refugees – they were cut off!

"They'll bury us all unless we do something!" shouted Theadora. "Quickly! Up the canyon walls! We have to distract the crawlies before they start an avalanche!"

Reveal a sleep card.

SETUP

Choose and place 3 crawlies on the 61-End spot. Add their cards to the minion column. These crawlies will not move from the 61-End spot until defeated.

Place ☺ tokens on the indicated spaces.

Each player places her stuffy figure on the spot marked **61-Start**.

SPECIAL RULES

Bowling Balls: Each time you draw a black die, place it on the **61-End** spot, to represent a bowling ball, then, one at a time, roll each black die in play and move it that many spots in numeric order. If a bowling ball moves into a numbered spot with a stuffy, discard it. That stuffy receives 4 damage and must defend normally. Stuffies cannot move into a spot with a bowling ball. If a bowling ball reaches the **61-9** spot, discard it.

Numbered Spots: At the start of each stuffy's turn, and each time a stuffy moves to a new spot, go to the entry for the spot the stuffy occupies. Multiple figures may occupy the same spot.

61-Start

From here you can discard a green die to move, balancing along the basketball pole, onto **61-9**.

Or you can attempt to go to **61-4** from here by making a red/strength skill test, difficulty 4.

PASS: Move to **61-4**.

FAIL: You cannot move again this turn.

61-1

If you have a ranged weapon equipped, you can attack crawlies from here.

From here you can jump down to **61-2** by discarding a green die.

Or you can attempt to go to **61-End** from here by making a red/strength skill test, difficulty 4.

PASS: Move to **61-End**.

FAIL: You cannot move again this turn.

61-2

If you have a ranged weapon equipped, you can attack crawlies from here.

From here you can discard a green die to move, balancing along an old teeter totter, onto **61-3**.

Or you can attempt to go to **61-1** from here by making a yellow/perception skill test, difficulty 4.

PASS: Move to **61-1**.

FAIL: You cannot move again this turn.

61-3

From here you can discard a green die to move, balancing along an old teeter totter, onto **61-2**.

Or you can attempt to go to **61-End** from here by making a red/strength skill test, difficulty 6.

PASS: Move to 61-End.

FAIL: You cannot move again this turn, and lose 1 stuffing.

61-4

From here you can discard any color attribute die to move onto **61-5**.

Or you can attempt to go to **61-3** from here by making a red/strength skill test, difficulty 6.

PASS: Move to 61-3.

FAIL: You cannot move again this turn, and lose 1 stuffing.

61-5

If you are on this spot when a bowling ball enters it, discard the threat die. This spot crumbles. Place an objective token on this spot. Stuffies can no longer enter this spot.

From here you can discard any color attribute die to move onto your choice of **61-6** or **61-4**.

61-6

You can attempt to go to **61-7** from here by making a green/agility skill test, difficulty 3.

PASS: Move to **61-7**.

FAIL: Move to **61-8** and lose 1 stuffing.

Or, you can attempt to go to **61-2** from here by making a yellow/perception skill test, difficulty 7.

PASS: Move to **61-2**.

FAIL: You cannot move again this turn.

61-7

You can attempt to go to **61-1** from here by making a purple/luck skill test, difficulty 5.

PASS: Move to **61-1**.

FAIL: You cannot move again this turn.

Or, you can attempt to go to **61-6** from here by making a green/agility skill test, difficulty 3.

PASS: Move to **61-6**.

FAIL: Move to **61-8** and lose 1 stuffing.

61-8

From here you can attempt to move to your choice of **61-6** or **61-7** by making a green/agility skill test, difficulty 4.

PASS: Move to your choice of **61-6** or **61-7**.

FAIL: You cannot move again this turn.

61-9

From here you can attempt to move to your choice of **61-6** or **61-8** by making a red/strength skill test, difficulty 6.

PASS: Move to your choice of **61-6** or **61-8**.

FAIL: You cannot move again this turn.

61-End

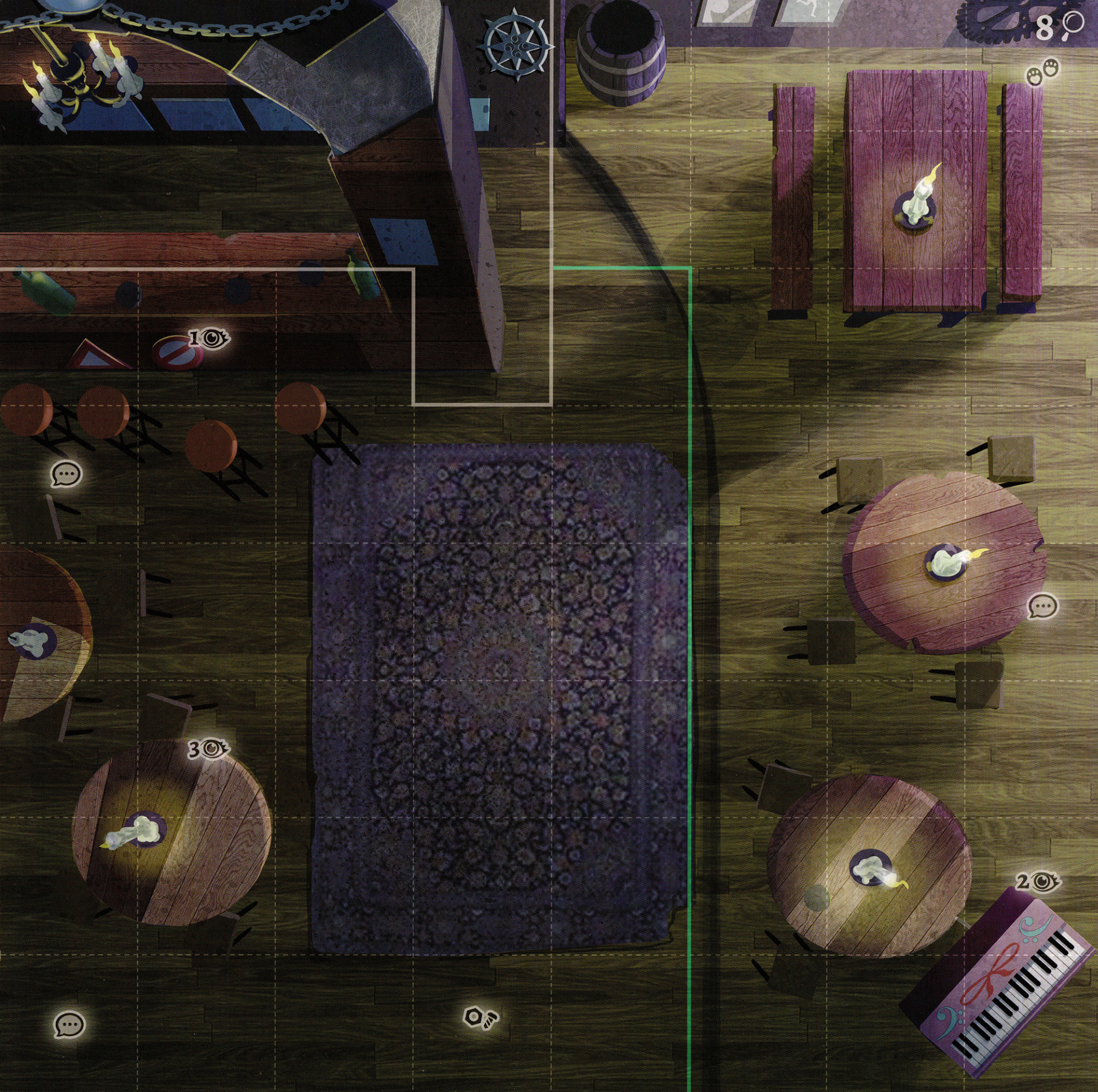
You made it. If there are any crawlies left, you can battle them from this space using melee or ranged weapons. The crawlies will continue placing bowling balls until they are all defeated.

If there are no more crawlies, you have saved the refugees. All stuffies gain 1 heart and you can now travel to a new location at the end of any player turn.

To travel to Crossroads: Go to page 57, section 57-2.

To travel to Whispering Wastes: Go to page 59, section 59-1.

To travel to Squalor: Go to Page 63, section 63-1.



SLOW NIGHT AT SHANTY'S

63-1

Return all dice, except those stored on cards, to the dice bag. Reshuffle the minion deck. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

"I hate seeing my town like this," said Piggie sadly. The streets of Squalor were empty, and there were almost no lights on in the many houses and other buildings. A hush had fallen over everything.

"It's stupid to run," Lionel complained. "And cowardly."

"They're scared," said Flops. "Can you blame them? Crepitus isn't holding back."

"It's our fault," said Lumpy. "If it wasn't for us, none of this would be happening."

"Not true," Theadora replied. "All we've done is fight back against a bully. His behavior might worsen, but that's on him. Only Crepitus is responsible for this evil." The stuffies decided to see what was happening at Shanty's and try to get some local news, but the tavern was almost abandoned, with only a handful of patrons whispering to each other as they sipped on their juice boxes.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Place  tokens on the indicated spaces.

SPECIAL RULES

Leaving this Location: Players can choose to leave this location at the end of any player's turn, if there are no enemies in play.

To travel to Crossroads: Go to page 57, section 57-2.

To travel to Whispering Waste: Go to page 59, section 59-1.

To travel to Lost Canyon: Go to page 61, section 61-Intro.

63-2

"Er, well, hello to you there Mr. Law-abiding Proprietor," you said with as much sincerity as you could muster. "We are... the roofers you hired. True story."

"Oh thank goodness there are so many roofers!" proclaimed Shanty, "For my roof is very leaky. Come! Let me show you my leaky roof." And with that, he led you upstairs.

Go to section 63-4.

63-3

"Mr. Shanty, are you okay?" you asked. "Don't you recognize us?" But Shanty only laughed nervously and gestured with his eyes over towards the door. "Mr. Shanty, we're the stuffies who've been fighting Crepitus all this time." And at that, Shanty rolled his eyes and groaned. Behind you, a patron jumped up from her chair, tossed a button on the table, and ran out the door.

"Well, there goes the snitch," said Shanty. "Well done you bozos. There'll be minions here any minute now."

Remove 1  token from the board. Draw 5 dice. Place any black dice drawn onto the threat track, then return the rest to the bag. Go to section 63-4.

63-4

"Crepitus has really lost it!" said Shanty. "He's scouring the Fall for you, and rounding up any of the Lost who get in his way. Also, there's a rumor he's promised you to his daughter, Skreela. Supposedly she wants you for playthings. I don't know if you folks have met Skreela, but nothing survives in her hands for long. Mark my words, she'll have your hearts if she gets you."

"So we've got that going for us. Great," said Flops. "What's with the refugees we've seen?"

"They're headed to the fringe, trying to reach the light side of the Fall," said Shanty. "But they're likely only going to find more trouble." 

63-5

Piggie sat down at the piano, and began to plunk out a decent melody.

"This poor fellow is really out of tune," she said, and so she stood and opened it up. "What have we here?" she wondered aloud. Inside the piano was a hand-drawn map someone had made that gave directions to a place the map called Dollhouse. "Now why would someone hide you away?" she wondered aloud.

You have unlocked a new location. In addition to the other locations mentioned in the special rules on page 57, section 57-2, while at the Crossroads, players can now choose to travel to The Dollhouse by going to page 65, section 65-Intro.



You may leave at the end of any player's turn as long as there are no minions in play. See the Leaving this Location special rule in section 63-1.



First Surge: Generate a random encounter.

Additional Surges: Reveal a sleep card.



The stuffies wandered over to the bar.

"Hey there Shanty!" you called, but the bartender gave you an odd look and a nervous grin.

"Er... oh! Hello there common, uninteresting citizen!" he replied a little too loudly. "What completely legal things can I do for you?"

Make a yellow/perception skill test, difficulty 4.

PASS: Go to section 63-2.

FAIL: Go to section 63-3.



Shanty's piano was more than a little banged up, but it was still clearly a beautiful instrument. It seemed a pity the thing did not receive more use.

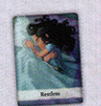
If Piggie is in your party, go to section 63-5.



"The name's Kroo!" cried the fidgety kangaroo. "It's so boring around here. How about an arm wrestle?"

Do you agree to an arm wrestle?

If you do: Place a trapped status card on this stuffy. Only this stuffy can remove this status card. Upon removal, gain 1 heart. 



The tooth fairy peered down from the bed, and saw the strange purple glow coming from under the bed.

"Uh oh. Thith lookth bad!" he lisped.

Place a worried status card on all stuffies.

A

B

C

D

E

F

G

H

I

65-Intro

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

They crept along a winding path through some trees, which led to a prominent hill upon which sat a large, dilapidated human-sized house. The rusted front gate made of iron slowly swung open as if inviting them.

"Nononononono," said Lumpy and he tried to make a break for it. Lionel grabbed him.

"We need to find that tooth or the piggy bank," Flops said. "So let's get to it. After all, it's just a dumb old house."

The house's double doors closed behind them when they entered. The room was lit by a single, sickly light coming from a chandelier above, that dangled from a rope that attached to a nearby wall. The floor and walls had holes. Before the stuffies sat an elegant table decorated with dead flowers and holding tea for three. Two dark hearts sat at the table, slumped over and motionless. To either side of the room were sweeping staircases that led upward, and upon the landing was a girl.

"That's her!" cried Lumpy. "The Not-the-Tooth Fairy!" The dingy child grinned, and behind her was cast the shadow of an enormous tree. And around her neck was the velvet bag containing their little girl's tooth.

And then the flickering light went out, and the stuffies stood in complete darkness.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on the zone marked **H**.

Retrieve the Skreela boss card from the discovery stack.

Generate an encounter of Skreela and 2 dark hearts. Place their cards on the minion column, but do not place their figures on the board.

SPECIAL RULES

Total Darkness: Stuffies can only use yellow dice to move. Using a yellow die allows a stuffy to move to an adjacent zone. Multiple figures may occupy the same zone. When moving into a zone, go to the entry for that zone and follow its instructions.

Lurking in the Dark: Each time you draw a threat die, instead of placing it on the threat track, immediately roll it and return it to the bag. On a result of:

1-2: You feel an unraveling of stitching holding your stuffed body together. Lose 1 stuffing!

3-4: Choose one of the dark heart figures and place that figure on your zone. You receive 4 damage. Remove the dark heart at the end of your turn. If the dark hearts have both been defeated, treat this die result as a 1-2.

5-6: You hear a lullaby in your left ear. Move Skreela to this zone. You receive 5 damage. Remove Skreela at the end of your turn.

Defeating Skreela: If you defeat Skreela, you win! If the Waking card has been revealed, go to page 100, section 100-2. Otherwise go to section 100-1

A

There was a sizable hole in the floor there.

Make a purple/luck skill test, difficulty 3.

PASS: No effect.

FAIL: Place this stuffy on zone **E**.

You cannot voluntarily move to zone **E** from zone **A**.

B

The floor creaked with your every movement, but you passed safely.

You cannot move to zone **E** from zone **B**.

C

You fumbled in the dark. Your paw found the end of a cord dangling from a hook.

You have lowered the chandelier! If you find, or have already found, a match, you light the chandelier. Go to page 67, section 67-1.

You cannot move to zone **E** from zone **C**.

D

You tried to navigate the stairs in utter darkness.

Make a green/agility skill test, difficulty 4.

PASS: No effect.

FAIL: Move your stuffy to zone **G**.

You cannot move to zone **E** from zone **D**.

E

If you entered this zone from zone **G** or **I**, go to section 65-3. Otherwise, go to section 65-5.

You can only move to zones **G**, **H**, or **I** from zone **E**.

F

You tried to navigate the stairs in utter darkness.

Make a green/agility skill test, difficulty 4.

PASS: No effect.

FAIL: Move this stuffy to zone **I**.

You cannot move to zone **E** from zone **F**.

G

You held your paws out in front of you and your left paw touched a wall.

If you follow the wall, go to section 65-4. If you leave the comfort of the wall, go to section 65-3.

H

The floor creaked with your every movement, but you passed safely.

I

You held your paws out in front of you and your right paw touched a wall.

If you follow the wall, go to section 65-2. If you leave the comfort of the wall, go to section 65-3.

65-2

You felt your way along the wall, reaching a corner filled with cobwebs. Yuck!

65-3

The floor was weak there!

Make a green/agility skill test, difficulty 3.

PASS: No Effect.

FAIL: If you just moved to Zone **E**, return to the zone you moved from. Place a trapped status card on your stuffy.

65-4

You felt your way along the wall until you bumped into a small corner table. You felt a small knob, and opening the drawer, got up on your tippy toes to feel inside. Inside, among sticky cobwebs, was a single matchstick. If you lowered the chandelier, you could light it.

You now have a match! If you lower, or have already lowered, the chandelier, you light the chandelier. Go to page 67, section 67-1.

65-5

You fumbled around in the dark, looking for matches. If somebody lowered that chandelier, you could light the room.

If you successfully perform a search action, difficulty 4, instead of drawing a card you find a match!

If you have lowered the chandelier and have found a match, go to page 67, section 67-1.



SCARIER IN THE LIGHT

67-1

The bookkeeper reads the following:

The candles came to life with a small "thwump!" and then the stuffies could see well enough to move around safely. But now they beheld the horror that was Skreela, and there was a terrible noise, as if tree branches were scraping over everything around her. She giggled evilly, black fluid dribbling from her lips, and in her hands were rusty scissors.

"We want that tooth!" Theadora demanded.

SETUP

Each player places their stuffy on a space in the zone they were occupying before the candles were lit.

Place Skreela and any surviving dark hearts on spaces marked with .

Put the Walls/Barriers environment card into play.

Continue playing.

SPECIAL RULES

Getting the Tooth: On its turn, if a stuffy is adjacent to Skreela, it may attempt to grab the pouch and make away with the tooth. This requires a green/agility skill test, difficulty 7.

PASS: Go to section 67-2.

FAIL: No effect.

Defeating Skreela: If you defeat Skreela, you win! If the Waking card has been revealed, go to page 100 section 100-2. Otherwise go to section 100-1.

Bannister: The solid white lines in this map represent a banister railing. Follow all the rules for walls with this exception: Ranged attacks can be performed across these white lines.

67-2

Run for it! You can win by making it out the door.

As soon as all stuffies have moved onto or adjacent to the , If the Waking card has been revealed, go to page 100 section 100-2. Otherwise go to section 100-1.



You must either defeat Skreela or steal the tooth. See the special rules under 67-1.



"Thith ith not thupposed to happen!" screamed the tooth fairy, as the crawly chased him around, snapping at his little tutu.

Remove all status cards from the stuffies. Place an angry status card on each stuffy.

100-1

The bookkeeper reads the following:

"Unacctheptable!" shrieked the tooth fairy, and he stamped his feet. "That thook way thoo long!"

"He's kind of adorable in his own way," said Piggie. "I like how his tutu shakes when he gets angry."

"Okay," said Flops, "we did what we had to do, so we should be all squared up now."

"Hmph," grunted the fairy.

"So why are you fairies so keen on collecting teeth anyway?" Mr. Stitch asked.

"We need 'em to replacethe our theeth," answered the tooth fairy, as if the answer was obvious. "When you only eath candy, you need loths of theeth!"

"Would it kill you to eat a vegetable every now and then?" wondered Theadora.

"Vethtables?" screamed the fairy. "Vethtables? With these theeth?" And with that he let loose a barrage of angry words that would have been considered quite rude in any culture.

"And that's enough of that," barked Lionel, and he picked the fairy up by his tutu, and tossed him toward the door. The tooth fairy gave them all a final angry shake of a wee fist, then vanished in a cloud of fairy dust before he hit the floor.

"What an unpleasant little fellow!" snorted Lumpy.

Later in the wee hours of early morning, as they all settled down on the bed, Flops asked, "Stitch, why did Crepitus send Skreela to steal the tooth? I thought you said he'd leave us alone."

"I doubt I can answer with great surety," Mr. Stitch replied. "But I am not convinced Crepitus sent the girl. She seems to be full of her own mischief."

"We should have introduced her to that tooth fairy," suggested Theadora with a grin. The others chuckled.

"Oh no," said Lionel. "I could never be that mean to Skreela."

100-2

The bookkeeper reads the following:

"Unacctheptable!" shrieked the tooth fairy, and he stamped his feet. "That thook way thoo long!"

"Er, yeah it did," Piggie admitted.

"And what kind of ethtablithment are you running here?" the fairy demanded. "Do you hath any idea the kind of monthters that harathed me thith evening?"

"Okay, okay," grumbled Flops. "We did what we had to do, so we should be all squared up now."

"Hmph," grunted the fairy.

"So why are you fairies so keen on collecting teeth anyway?" Mr. Stitch asked. But the fairy only turned up his nose, snapped his fingers, and vanished in a cloud of fairy dust.

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"Oh no," said Lionel. "I could never be that mean to Skreela."

TALKING POINTS

Never be afraid to fail. There is no shame in a mistake you learn from.

Have you ever made the same mistake twice?

What lessons in life can only be learned by failing?



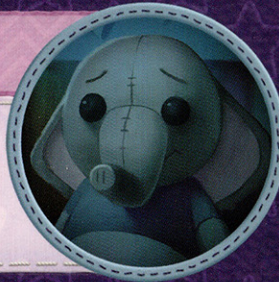


THEADORA

Theadora (or Thea) is special because she does so much to ease her little girl's fears at night. The girl has selected Thea to be the one she snuggles when she slumbers, which is a terrific honor that Thea does not take for granted.

LUMPY

Lumpy listens to the little girl when she is blue. He is an excellent listener and the girl often whispers secrets into his elephant ears. Some might find that stressful, but Lumpy believes that when you speak about your fears, they have less power over you.



FLOPS

When the little girl is feeling silly and playful, she turns to Flops. The bunny's ears are so long and flouncy that a toss of them can send the girl into fits of giggles. Flops is also quick to laugh, and seeks to find humor in every situation.



LIONEL

The little girl has no idea how she acquired Lionel, but she loves him for his bravery and fierce determination. He is everything she wishes she was in the face of fear. When others get scared, Lionel relishes the chance to show his grit.



STITCH

Stitch is an heirloomer, a handmade sock doll passed down a couple generations. In the little girl's eyes, Stitch is a lot like her grandpa – kind, wise, and able to grouch while giving you a wink at the same time.



PIGGLE

Piggle is an energetic piggy full of enthusiasm. In the little girl's mind, Piggle is youthful and optimistic, eager to belong to something special. Trapped in the Fall, Piggle grew frustrated with the Lost. When the little girl's stuffies came along, Piggle knew they were her chance to make a difference.



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