

Stuffed Fables™





THE FEAR OF LONELINESS

83

83-1

The bookkeeper reads the following:

The sun was shining, and a cool breeze was moving through the trees when Mommy and the little girl left the doctor's office. They climbed into the warm car, and after she had buckled herself in, the little girl held up Theadora.

"It wasn't so bad, Thea," she said. "See?" And she proudly displayed the brightly colored bandage on her shoulder. "It didn't hurt too much," the little girl said. "I think being afraid of the shot was worse," and with that she hugged Theadora close.

By the time they reached home, the little girl had fallen asleep, and she grumbled at Mommy a bit when she was lifted up and carried inside. But Mommy promised a special snack if the little girl would climb into bed with Theadora and get some rest, and so girl and faithful teddy bear were carried off to bed. At first the little girl had whined about not wanting a nap, but no sooner had her head touched the pillow, than her eyelids began to flutter. And Mommy smiled when she peeked in a few minutes later.

"You've had a big day," she whispered to her sleeping child. "Rest up, my little angel."

"Uh oh," said Flops a few minutes later. "Something is wrong. It's still light out!"

"Poor thing must be tucked out," Stitch replied. "This has all the signs of a nap." The others nodded sagely at this. Lionel trotted over to Theadora, and helped pull her out of the little girl's tight clutches, and afterwards Piggie helped her rearrange the stuffing in her squished neck.

"How did the visit to the doctor go?" Lumpy asked the teddy.

"It went okay," Theadora answered, but she had a worried look on her face.

"What's wrong?" Piggie asked.

"Our little girl busied herself with a magazine after the visit, but I overheard Mommy whispering to the doctor. She said she was worried."

"Worried!" grunted Lionel. "What on earth for?"

"Friends," said Theadora. "Mommy's worried our little girl doesn't have any friends her age."

"Why would a little girl want friends her mother's age?" puzzled Lumpy.

"The girl's age, Lumps," chuckled Flops.

"Hmm. Yes, that is a concern," said Mr. Stitch. "I guess I hadn't thought about it."

Lumpy wrung his hands and squealed, "Why doesn't she have friends? She's lovable! She's amazing!"

But no one had time to answer, for suddenly the bed began to shake.

"Earthquake!" cried Lumpy and he dove under Lionel's legs for cover. But it was no earthquake, and large metal claws sprang up from under the big girl bed and grabbed hold of the frame. Mr. Stitch ran to the side and looked down. A purple glow flickered.

"It's Crepitus!" he cried.

"How can that be?" demanded Piggie, angrily stamping a foot. "We defeated him!" The bed began to creak and groan as the claws pulled downward.

"Quickly!" ordered Theadora. "We need to arm ourselves!" But it was too late. There was a sound like air being sucked out of the room, and with a wrenching groan, the bed gave way. There was a popping noise and just like that the flickering glow, the metallic arms, the stuffies, the bed, and the little girl had all vanished!

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 85, section 85-1.

STITCH'S FABLE:

ALL I HAVE

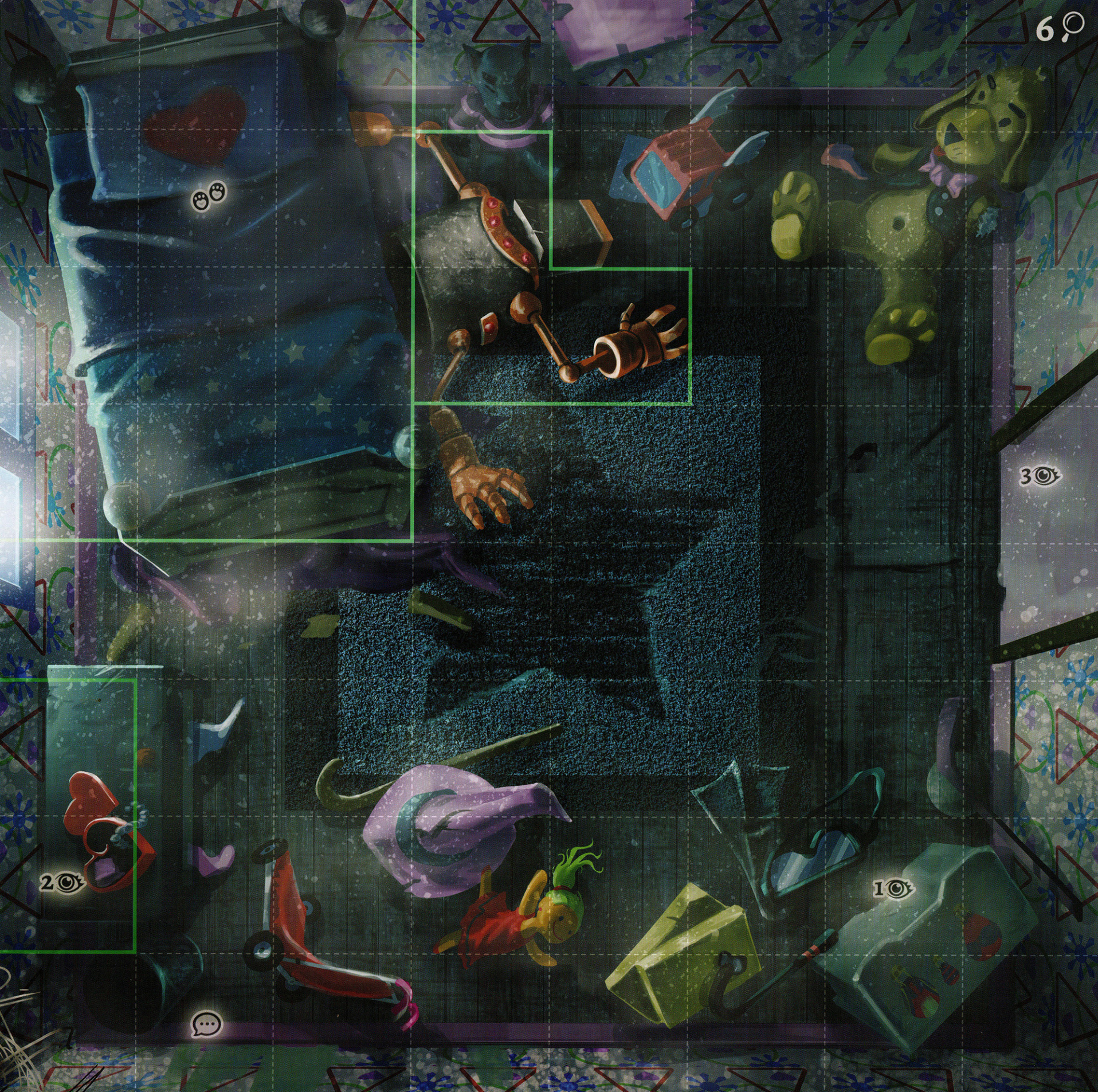
Once upon a time there was a girl in a poor situation who had only one stuffed teddy bear. She was afraid to lose him, and so she held him close and carried him everywhere. On good days they climbed trees and splashed in puddles, and the bear got very dirty and threadbare. On bad days she cried into him, and let all of her fears and failures out, until the bear's fur was soggy and his plastic heart full of worry. Eventually he became too worn and too weak.

"Why do you do this to me?" he whispered one day.

"Because you are all I have," the little girl answered.

"But you are all I have," replied the bear.





WHERE ARE WE?

85

85-1

The bookkeeper reads the following:

Once again they were falling, only this time they did not fall through sky, but rather a mist-filled darkness. And it ended abruptly as the bed crashed down, the snatcher beneath it giving a pitiful moan that slowly faded into silence. They quickly turned to their little girl, but she only mumbled something before rolling over on a side, pulling the covers up around her shoulders.

"It's like our bedroom back home," gasped Piggie when the mist began to clear.

"Only it's dirty," added Flops. "Really, really dirty."

"Someone has gone to great pains to make this resemble our girl's room," agreed Theadora. "But the details are off. The wallpaper is peeling. There are broken toys everywhere. It's like..."

"It's like someone is trying to make us feel at home, but they don't understand what homeyness is," said Lumpy.

"No," Stitch corrected, "it is not us they are trying to make feel at home," and he turned to look at the little girl. "She is covered by her blanket. Its magic will buy us some time. Quickly! We must arm ourselves."

SETUP

Each player places her stuffy figure on or adjacent to the space marked with 6.

Place 1 tokens on the indicated spaces.

Prepare the item deck by removing all cards with the Kitchen key word from it, then shuffle it and set it nearby as usual. Keep the stack of kitchen items separate and handy.

Gather the Skreela boss minion card and put it to the side (not in play) with 3 dark stuffing on it.

GEAR UP

The stuffies (with the exception of Lionel) start with no weapons. They must first look around the room for something they can use to defend themselves.

SPECIAL RULES

Winning: The stuffies must find and fight Skreela 3 times.

85-2

You examined the curious box, its colorful sides beautifully painted to depict hot air balloons soaring through a sky full of bright, fluffy clouds. But the lid refused to open.

To open the lid, a stuffy on this space, or any space

adjacent to the toy box space, must make a red/strength skill test, difficulty 8.

PASS: Each stuffy in your party can look through the item deck, find a weapon card and equip it to their stuffy. Then shuffle the item deck.

FAIL: Nothing happens. You or another stuffy may try again until you succeed.



85-3

The door was suddenly thrown open! Scraggly tree branches shot into the room, grasping for stuffies.

"Protect the girl!" Lionel called, but it became clear the branches were only interested in the stuffies.

SETUP

Place an objective token under each stuffy.

SPECIAL RULES

Escape: Moving off of an objective token requires a green/agility skill test, difficulty 4. A stuffy that ends its turn on an objective token receives 4 damage and must defend normally.

Becoming Grabbed: When a player draws a threat die, instead of adding it to the threat track, if that stuffy doesn't currently have an objective token under it, take any objective token on the map, even if it is occupied by another stuffy, and place it under the active stuffy. Then discard the threat die, and move all dice from the discard pool back to the bag.

Destroying the Branches: A stuffy can attack the branches normally as if the objective token were normal minions. The branches have a defense of 5. It only takes 1 successful attack to defeat a branch. Once all the branches are defeated, the branch beast retreats. Each stuffy gains 1 heart! Go to section 85-5.

85-4

The door was locked and the knob wouldn't budge.

You can try to pick the lock. Picking the lock is a yellow/perception group task, difficulty 15. Only stuffies adjacent to the door can contribute to this group task.

PASS: Each stuffy gains a heart. Go to section 85-5.

85-5

The door is now unlocked. If there are no objective tokens in play, you can leave this location at the end of any player's turn, by going to page 87, section 87-1.



Explore the 6 symbols.



First Surge: Go to section 85-3

Additional Surges: Reveal a sleep card.



"There could be useful items stashed in there," Flops suggested.

If you would like to open the toy box, go to section 85-2. Otherwise, continue your turn.



You stood atop an ornate dresser, reaching for a fascinating jewelry box. But you spotted your reflection in the mirror and marveled at the wear you saw there: stains and matted fur, patches that covered old wounds. You smiled at yourself, proud of your service to the child. There was nothing you wouldn't do for that sweet child.

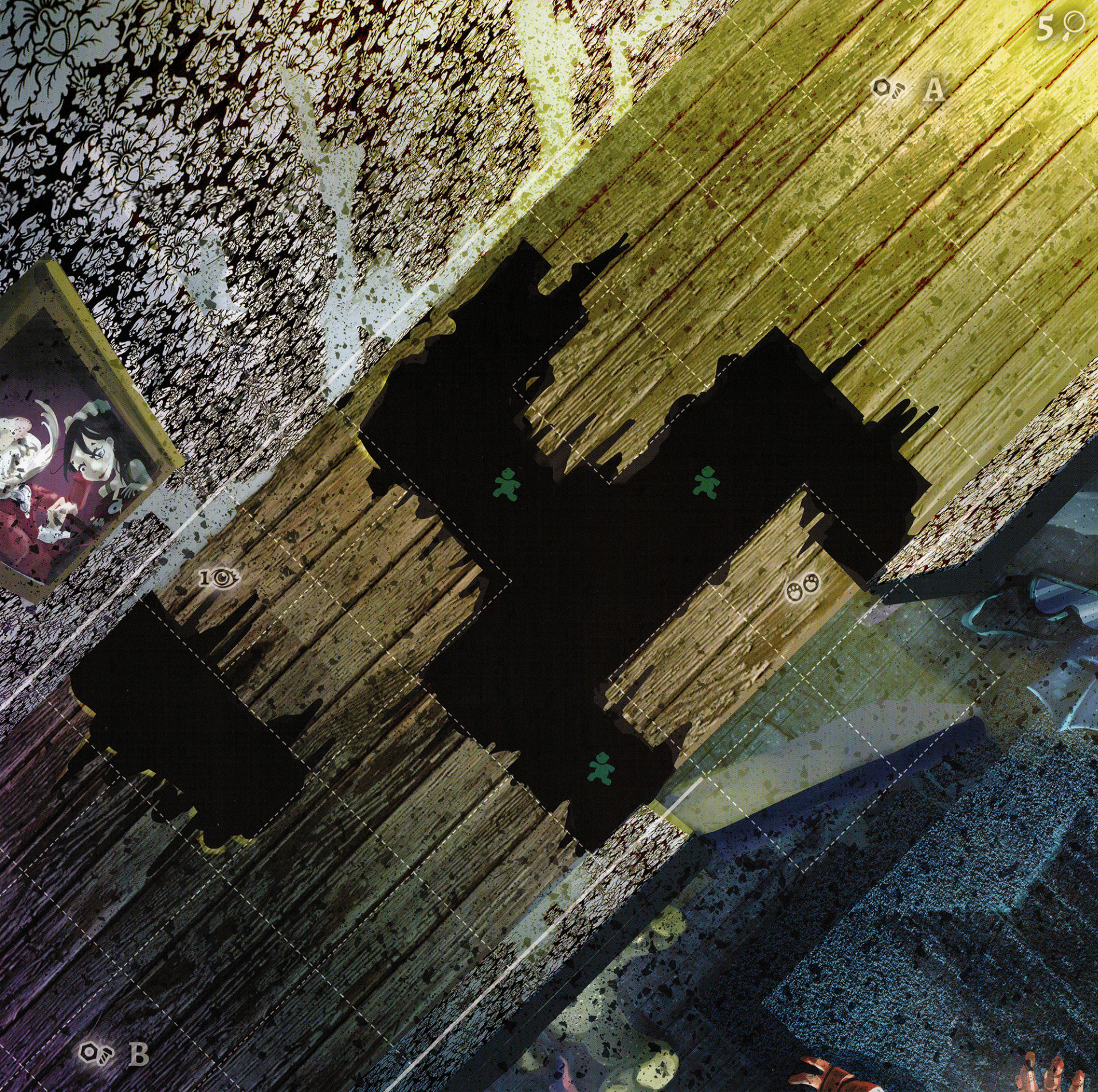
But your time was short, so you opened the lovely box and discovered... a tiny plastic heart? Who would have placed that there?

Retrieve the Plastic Heart party item card from the discovery stack and place it nearby.



The door was human-sized, and the door knob sat out of your reach.

If there are 2 or more stuffies adjacent to this door, you can open it. If you do, go to section 85-4.



FALLAWAY

87

87-1

Return all dice, except those stored on cards, to the dice bag. Reshuffle the minion deck.

If you have visited this page before, go to section 87-5. Otherwise, read on.

The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

"How long should we wait?" Lumpy wondered.

"Can we even wait at all?" Flops asked. "This is just a nap! How long do we have before our girl wakes? An hour? Maybe two?"

"If she does wake here, she'll be terrified," said Theadora. "And we'll be unable to help her."

"And we don't even know if we can get her home," Lionel pointed out. "If we say the words, do we leave our girl behind?" Lumpy started to cry.

"We have to explore," Mr. Stitch insisted. "Someone brought us here, and they can send us back. We have to find them!"

They looked out the doorway at the dark hallway that waited for them.

"Okay, let's do this," said Theadora. But her first step out the door caused rotting wood to creak, and Stitch grabbed hold of her.

"Look!" he said, and pointed to a gaping hole in the floor.

Reveal a sleep card.

SETUP

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

Put the Leap environment card into play.

Generate an encounter of dark hearts equal to the number of stuffies in play. Split up the dark hearts as evenly as possible between the two minion entry areas.

SPECIAL RULES

Attacking a Dark Heart: When making an attack against an adjacent dark heart, if you have the Plastic Heart party item go to section 87-2.

Failing to Leap Over the Holes: If a stuffy fails its skill test to leap, it will fall through the hole in the floor. Remove that stuffy from play and place it on its card. That stuffy's turn is over, and all its unused dice must be discarded. If the stuffy has an item with the Climb key word equipped, it can ignore this effect.

In the unlikely event that all stuffies have fallen in holes, go to page 91, section 91-1.

Leaving: As long as there are no minions in play you can leave this location at the end of any player's turn, and choose from the following:

If you leave to the east: go to page 89, section 89-1.

If you leave by the west: go to page 91, section 91-1.

Note: If any stuffies have fallen in a hole, you must choose this exit.

87-2

Instead of attacking this dark heart, you may attempt to put a plastic heart in the heart-shaped hole in the dark heart's chest by following the instructions on the card.

PASS: Go to section 87-4.

87-3

Skreela! The painting rips outward as Skreela's clawed hands burst through and grasp for you.

"Play with me!" she howls.

"No!" squeals Lumpy.

SETUP

Place the Skreela figure adjacent to the active stuffy. Place the set aside Skreela card on the minion column.

Your attack against the painting now resolves against Skreela.

If your attack successfully hits: Gain 1 heart, remove 1 dark stuffing from Skreela, remove Skreela's figure from the board, and remove her card from the minion column (keeping any remaining stuffing on it). If you removed Skreela's last dark stuffing, go to page 95, section 95-1.

If your attack misses: Place a trapped status card on your stuffy. Skreela immediately inflicts 5 damage on your stuffy. Defend normally. Skreela will remain in play until she is hit by a successful attack, at which point, remove 1 dark stuffing from Skreela, remove Skreela's figure from the board, and remove her card from the minion column (keeping any remaining stuffing on it). If you removed Skreela's last dark stuffing, go to page 95, section 95-1.

87-4

You shoved the plastic heart into the heart-shaped hole of the thing's chest. It howled and writhed, and you jumped backward. But then, remarkably, a bright light burst from the heart and the creature began to change. What had been a monster was suddenly a stuffed pink teddy bear. It marveled at its renewed form before pulling you close in a tight embrace.

Gain 1 heart! Remove that dark heart from play and remove its card from the minion column.

87-5

You found yourselves back in the creaky hallway.

The special rules in 87-1 still apply. You cannot interact with any **C** symbols you previously interacted with.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with **A** if you are arriving from the foyer. Otherwise, each player places her stuffy figure on or adjacent to the space marked with **B**.



Explore the **C** symbols or see the Leaving special rule in section 87-1.



Surge: Reveal a sleep card.



Crepitus leered down at you from the old painting. He was formally dressed, and he looked uncomfortably posed. Beside him sat Skreela in a frilly dress, giving a fearsome smile. You turned from the painting to walk away, but – did Skreela's eyes turn to follow you? Did they just blink?

You may attack the painting like you would a minion. If you do, before resolving your attack, go to section 87-3. Otherwise, continue your turn.



The little girl tossed in her sleep, smacking her lips. The stuffies felt a sense of worry pressing down upon them, but they shrugged it aside, such was the strength of their resolve to save their little girl!

Place a courageous status card on any stuffy with a red die currently stored on its card.



COOKING UP TROUBLE

89

89-1

Return all dice, except those stored on cards, to the dice bag.

If you have visited this page before, go to section 89-3. Otherwise, read on.

The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

An unhealthy glow from the window above the sink illuminated a stinking, human-sized kitchen. A huge, yawning hole dominated the room, as if the floor had simply given up. Shattered floorboards slanted downward into the room below, and from the darkened room below was the soft glow of firelight.

"Remind me not to eat the food they serve here," whispered Piggie.

"We need supplies," urged Mr. Stitch. "Spread out and check the drawers and cabinets."

But no sooner had they entered, than they heard a creepy giggle that came from nowhere and everywhere. "Playtime," said Skreela, though they could not see her, and suddenly a dinner fork went flying through the air, narrowly missing Theadora's head!

"There's mischief about!" snarled Lionel. And then more items began to rattle noisily in the kitchen drawers.

"No playtime!" yelled Lumpy. "I hate your playtime!"

"Quickly!" barked Theadora. "Let's get what we need and get out!"

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with . If you are arriving here by climbing up from the room below, then each player instead places her stuffy figure on or adjacent to 1 .

Grab the prepared stack of item cards with the Kitchen keyword. Shuffle them and keep them nearby in a stack.

SPECIAL RULES

Item Attacks: Skreela is in play, but cannot be seen. She is grabbing kitchen items with which to assault the stuffies. If you draw a threat die during your Draw Dice step, draw and reveal a kitchen item card. Roll the black die and add any red die bonuses on that card to your roll. This is the number of damage you receive. Defend normally.

After being attacked, discard the black die, and equip or discard the item card. Move all dice from the discard pool into the bag. If there are no more kitchen items to attack with, read the pass effect. Otherwise, you can immediately try to spot Skreela by passing a yellow/perception skill test, difficulty 5.

PASS: Gain a heart! Place Skreela's figure on the map on any space. Place the set aside Skreela card on the minion column.

FAIL: No effect.

Skreela: Once Skreela is on the map, she will behave normally, and the Item Attacks Special Rule is no longer in effect. Skreela will remain in play until she is hit by a successful attack, at which point, remove 1 dark stuffing from Skreela, remove Skreela's figure from the board, and remove her card from the minion column (keeping any remaining stuffing on it). If you removed Skreela's last dark stuffing, go to page 95, section 95-1.

Leaving: If Skreela is no longer in play you can leave this location at the end of any player's turn, and return to the hallway by going to page 87, section 87-5. Or, you may find another way to exit this location.

89-2

You groaned and dragged the flour sack out. Its weight was tremendous, but you strained your stitches and managed to lift it above your head. Giving a great cry, you tossed it to the floor, where the sack burst and flour went everywhere!

The next time an item attacks any stuffy, after resolving the attack, you see Skreela's footprints in the floor. Gain a heart! Place Skreela on the map in any space. She has been spotted. See the Skreela special rule in section 89-1. .

89-3

You found yourselves back in the kitchen.

The special rules under 89-1 are still in effect. You cannot interact with any  space you previously interacted with.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with . If you are arriving here by climbing up from the room below, then each player instead places her stuffy figure on or adjacent to 1 .



Explore the  symbols or see the Leaving special rule in section 89-1.



Surge: Reveal a sleep card.



You noticed a wide plank of broken wood that made a ramp leading downward into the darkness.

If there are no minions in play at the end of any player's turn, the stuffies can climb down using the floorboards by going to page 93, section 93-1.



You peeked into the cluttered pantry and noticed an old sack of flour. And suddenly you had an idea...

If you have not spotted Skreela, you can dump the flour onto the floor and counters and try to help spot her. If you do, go to section 89-2.



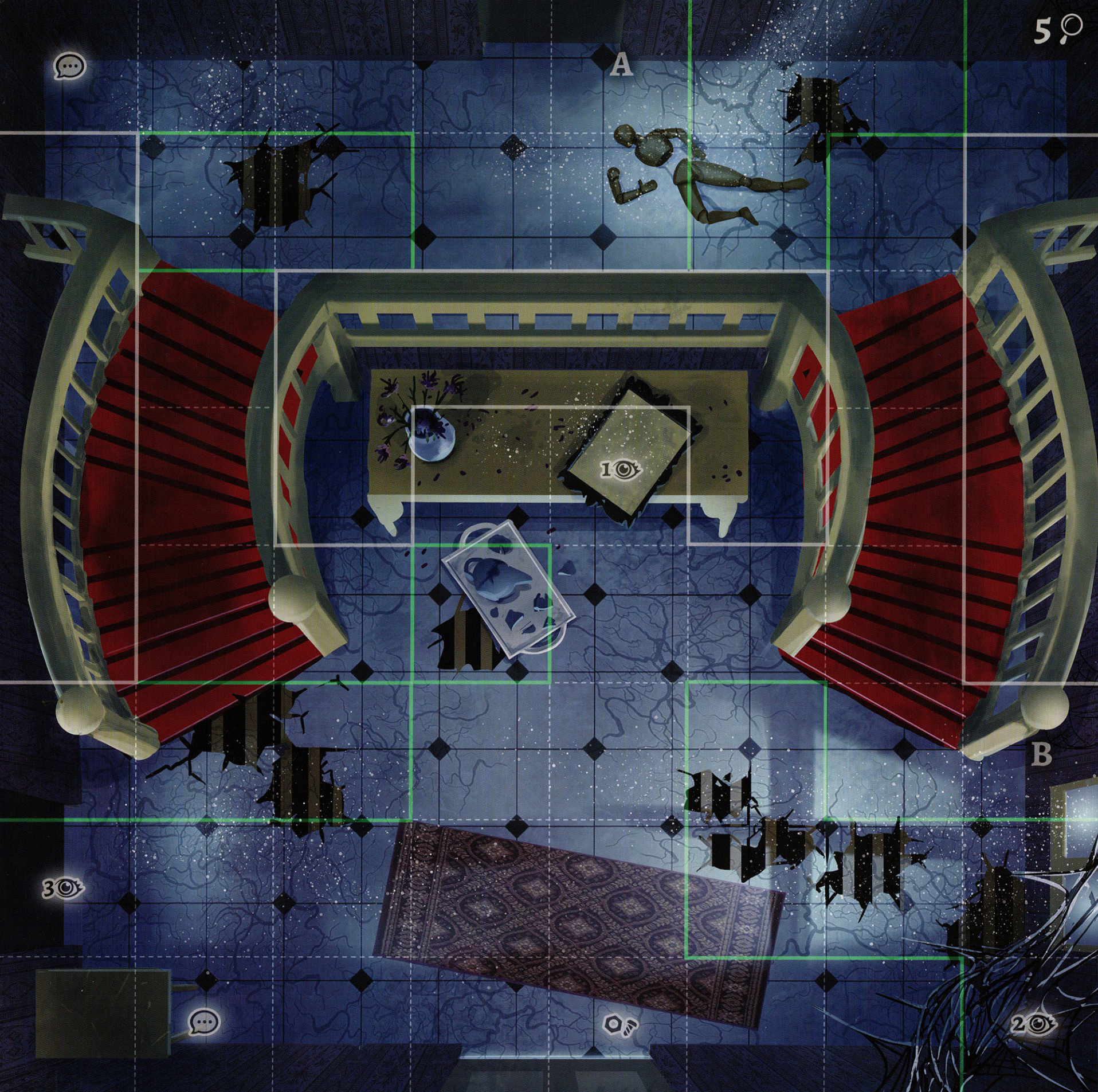
You scampered across the counter and saw an open drawer. Implements in the drawer began to rattle, and thinking quickly, you dove to slam it shut, but not before noticing something useful.

Look at the top 3 cards of the kitchen item deck. Place 1 on top of the kitchen deck. Place the others on the bottom of the deck. .



The girl flopped over on her belly, and the floor lurched. Cabinet doors swung open and plates fell out, shattering on the counter and floor.

Place a torn status on the stuffy with the most stuffing. If more than one stuffy has the most stuffing, they each get a torn status card.



FRACAS IN THE FOYER

91-1

Return all dice, except those stored on cards, to the dice bag.

If you have visited this page before, go to section 91-4. Otherwise, read on.

The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

The stuffies arrived in a spacious grand foyer illuminated by candles that flickered in a massive chandelier.

"You can tell this room must have been lovely once," said Mr. Stitch. But it was no longer so. The tiles were cracked, pitted, or missing altogether, and the place smelled of mold.

Piggie pointed to some dust bunnies in a corner and said, "Look Flops! Distant cousins."

"Har," muttered Flops. "Very funny."

Two sizable staircases swept down from the upper landing to the lower floor, emphasizing just how large the room really was. The large front door was almost solid glass, but years of neglect had made it opaque from dirt and grime.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with **A**. If you are arriving here by way of the study, then each player instead places her stuffy figure on or adjacent to **3**. If any stuffy fell through the floor in the previous location, each player whose stuffy fell places her stuffy figure on or adjacent to the space marked with **B**.

SPECIAL RULES

Tree Encounter: Each time a player draws a threat die during the Draw Dice step, before placing it on the threat track, roll it. On a result of:

1: A grasping tree branch suddenly sprang up from a hole in the floor nearby and wrapped its thorny self around one of your puff paws. Place an objective token under your stuffy if available. Also place a trapped status card on your stuffy. If you end your turn on or adjacent to an objective token, lose 1 stuffing for each objective token you are on or adjacent to. Discard the threat die instead of placing it on the threat track, then remove all dice in the discard pool and return them to the bag.

2-5: Nothing happens. Place the threat die normally.

6: Tree branches scraped against the windows from outside, setting everyone on edge. Place a worried status card on this stuffy. Place the threat die normally.

Return: As long as there are no minions in play you can leave this location at the end of any player's turn, and return to the hallway by going to page 87, section 87-5.

91-2

Pushing the door open requires a red strength skill test, difficulty 8.

PASS: *You were able to push the door open just enough for the stuffies to get through. Gain a heart! As long as there are no minions in play, you can exit at the end of any player's turn through this new opening, by going to page 93, section 93-1.*

FAIL: Nothing happens.

91-3

Using a chair, you climbed up and lifted up the picture frame. The glass was cracked, but the photograph inside was clear enough. It showed a small girl running with a tattered kite trailing behind. The girl was looking over her shoulder and you recognized her face – Skreela! You gasped as the doorbell rang, its distorted chime echoing throughout the foyer, and you dropped the picture which crashed to the floor. A shadowy figure stood on the other side of the glass, and you heard the latch click before the door slowly creaked open.

Skreela stood there, giggling to herself. "Play outside?" she cooed.

"No!" Lumpy screamed at her.

SETUP

Place the Skreela figure on the **5**. Place the set aside Skreela card on the minion column.

SPECIAL RULES

Skreela: Skreela will behave normally. Skreela will remain in play until she is hit by a successful attack, at which point, remove 1 dark stuffing from Skreela, gain 1 heart, remove Skreela's figure from the board, and remove her card from the minion column (keeping any remaining stuffing on it). If you removed Skreela's last dark stuffing, go to page 95, section 95-1.

91-4

You found yourselves back in the foyer.

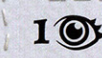
The special rules and setup under 91-1 are still in effect. You cannot interact with any **3** space you previously interacted with.



Explore the **3** symbols or see the Return special rule in section 91-1.



Surge: Reveal a sleep card.



An elegant table and chairs bore remnants of a smashed tea set. Dead flower petals lay scattered about on the floor. You noticed an old picture frame lying on the table, just out of reach.

If you try to look at the picture, go to 91-3. Otherwise, continue your turn.



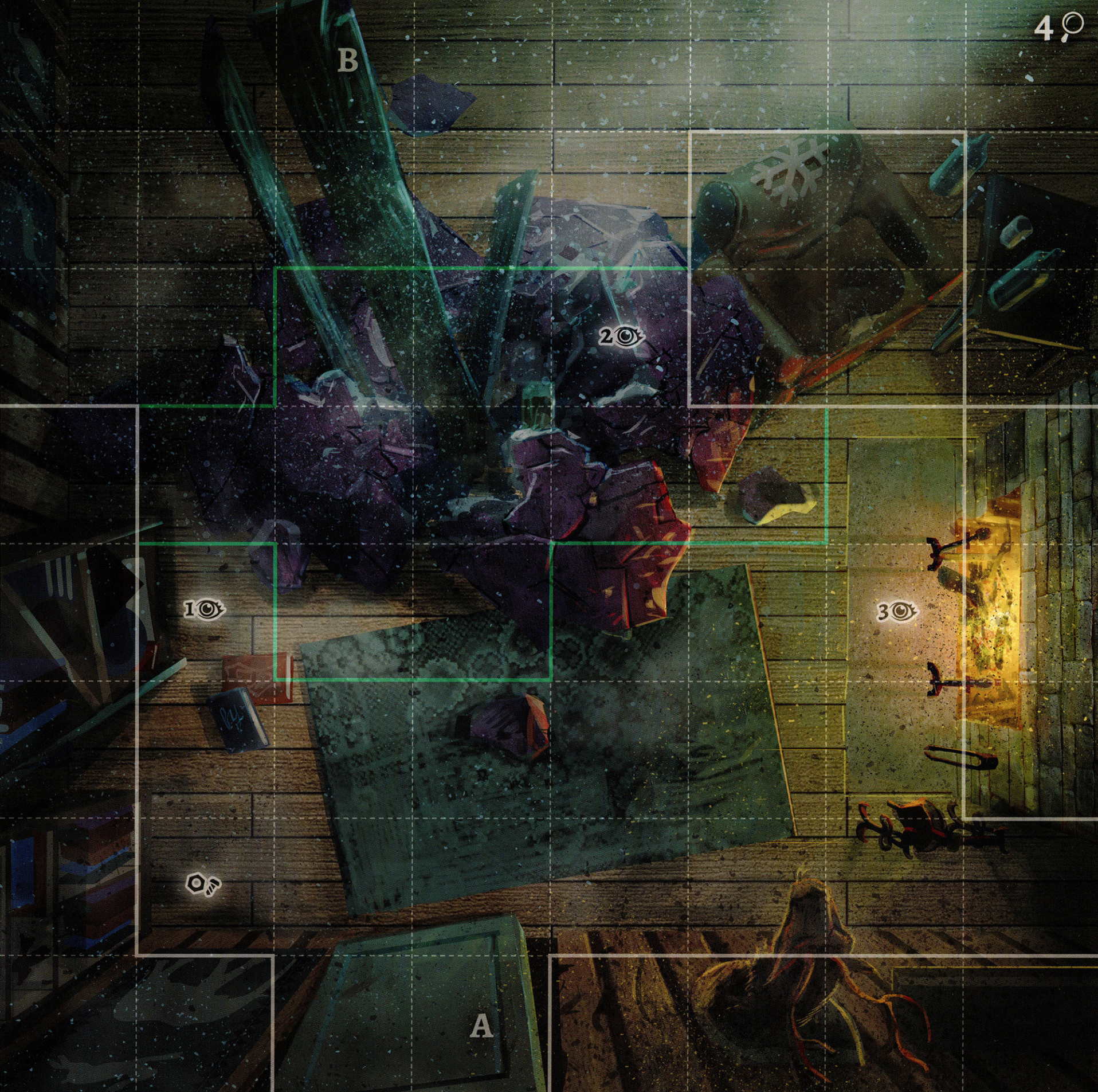
You spotted a small drawer in the dusty old corner table. You stood up on your tippy-toes to reach in. After sticking your paw in several unpleasant things, you feel something round and warm. Pulling it out, you see you've found a small, plastic heart!

Retrieve the Plastic Heart party item card from the discovery stack if available, and place it nearby.



You saw a rickety sliding door of wood. It was a bit off its rails and hanging crooked, leaving a low gap you could use to push the door open.

If you have not yet opened this door the study, you may try to push open the door by going to 91-2.



FAMILY TIES

93-1

Return all dice, except those stored on cards, to the dice bag.

If you have visited this page before, go to section 93-3. Otherwise, read on.

The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

The stuffies squinted to make out the shapes they saw in the darkness. The room was lit only by the flames of a low fire that burned in a dingy fireplace. It appeared to be some sort of study, though the room was in terrible disrepair. The ceiling had fallen in, with some beams hanging down from the floor above.

"Let's look around," said Theadora. And then they heard it – a voice, muffled and distant.

"What was that?" Lumpy hissed.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with **A**. If you are arriving here by using the gap in the floor, then each player instead places her stuffy figure on or adjacent to **B**.

Put the Darkness/Low Visibility environment card into play.

SPECIAL RULES

Leaving: As long as there are no minions in play you can leave this location at the end of any player's turn, and choose from the following:

If you climb up the caved in floor above, go to page 89, section 89-1.

If you leave by the broken door to the foyer, go to page 91, section 91-1.

93-2

"Crepitus?" they all cried in unison. The former dark lord looked at them sheepishly. He was bound to the chair by the same thorny branches growing from the floor that they had already encountered. A crude gag was over his mouth, and Lionel climbed up and pulled it out.

"You've come!" Crepitus declared with relief. "Oh thank goodness my snatcher found you."

"Why are you tied up?" Lumpy asked. Crepitus blushed.

"I've been put in time out," he answered.

"Oh, you must have been naughty," said Lumpy, nodding his head sagely. "Did you make Mommy mad?"

"Lumps, this is clearly the work of Skreela," sighed Flops.

"So the dark lord of nightmares... is in time out?" asked Theadora in disbelief.

"I did as I said I would!" insisted Crepitus. "I confronted her and told her it was time to behave. I put my foot down! Right into a bear trap. Literally. She's a wily thing. I've been here ever since." Crepitus gave a sniffle and a tear ran down his face. "I gave her everything she ever asked for," he whispered, "and this is how she repays me?"

"You spoiled her rotten!" Mr. Stitch snapped. "Children can't be raised by material things. She needed your love, but you ignored her and tossed her playthings instead. And how dare you ask if this is how she repays you? Raising a child is not about repayment. It is about passing on all you have so that another life might flourish."

"Well yes, I'm getting that now," admitted Crepitus. Lionel used his claws to attack the branch that bound the dark lord, and the branch quickly pulled away, back into the floor.

"You get nothing, father," said Skreela, and the stuffies whirled around to see Skreela standing there. "Play with me!" she howled at them.

"Madam," said Lumpy with annoyance, "I have seen how you treat your playthings, and I simply must decline."

SETUP

Generate an encounter of Skreela and any 2 dark hearts.

SPECIAL RULES

Skreela: Skreela will behave normally. Skreela will remain in play until she is hit by a successful attack, at which point, remove 1 dark stuffing from Skreela, remove Skreela's figure from the board, and remove her card from the minion column (keeping any remaining stuffing on it). If you removed Skreela's last dark stuffing, go to page 95, section 95-1.

Attacking a Dark Heart: When making an attack against an adjacent dark heart, if you have the Plastic Heart party item, you can use it by following the directions on the card.

93-3

You found yourselves back in the study.

The special rules under 93-1 are still in effect. You cannot interact with any  space you previously interacted with.

SETUP

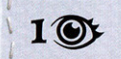
If you came from the foyer, each player places her stuffy figure on or adjacent to the space marked with **A**. If you came from the kitchen using the gap in the floor, each player places her stuffy figure on or adjacent to the space marked with **B**. 



Explore the  symbols or see the Leaving special rule in section 93-1.

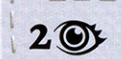


Surge: Reveal a sleep card.



You stood before a collapsed bookshelf, its contents strewn across the floor. Picking through them you see they are all children's books, which you've always felt are the best books of all.

Gain 1 heart! 



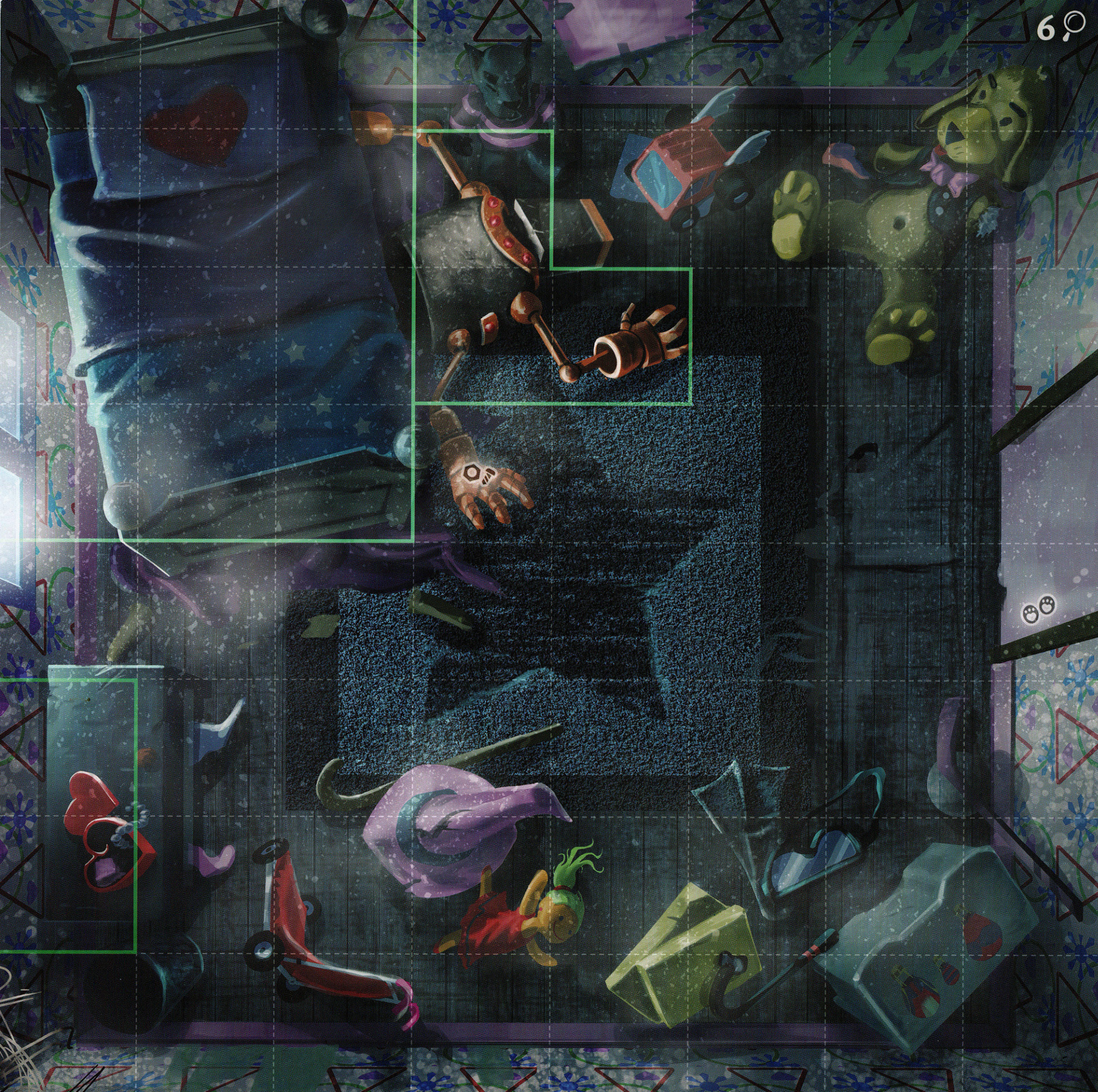
A tall chair sat facing the corner, but the stuffies could see what looked like a man sitting there. He was incoherent but trying to speak. They cautiously circled around to get a better look at him...

Go to section 93-2.



You warmed your paws over the fire, before you noticed what fueled the embers. You gave a cry when you saw the titles of beloved children's books. You fished what you could from the fireplace, but it appeared that many volumes had been lost. To burn a book is a terrible thing, but a children's book even more so! You knew the only reason to discard a book was to give it to someone else to read. A grave crime had been committed, and you wanted justice.

Place a courageous status card on this stuffy. 



RUDE AWAKENING

95-1

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:

"No, no, no!" screamed Skreela, and she let loose with a long, painful shriek. Glass shattered, and the stuffies threw their paws over their ears. "I want a new friend!" Skreela demanded. "A better friend!" And with that she dropped through the floor like it was nothing.

"Now where do you think she's going?" Lionel snapped.

"Oh no," gasped Theadora. "Our little girl." They exchanged painful glances as they realized Theadora had the right of it.

"Come on!" cried Mr. Stitch, and they ran back towards the bedroom. The way was dangerous, but they gave no thought to their safety, leaping over holes in the floor, and dashing across debris.

"What are we going to do, Mr. Stitch?" asked Piggie as they ran. "Skreela is too powerful." Mr. Stitch was silent for a moment as he thought.

"We must wake our girl," he answered.

"What?" roared Lionel. "Are you mad?"

"We are too weak!" Mr. Stitch shot back. "We cannot win this fight. But we don't know what will happen if our little girl wakes up. It's our only chance to save her." They ran through the creepy, human-sized dollhouse and made it to the bedroom – but they were too late! Skreela rose up through the floor before them, and made her way to the bed.

"Now stuffies! Now!" Stitch cried.

SETUP

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

Retrieve the Enraged Skreela boss card from the discovery stack.

Generate an encounter of Enraged Skreela.

SPECIAL RULES

Girl is Already Awake: If you have already revealed the Waking card you must defeat Skreela to win. (Ignore the Waking the Girl special rule.)

Defeating Skreela: If you defeat Skreela, read 95-3.

Waking the Girl: If you haven't already revealed the Waking card, the stuffies need to wake the girl before Skreela can give her a nightmare. They need to jump on the bed and otherwise disturb her so she wakes up. On its turn, a stuffy on the bed can try to wake the girl. Make a green/agility skill test difficulty 8.

PASS: Reveal a sleep card.

FAIL: No effect.

If you reveal the Waking sleep card, read 95-2.

95-2

The stuffies bounced on and shook the little girl. She began to stir, and she jerked upright in bed, groggy, her eyes still sealed. Now all experts will tell you that stuffies lose their magic when seen by a human being, and immediately collapse. Lumpy went down first, a tiny toot escaping his trunk. Then Flops went limp on the bed, her long ears falling over the side. Lionel fell to the floor, and Piggie slid off slowly. Mr. Stitch crumpled at the girl's side. Theadora felt her legs grow wobbly, yet still she was conscious.

The little girl clamped her hands over her ears and screamed, "Be quiet!" And Skreela's tantrum ceased immediately. She stood there in dumbfounded shock. And the little girl turned to Skreela. "I've told you before to be polite. Being noisy is rude, and I can't be friends if you're rude."

"Friends?" asked Skreela.

"If you can behave," said the little girl. "I remember you from before. Yes. You seem very lonely." Skreela nodded her head. "Would you like to play stuffies with me?" asked the little girl, and she picked up Theadora.

"Yes please," said Skreela. And the little girl slid out of bed and handed Theadora to Skreela.

"You be Thea and I'll be Lumpy." Skreela clutched Theadora tightly and gave her a crushing squeeze. "No, no," said the little girl. "Don't hurt her. Do it like this," and she gave Skreela a hug. Theadora was pressed between them, and over Skreela's shoulder, Theadora saw Crepitus standing in the door, a smile on his face and tears lining his cheeks.

It all faded right after that. The last thing Theadora remembered was hearing a doorbell ring.

You have won. Go to page 102 section 102-1.

95-3

Skreela let out a mournful wail and flailed her arms about wildly. The stuffies dove away from her, and she collapsed on the floor where she writhed around. There was a terrible wrenching noise and the floorboards began to buckle. Large tree branches burst up from the floor, surrounding Skreela, and they wrapped themselves around her. There was a sound like a thousand gifts having their wrapping paper torn off of them. The thorny branches pulled away, and as they did so, the stuffies could see Skreela was not really a girl, but a thing made of delicately folded papers. And deep within her paper core was a small shape. It looked like a single stick plucked from a tree, but it had angry eyes and snapping jaws. The stick gave one final wheezy moan, before it fell quiet. The tree branches shuddered and pulled back through the holes they had made in the floor.

And suddenly Crepitus was at the doorway, and he saw what had become of Skreela and he cried aloud. He knelt down beside the paper remains and wept. His body shook from the sobbing and tears flowed freely down his face. Slowly the stuffies crept up to him, and one by one they wrapped their fuzzy arms around him, and held him close.

You have won. Go to page 103, section 103-1.



The entire bed began to jerk as the damaged snatcher's machine parts whirred to life. It lashed out with one mechanical claw, and you reeled back in fear. But the claw struck Skreela and wrapped around an ankle.

Remove 1 dark stuffing from Skreela. The next time Skreela attacks, she will attack the snatcher. Any additional Restless card results have no effect.

102-1

The bookkeeper reads the following:

Theadora dangled from the little girl's hand as the two of them left the bedroom. The little girl wiped sleep from her eyes, and yawning, walked to the living room where Mommy had called her. And there was Mommy at the front door, and outside on the step was another child Theadora had never seen before.

"Betsy!" said the little girl happily.

"Betsy?" asked Mommy.

"That's me!" said the other girl. "My name's Elizabeth, but everyone calls me Betsy."

"She's my friend," said the little girl proudly. "She only lives a couple blocks away."

"Oh!" said Mommy. "Well of course. Would you like to come in, Betsy?"

"Thank you," said Betsy politely, and as she came inside, the little girl held up Theadora.

"I was just playing stuffies with someone else. Want to play? I have a bunch more in my room. This is Thea, but there's Flops, and Lumpy, and old Mr. Stitch. There's Lionel and Piggle too. Daddy says he thinks Aunt Kathy gave them to me when I was a baby and they forgot, but Mommy says she's worried my cousin left them behind by accident, but Aunt Rose says they didn't, so now they're mine."

As the girls walked back to the bedroom, Theadora noticed Mommy looked very happy.

A week later, Crepitus called them back to the Fall one last time. But unlike on the previous occasions, he sent a stuffed parrot to meet them and politely present them with an invitation. They were hesitant at first, but Lumpy stepped forward bravely.

"We've seen the worst that can happen," said the elephant, "and there is nothing we can't handle together. Besides, something tells me there is nothing more to fear." The others agreed.

The purple portal they stepped into did not send them falling through the skies of the Fall. Instead, they stepped out onto an outdoor balcony of Crepitus' fortress, and beheld a breathtaking view of the Fall. Far below they saw numerous villages and the dark greenery of the Bramblebum. But somehow it all seemed so much... brighter.

"I can see the sky!" cheered Flops. And looking up they saw that the skies were free of smog, and now they saw stars twinkling in the eternal twilight of that magical place.

"The smokestacks have stopped," Theadora observed.

"Indeed they have," said Crepitus, stepping out to join them. "I think the place looks better, don't you?"

"Is this a new Crepitus we see?" asked Mr. Stitch. "Will your rule be more benevolent now?"

"Rule? Oh, I don't rule any longer," said Crepitus, kneeling down before them. "I gave that a try and made a royal mess. I was so caught up in my own unhappiness that I hurt everything and everyone around me."

"Where is... where is Skreela?" Piggle asked nervously.

"She's down in one of the villages," answered Crepitus, waving a hand toward the wilderness. "She's been visiting them all, using her powers to help them rebuild. A week ago, I would have sworn she was lost. But she seems to be inspired by my change of heart."

"Such is the nature of children," said Lionel. "A child's heart is not plastic like ours. It is ever-changing, molded by their parents, and by their parents' example." Crepitus smiled meekly at that.

The stuffies were granted access to the train, and they made their way back to familiar locations, pausing at Shanty's for drinks and lousy music, visiting a delighted Marietta who hugged them all, and riding kites back to the fortress. Everywhere they looked they saw toys whose spirits were renewed and excited at the prospect of shaping the Fall to be the kind of paradise they always knew it could be.

"See the joy in their faces," said Mr. Stitch, "and know that you are each responsible. Look what your bravery has done for these people."

Back at the fortress they made a final goodbye to Crepitus, who gifted them each with a tiny silver pin. The pins, he said, would bring them back if that ever was their desire.

"Who knows?" said Piggle. "Perhaps one day it will be time for a new adventure?"

"I'm afraid the new adventure starts today," said Theadora nervously, and the others turned to look at her. "I might as well tell you," she said. "Tonight? Tonight is slumber party night. There are seven little girls coming to stay with us."

"No!" screamed Lumpy. "Crepitus! Can we stay with you? Please!" And the others threw back their heads and laughed.

TALKING POINTS

Love is mutual, never selfish.

Have you ever realized you were taking someone you loved for granted? How did you fix the situation?

How do you show the people you love how you feel about them?



103-1

The bookkeeper reads the following:

The next day brought a ring from the doorbell in the late afternoon, and Mommy called from the living room. The little girl carried Theadora out to meet their company - it was another child Theadora had never seen before.

"Betsy!" said the little girl happily.

"Betsy?" asked Mommy.

"That's me!" said the other girl. "My name's Elizabeth, but everyone calls me Betsy."

"She's my friend," said the little girl proudly. "She only lives a couple blocks away."

"Oh!" said Mommy. "Well of course. Would you like to come in, Betsy?"

"Thank you," said Betsy politely, and as she came inside, the little girl held up Theadora.

"Would you like to play with stuffies? I have a bunch more in my room. This is Thea, but there's Flops, and Lumpy, and old Mr. Stitch. There's Lionel and Piggle too. Daddy says he thinks Aunt Kathy gave them to me when I was a baby and they forgot, but Mommy says she's worried my cousin left them behind by accident, but Aunt Rose says they didn't, so now they're mine."

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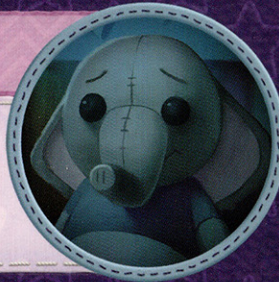


THEADORA

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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