

FESTIVAL ACTIVITIES



festival is an event ordinarily celebrated by a community and centering on some characteristic aspect of that community and its religion or traditions. It is often marked as a local or national holiday.

Homebrew by [Curio Solus](#)

1. ALE DRINKING CONTEST

ENTRY FEE: 10 sp

NUMBER OF PARTICIPANTS: 6-12

During three rounds contestants drink giant mug of ale per round making a **CON Saves** to stay in competition.

Failed Save prevents character from continuing to drink and he must leave a table, loosing a competition. On the Save failed by **10** or more contestant also involuntarily vomits.

Contestants drink until only one of them is still able to drink
– he is the winner.

1st round: Mug of Brightwood Ale (DC 11 CON Save);

2nd round: Mug of Splinterooth Ale (DC 14 CON Save);

3rd round: Mug of Gut Punch Ale (DC 17 CON Save);

Bonus Round. This round starts if more than one contestant still standing and lasts until there is one or none contestants left: Green Death Ale (DC 20 CON Save per mug).

Rewards:

1st place: badge, 30 sp & silver chalice (worth ~25 gp);

Everyone else: nothing.

2. PIE EATING CONTEST

ENTRY FEE: 8 sp

NUMBER OF PARTICIPANTS: 6-12

Contestants eat three pies in a rapid succession as fast as they can making **CON Checks**.

Player can choose to try eating a pie:

Fast (3 seconds, CON Check with *Disadvantage*);

Normal (6 seconds, straight CON Check);

Slow (9 seconds, CON Check with *Advantage*).

On each failed Check contestant gags and looses **9** seconds of time additionaly to time needed to eat a pie.

On the Check failed by **10** or more contestant chokes and looses immediately.

Contestant that ate all pies the fastest wins.

1st Pie: Meat Pie (DC 10 CON Check);

2nd Pie: Onion Pie (DC 13 CON Check);

3rd Pie: Potato Pie (DC 16 CON Check).

Rewards:

1st place: badge, 25 sp & trinket;

2nd place: 15 sp & trinket;

3rd place: trinket.



BADGES

For 1st places, aside from usual reward, contestants may get a **Badge**. It's a brass coin that can be exchanged for special prizes at a DM's discretion.

3. DANCING CONTEST

ENTRY FEE: 5 sp

NUMBER OF PARTICIPANTS: 3-6 PAIRS

During three rounds contestants in pairs participate in **three** different dances.

Both contestants make a **Performance Checks** each round. Median number of their rolls is their points for a round but score is counted only if both Check results was within same range (1-5 - Poor, 6-10- Medium, 11-15 - Good, 16-20 - Outstanding).

Otherwise, dancers were out of sync with each other and get no points at all.

Player can choose to make Performance Check with *Disadvantage* to try to sync with a partner.

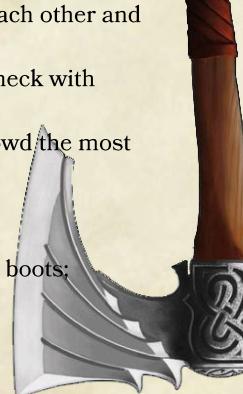
Contestants that were applauded by the crowd the most (have the highest points) win.

REWARDS:

1st place: badge, 15 sp & two pairs of leather boots;

2nd place: 10 sp & two straw hats;

3rd place: trinket.



4. STUMP CHOPPING CONTEST

ENTRY FEE: 10 SP

NUMBER OF PARTICIPANTS: 4-8

Contestants are given two-handed hatchets (simple weapon, **1d8** chopping damage) and need to chop a tree stump in half in the least amount of hits possible.

Stump has **15 AC** and **30 HP**. Player makes as many melee attacks needed to destroy it.

REWARDS:

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1st p
2nd p
3rd p

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5. ARM WRESTLING CONTEST

ENTRY FEE: 10 sp

NUMBER OF PARTICIPANTS: 4-8, ELIMINATION

Contestants are paired and each places one arm on a surface with their elbows bent and touching the surface, and they grip each other's hand. The goal is to pin the other's arm onto the surface, the winner's arm over the loser's arm.

Player(s) make a contested **Athletics Check** and the one who failed gets his hand lowered towards table. On a next failed Athletics Check his hand is pinned to the table and he loses. Though on a successful Athletics Check player can get back in the middle position and even begin winning with another successful Check.

Rewards:

- 1st place:** badge & 60 sp;
- 2nd place:** 40 sp;
- 3rd place:** 20 sp.



6. SLAPPING CONTEST

ENTRY FEE: 5 sp

NUMBER OF PARTICIPANTS: 4-8, ELIMINATION

Contestants are paired and decide who goes first. That contestant slaps his opponent in the face as hard as he can (making a **STR Check** contested by opponent's **CON Save**), then they switch roles.

On a failed CON Save contestant flinches and loses a competition. On the Save failed by **10** or more contestant also is knocked out momentarily.

The last participant left - wins.

Rewards:

- 1st place:** badge & barrel of mead;
- 2nd place:** 10 sp & trinket;
- 3rd place:** trinket.

7. HORSERACING

ENTRY FEE: 100 sp

NUMBER OF PARTICIPANTS: 4

Contestants saddle their horses and on command start the race. The one who finishes **6th** lap first - wins.

Each lap contestant has a choice of actions:

1) Player makes an **CON Check** to see how well his character handles himself in a saddle;

2) Player makes an **Animal Handling Check** to push his horse to the limit;

3) Player makes both **CON Check** and **Animal Handling Check** with *Disadvantage* and adds up the results.

Sum of all Checks represents overall speed during a race. Contestant that has higher amount of points was the fastest and wins.

Rewards:

- 1st place:** badge & 400 sp;
- Everyone else:** nothing.

8. GOBLIN TOSS

ENTRY FEE: 1 sp

NUMBER OF PARTICIPANTS: 1 AT A TIME

Contestants must throw three "goblins" (rag dolls of goblins) into one of three "fireplaces" (holes in the ground).

Player makes three improvised ranged attacks (d20+DEX modifier) into holes of his choice:

- 1) Big hole, 1 point (AC = 10);**
- 2) Medium hole, 2 points (AC = 12);**
- 3) Small hole, 3 points (AC = 15).**

Rewards:

- 9 points:** badge & big dragon ragdoll;
- 6-8 points:** small ragdoll (various);
- 3-5 points:** wooden toy;
- 1-2 points:** candy.

9. LOG TOSSING CONTEST

ENTRY FEE: 10 sp

NUMBER OF PARTICIPANTS: 6-12

Contestants have **three** tries to throw a wooden log as far as they can. The throw and distance is counted only if log lands upright.

Player must make an **Athletics Check**. Result of that Check is an amount of feet the log travels. Immediately after that, player must succeed on a **DEX Check** with a DC = **(contestant's Athletics Check result) - 5**) to land the log upright. Contestant that threw the log the farthest - wins.

Rewards:

1st place: badge & 60 sp;
2nd place: 40 sp & trinket;
3rd place: 20 sp.

10. MAGIC TRICKS CONTEST

ENTRY FEE: 10 SP

NUMBER OF PARTICIPANTS: 4-8

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Contestants try to impress the crowd with their magic tricks using **only non-damaging Cantrips** (*Charmatology*, *prestidigitation*, *druidcraft*, *minor illusion*, etc). Player makes **Arcana Check** and **Performance Check**. At a DM's discretion, player can roll Performance Check with *Advantage* for **creative use** of their spells. Sum of those results is a **final score** deduced by the amount of applause at the end.



REWARDS:

1st place: badge & 60 sp;
2nd place: 40 sp & trinket;
3rd place: 20 sp & trinket.

HORSERACE BETTING

Alternatively players can bet on one of four horses in a race. Take **four** differen **d20s**. Name each one with a horse moniker and roll them at the same time. The highest roll leads this lap. Do all **6 laps** breaking ties with repeated d20 rolls.

11. GIANT BOAR RODEO

ENTRY FEE: 20 sp

NUMBER OF PARTICIPANTS: 1 AT A TIME

Inside a 15 x 15 ft. corral sits **Giant Boar** (*MM p.323*) with muzzle and hempen rope tied across its torso.

Contestant jumps on top of the Boar and tries to hold on to it as long as possible. Boar tries to throw off the contestant by struggling and moving in an unpredictable pattern.

DM rolls a **d4**:

1: Boar runs in circles trying to throw off the contestant to the side (Player must succeed on a **STR Save**);

2: Boar tries to slam the contestant against the side of a corral (Player must succeed on a **DEX Save**);

3: Boar prances in place trying to shake off the contestant (Player must succeed on a **CON Save**);

4: Boar rages! **Add 1 to DC** of all Saves and reroll ignoring this result for this turn.

Difficulty is the same for all Saves and starts at **10**, **increasing by 1** after each Save.

Each Save success adds **3 seconds** to contestant's time.

Even one failed Save results in a contestants fall to the ground and he must succeed on a **DC 13 DEX Save** or be trampled by the Boar taking **2d6+3** bludgeoning damage.

Contestant can choose to jump off to safety from the Boar at any time with successful **DC 10 Acrobatics Check**.

Rewards:

12+ seconds: badge & golden ingot (~ 50 gp worth);

9 seconds: silver ingot (~ 25 gp worth);

6 seconds: 120 sp.

12. STORYTELLING CONTEST

ENTRY FEE: 10 sp

NUMBER OF PARTICIPANTS: 4-8

Contestants tell fascinating stories for the crowd about great deeds of old (**History**), gods and wonders (**Religion**) or magic and mystery (**Arcana**).

DM rolls a **d6**:

1-2: there's mainly young folk and kids in the crowd (+7 to final score when telling Arcana stories);

3-4: there's mainly middle-aged folk in the crowd (+7 to final score when telling Religion story);

5-6: there's mainly old folk in the crowd (+7 to final score when telling History story).

Contestant may make successful **DC 15 Insight Check** to read the crowd and know this.

Contestant makes **Performance Check** and **Ability Check of his choice**: Religion, History or Arcana. Specialized Check cannot be higher than Performance Check (so if player rolled 15 Performance and 18 History, you count the latter as 15 and have a total of 30 points). At a DM's discretion, player can roll Performance Check with *Advantage* for **creative** story. Sum of those two checks (and +7 bonus if applicable) is the final score deduced by the amount of applause at the end.

Rewards:

1st place: badge & book;

2nd place: 60 sp;

3rd place: 30 sp.

13. DRAGON RACE

ENTRY FEE: 20 sp

NUMBER OF PARTICIPANTS: 6-12

Contestant picks one of **12 lizards** (*MM p.332*) – they all of different colours and have twig wings glued to their backs.

After that, all lizards are placed on **30 ft.** track and at a command each contestant begins to goad their lizard to move toward finish line.

Each turn player(s) makes an **Animal Handling Check**:

1-4: Lizard moves **5 ft.backwards**;

5-13: Lizard doesn't move this turn;

14-20: Lizard moves **5 ft.**

Rewards:

1st place: badge & 120 sp;

2nd place: 80 sp;

3rd place: 40 sp.

14. BARREL RUN CONTEST

ENTRY FEE: 10 sp

NUMBER OF PARTICIPANTS: 5

Contestant balance on top of the barrels and try to get to the finish line of a **50 ft.** track first. Each turn player(s) makes an

Acrobatics Check:

- 1-7: Contestant falls and loses immediately;
- 8-12: Contestant stays on the spot trying to not fall down;
- 13-18: Contestant moves **10 ft.**;
- 19+: Contestant moves **15 ft.**

Rewards:

- 1st place:** badge & 60 sp.
- 2nd place:** 40 sp;
- 3rd place:** 20 sp.



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15. GREASED PIG CATCHING

ENTRY FEE: FREE

NUMBER OF PARTICIPANTS: ANY

In the middle of the fairgrounds there are a booth and small empty pigpen.

Contestants are informed that a greased pig is released somewhere on the fair and they are free to catch it and return to the pigpen for a reward.

To find the pig player can try to succeed on either a **DC 18 Perception Check, DC 15 Survival Check or DC 15**

Investigation Check. Player spends 30-60 minutes (at DM's discretion) with any of those activities.

After finding a pig, there's a **50%** chance that someone is already pursuing it. Contestant can try to catch a pig with successful **DC 18 Athletics Check** (Check made with *Disadvantage* if someone else is also trying to grab the pig).

After a failed attempt, DC to catch the pig decreases by **2** (to a minimum of 12), you fall prone and lose sight of the pig as it vanishes in the crowd. Player immediately can attempt to make **DC 13 Perception Check** to see where pig went and try to catch it again. Otherwise you must search for the pig all over again.

REWARDS:

1 pig: badge & sausage.

16. ARCHERY RANGE

ENTRY FEE: 10 sp

NUMBER OF PARTICIPANTS: 1 AT A TIME

Contestants are given short bows and **three** arrows. At the end of a 60ft. range sits a target. Player makes three ranged attacks trying to hit the target as accurately as possible:

1. AC = **22** Bullseye! (**10 points**);
2. AC = **18** Yellow band (**8 points**);
3. AC = **16** Red band (**6 points**);
4. AC = **14** Blue band (**4 points**).

REWARDS:

24-30 points: badge & ornate quiver (~40 gp worth);

19-24 points: badge & 60 sp;

13-18 points: 40 sp;

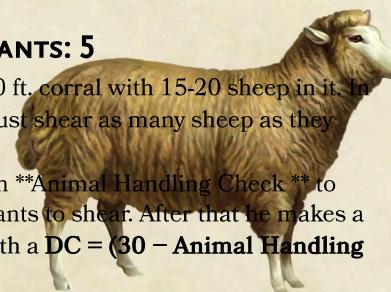
8-12 points: 20 sp.

17. SHEEP SHEARING CONTEST

ENTRY FEE: 10 sp

NUMBER OF PARTICIPANTS: 5

Contestants enter a 40 x 40 ft. corral with 15-20 sheep in it. In **30 minutes** contestants must shear as many sheep as they can.



Contestant must make an ****Animal Handling Check **** to calm down the sheep he wants to shear. After that he makes a **Sleight of Hand Check** with a DC = $(30 - \text{Animal Handling Check result})$ to shear it.

On a success it takes **5 minutes** to shear a sheep.

On a failure, sheep is unruly and shearing takes **10 minutes**.

On a Check failed by **10 or more** sheep is cut, runs away and refuses to be sheared again – contestant **loses 5 minutes**.

Repeat until out of time.

REWARDS:

1st place: badge & 80 sp;

2nd place: 60 sp;

3rd place: 40 sp.

18. SHELL GAME

ENTRY FEE: 5 sp PER BET

NUMBER OF PARTICIPANTS: 1 AT A TIME

There are three shells and a bean. Host of the game places the bean under one of the shells and shuffles them. Participant must guess under which shell bean is located.

Before asking for a roll, DM decides how host is playing:

Fair: DM makes a **Sleight of Hand Check + 5** for a host;

Cheating: DM makes a **Deception Check + 5** for a host.

Then player given a choice of rolling either **Perception Check** or **Insight Check**.

If the player chose to roll **Perception vs Deception** or **Insight vs Sleight of Hand** - he automatically loses.

Otherwise make a contested roll, higher result wins.

REWARDS:

Right guess: 10 sp;

Five right guesses in a row: badge & 10 sp.

19. DART TRICK SHOTS

ENTRY FEE: 10 SP

NUMBER OF PARTICIPANTS: 1 AT A TIME

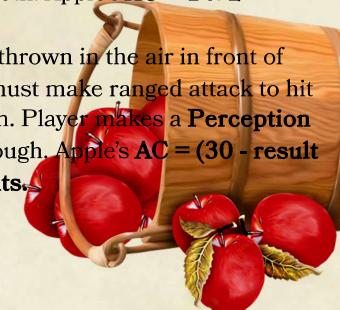
Contestants try to perform three trick shots in a rapid succession using thrown darts with only one try for each trick shot:

1. Two red apples thrown in the air in front of contestant within 10 ft. Player must make two ranged attacks to hit them both. Apple's AC = **14. 1 point.**

2. Two red apples thrown in the air to each side of contestant within 10 ft. Player must make two ranged attacks with *Disadvantage* to hit them both. Apple's AC = **14. 2 points.**

3. A basket of green apples is thrown in the air in front of contestant within 10 ft. Player must make ranged attack to hit the only red apple amongst them. Player makes a **Perception Check** to spot the apple fast enough. Apple's AC = $(30 - \text{result of a Perception Check})$. **3 points.**

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3-5 p
1-2 p



REWARDS:

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20. INSULTING CONTEST

ENTRY FEE: 5 SP

NUMBER OF PARTICIPANTS: 4-8, ELIMINATION

The two contestants take turns insulting each other in amusing ways. The competition ends when one participant can't think of anything within a reasonable amount of time and the crowd decides the winner.

Contestants are paired and decide who goes first. That contestant insults his opponent making a **CHA Check**. Then opponent must make his CHA Check with a **DC = (CHA Check of his opponent - 5)**. If he succeeds, his Check-5 becomes new DC and so on.

At DM's discretion, player can try to make **creative/funny/witty** insult in-character and get an *Advantage* on CHA Check roll for that turn.

If contestant doesn't meet set DC - he takes too much time coming up with an answer and loses competition.

REWARDS:

1st place: badge & 50 sp;

Everyone else: nothing.



21. HUNGRY BUGBEAR

ENTRY FEE: 5 SP

NUMBER OF PARTICIPANTS: 1 VS 6

At the start of the game contestants divide in two teams: **six Hiders** ("kids") and **one Seeker** ("bugbear"). After that, Seeker closes his eyes and *Hiders* spread out through fairgrounds. After 1 minute Seeker begins to search for *Hiders*. Game lasts for 1 hour. Start and end of the game announced by loud horn.

Each *Hider* are dressed in differently colored fool's cap and band with sleighbells sealed with wax on one of his ankles.

Goal of *Hiders* is to stay undetected by Seeker for **1 hour**.

They are prohibited to leave confines of a fairgrounds and take off cap and band.

Seeker are dressed in rugged fur hat with donkey ears. Seeker's goal is to find as many *Hiders* as he can during **1 hour** period.

Every **10 minutes** *Hiders* roll **Stealth Check** to stay out of sight and Seeker rolls **Investigation Check** to find them depending on the amount of *Hiders* left:

5-6: Investigation Check with *Advantage*;

3-4: Straight Investigation Check;

1-2: Investigation Check with *Disadvantage*.

If *Seeker* beats *Hider's* Stealth Check with his Investigation Check he finds him and claims his band as proof. If there are multiple *Hiders* with failed Stealth rolls, only the lowest one is considered seen and caught by *Seeker* per 10 minute period.

SEEKER REWARDS:

5-6 bands: badge & 60 sp;

3-4 bands: 30 sp;

1-2 bands: trinket.

HIDER REWARDS:

Undetected: badge & 10 sp;

Everyone else: nothing.

22. DEBATE CONTEST

ENTRY FEE: 5 SP

NUMBER OF PARTICIPANTS: 4-8, ELIMINATION

Contestants enter a battle of wits, which involves the use of deceptive and assertive tactics while also trying to persuade the judges.

DM rolls a **d4**:

- 1: The theme of a debate is related to **Arcana**;
- 2: The theme of a debate is related to **History**;

3: The theme of a debate is related to **Nature**;

4: The theme of a debate is related to **Religion**.

If player has a **proficiency** in a skill relevant to given theme - he can **add his proficiency bonus** to all rolls during that debate.

Participants are paired and players make a contested rolls of their choice by playing **Boulder - Parchment - Shears** (a.k.a. Rock-Paper-Scissors). The player who wins his round, rolls his Check with *Advantage*. Ties are replayed. In any case, player must roll a Check corresponding to shape that he played:

1) *Boulder*: Player must make an **Intimidation Check**;

2)

3)

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1st p

2nd p

3rd p

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24. HEDGE MAZE

ENTRY FEE: 1 SP

NUMBER OF PARTICIPANTS: ANY

Participants enter a maze and the goal is to get to the other side. Alternatively, if they wish, participants can take part in a bonus game. Each contestant is whispered that he needs to find a coloured **pebble**, a specific **flower** and second part of a code **phrase** (each condition is different for each participant).

As participant enters a maze he must make a **DC 10 Survival Check** to advance through one of **six** maze stages towards exit. On a success he spends **10 minutes** and passes to next stage. Otherwise he spends **10 minutes** walking in circles and stays on the same stage.

Player doesn't know whether he succeeded or failed.

As participant enters **3rd** stage, DM can ask him to make a **DC 13 Investigation Check** to find the right **pebble** that scattered on the ground occasionally. Whether participant succeeded or failed, he spends **30 minutes** doing this activity.

As participant enters **5th** stage, DM can ask him to make a **DC 13 Nature Check** to pick the right **flower** that grow in flowerbeds on this stage. Whether participant succeeded or failed, he spends **30 minutes** doing this activity.

As participant finishes last **6th** stage, there's a board near the exit with 50+ phrases carved on it. Player must succeed on a **DC 13 INT Check** to remember 1st part of a **phrase** and match it for the answer. Otherwise he fails to remember and roll can not be repeated.

REWARDS:

All 3 conditions met: badge, fancy hat (various) & trinket.

25. MUD HANDEGG

ENTRY FEE: 10 SP

NUMBER OF PARTICIPANTS: 3 VS 3

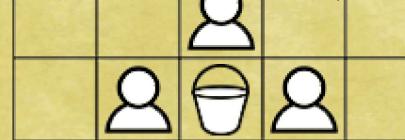
Two teams with **three participants** in each enter the playing *Field*. It is 25 x 30 ft. fenced area filled with waist-deep thick mud and two *Buckets* placed on opposite sides of the field. Players start surrounding their *Bucket*. At the beginning of a match egg-shaped leather *Ball* is thrown in the middle of the field (see picture).

Goal of the game is to score the *Ball* into enemy's *Bucket* **three** times before they do the same. After scoring, players get on a starting position and repeat.

Each participant rolls **Initiative** and goes in order. On each of its turns participant can **Move up to 10 ft. and take two eligible Actions:**

1) Grab the Ball. Player can pick the ball from the ground or take it from ally within **5 ft.** if said ally willing to give it away or try to wrestle it from the grip of enemy within **5 ft.** To do so player makes a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (the target chooses the ability to use);

2) Pass the Ball. Player can give the *Ball* to ally within **5 ft.** or try to throw it to ally that is **10 ft. or more** away. Ally must succeed on a **DC 10 DEX Check** to catch the *Ball*. Otherwise it lands on the ground in front of the ally. |columnbreak



3) Score the Ball. Player can score the *Ball* into enemies *Bucket* if he is within **5 ft.** of it by making improvised melee attack (d20 + STR mod) against **AC=5**. Alternatively player can score the *Ball* into enemies *Bucket* if he is within **10 ft. or more** of it by making improvised ranged attack (d20 + DEX mod) against **AC=15**. Each other player in the line of the throw adds **2 AC**.

4) Shove. Player can try to shove an enemy within **5 ft.** by making a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (the target chooses the ability to use). If player succeeds, enemy is either knocked *prone* or pushed **5 ft.** away from player.

5) Grapple. Player can try to grapple an enemy within 5 ft. by making a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (the target chooses the ability to use). If player succeeds, enemy is subjected to *grappled* condition.

6) Escape Grapple (2 actions). A grappled player can try to escape grapple by succeeding on a **Strength (Athletics)** or **Dexterity (Acrobatics)** check contested by enemies **Strength (Athletics)** check.

7) Dash/Tumble/Overrun (2 actions). Player can Dash to **Move 10 extra ft.** or try to tumble through/overrun an enemy's space by making a **Dexterity (Acrobatics)** check contested by enemy's **Dexterity (Acrobatics)** check for tumble or **Strength (Athletics)** check contested by the enemy's **Strength (Athletics)** check for overrun. If the player wins the contest, he can move through the enemy's space once this turn.

8) Guard (2 actions). Player can stand guard and next time enemy is moving into or within **5 ft.** of him, he can spend his Reaction to **Shove** or **Grapple** an enemy with **Advantage** until the start of his next turn.



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RANDOM FESTIVAL ENCOUNTERS

Sometimes during party travel across a fairground something unexpected or unusual can happen.

3d6 Encounter

- 3 Animals on the loose
- 4 Drunken brawl
- 5 Guard harassment
- 6 Pickpockets try to steal from a party member
- 7 Angry contestant that lost, confronts party member
- 8 Drunkard heckles one of the party members
- 9 Beggar asks for a coin
- 10 Spectacle
- 11 Clingy peddler
- 12 Bunch of urchins start following party member
- 13 Bullies
- 14 Arrogant contestant that won, confronts party member
- 15 Shady seller makes a “special offer” for a party member
- 16 Thief on the run
- 17 Protest
- 18 Fire





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