

The Festival Scroll

1d6 whimsical festivals, 1d6 carnival games, and 1d6 circus freaks



Whimsical Festivals

Praise be such a joyous and merry day.

1. **{Day of Heavenly Winds}** Young and old gather to watch as a crew of god-chosen sailors board a ship that, winds willing, will deliver their cargo of bottled messages to the gods.
2. **{Heroes' Feast}** Everyone remembers the day brave heroes saved the town. They just aren't your players' heroes.
3. **{Rumblesday}** So long as everyone participates in this day of giant dances and traditions, the violent earthquake which returns every year shouldn't split a portal open to the plane of earth.
4. **{Twilight's Eve}** Every summer solstice, everyone revels in a day of pranks {that have gotten more dangerous every year} in hopes of keeping pesky fey at bay.
5. **{Soulsaving}** They never know exactly which day the lich of the north will come down from her mountain to claim a soul. They just know she expects it to be a most joyous occasion.
6. **{Festival of Wishes}** Just as the prophet foretold, it is the end of the world so you must make your final wishes heard by the gods. Nobody seems to question why this festival occurs every year.



Carnival Games

Step right up.

1. **{Tug-a-ward}** Any strong enough to pull the sack of treasure from the dragon's maw may keep it. The "dragon" is just 3 strong commoners in a poorly made costume.
2. **{Honey Bandit}** Sneak into a sleeping bear's cage and steal a pot of honey which holds a mystery prize. If woken, the bear

puts on a terrifying performance before wrapping the intruder up in a bear hug.

3. **{Baker's Mistake}** Several townsfolk have tried to bake the most disgusting {but still edible} pie possible. The last person to throw up while eating them wins!
4. **{Odd Twins}** Spot the difference between the 2 twin carnival freaks and win a prize. Not even the ring leader knows the twins are doppelgängers.
5. **{Monkeys in a Barrel}** Step into the cage and wrangle the 3 monkeys into a barrel without touching them. If you can do it, you'll win a pot of coin.
6. **{Showman's Bag}** Volunteers pull a random object from the bag which they have to incorporate into an impromptu show. Whoever gets the loudest applause takes home everything that was in the bag.

Circus Freaks

How... peculiar.

1. **{The "Invisible" Boy}** Drank a poorly brewed invisibility potion which turned their head permanently invisible.
2. **{The Living Bolt}** Ever since a blue dragon attacked their tribe, this goblin has been able to harmlessly conduct electricity.
3. **{The Devil's Ghost}** This tiefling stole from 1 too many graves, and now the voices of their victims speak through them.
4. **{The One-Eyed Lady}** This particularly small cyclops was left for dead by her tribe. Thankfully the circus took her in.
5. **{Iron Man}** Boasts that no blade can pierce his flesh. That's because it's an automaton magically disguised to appear like a man.
6. **{Two Staves}** This wizard's attempt to shift into another timeline resulted in their two bodies merging on this timeline.

