



## CARAVAN OF FUN

### AN INTRODUCTION

**D**OUR DWARVEN FRIEND CURSES THE 'TALL ASSED BUMPKINS' of the city as he weaves through the crowd. The streets bustle with activity, filling your senses with the familiar sounds and smells of urban life, along with your short friends constant complaining. And yet something isn't quite right here, among the crowd the odd person walks in a daze, glassy eyed and unfocused. A milk maid, a merchant in fine clothing, a noble woman, each one walks as if in a dream clutching an object to their breast, a corn dolly, a wooden toy, a necklace of brightly painted beads.

A high pitched musical voice cuts through the noise of the crowd. "Friends! Come one come all! Visit our humble camp and find your heart's desire!". Above the crowd you see a tall lithe figure, standing atop the walls of a small park, his colourful patched clothing glints with sequins and glass beads. You watch him for a moment and suddenly realise your friend is no longer at your side, looking around you catch a glimpse of him entering the park, you rush to catch up.

As you hurry through the park's entrance you see a number of colourful tents and caravans set up in a rough circle. Stalls of every description line the paths. Off to one side you see larger caged wagons, with dark interiors. Looking around for your friend you see him standing in front of a brightly painted wagon with a small stage set up before it. Scantily clad figures dance and girate on the stage to the musical notes of a flute and harp. Finally catching up to your dwarven companion you reach out and take him by the shoulder, turning him slowly. He grins at you with a glazed expression, drool dribbling down his beard. "Oh... that's not good" you think to yourself. With a chill you realise the music has stopped, looking up you see everyone, the dancers, the stall holders, the crowd are all watching you. Behind the stage, inside the wagon you hear another voice, this one lower and gravelly. "Someone isn't having fun? That will simply not do, everyone should have fun, everyone WILL have fun!"

### NOTES AND TIPS

- 30x30 grid map
- The stalls can be filled with items for sale or different games to play. Maybe items bought here look to be valuable until you leave the fair, then change to become worthless.
- The larger wagons to the west could contain dangerous animals, either simply for show or they could be performing in front of the cage wagons. Think outside the box with creature choices!
- The map could be used as a market or a fair depending on your needs.
- If you are running some kind of magical fae fair style encounter, have the bunting come alive and try to strangle the party! This could also work for the tents.
- Come up with a few simple games of chance or skill for the party. Don't get too complicated with this, simple skill checks can work better than trying to explain complex game rules.
- This could be a Fae fair full of weird and wonderful attractions and items for sale. Maybe it only arrives in the city once every

hundred years and it's a huge event for the locals.

- A Djinn or other fey creature has taken over the carnival, everyone is under its control, what its motivations are is up to you, maybe it's just to put on the best show possible, whatever the cost!
- This could be a hidden market or fair. Only those that are invited can see the market, everyone else simply sees an empty park.

### VARIANTS

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