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County Faire

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LETTERS FROM THE FLAMING CRAB COUNTY FAIRE

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in July: Inspired by Heraldry

Coming in August: Strange Weather



FANTASIA COUNTY

FAIRE

CAN YOU
WITHSTAND THE
CHALLENGE OF
THE FLAME
MOUTH?!?



FINAL NIGHT
FIREWORKS
SHOW BY THE
SPLENDIFEROUS
SPRANZA!!!

CHESTRAIDER!
CHUG RUN!
EGG RACE!
FLAGPOLE
CLIMB!
HERO TOSS!
ANIMAL RIDES!
DANCING!
LIVESTOCK!
RACING!

FEATURING THE BEAUTIFUL
LADY AZURINE AND HER
HOT N' CRISPY
CINNAMON DOUGH RINGS!

THIS
WEEKEND
ONLY!
COME ONE!
COME ALL!

WIN PRIZES!
EAT FOOD!
WATCH
SHOWS!

While digging through the papers, reports, and letters accidentally sent to me by the crew of the Flaming Crab, I came across a flyer and brochure for something called the Fantasia County Faire. I can only assume some of the Flaming Crab's crewmen went to the faire and accidentally dropped these items in with the other stuff to be sent out into the multiverse via glass torpedo.

I love fairs. Every year I go to the local county fair with my family and enjoy the rides, spectacles, vendors, and food. We always make sure to ride the ferris wheel and always come back with a wooden shingle branded with that year's logo on it. For my family, and a lot of people I suspect, fairs are a tradition.

Which got me thinking about fairs and festivals in RPGs. I ran a certain adventure path not so long ago (one in which lords of rune had the potential to rise). It began with a town festival and I remember being sad that, while the adventure itself was incredibly well detailed the festival was barely covered. I couldn't spend a session with my players exploring booths and eating food and playing games unless I took the time to make everything up from whole cloth.

And so, with that in mind, N, Lucas, Kelly, Marie, and I took the brochure for the Fantasia County Faire, edited in some game rules, and wrote up an adventure for the end as a finale. While this book was built around one specific faire, we believe it could work as a stand-in for any festival or carnival you might need. We hope this helps expand your campaign and provide hours of fun.

Thanks as always,
J Gray

Welcome to the Fantasia County Faire!

For three days each year, the beautiful fairgrounds of Fantasia County plays host to thousands of patrons who come from far and wide to enjoy shows, attractions, rides, games, and displays! Now celebrating our 50th anniversary, the Fantasia County Faire offers something for everyone and creates memories you and your loved ones will cherish for a lifetime!

Please enjoy this brief brochure detailing this year's offerings.

GAMES

As always, the Fantasia County Faire provides patrons with a variety of games of skill and chance to thrill the competitor in us all. We promise the entry fees are reasonable and the prizes worth every copper!

Chest Raider

What child hasn't dreamed of opening up a chest in the depths of a dungeon and finding loot inside? Chest raider, one of the Fantasia County Faire's most popular games, provides just that experience but without the danger! Contestants are shown a chest with a heavy lock (good quality) and asked to pick one of five keys. For an extra copper piece one false key will be removed from the selection, down to a minimum of three keys. Contestants must succeed at a DC 20 Perception check to notice vague similarities between the markings on one of the keys and the markings on the lock (reduce this DC by 5 for games involving four keys, and by 7 for games involving three keys). If the check fails, the contestant must select a key randomly.

Winning the game Upon picking a key, a participant tries it on the lock, and if it opens they receive a prize.

Entry Fee 1 cp (5 keys), 2 cp (4 keys) 3 cp (3 keys)

Prize A token worth one food item at any stall at the faire.

Game Runner Shelby the Snake (CN human rogue 6) runs the game, regularly switching between 3 different locks to foil cheaters. When children play, she'll use her Sleight of Hand skill to make sure they pick the right key.

Chug Run

Few games draw in the crowds like the chug run! An old dwarven tradition which has taken on a life of its own, this game pits 6 participants against each other in a race to see who can consume the most alcohol the fastest. Six local brewers set up stands 10-feet apart, creating a gauntlet for the contestants. Each stand has enough room to serve all six drinkers at once. When a contestant steps up to a booth, the brewer will hand them a drink to be finished as fast as possible. Downing the drink requires a successful DC 10 Fortitude save, increased by 1 for each drink they have already imbibed during the event. Contestants are rewarded 1 point for each ale chugged. Some booths have more potent brews, raising the base DC for the Fortitude save to 15. Chugging one of these brews awards the contestant 2 points. Failing a Fortitude save once means the drinker has become sickened. Failing a second Fortitude save means the drinker has become too inebriated to continue and has probably fallen over, either asleep or vomiting.

Moving from one booth to another requires a move action. Chugging down an ale takes a full-round action but contestants can attempt to reduce this a standard action by increasing the DC of the Fortitude save by 3. For each drink after the third, traveling from one booth to another requires a successful DC 12 Reflex save. Failure means the contestant has fallen or wandered in the wrong direction and must take an additional move action to reach the next booth. No booth can be visited more than once.

Of course, the management of the Fantasia County Faire discourages violence during the chug run and will disqualify anyone who throws a punch, but we can't stop participants from "accidentally" tripping into each other. To perform such a maneuver, a contestant can attempt a DC 20 Sleight of Hand check. The unlucky victim must succeed at a DC 15 Reflex save to avoid falling. Add +1 to the difficulty of the save for every drink imbibed beyond the first. Failure means the target falls to the ground and must take an extra move action to reach the next booth.



Winning the Game The chug run ends after two minutes (twenty rounds). Contestants need not visit every booth and can cross the finish line whenever they want. Anyone who does not cross the finish line is disqualified. Whoever has crossed the line and has the most points is declared the winner. In the case of a tie, the contestants are taken ten paces from the finish line and spun around in a circle five times. The first to cross the finish line after this is declared the winner.

After a chug run, those contestants capable of it vote on which stall provided the best ale, and the brewer with the most of votes at the end of the Faire is given a golden mug as well as the title of "Best Brew." Madge, the dwarven proprietor of Madge's Marvelous Meats has held the title for two years running.

Entry Fee 1 sp

Prize 1 gp

Game Runner The chug run is presided over by the half-elf Elza Telos (NG half-elf alchemist 3), a local brewmaster. She held the title of "Best Brew" for years before Madge began participating in the faire and has grown increasingly bitter about constantly taking second place.

Drinking is not a game! Flaming Crab Games does not condone the binge drinking of alcohol in real life. Please drink responsibly.

Egg Race

One of the more jovial games at the Fantasia County Faire, the egg race is enjoyed by everyone. It requires little skill but brings laughter to the hearts of all who participate or watch. During the egg race, two teams of two members each compete in a race in which they must carry an egg 100 feet to the finish line. To make the race interesting, team members have their inside legs tied together and must carry the egg in a spoon! Each member of a team must make a successful DC 12 Dexterity check or Acrobatics or Sleight of Hand skill check to move 15 feet as a full-round action. They can increase the distance traveled to a full 30 feet by taking a -5 penalty to their check. If a member of a team fails the check by 4 or less, the team only moves forward 5 feet that round. However, if one or both members fail their check by 5 or more they must each make a successful check or the egg falls and breaks, forcing them to return to the start of the course to collect another.

Winning the game A team must successfully cross the finish line with their egg intact to be declared the winner.

Entry Fee 3 cp

Prize 5 cp each plus two tokens good for one free dessert at any food stall in the Faire. The winning team also gets to keep the egg.

Game Runner The always cheerful Tamsa Grins (LG gnome bard 2) is in charge of the egg race and she takes great pleasure in painting and decorating the eggs before the game.

Flagpole Climb

A Fantasia County Faire tradition, the flagpole climb attracts throngs of watchers eager to cheer participants on (or laugh as they fail!). Two contestants are tied together with a 20-foot length of rope to make sure they stay connected and placed into a 30-foot fenced off muddy pen with four poles set in each corner and a one set in the center. Each pole is 15 feet tall and topped with a flag covered in a sticky substance. The object of the game is to climb a pole (DC 15 Climb check) and retrieve the flag. Once retrieved, the contestant must stick the flag to his board, located on either the right or the left side of the pen. Retrieving a flag requires a standard action, although a contestant can attempt to retrieve a flag with a swift action with a successful DC 15 Strength check.

As a swift action on a contestant's round, he can grab and tug the rope connecting him to his opponent. If this happens, the two contestants must make an opposed Strength check against the person on the other end of it. If the pulling contestant wins the check, his opponent is yanked 5 feet towards him. Increase the distance an additional 5 feet for every 5 by which he beats the check. If the pulled opponent is in the process of climbing a pole, he falls into the mud, taking 1 point of nonlethal damage per 5 feet dropped.

Winning the game The game lasts until all 5 flags have been retrieved and placed on a participant's board or until 5 minutes (fifty rounds) have passed, whichever comes first. Whoever has placed the most flags on their board is the winner. Ties are settled by a tug of war using the connecting rope. The opponents make opposed Strength checks in an attempt to pull the other to the ground. The last man standing wins.

Entry Fee 5 cp

Prize 1 sp

Game Runner The flagpole climb is run by Summer Hassan (CG half-orc fighter 5), a former gladiator with a love for dramatic combat. Occasionally, she will get too involved in cheering for matches to remain impartial, hooting and hollering for whomever she thinks is the underdog.

Flame Mouth

Considered a badge of honor among the young (and young at heart!) patrons of the Fantasia County Fair, the flame mouth game is a test of endurance in which contestants attempt to eat as many spicy peppers as they can in one minute's time. The base Fortitude save DC for consuming a pepper is 8. It increases by +1 for each pepper consumed. Eating a pepper is a move action and failing the Fortitude save knocks a contestant out of the contest as

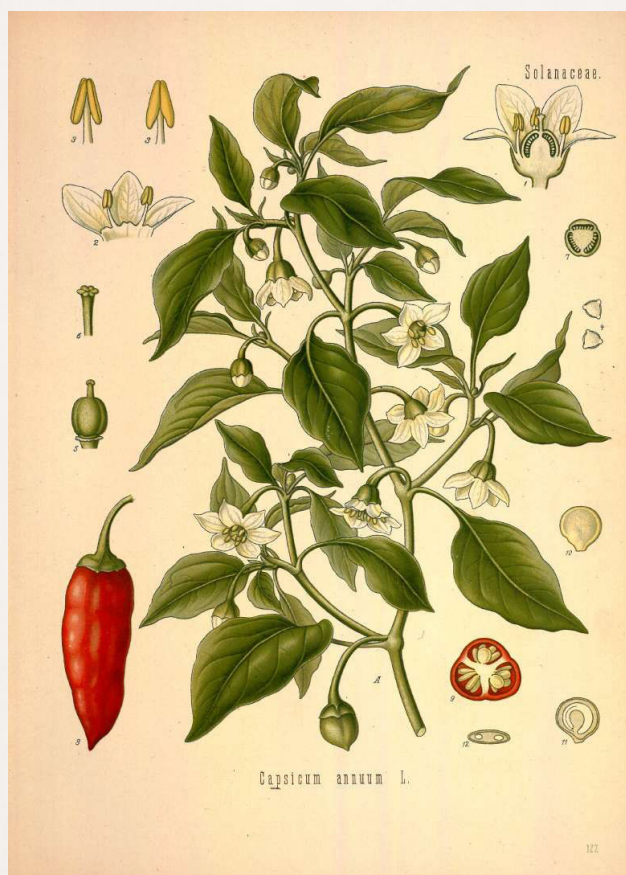
they are unwilling and unable to consume any more.

Winning the game Participants who eat seven peppers are given a prize. A second prize is given to those contestants who reach twelve peppers. After the twelfth pepper the game runner switches to a hotter variety and the Fortitude DC increases by +2 for each additional pepper of this type eaten. A final prize is given to any contestant that manages to eat twenty peppers.

Entry Fee 5 cp

Prize 6 cp for 7 eaten, 10 cp for 12 eaten, 1 gp and a bushel of peppers for 20 eaten.

Game Runner Samantha Shay (NG human druid 4) is known for her incredibly hot peppers, and some believe she uses a bit of magic to get them just right, wanting to make sure no one makes it to twenty peppers eaten.



Hero Toss

This game, fun for adults and children alike, commemorates the victory of Lady Strongarm, famed in story and song for launching herself through the air to the top of Fantasia Tower in order to rescue Prince Dazzling from the claws of a fearsome dragon. Each contestant is placed in front of a seesaw upon which a small, weighted doll representing Lady Strongarm has been loaded and given a hammer. Up to five contestants can participate at once. When the bell is rung, each participant must strike the raised end

of the seesaw with their hammer to launch Lady Strongarm toward the tower. The contestant whose doll has flown the farthest is declared the winner. In the interest of fairness, the Fantasia County Faire has two hero toss games setup, one for adults and one for children.

Winning the game Each participant must make a successful Strength check. A Knowledge (engineering) check can be made to grant a bonus to the Strength check (DC 10 for a +2, DC 15 for a +3, DC 20 for a +4, DC 25 for a +5, DC 30 for a +6). The contestant with the highest result wins.

Entry Fee 1 cp

Prize A hero doll crafted in the likeness of Lady Strongarm.

Game Runner Old lady Marise Velnova (NG human fighter 3) has been running the hero toss as long as she can remember, and is in charge of crafting the hero dolls for the event. Lady Strongarm was Marise's ancestor and if she hears anyone speaking ill of the hero, she'll give them a heavier doll (-2 to the participant's Strength checks).

Faires and Settlements

Faires are associated with particular festivals or local, seasonal events. They are carefully organized and prepared long in advance. It is not uncommon for authorities to reduce trade and sales taxes during faire time to attract patrons and vendors or to issue specific ordinances to ensure local vendors are favored over foreign ones. The first morning of any faire is often a spectacle in and of itself, with officials wearing their most festive garments giving speeches and priests in finery invoking blessings of divinities of trade, prosperity, and luck. Most settlements enhance the patrols of their guards during the faire in order to deter pickpockets and to help with crowd control should an event turn rowdy. During faires set in fantasy worlds, low-level spellcasters might be officially hired to detect illusions among trade goods and disguised monstrosities among visitors. Faires attract a great deal of custom, both from buyers and sellers, and the event's importance becomes even greater in regions where trade is normally hindered or many goods are not routinely available.

Most faires take up a great deal of space and thus are stationed away from settlement centers, right outside town, village walls, or in nearby meadows. Occasionally, faires instead take up the whole of the town center in order to be near a building of importance, such as a new temple being consecrated for the first time.

For buying and selling purposes, increase the base gp value and purchase limit of any settlement hosting a faire by 1 category for all purposes, including the buying and selling and buying magical items. Thus, a village during a faire counts as a Small town, a Small town as a Large town and so on. This bonus lasts until the faire ends.

EVENTS

While our games always get the blood pumping and the heart racing, we here at the Fantasia County Faire know many of our patrons visit us to see one of a kind spectacles of wonder and amazement! Please note some of our events take place at certain times and in specific locations. Plan ahead and don't miss a spectacular experience because you lost track of time. Please note the management of the Fantasia County Faire does not encourage but also does not prohibit betting on events. Place wagers at your own risk.

Animal Rides

Always a pleasure for the children, patrons can find a number of animals to ride daily in the riding animals. Ponies, horses, and elks are available at all times. Rides on the elephant will be available on the first day from three bells before noon to noon. Rides on the the wall-climbing giant gecko will be available on the second day from noon to two bells past noon, and the brave of heart can ride Gary the Griffin on the final day of the faire, from four bells past noon to five. Rides are 5 copper pieces for the ponies, horses, and elks and 1 silver piece for the more exotic animals.

Circus

The Fantasia County Faire is proud to host performers from the Monster Circus for the first time this year! Circus performers will be amazing audiences throughout day, both in predetermined spots and in random locations throughout the faire! Enjoy!

To randomly determine what kind of performers are present at any specific time, roll 1d8.

1. Acrobats
2. Trained larger animal such as a bear or elephant.
3. Trained smaller animals such as dogs or monkeys.
4. Comedy performers.
5. Performing magicians.
6. Jugglers and/or ropewalkers
7. Contortionists and/or escape artists.
8. Fire eaters and/or sword swallowers.

Dancing Grounds

As always here at the faire, an area has been set aside for dancing! Circle and square dances will be held every two hours on the hour. Between these dances the One Handed Adventurer's Band will play free dances where anyone can come in and show off their moves. A tandem dance competition will be held each evening at six bells past noon. The winners receive a purse of 5 gold pieces! Use of the dancing grounds is free but the One Handed Adventurer's Band always appreciates a tip.

Fortune Tellers

As always patrons to the Fantasia County Faire can find fortune tellers ready to read their palms, divine the cards, or speak to the spirits! Fortune telling tents will be set up near the food stalls from noon until sunset each day. Prices range from 1 to 5 silver pieces.

To randomly determine what kind of fortune teller is available roll 1d6.

1. Cards.
2. Crystal ball.
3. Spirit medium/talking board.
4. Divining sticks.
5. Runes.
6. Divining book.



Gambling

When you come to the Fantasia County Faire, be sure to buy a lottery ticket. Winners are announced nightly at sunset on the faire stage. Tickets are 1 gold piece each. The first place winner receives a purse of 8 gold pieces. The second place winner receives ten tokens which can be redeemed for any food item at the faire. The third place winner receives one such token.

To determine if a PC wins the lottery, roll 1d100 for each ticket bought. They win third place with a roll of 90 or above, second place with a roll of 95 or above, and first place with a roll of 99 or 100. Each prize can only be won once per night.

Please note, any other gambling events you encounter during the faire, including games of chance using dice or cards, are not sanctioned by management. The Fantasia County Faire is not responsible for any moneys lost during such activities.

Lantern Release

At nine bells past noon on the first night of the faire we will be releasing flying lanterns into the sky! These paper balloons use a small bit of fire produced by a candle to create hot air which lift them into the sky! Truly a magical sight to behold. Clerics will be on hand to bless any messages for the gods participants might wish to add to their lantern. The cost is 1 silver piece per lantern. No more than three per person allowed.

Livestock Contest

Come and see the best livestock the county has to offer! The finest cows, goats, sheep, and pigs are put on display in the long stalls daily and contests to judge which are the most magnificent of all are held in multiple categories throughout the day. For a schedule of specific livestock, contests please see the announcement board in front of the long stalls. Farmers remember, a blue ribbon on your prized animal today represents a higher breeding fee or sale price tomorrow!

Masquerade

The second day of the Fantasia County Faire will be our traditional masquerade day! Visitors to the faire are encouraged to wear masks and costumes for the entertainment of both themselves and others. The outdoor masquerade ball will be held starting at eight bells past noon. Come dance to the stylings of the One Handed Adventurers Band and be sure to stay for the competition when the best costume is declared. This year's prize is a three day stay at the White Pig Inn! Can anyone beat last year's ten man dragon costume?

Racing

Always competitive and entertaining, there will be a number of races held throughout the faire! Come see horse races, obstacle courses, livestock races, rat races, chariot

races, and more! All races have a 1 gp entry fee and a 20 gp purse.

To randomly determine what kind of race is currently being held, roll 1d6.

1. Horse/pony (or other primary local mount) race.
2. Obstacle or mud race (humanoids only).
3. Races with a heavy load (humanoids only).
4. Sheep, pig or goat race.
5. Tiny animal race (such as rats or crabs).
6. Chariot (or similar local vehicle) race.

Shooting Competitions

Head over to the shooting ranges at the edge of the faire for competitions throughout the day! We will be offering challenges for shooters of every level, including apple throwing contests for the children! For archery aficionados, come at one bell before noon on the last day of the faire to see the championship! Can our stalwart bowmen best each other at an increasingly difficult set of trick shots? Come find out! Entry fee for most competitions is 1 cp with a 5 cp purse. Entry fee for the archery championship is 1 gp with a 10 gp purse. Competition in the apple throwing contest is free for children. Ranged weapons are not provided.

Any individual competition will have at least four but up to 1d12 competitors with ranged attack bonuses (including a Dexterity bonus) ranging from +1 to +6. In the championship assume at least 1d3 competitors have a ranged attack bonus (including a Dexterity bonus) close to that of the best PC archer. For each of those 1d3 roll an additional 1d3. If 1, the opponent's bonus is 2 lower than the PCs. If 2, it is equal to the PC. If 3, it is 2 higher.

To determine what type of contest is happening at any specific time, roll 1d6.

1. Archery contest.
2. Slinging contest.
3. Improvised weapon throwing contest (same kind for all participants).
4. Mounted archery contest.
5. Specific thrown weapon contest (javelin, dart, bolas, etc.).
6. Fruit or pudding hurling.

Strength Competitions

At three bells before noon, noon, and three bells past noon each day the strong of arm can come to the shooting range and participate in feats of great strength! Thrill at the caber toss, as entire logs are hurled through the air! Gasp as competitors spin and throw heavy weights great distances! Be amazed as young men and women use pitchforks to toss burlap bags stuffed full of straw over an ever rising vertical bar! Entry fee is 1 copper piece per participant and winners receive a token good for one food item at any stall in the faire. To determine the winner of a competition make opposed Strength checks. At least six participants enter each competition with Strength bonuses as follows: +1, +1, +2, +2, +3, and +4.

Theater

Every hour the Fantasia County Faire stage offers the most entertaining of shows to audiences! We have something for everyone, including puppet shows and magic shows for children during the day and more subtle fare for adults at night. For the pious, the clerics of three different gods will be performing a mass blessing during the first day of the faire at four bells before noon.

To determine what type of performance is being held on stage at any particular time roll 1d6.

1. Classical theater.
2. Religious mystery-play.
3. Puppet show.
4. Shadow show.
5. Magic image show.
6. Wordless theater (dancing or pantomime-based performance).



Unarmed Fights

Dare you step into the ring? Located near the shooting range, our ring offers the most challenging of unarmed fighting competitions! Watch mass wrestling competitions, one on one boxing matches, daring contests against faire champions or fearsome monsters! Entry fees range from 1 copper piece to 1 gold piece. Purses vary depending on the fight. The management of the Fantasia County Faire takes no responsibility for injuries received during competition.

For the mass martial arts and wrestling competitions, assume between 5 and 10 contestants with an unarmed attack bonus (including Strength) of between +1 and +6 and an AC of between 10 and 14. For sack fights on a beam and sumo wrestling, attempt to match the attack bonuses and AC of the opponent to the PC entering. Humanoid champions should be a warrior, fighter, brawler, or monk no more than one level below or above the PC entering. Monstrous champions should be any monster with a CR no more than three levels below the character level of the PC entering.

To determine what event is being offered at the ring at any particular time, roll 1d6.

1. Mass wrestling competition.
2. Mass unarmed fight competition.
3. Monstrous champion.
4. Humanoid champion.
5. Sack fights on a beam.
6. Bull rush game.

Whirligigs

Our stout faire workers power the most dizzying of merry-go-rounds, high flying of rope swings, and forceful of teeter boards for the amusement of faire goers. Enjoy these thrilling rides in complete safety. One copper piece per ride.

FOOD

Of course, the Fantasia County Faire would not be complete without the most delectable of treats to tempt the senses and fill the belly. We are pleased to say more than a few favorites are making a return appearance this year. Quotes describing our food vendors were written by Monsieur Tongue, the mystery food critic of the Fantasia County Times. Enjoy!

Culinary Magic

The recipes provided below create magical meals made according to the rules as outlined in **Letters from the Flaming Crab: Culinary Magic**. They are easily made non magical by removing the special effects and halving the price.

Food From the Earth

"The smell of fresh popcorn and hot apple cider emanates from a brown tent. Tightly woven net bags filled with kettle corn hang inside the tent while a grill in the centre is covered with deliciously scented corn on the cob in various styles and a large steaming pot. A large bowl is filled with lemons and pouches of peanuts are nestled in a large woven wicker basket. A tall, rotund, bald man greets patrons with a big goofy smile. Many find it difficult to be in poor spirits while in the company of the gregarious Sammy (N human druid 2). His laugh, which is frequently audible near the tent, is a contagious and warm rolling chuckle that shows off the gap in his teeth."

Menu

Boiled Peanuts 5 cp

Easy to open shells contain soft, salty peanuts that have been boiled for at least six hours.

Chicken Wrap 4 sp

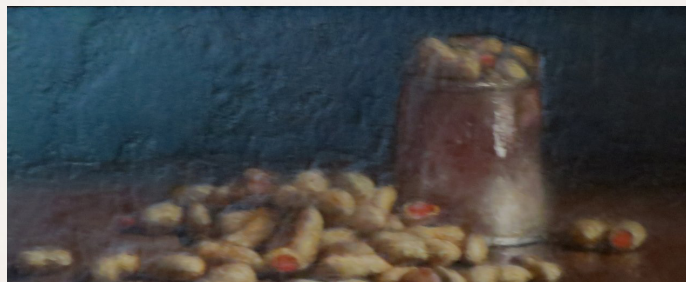
Seasoned shredded chicken, cabbage, carrot, sweet onions and roasted corn kernels are topped with lime juice, and then wrapped in soft flatbread.

Choco-nanas 2 sp

Half a banana has been speared on a small stick and then dipped in chocolate and chilled.

Cold Apple Cider 3 cp

This opaque, almost brown beverage is deliciously sweet.



Fire-Grilled Ba-corn Cobs (DC 15) 3 sp

Sweet yellow corn has been wrapped in strips of bacon and then grilled to perfection, creating an incredible balance of two simple but delicious foods.

Ingredients Four cobs of corn, eight strips of bacon, butter, salt to taste.

Servings 4; **Prep & Cooking Time** 15 minutes

Directions

Step 1 Shuck corn.

Step 2 Roll corn in butter.

Step 3 Wrap 2 strips of bacon around each cob of corn.

Step 4 Place bacon wrapped corn on the grill and cook until the bacon becomes crispy. Salt to taste.

Magical Benefit Creatures who eat a cob of fire-grilled ba-corn cobs revel in the unity and balance of two delicious foods. Those that consume the corn are not considered flat-footed, and maintain their Dexterity bonus to their AC, while moving along narrow surfaces or uneven ground. This effect lasts for 8 hours after consumption.

Fire-Grilled Corn Cobs 2 sp

Sweet yellow corn has been grilled to perfection, bringing out the maize's natural flavors, and then buttered and lightly salted.

Hot Apple Cider 3 cp

This opaque, almost brown beverage is deliciously sweet and bears hints of several spices including cinnamon and nutmeg. It is perfect on chilly mornings, brisk days, and cool evenings at the faire.

Kettle Corn 5 cp

Air-popped popcorn has been coated in caramel made from real sugar and comes in tightly woven net bags.

Lively Lemonade (DC 20) 4 cp

Cold, refreshing and deliciously tart, this drink is the perfect way to cool down on a hot day, or give you a boost of energy when you need it most.

Ingredients 1 cup of sugar, 5 cups of water, 8 lemons, sprigs of lavender.

Servings 4; **Prep & Cooking Time** 30 minutes.

Directions

Step 1 Combine sugar and 1 cup of water in a pot and bring to a gentle simmer to create a syrup. Set aside to cool.

Step 2 Roll each lemon over your cutting board, pressing down as you do so. Then cut each lemon in half and squeeze out the juice, setting aside.

Step 3 Combine the cooled syrup, lemon juice, lavender sprigs and remaining water.

Magical Benefit Creatures who consume this energizing drink find themselves with a spring in their step and the energy to tackle any challenge before them. They may act during a surprise round, even if they could not normally do so. This effect lasts for 8 hours.

Nutty Choco-nanas 2 sp

Half a banana has been speared on a small stick and then dipped in chocolate, rolled in chopped nuts and chilled.

Madge's Marvelous Meats

"The mouth-watering smell of the cooking meats wafts out from a pristine white tent and a thin column of gray smoke drifts up through the hole in the canopy, much like a chimney. Inside the cover of the white tent a gray haired female dwarf of about 188 years bustles about, serving customers and seasoning meats. A younger dwarf, male but bearing a familial resemblance, namely the same wide but stubby nose and oddly angular chin, cooks meat skewers over a low burning fire with a grill placed over top of it. Madge (LG dwarf expert 2), the older dwarf, is an efficient, brisk woman who learned long ago the way to most people's hearts is through their stomach; what she lacks in charm she makes up for in culinary skill. Her son, Grunk (NG dwarf commoner 2), is cheerful, smart, and quite witty. He has been assisting his mother make her marvelous meats for decades, ever since his youth. Though the two work well together, Madge can often be heard telling Grunk that customers come for the food, not his company."

Menu

Ale 4 cp

This surprisingly light, bitter draft soothes the throat and perfectly complements the spiciness of some of the meats.

Madge's Mulled Wine (DC 15) 6 cp

This steaming beverage, seasoned with orange, cinnamon, and cloves, and then garnished with a slice of orange, is sweet and comforting, warming you to your very core.

Ingredients 1 bottle of good quality dry red wine, 1 orange, 1/4 cup brandy, 1/4 cup of sugar, cloves, cinnamon

Servings 4; **Prep & Cooking Time** 45 minutes

Directions

Step 1 Slice orange into rounds.

Step 2 Combine all ingredients in a saucepan and bring to a simmer. Be careful not to boil the alcohol out!

Step 3 Simmer at least 15 minutes, but up to 3 hours.

Step 4 Strain and serve warm. Garnish with an orange slice.

Magical Benefit Creatures who consume this beverage are warmed to their very core, gaining a +2 achchemical bonus to Fortitude saves against nonlethal damage caused by exposure to cold. This effect lasts for 6 hours.

Meat Skewers 2 sp

Loaded with delicious meat and grilled to perfection.

Beef Satay – thinly sliced flank steak marinated in lime juice, hot chili sauce, and fish sauce, and then topped with peanut sauce.

Fennel Pork – cubed pork seasoned with ground fennel seeds and lemon juice.

Spiced Lamb – cubed lamb seasoned with garlic, coriander, and cumin.

Jerk Chicken – chicken thighs marinated in pineapple chunks, sweet yet spicy seasoning, and lime juice.

Redcurrant Wine 3 cp

This wine is light, fresh and tart, making it the perfect accompaniment to chicken, turkey and pork.

Sausage in a Bun 2 sp

Deliciously flavored sausage is served in a fresh baked bun and topped with grilled onions.

Turkey Legs 2 sp

Crispy skin seasoned with sage and savory coats the exterior of these moist and juicy turkey legs.

Hot n' Crispy

"An aroma of frying food surrounds a dark blue tent. Operating the fryer and assisting patrons in a spotless white apron is a slender female elf (CN elf expert 4) with striking blue eyes and long blonde hair. A genuine smile lights up Azurine's face each time a new customer steps up to her tent, and while her voice is soft, almost musical, it isn't difficult to hear her over the sounds of the faire. Countless patrons depart her tent with delighted expressions on their face as they bite into one of the many fried foods she has to offer."

Cinnamon Dough Rings (DC 20) 5 sp

Sweet, light, fluffy dough has been fried, then tossed in cinnamon sugar, creating a blissful medley of flavors reminiscent of the possibilities of youth.

Ingredients butter, 1/2 cup sugar, 1 egg, 1/2 cup of milk, vanilla, baking powder, pinch of salt, 1 1/2 cups flour, cinnamon-sugar to taste.

Servings 3; **Prep & Cooking Time** 20 minutes

Directions

Step 1 Cream butter and sugar until fluffy. Add egg, milk, vanilla and stir until combined.

Step 2 Mix in baking powder and salt until just combined. Do not over mix.

Step 3 Turn the dough out onto a lightly floured surface and pat with floured hands until it's about 1/2 inch thick. Cut out as many rounds as possible with the rim of a glass, and poke a hole in each with your finger.

Step 4 Fry in oil, then toss in cinnamon-sugar.

Magical Benefit Biting into these mouth-watering pastries fills the creature's mind with cherished childhood memories and the belief that anything is possible, reducing any penalties to the consumer's physical abilities caused by aging by one age category for four hours. Additional consumption of cinnamon dough rings cannot reduce the penalty by more than one step. This effect can only be benefited from once per day.

Corn Dogs 3 sp

A simple sausage is coated in a thick layer of deep fried cornmeal batter and served on a stick.

Fried Cheese Curds 3 sp

Cheese enveloped in a crispy battered coating and then deep fried in oil until it has melted is served with a side of tangy red sauce.

Fried Pie 5 cp

Chunks of fruit, mixed with sugar and spices, have been wrapped in a sweet dough, which is deep-fried and dusted with sugar. These are available with an apricot, cherry or peach filling.



Fried Potatoes 1 sp

These potatoes have been cut into thick wedges, fried, and topped with sea salt. They are hot, crispy, and perfectly seasoned.

Hot Bloomin' Onion (DC 25) 3 sp

Resembling a blooming flower, this onion has been artistically cut, battered in a delicious blend of flour and spices, and then fried. The outside of each petal is crisp, while the interior onion is soft.

Ingredients 1 onion, 2 cups of flour, spices, salt, 2 eggs, 1 cup of milk, 1 cup of water.

Servings 4; **Prep & Cooking Time** 1 hour

Directions

Step 1 Cut off 1/2 inch from the pointy stem end of the onion.

Step 2 Place onion cut-side down. Starting 1/2 inch from the root, make a downward cut all the way through to the board, repeating to make four evenly spaced cuts around the onion.

Step 3 Continue slicing between each section until you have 16 evenly spaced cuts. Turn the onion over and use your fingers to gently separate the outer pieces.

Step 4 Mix flour, spices, salt in a large bowl.

Step 5 Whisk eggs, milk and water.

Step 6 Pour flour mixture over sliced onion, ensuring the onion is fully coated.

Step 7 Using a slotted spoon, submerge the onion in egg mixture, allowing excess egg to drip off.

Step 8 Fry the battered onion, then season with salt and serve.

Magical Benefit The artistic nature of this food, combined with its extraordinary taste is inspirational. Any character who consumes at least one serving of a hot bloomin' onion gains a +1 circumstance bonus to all Perform checks. This bonus increases by +1 for every 5 by which the chef beats the Craft (culinary) check, and lasts for 6 hours after consumption.

Peach Stout 4 cp

This peach and apricot infused stout is dark and malty and compliments the fried food perfectly.



Sugar's Sweets

"Inside a vibrant yellow tent decorated with colorful circles is a halfling with bright red curly hair who grins cheerfully at everyone passing; freckles dot her face and her blue eyes sparkle with joy. She calls everyone "sugar", and fellow faire workers call her the same. "Sugar" (CG halfling commoner 4) is always happy to gab with patrons for a moment or two, but despite her chatty nature she also excels at multitasking, ensuring the long line for her Sugar's Sweets is always moving."

Menu

Candied Apples 2 sp

Juicy apples with a crisp coating made from sugar and cinnamon are served on a stick.

Candied Almonds 2 sp

Sugar and cinnamon create a sweet coating on these roasted almonds.

Caramel Chocolate Corn 5 cp

The crunchy and sweet coating enhances the natural flavor of this popcorn, while a drizzle of chocolate gives it a little something extra.

Caramel Corn 5 cp

The crunchy and sweet coating enhances the natural flavor of this popcorn.

Cherry Wine 5 cp

This sweet fruity wine goes well with just about any meal or all on its own.

Funnel Cake 2 sp

This strange, almost haphazardly shaped sweet fried dough is powered with sugar, and is easy to pull into pieces making it perfect to share.

Thank you for choosing to attend the Fantasia County Faire! Enjoy every minute you spend with us and remember our Fireworks Spectacular, designed by the Splendiferous Spranza, will begin an hour after sunset on the last night of the faire.

FIREWORKS AT THE FAIRE

A Mini-Adventure

The party has been hired by the Splendiferous Spranza to guard her tent as she enjoys herself at the Fantasia County Faire and meets with various dignitaries and contacts. While she doesn't believe there will be danger of the type adventurers usually deal with she does want to keep nosy children or curious locals from entering her tent and accidentally blowing themselves, and her fireworks show, up.

Fireworks at the Faire takes place on the last day of the Fantasia County Faire and is suitable for a party of 4 to 6 characters between 1st and 2nd level. It is set up as a series of encounters to allow the GM flexibility in running the adventure. Despite the default setting of the Fantasia County Faire, this adventure can take place at any other faire, festival, or celebration.

Introduction

The Splendiferous Spranza has hired you for a simple job. Keep the trespassers out of her tent until the fireworks show tonight, and she'll pay you 25 gold pieces and one alchemical item of your choice each, so long as it retails for less than 50 gp. The tent, located on the edge of the faire, is loaded with fireworks and she cautions you to stay out as well. She isn't just concerned about someone finding out her secret formula for making fireworks. With the wrong person inside, that tent is a disaster waiting to happen!

Spranza makes her livelihood with fireworks shows such as this one, and she asks the party to use as little force as possible protecting the tent since any violence done will reflect poorly on her. If she believes the party has beaten someone up, she will fire them on the spot and report them to the local authorities.

Spranza is unaware of it, but a local alchemist, jealous of her annual displays and prowess with decorative explosives, wishes to steal her secret fireworks formula. He has employed Felix the Twig, a freelance thief, to steal whatever documents, fireworks, or formula books he can find in the tent.

As an alternative, PCs of a less noble pedigree could have been hired by the rival alchemist to steal the secret of Spranza's fireworks. If that is the case, create a set of guards using NPCs from the Pathfinder Roleplaying Game: NPC Codex or another resource. In this adventure, the PCs must figure out a way to get past the guards without alerting the authorities. The first three encounters listed below all happen during the day and they can attempt to take advantage of any of them as they see fit.

THE SPLENDIFEROUS SPRANZA CR 5

HALF-ELF ALCHEMIST 6

XP 1,600

NG Medium humanoid (human, elf)

Init +6; **Senses** low-light vision; Perception +2

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 36 (6d8+6)

Fort +7, **Ref** +5, **Will** +4; +2 vs. enchantments, poison resistance +4

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4–1 plus poison)

Special Attacks bomb 10/day (3d6+4 fire, DC 17)

Alchemist Extracts Prepared (CL 6th)

2nd—*alchemical allocation*, *cure moderate wounds* (2), *invisibility*

1st—*cure light wounds* (2), *expeditious retreat*, *identify*, *urban grace*

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +3; **CMD** 14

Feats Brew Potion, Great Fortitude, Improved Initiative, Iron Will, Throw Anything

Skills Craft (alchemy) +16, Disable Device +5, Heal +3, Knowledge (arcana) +7, Spellcraft +9, Use Magic Device +3; **Racial Modifiers** +2 Perception

Languages Common, Elven, Dwarf, Draconic, Gnome, Sylvan.

SQ alchemy (alchemy crafting +6, identify potions), discoveries (enhance potion 4/day, shock bomb, smoke bomb), elf blood, mutagen (+4/–2, +2 natural, 60 minutes), poison use, swift alchemy, swift poisoning

Combat Gear *potion of cure moderate wounds*, *potion of cure light wounds* (3), *potion of delay poison*, *potion of lesser restoration*, *potion of remove disease*, acid (2), alchemist's fire (5), black adder venom (2 doses), blue whinnis (4 doses), oil of taggit (2 doses) and a seemingly unending supply of fireworks of unending variety; **Other Gear** +1 chain shirt, alchemist's lab, formula book (contains all prepared extracts as well as the following: 1st—*ant haul*, *comprehend languages*, *crafter's fortune*, *endure elements*, *shield*), formal clothing, tindertwigs (20), 300 gp, 50 sp, 25 cp, miscellaneous gems worth 25 gp each (5 gems)

The Splendiferous Spranza has done quite well for herself, gaining reputation throughout land for her amazing fireworks displays. She performs at the faire and is essentially kept on retainer by its organizers because they know many are willing to travel far and wide just to see her nightly shows.

In Combat Spranza prefers to end things peacefully but when diplomacy fails she's more than willing to use her explosives or poisons. She tries to stay away from the center

of the fray, but if drawn into it, she can will swallow down her mutagen. Not interested in death, she fights only until her enemy relents, is unconscious, or runs away.

Spranza The Splendiferous Spranza is used to being treated as a celebrity and detests rudeness. She can be quick to anger, especially if believes she is being talked down to or wronged. She has a good heart, however, and truly enjoys entertaining people with her beautiful creations. At the end of the day, she's an artist before she's a scientist.

Encounter 1

Foolish Children (CR 1)

The local children are so excited to see the annual fireworks display, they don't want to wait until evening!

The first real trouble comes early in the day. Three mischievous local children want nothing more than to sneak in and steal a handful of fireworks each. The kids aren't great planners but will be persistent throughout the day, coming back if merely chased off and attempting any number of schemes to get inside the tent. The children are meant to be a pest, something to keep the characters on their toes, and this should not devolve into combat. Unless stopped, the kids will try multiple schemes throughout the day. Examples of the kinds of mischief the children will get up to includes:

Stealth Mode

The kids will try to sneak under the pegged down edge of the tent. It takes the children three rounds to approach the tent, pull out a stake, then slip under the tent. Treat the children as having +5 Stealth skill for any opposed checks.

"Go away kid, you're bothering me."

One child distracts the party by talking and asking/begging to be let in, while the others try to sneak in from behind, as above. Treat the distracting child as having a +2 Bluff skill, and all sneaking children as having a +5 Stealth skill.

Fire Safety

The kid sets a small fire 50 feet off into the forest and calls for help, before running off to try to sneak into the tent. Treat the sneaking children as having a +5 Stealth skill. The fire should be real and if left unattended for 1d6+1 rounds, it grows in size from a Tiny fire to a Small fire, increasing in size every 1d4 rounds after that until it is a Huge fire, at which point the entire town is alerted and everyone will need to pitch in to keep it from threatening the community.

Bribery

The kids can attempt bribery with items worth 1 gp or less, most likely food but occasionally other items such as adventuring gear "borrowed" from their parents. No rolls are needed for this interaction but play it up to provide laughs for the group.

If Spranza is present when the children come by she will

set off harmless bombs that create butterfly shaped smoke rings, then ask them politely to go away and not return. If any children make it into the tent unattended for even a single round, have a random accident occur as they knock over a vial of acid, break some bottles, or spill some unknown substance on a batch of fireworks (see the table for Random Catastrophes below). Spranza will be displeased and give the PCs a stern talking to, possibly firing them unless they succeed at a DC 15 Diplomacy check to convince her to give them a second chance.

Resolution

The children will be satisfied if Spranza puts on a little show for them. Otherwise, they will give up after the third attempt, after the PCs well and truly frighten them off or talk them out of further escapades, or if they are handed over to their parents.

Encounter 2

The Red Herring Encounter (CR 2)

A local, having had a bit more to drink than they should have, goes exploring in the wrong place after a few whispers in his ear.

The deputy burgomaster Harold, right hand of the town's burgomaster, was able to shirk his duty by making sure the burgomaster himself was at the faire and "holding court". While the burgomaster has spent the day glad handing, giving speeches, and kissing babies, the deputy burgomaster was able to "sample" all the booths, especially those serving strong ales. A friendly face (Felix the Twig, the thief) put the idea in his head that he has the right to inspect Spranza's fireworks tent. Really, the thief wants to test the would-be protectors of the tent by sending in the pushy and belligerent Harold in to cause trouble.

Harold will try to barge right into the tent, paying the characters protecting it no mind. This always occurs just after Spranza has been called away (very likely to assure the burgomaster about the safety of her fireworks display). A few minutes after she leaves, the deputy burgomaster will approach, and try to enter the tent without so much as waiting for a nod. Unless the characters are specifically from the town, they need to make a successful DC 15 Knowledge (local) check to recognize the deputy burgomaster or recall his name as he isn't wearing a uniform or a badge. He is, however, obviously drunk and so suffers a -2 penalty on all attack rolls, damage rolls, saving throw rolls, skill checks, and ability checks.

Harold, Deputy burgomaster (1)

CR 2

Use the 'Heir Apparent' human aristocrat 4 from the **Pathfinder Roleplaying Game: NPC Codex** if the situation devolves into combat.

XP 600

hp 22

Resolution

Harold is stubborn and a blowhard, but is not actually prepared to fight. He'll attempt to Intimidate or otherwise

force his way into Spranza's tent using the power of his office. He will defend himself and throw a punch if the altercation becomes physical. Otherwise, this entire encounter should end with a social exchange or even a nonlethal takedown. If the characters relent and allow him to inspect the tent, he will look around and pretend he actually understands what's inside enough to declare it safe. If the characters refuse Harold access, he will threaten to call the constable, the burgomaster, and any other number of authority figures, including the character's parents if they are local.

Being as loud as he is, Harold's drunken antics will draw a crowd. The exceedingly keen eyed (DC 25 Perception) will notice Felix the Twig, in particular, looking on. He stands out from the other locals due to being a halfling well covered in black clothing despite it being a warm summer day and is the only one in the crowd specifically watching the guards and not Harold.

Encounter 3

Goblin Firebugs (CR 1)

A group of mischievous, but not malicious, goblins have heard tell of a great maker of fire and flame and have snuck into the faire to see if they can steal a few sky-flow-ers for themselves.

Three goblins have snuck in from the forested side of the alchemist's tent. About 100 feet away from the tent and faire in general, they do their best to sneak forward undetected. Their only goal is to capture as many fireworks as they possibly can.

Goblins (3)

CR 1/3

XP 135 each

hp 6 each (see **Pathfinder Roleplaying Game: Bestiary**)

Resolution

The goblins have nothing of particular interest on them for treasure and aren't so interested in fireworks that they will fight to the death or risk an encounter with human legal authorities. Despite the level of distraction they cause, the goblins weren't part of the Felix's plan and have no specific information about the thief.

As Felix the Twig has been specifically casing Spranza's tent all day, any character succeeding at a DC 20 Perception check will notice the skinny, dark clad thief in the crowd if a ruckus is caused.

Encounter 4

The Attempted Theft (CR 4)

Felix the Twig makes his move to try to steal Spranza's formula book or her fireworks for his employer.

The accomplished freelance rogue-for-hire, Felix the Twig, has been hired by a rival alchemist to steal the secret

of Spranza's fireworks. Based on observation of previous shows, Felix has deduced that the secret is either in her formula book (which is almost always kept on her person) or is something she does to her fireworks within the last hour before the show. The thief isn't so dedicated to the job that he will fight to the death and will flee if needed. He is also not above snitching on his employer if it will get him out of trouble and back on his way to his next score.

Encounter

Felix has been casing Spranza's tent all day and has a good idea of any defenses as well as the PCs' capabilities. The thief will wait until just after sunset before attempting anything unless a clear opportunity presented itself earlier in the day. He is counting on the party being weary, especially if they have been on guard all day. Unless the party was wise enough to have worked in shifts or otherwise rested, require a DC 12 Constitution check at five bells after noon (five in the afternoon). If the characters entered into combat for any reason during their guard duty add a +2 modifier to the DC of the check. Failure means the character is fatigued.

At sunset, Spranza will come back to her tent, spend fifteen minutes preparing her fireworks and then leave to talk to make some final preparations with the Faire's management and local authorities. She returns fifteen minutes before the show is set to begin to begin her final preparations and countdown. Felix will make his move during the half hour window provided by darkness and Spranza's absence. Unless observation of the PCs suggests another plan, he will swallow his *potion of invisibility* and attempt to sneak past the party and into the tent. Reduce the bonus on his Stealth check due to the potion to +10 while standing still and +5 while moving. For characters, animal companions, or familiars with the scent ability, reduce the bonus to +5 while standing still and +2 while moving. While he is invisible, Felix has been wearing black clothing and masterwork studded armor all day. He's been sweating like a pig and smells like it.

FELIX THE TWIG

CR 4

HALFLING ROGUE 4

XP 1,200

LE Small humanoid (halfling)

Init +8; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)
hp 41 (5d8+15)

Fort +4, Ref +11, Will +1; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 short sword +9 (1d4+1/19–20)

Ranged mwk hand crossbow +9 (1d3/19–20)

Special Attacks sneak attack +3d6

TACTICS

During Combat The rogue uses surprise and flanking to

make sneak attacks, as well as his slow reactions rogue talent.

Morale Felix has no desire to fight to the death and will flee if he can or surrender otherwise upon reaching 10 or less hit points.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 16

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16

Languages Common, Halfling

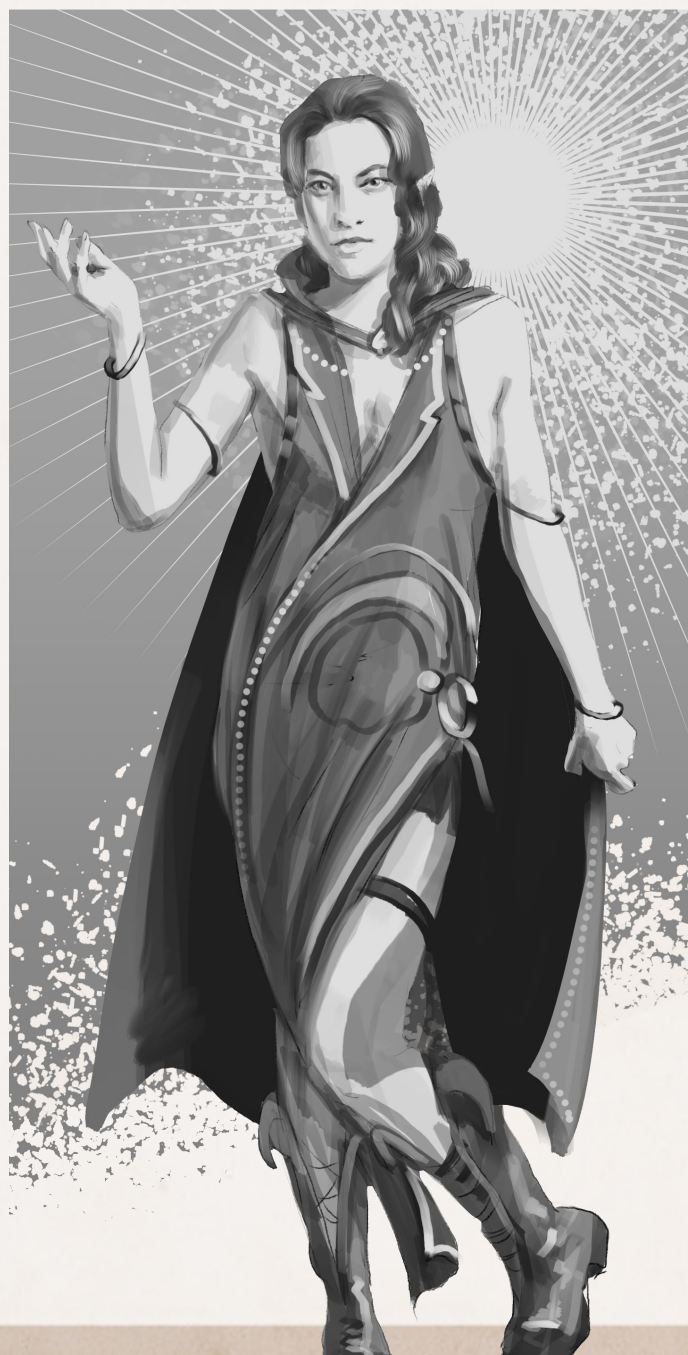
SQ rogue talents (finesse rogue, slow reactions), trapfinding +2

Combat Gear *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** masterwork studded leather, +1 *short sword*, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwig (5), 60 gp

Felix is an accomplished burglar who always chews on a tindertwig for luck.

Conclusion

Felix is either successful in stealing the formula book or the fireworks, or he's caught in the act by the characters. If things devolve into combat, Felix still tries to get the formula book or fireworks, but is most interested in getting out with his life and his freedom. If any kind of combat occurs in Spranza's tent, Felix will knock over random vials and jars, which could have catastrophic results (see table below). Felix will also try to buy off the characters if captured before the constable or authorities are involved, offering them half his future pay if they let him escape with the formula book or fireworks (he will try to Bluff and claim he is being paid 300 gp when he is actually being paid 500 gp). If Spranza is around, she will want to know who hired him and will insist on turning him over the burgomaster and his constable. If any kind of catastrophe occurs in her tent, she will be livid and may blame the party if she feels they didn't do a good job up until the present. If her entire tent is blown up, the characters will have made a life-long enemy unless amends are made.



%

Random Catastrophe

01-05	Solid object, unharmed and unopened in fall
06-10	Empty glassware, breaks but nothing released
11-25	Inert liquid, harmless substance or wasted alchemical remedy or tool
26-50	Random poison (roll 1d6; 1-2 ingested, 3-4 injury, 5-6 contact)
51-75	Random alchemical weapon (roll 1d6; 1-2 acid, 3-4 tanglefoot bag, 5-6 alchemist's fire)
76-90	Accidental firework ignited (roll 1d6; 1-2 paper candle, 3-4 star candle firework, 5-6 skyrocket firework)
91-95	Accidental starfountain firework ignited
96-100	Entire box of fireworks ignites (deal as 10 ft. burst <i>fireball</i> dealing 6d6 fire damage, Reflex save DC 15 for half)

Any uncontrolled fire, from a broken vial of alchemist's fire to a random firework or a massive explosion, has a chance of igniting additional fireworks or otherwise setting off the whole tent. If the entire tent is engulfed in flames for 1d3 rounds, it explodes in a *fireball* with a 25 foot radius, dealing 20d6 fire damage (Reflex DC 18 for half).

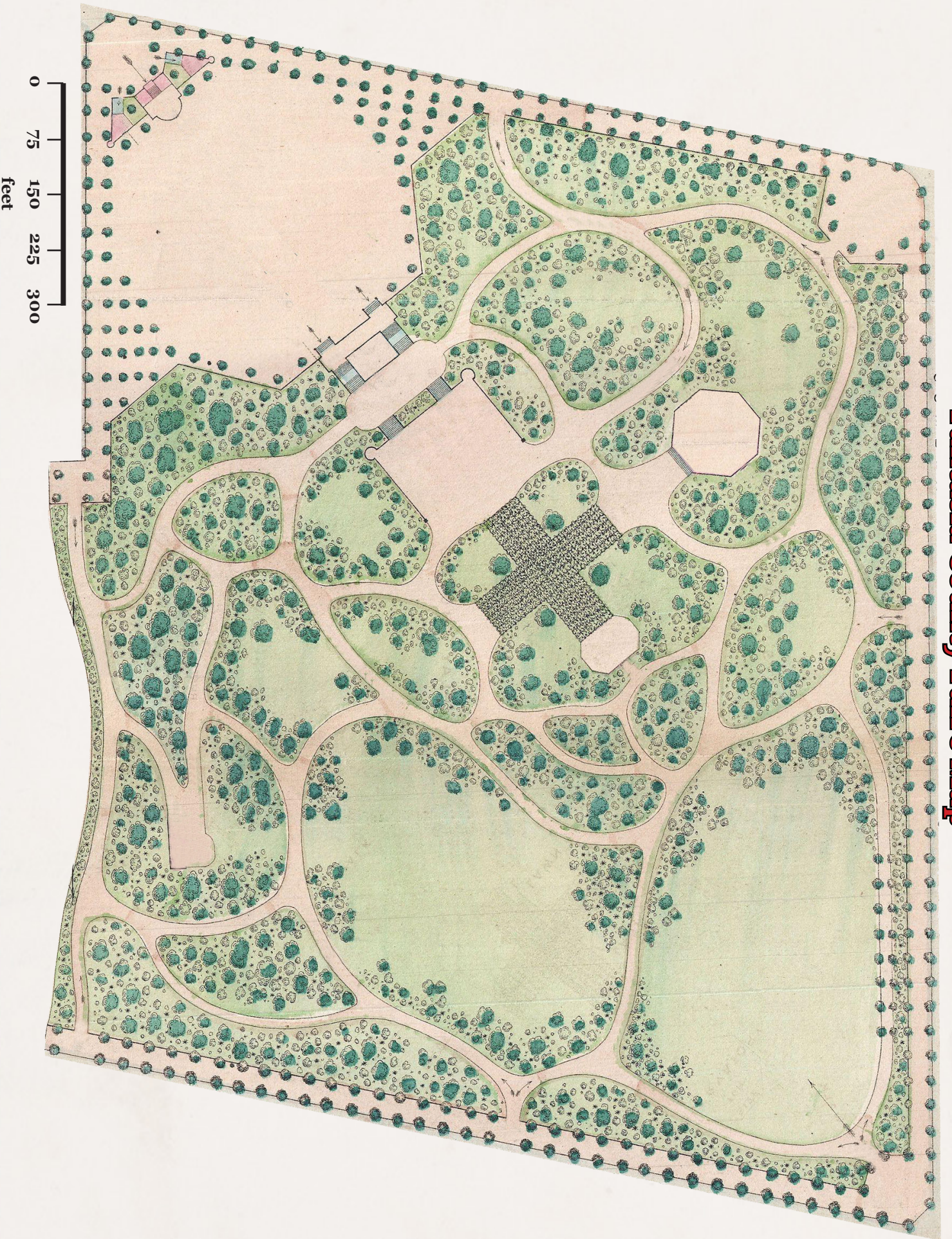


Fantasia County Faire Map

A. Ticket and Lottery Booth
 B. Food From the Earth
 C. Madge's Marvelous Meats
 D. Chest Raider
 E. Flame Mouth
 F. Hot n' Crispy
 G. Sugar's Sweets
 H. Chug Run
 I. Theater and Event Space
 J. Egg Race
 K. Flagpole Climb

L. Fortune Teller Row
 M. Dancing Grounds
 N. Livestock Pens and Contest
 O. Whirligig
 P. Unarmed Fights
 Q. Shooting Range
 R. Strength Competitons
 S. Hero Toss
 T. Race Grounds
 U. Animal Rides
 V. Picnic Grounds
 W. Splendiferous Spranza's Tent

Fantasia County Faire Map



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