

FESTIVAL OF THE MIGRANT

A Traveler's Welcome



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[MindWeaveRPG](#)

THE PURPOSE

This is intended as a downtime activity for the party between adventures. It can serve as a way to introduce characters, supply mission hooks, give the party magical items, and/or take a break from serious matters with a game or two.

I. THE FESTIVAL

The Festival of the Migrant is an elvish celebration of animals passing through elven lands during the migratory season. It is held over three weeks in the spring migratory season when animals are on their way to the cooler North ahead of summer. The timing is generally chosen to coincide with the last frost, a time when farmers not living nearby are not able to attend. This is by design, as the bulk of attendees are expected to be travelers; the festival is considered a fortuitous time to arrive from a journey or depart on one.

The festival is traditionally held in a valley on the borders of elven lands to which travelers are guided from surrounding lands. Giant goose riders patrol the skies nearby, searching out travelers to welcome to the festival grounds. There, travelers participate in games celebrating the seasonal themes, including the migrating geese, butterflies, and caribou. The migrant brooches won through these games are a symbol of recognition among travelers who boast great skills.

II. NOTABLE PEOPLE

The festival is a major event in local elven societies. As such, it is disproportionately attended by dignitaries and the up-and-coming in those societies. While mingling with other travelers arriving and leaving, the party is likely to rub shoulders with princesses, famous scholars, aspiring artists, military heroes, and gifted magicians, among other notables. This section describes some examples of illustrious

personalities the party might come in contact with.

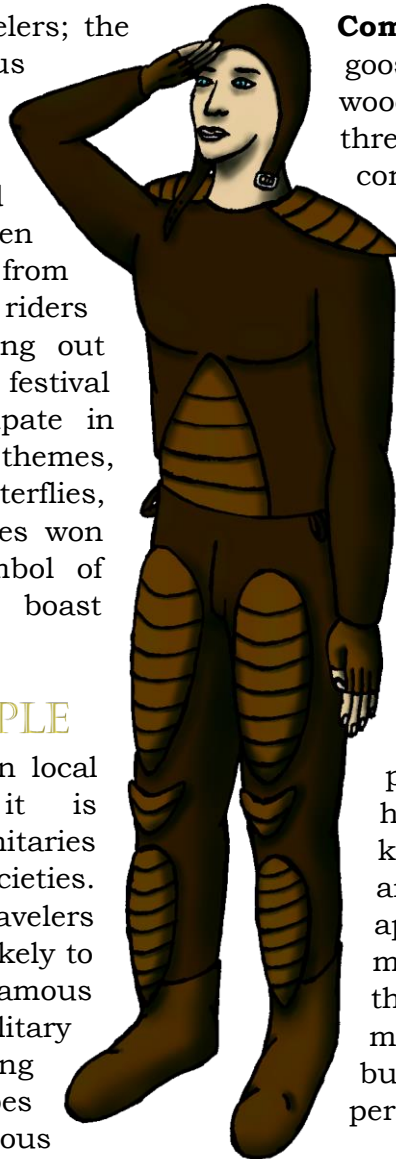
Loremaster Sycamore is a fixture of the festival and manages the schedule for the festival stage. During quiet hours, when few performers are interested in taking the stage, he will deign to fill the empty slots with his own recitations of poetry, anecdotes, and historical accounts. When all is going well, however, he leaves the performers to themselves and can often be found in the main tent, where few expect to make money challenging him in Stone Path.

The Loremaster is an old high elf and the players may be eager to seek him out for information that may aid them in a quest. He is widely regarded as the most knowledgeable sage in the land.

Commander Isena Fleetleaf leads the goose riders who patrol the hills and woods surrounding the festival, driving off threats and inviting in what travelers they come across. When the festival ends, her elite unit will escort the last flocks of geese to the North countries where they all spend the summer. For now, the security of the festival is her only concern.

Like all her goose riders, Isena is a wood elf of particularly stout heart and fearless nature. She and her riders wear the protective goose-rider's kit, but their aerial acrobatics still take a measure of courage beyond most.

Mygraed Surewrought is a dwarven enchanter who supplies much of the prize support at the festival, with the help of his apprentices. He is well known in his craft among the dwarves and beyond. One of Mygraed's apprentices can always be found managing his stall in the vendor area of the festival, where valuable enchants may be purchased. Mygraed is a gruff but good-natured dwarf who, if found in person, may be persuaded to dedicate



some labor to an experimental enchant to aide a party with a good cause.

Edmon “the Tail” Banks makes his living outwardly as a traveling magician, and so justifies his annual visit to the festival. There he performs juggling and other parlor tricks on the main stage, then goes about his usual post-show activities: shaking hands with admirers and removing as much jewelry and as many purses as come into easy reach. He is a mustachioed, middle-aged human with a personality that easily attracts friends among those too naïve to detect his true intentions.

Azela Sandleweed is a prolific artist, and many of her paintings and statuettes can be obtained as prizes at the festival. She and her many apprentices keep a stall in the vendor area, where pieces can be bought and commissioned. She is a modest high elf who has made her own way by her skill.

General Silas Razebeard hasn’t seen military action for decades, but for his successes in the last dwarven war against the drow, he still commands a great deal of respect. He attends the festival, where he accepts the honor of calling the start of the caribou race. He spends much of his spare time at the festival playing Stone Path and shaking hands with those aspiring military men who know his name.

Gale Rednote is an elvish singer popular throughout elven lands. She frequently graces the festival and is scheduled as the main event almost every other night of the festival. She is haughty and self-absorbed but pays generously anyone who finds a way to help her.

Glomid Faeborn is one of the greatest patrons of the festival and principle investor in The Livery of the Party, The First Harvest Salad,

and The Bread Hut, all of which have stands in the festival’s vendor area. He attends the festival, lavishly and opulently attired, showing off the newest Livery of the Party line.

He can most often be found playing at the Stone Path tables, where—if he is unlucky early—he is known to continue upping the ante while driving his own score negative. He considers the lost pot a donation to the festival that is matched by his generous opponents.

Princess Everbough is an elven princess of the wood elves. She puts in a diplomatic appearance at the festival, and while she attends some of the stage shows, her guards keep her from mixing too much and are always close around her.

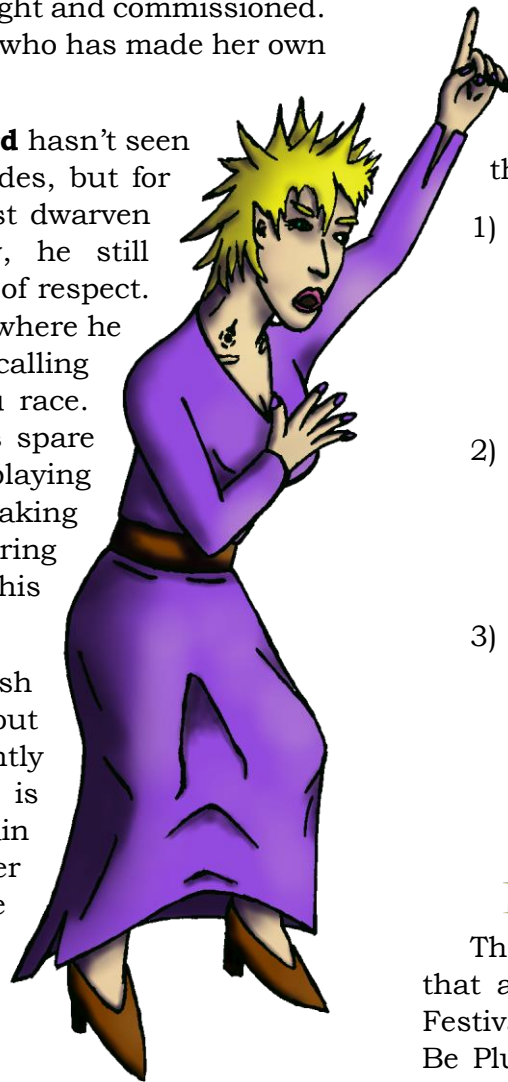
III. QUEST HOOKS

This section details a few hints the players might pick up on which lead to side quest concepts, if you desire to use them.

- 1) The players overhear parts of a plot to sabotage the other riders in the caribou race so the rider involved in the plot will win and be entrusted to escort the caribou north, allowing him and his comrades to poach the whole herd.
- 2) Gale Rednote has lost her voice and needs someone to search the nearby woods for an herbal remedy before her next performance in two days. She will pay well.
- 3) “The Tail” has stolen Everbough’s crown. Everbough may hire the party to retrieve the crown, or “The Tail” may seek the party’s help to escape the penalty of such a theft, using all necessary trickery to convince them he is a victim.

IV. SPONSORED EVENTS

There are a number of traditional events that are sponsored by annual donors to the Festival of the Migrant. These include Pluck or Be Plucked, All Aflutter, Caribou Racing, The Last Frost, and Stone Path. These games allow festival attendees to match skills with the migratory creatures the festival celebrates, as



well as participate in other themes of the festival.

Many of the events offer the opportunity to win tags that can be exchanged for prizes donated to the festival.

A. ALL AFLUTTER

A large field is cordoned off, enclosed in a tent of netting, and filled with butterflies for this event. The tent has a 400-foot radius, and the butterflies released periodically within it are tagged with ticket values corresponding loosely with the part of the field they are released in.

For 50 gp, participants get a butterfly net (1d4 bludgeoning, exotic, two-handed, finesse weapon) and 90 seconds (15 rounds) inside the butterfly tent. A given butterfly is tagged 1d6 in the outermost 100-foot ring, 2d6 in the next 100 feet, 3d6 in the next 100 feet, and 5d6b3 in the innermost 100-foot radius circle. Butterflies with higher value tags are harder to catch, with a given butterfly having an AC of its tag value +4.

B. PLUCK OR BE PLUCKED

In this event, the participant attempts to outsmart a majestic giant goose and obtain colorful, false tail feathers that are marked with a tag value commensurate with their difficulty to pull.

Participants can try their luck in the ring with a giant goose at a rate of 50 gp for 30 seconds (5 rounds) at a time. The feathers are affixed to the goose's tail more firmly at higher tag values. Each feather has a tag value of 4d6b3 (highest 3 of 4 6-sided dice) and has an equal DC Strength check to pull. As an action, a character can pull on two feathers at once, but gains advantage on the check if using two hands on the same feather.

Giant Goose

Large beast, unaligned

Armor Class 12

Hit Points 32 (6d8+5)

Speed 20 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	16 (+3)	15 (+2)	4 (-3)	12 (+1)	8 (-1)
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Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Actions

Multiattack. The goose makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. On a successful hit, a medium or smaller target must make a DC 8 + damage Dexterity saving throw or be hurled 50 feet into the air.

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

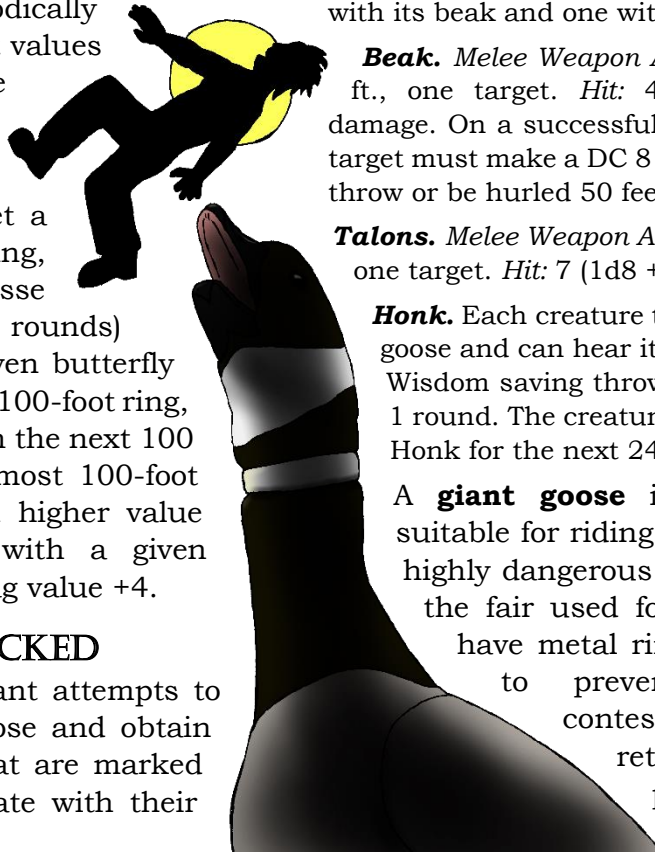
Honk. Each creature that is within 30 feet of the goose and can hear it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 round. The creature is immune to the goose's Honk for the next 24 hours.

A **giant goose** is a 40-foot-tall goose suitable for riding when domesticated but highly dangerous when not. The geese at the fair used for Pluck or Be Plucked have metal rings around their necks to prevent them swallowing contestants whole, and retainers are on hand to prevent them doing so in smaller pieces.

C. THE LAST FROST

Mostly a chance for children to participate and for adults to laugh at each other's antics, the Last Frost is a game played by large groups under the blue pavilion.

For 5 gp, participants can don an elaborate flower costume and enter the pavilion where they gather water from the mists that fill the air. They must hold their arms wide to spread their flower's petals and collect the water and must close their petals before the frost comes. Every 2d4 rounds, the mist is interrupted by a snap of cold that freezes any contestants with their petals still open and any contestants who had their petals closed during more than one of the rounds prior to the frost. Frozen



contestants are quickly removed before the next cold snap.

Each game, a player character can make an Intelligence (Nature) or Wisdom (Survival) check to guess how many rounds remain until the next cold snap. The DC of the check is 10 in the first game but increases by 2 each game. If the character beats the DC by 10 or more, he guesses exactly the number of rounds until the cold snap; if by 5-9, his guess is the number of rounds $-2+1d3$; if by 0-4, his guess is the number of rounds $-5+2d4$. If the participant's guess is a negative number of rounds, then their sense is that the snap is "overdue."

If a player's petals are still open when the cold snap comes, they may make a Dexterity saving throw to close the petals at a DC of 10 at the end of the first game increasing by 2 each game after that. If the character did not make a check in the round before, this save may be made at advantage.

Numbered tags are awarded with a number equal to the game in which the player succumbed to the frost -5 to a maximum of 18. The last contestant unfrosted receives 2 tags. The last of the NPC contestants is frozen in game 4d6b3.

D. CARIBOU RACE

With the caribou beginning their journey North, elves and others are competing for the honor of escorting them on their way. This task requires skill in riding caribou, so a race is held to choose the most skilled riders to join the migration. Since most PCs won't be able to ride the wild caribou, players will most likely interact with the race through gambling on the NPC racers listed below.

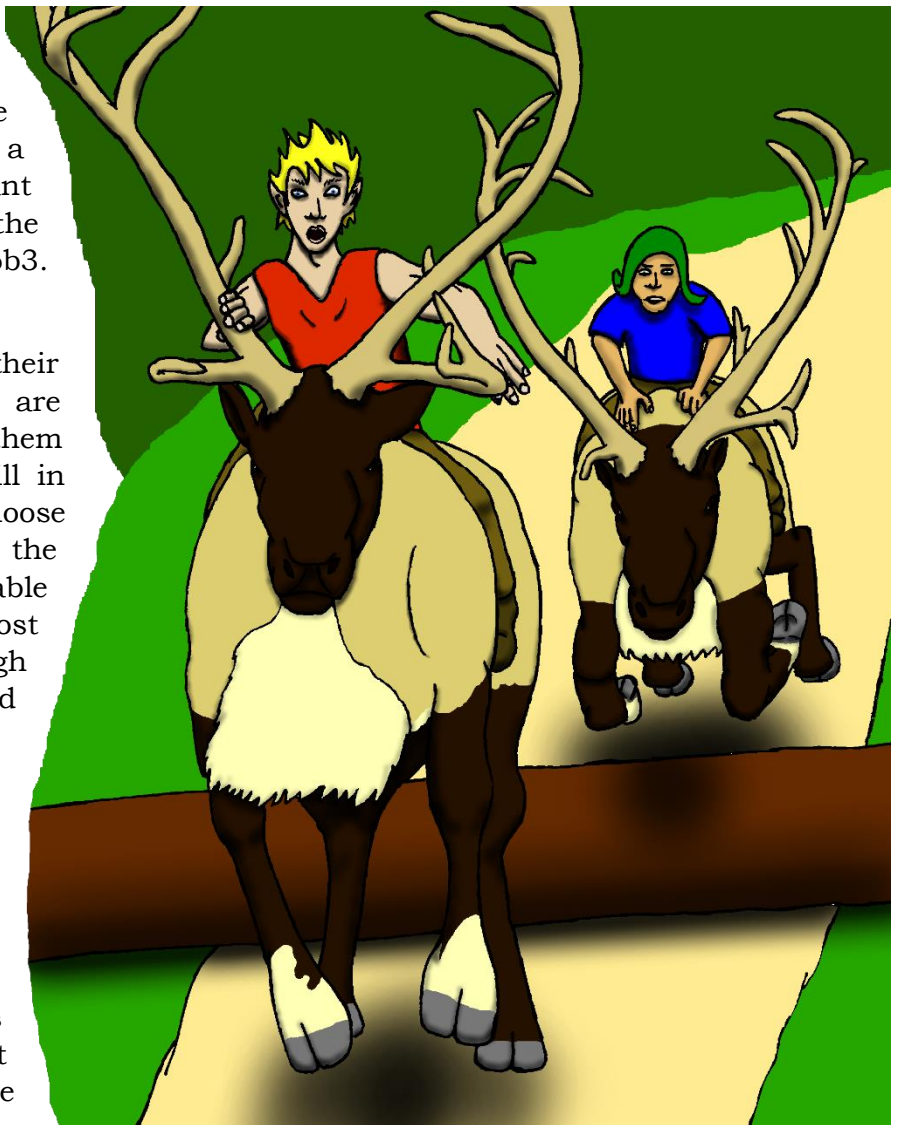
The race is a cross-country course of 10 miles with various sections of terrain. Each mile, all participants make an Animal Handling check and add the result to their running position total. Each racer starts the race with zero and accumulates points each mile. The racer with the highest number of points is in the lead, the

racer with the lowest, in the rear. Racers also add their popularity value after each mile, which can fluctuate mid-race due to player efforts to sway the spectators and the Noble Equestrian feat (see Appendix A).

During straight sections of the course (the 1st, 4th, and 10th miles), racers with the Jockey feat (see Appendix A) have advantage on their Animal Handling check.

During especially rough sections of the course (2nd, 5th, 7th, and 9th miles), racers make their Animal Handling check at disadvantage if they do not have the Djigit feat (see Appendix A).

When positions have been determined after each mile, riders with the Noble Equestrian feat (see Appendix A) increase their popularity by 3 when in first, 2 when in second, and 1 when in third. They reduce their popularity by 5 when



in last, 3 when second to last, and 1 when third to last.

Any rider that scores a critical success on their Animal Handling check adds 5 to their position total for that mile. Any rider that rolls a critical failure subtracts 5 from their position total.

When Spur Harruk (see *Racers*) is passed during a stretch, he has a 10% chance per mile prior to that stretch of attacking the rider that is passing him, using his attack to attempt to knock the other rider prone. If two riders pass him in the same mile, he will make one attack against each (the first two if more than two); otherwise he will make two attacks against the rider passing him. A rider who he succeeds in knocking prone is dismounted and subtracts 5 from their position.

For example, on mile 5, Spur is passed by three other riders: Hannis, Thedin, and Arkhia, in that order. He has a 40% chance of attacking, and does. He attacks Hannis and Thedin, unseating Hannis but missing Thedin. Hannis gets a -5 to his position total. Arkhia passes unassailed.

If Spur Harruk or anyone else attacks Zyphad Ferventstar, Spur Harruk, or Hannis Pike unsuccessfully, they will attack back.

Caribou Rider

Medium humanoid, any alignment

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Skills Nature +4, Perception +5, Animal Handling +8, Survival +5

Senses passive Perception 15

Languages any two languages (usually Common and their racial tongue)

Challenge 1 (200 XP)

Caribou Riding. The caribou rider has one of two feats: Wild Rider or Animal Friend (see Appendix A).

Mounted Specialist. The caribou rider has one of four feats: Djigit, Jockey, Lancer, or Noble Equestrian (see Appendix A).

Actions

Multiattack. The caribou rider makes two melee attacks or two ranged attacks.

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d12) piercing damage.

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Caribou riders are skilled riders particularly trained in riding wild mounts. Those who do not accompany the caribou in their migrations return to their lives as warriors, noblemen, and messengers, among other things.

Racers

All of the racers taking part are caribou rider NPCs, though PCs capable of riding a caribou may choose to take part. The NPC members of the field are listed below, along with their feats, stat block adjustments, popularity, and betting odds offered by bookmakers.

Name: Volupin Tiggewood

Race: Wood Elf

Feats: Animal Friend, Noble Equestrian

Adjustments: Charisma 16 (+3), Animal Handling +3, Hit Points +5 (1d8 + 1)

Popularity: 10 **Odds:** 3.5:1

Volupin is the returning victor and crowd favorite. He has been competing and winning in the caribou race for many years and has a significant following among festival attendees. He plays fair, keeping himself above the fray regardless of what happens. He would rather lose than tarnish his good name.

Name: Zyphad Ferventstar

Race: High Elf

Feats: Animal Friend, Jockey

Adjustments: Charisma 16 (+3), Animal Handling +1, Hit Points +5 (1d8 + 1)

Popularity: 6 **Odds:** 6:1

Zyphad is a skilled racer, if not overtly enthusiastic, and as one of very few high elf jockeys, he gets broad support from that

demographic. His experience comes from running messages of high political importance, and while he never instigates violence, he is willing to reciprocate.

Name: Hannis Pike
Race: Human
Feats: Wild Rider, Jockey
Adjustments: Animal Handling +1
Popularity: 4 **Odds:** 7:1

Hannis is a mountain man and a famed racer. He's raced at the festival before but has yet to triumph over the perennial racers among the elves. Hannis is prone to risk-taking, but his judgement is good; his best chance of winning is to have one of his long shots pay off.

Name: Arkhia Skullgrim
Race: Kobold
Feats: Wild Rider, Lancer
Adjustments: Speed -5 ft., Animal Handling +2, Survival +1, Hit Points +5 (1d8 + 1)
Popularity: 1 **Odds:** 8:1

Arkhia rides in the name of local kobolds with the intention of improving their standing in the eyes of the region's peoples. She is a skilled rider, normally riding a flying drake. She is cognizant of her goal enough to avoid violence in the race. She has no intention of riding North with the caribou if she wins.

Name: Amos Hicken
Race: Human
Feats: Wild Rider, Djigit
Adjustments: None
Popularity: 6 **Odds:** 10:1

Amos isn't much of a racer, although he is a skilled rider. He comes from a circus performer background and competes only by outperforming the others on rougher parts of the track. However, there is always someone faster who passes successfully through the obstacles.

Name: Thedin Evenbough
Race: Wood Elf
Feats: Animal Friend, Djigit
Adjustments: None
Popularity: 7 **Odds:** 15:1

Thedin is an impressive trick rider, but his racing skill and motivation are known to be low.

He has many friends who cheer for him, but few expect him to triumph. His own expectations are little different.

Name: Spur Harruk
Race: Half-Orc
Feats: Animal Friend, Lancer
Adjustments: Strength 12 (+1), Constitution 13 (+1), Hit Points +5 (+1d8 + 1)
Popularity: 1 **Odds:** 16:1

Spur comes to the caribou race intent on proving his mounted prowess. He is a powerful mounted combatant, known for his work in battle. However, he often lets his rage get the better of him and will resort to violence against other racers if he is failing.

Name: Ruve Beryll
Race: Half-Elf
Feats: Wild Rider, Jockey
Adjustments: None
Popularity: 5 **Odds:** 20:1

Ruve is a clear underdog, but he's good-natured and spunky. If he were to win, the festival attendees would be excited by the upset, but few are willing to put money on it.

Caribou

Medium beast, unaligned

Armor Class 12
Hit Points 11 (2d8+2)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	4 (-3)	14 (+2)	5 (-3)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

A **caribou** is a swift and mighty quadruped and a relative of the deer. Caribou are wild and proud and not generally given to accepting riders. During migration they stay in small groups, but once at their destination they are prone to wandering alone.

E. STONE PATH

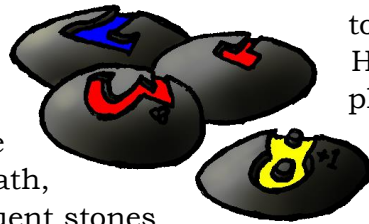
The festival's game of choice is one thought to represent the efforts of building roads and paths to ease the traveler's way. Stone Path presents the difficulty that small roads going nowhere pose to a traveler while valuing the longer ways a wanderer can rely on.

The games in the main tent are played among wealthy patrons who play high-stakes games as a means not of making money but of donating to the festival through the house's take of the pot (15%). The starting bets are never less than 100 gp. At the end of each round, each player has the option to up the bet by up to 10 gp, starting with the first player. The highest increase must be matched by all other players that wish to stay in the game. The public watches the games with great interest.

Stone Path is generally played with 4 players and 40 stones in sets of 10 of a color, marked with numbers from 1-10. These stones are mixed up in the center, facedown, at the start of the game. Players take turns taking a stone from the pool, secretly looking at it, and deciding whether to keep it or return it to the pool faceup. Kept stones are hidden from the other players behind the player's screen.

The first stone taken of a given color is placed at the beginning of that player's path, touching the screen. Subsequent stones of that color, if kept, must count monotonically up or down as they are added to the contiguous path running from the screen toward the player. For example, if a player takes as his first green stone the number 6, and later draws a green 8 as his second green stone, he may keep it and add it to his path, but in the future, any green stones he draws that are less than eight cannot be added to the path.

Stones that cannot be added to the path may be kept rather than returned to the pool, but they go in the player's dump pile and count for negative points. Paths are the main means of scoring with each path longer than two stones providing points commensurate with its length. Paths of one or two stones count for negative points (see chart for exact values).



In addition to the numbers, symbols on the stones impact scoring or play in particular ways. A three-looped elvish knot on a stone that a player keeps allows that player to draw another stone if he shows the other players the stone it is on. Butterfly symbols on the stones count for points with 3 or more in the player's garden (all paths plus the dump pile), but with 2 or fewer, they count for negative points (see chart for exact values). Additionally, several stones have a bonus point value indicated on them with a + and a numeral. See the final page of this document for a printable version of the game showing all stones.



# of Stones	Each Path	Butterflies	Dump Pile
1	-3	-5	0
2	-1	-2	-1
3	+1	0	-2
4	+3	+2	-4
5	+5	+4	-6
6	+7	+6	-9
7	+9	+9	-12
8	+12	+12	-15

There are two possible end conditions for the game. Ideally, the game ends when a round passes with all players not keeping a stone on their turn and a winner is determined by totaling all scores using the chart above. However, the game may also end if all but one player have dropped out, in which case the remaining player totals his score. In either case, if the highest score is negative, the house keeps the pot.

V. PRIZE SUPPORT

Tags gained through sponsored events at the festival (Pluck or Be Plucked, All Aflutter, and the Last Frost) have values 1-18 and can be traded for donated prizes at a table in the main tent. The maximum value of the prize depends on the tag number (though a tag can be traded for a prize of lower value than the maximum):

1. Nothing (may laugh at them for trying)
2. A single copper piece (and laughter)
3. A single silver piece (bemused grin)
4. A single gold piece
5. A wood carving or painting
6. A stone statuette
7. A bronze statuette

8. A bronze migrant brooch
9. A silver statuette
10. A silver migrant brooch
11. A gold statuette
12. A gold migrant brooch
13. Tier 6 Wonderous Item
14. Tier 5 Wonderous Item
15. Tier 4 Wonderous Item
16. Tier 3 Wonderous Item
17. Tier 2 Wonderous Item
18. Tier 1 Wonderous Item

As a result of the shame of turning one in, tags below 4 can sometimes be found discarded around the festival, though garbage collectors do a good job of whisking them away.

Carvings, paintings, and statuettes are donated by local artisans and dabbling aristocrats. They are generally nature themed and the quality, style, and detail vary significantly from specimen to specimen.

The migrant brooches are specifically crafted for the festival by local jewelers' guilds. They serve as a symbol of recognition among the well-traveled and boast of the wearer's skills.

The wondrous items donated to the festival are ranked in tiers based on their value and usefulness.

A. TIER 6 WONDROUS ITEMS

Sparkler

Wonderous Item, Common

Can be activated as an action as often as desired to produce a constant stream of bright flashing sparks of light lasting 30 seconds. These sparks have no heat and illuminate as a candle (bright light to 5 feet, dim to 10 feet). Search checks depending on the light are at disadvantage due to its flashing light and shifting shadows.

Drying Wand

Wonderous Item, Common

Can be activated as an action to destroy up to 5 gallons of water. This is enough to completely dry six people and their clothes when soaked to the bone.

Ice Maker

Wonderous Item, Common

Can be activated as an action to produce 1 cubic foot of ice cubes which melt normally but disappear in an hour unless consumed.

B. TIER 5 WONDROUS ITEMS

Key-finder

Wonderous Item, Common

A tarnished coin that, when fully charged, can be polished for a moment to cause any key within 40 feet to glow brightly (bright light to 10 feet, dim to 20 feet) for 2 seconds. After use, it charges 5 feet every 12 hours until fully charged after 4 days. If used before it is fully charged, it functions normally at its lesser range and begins charging again.

Food Warmer

Wonderous Item, Common

A heat-cured box of hard wood that has 11 settings from 0-10. It can hold up to a cubic foot of material easily and at its highest setting can heat the contents 7.5° C (13.5° F) per minute. If its contents reach 250° C (482° F), the box combusts and becomes damaged beyond repair.

Blinder Shield

Wonderous Item, Common

A quality metal shield that radiates a hemisphere of light at four settings: off (no light), a soft glow (bright light to 5 feet, dim to 10 feet), a bright gleam (bright/dim 40/80), and a blinding light (80/160). When the blinding light is turned on from the off or soft glow settings, all creatures in the lit hemisphere must succeed on a 15 DC Dexterity saving throw or be blinded for 1 minute. The light setting can be changed as an action. Once the setting of the shield has been changed, the user must wait 1 minute to change it again.

C. TIER 4 WONDROUS ITEMS

Flame Burst Ring

Wonderous Item, Uncommon

Has two charges that recover 1 charge per day at dawn. A charge can be used as an action to

create a burst of fire dealing 3d6 fire damage to a target in melee range. The target may make a DC 15 Dexterity save for half damage.

Magic Torch

Wondrous Item, Uncommon

A rod with a knob on one end and a glowing gem on the other. It can be made to produce light at 4 different levels: off (no light), a soft glow (bright light to 5 feet, dim to 10 feet), a bright gleam (bright/dim 40/80), and a very bright light (60/120). The setting may be changed as an action.

Boots of the Traveler

Wondrous Item, Uncommon

Sturdy travel boots that allow the wearer to travel 10 hours rather than 8 without making checks for exhaustion. When the wearer travels beyond 10 hours, the exhaustion checks have a DC of 10 + 1 for each hour after 10.

D. TIER 3 WONDROUS ITEMS

Rain Stick

Wondrous Item, Uncommon

A modest-looking staff with 8 charges that allow the user to cause rain as in the Precipitation table of the Control Weather spell (5e SRD). After 10 minutes of use, the precipitation stage can be increased by one Stage (1 charge), two Stages (3 charges), or three Stages (6 charges), though a change to Stage 5 requires an additional 2 charges. The staff recovers a charge each day at dawn.

Resurrection Staff

Wondrous Item, Uncommon

Allows the user to cast Resurrection as an action. After use, the staff requires one year to recharge, plus an additional year for each full year the target has been dead. The staff is subject to this cooldown regardless of whether the target accepts resurrection.

Flare Wand

Wondrous Item, Uncommon

A wand with 20 charges, usable as an action every 30 seconds. It recharges 1 charge per hour. When activated, the wand creates a light

source up to 120 feet away from the user that casts bright light in a 60-foot radius and dim light an additional 60 feet beyond that.

E. TIER 2 WONDROUS ITEMS

Migrant's Refuge

Wondrous Item, Rare

A small, elaborate tent of fine linen with a high ceiling and floor space to sleep three that, when pitched, detects incoming projectiles and responds with a $\frac{3}{4}$ spherical shell (upended fish bowl) of force with a 5-foot radius (3x3 squares) that stops any projectile with a damage under 20. If a projectile deals damage over 20 damage to the sphere, it may continue to damage the contents, but with its damage reduced by 20. The sphere is then shattered for the remainder of the round.

If packed, the sphere protects only the carrier.

Shrouded Dell

Wondrous Item, Rare

A highly stylized spear with a broad head. When stabbed into earth, the butt of the staff emits a disc of opaque fog perpendicular to the spear shaft that is 5 feet thick and has a radius of 20 feet.

Magic Concealer

Wondrous Item, Rare

A small crockery with a folksy painting on it that prevents magic detection in a 40-foot radius around itself.

F. TIER 1 WONDROUS ITEMS

Goose-Rider's Kit

Armor (Leather), Very Rare

A suit of +1 AC Leather Armor that slows the wearer while falling. This gives the wearer a maximum falling speed of 30 feet per second, reducing their maximum damage from falling to the damage taken from a 10-foot drop. The wearer can turn the slowing effect on or off with an action.

Scouting Helm

Wondrous Item, Very Rare

A gleaming, gilded helmet with 2 charges. The wearer can, as a bonus action, use 1 charge to briefly gain vision as if from a point up to 240 feet away (even points not visible from his position). The wearer has advantage on the perception check made from this point. When used, it cannot be used again for half an hour. It gains a charge every day at dawn to a maximum of 2.

Rucksack of Holding

Wondrous Item, Very Rare

This many-pocketed backpack has five extradimensional spaces, each with different functionality. Each of the two side pouches can hold up to 20 lbs. of material which must fit through the 2" by 4" opening and not exceed a volume of 2 cubic feet. An item in one of these pouches can be retrieved with an action if the user reaches for it specifically. If the user has no specific item in mind, then no item is produced.

The large main pocket can hold up to 8 cubic feet or 80 lbs. of material, which must be rummaged through to access, requiring one action plus an additional action per 10 items in the main pocket.

The large pocket on the lower front of the backpack can hold up to 3 cubic feet or 30 lbs. of material, which must be rummaged through to access, requiring one action plus an additional action per 10 items in the front pocket.

The smaller pocket on the upper front of the backpack can hold up to 6 cubic feet or 60 lbs. of material, of which a random intact item (box of coins, apple, single stone, iron chain, statuette, etc.) is produced when a hand is reached in.

It otherwise behaves like a Bag of Holding or Handy Haversack (5e SRD).

participating in the race will benefit from access to these feats.

Wild Rider

You are skilled in working with wild animals both dumb and intelligent. You gain the following benefits:

- You can control untrained mounts.
- You may make a Wisdom (Animal Handling) check to mount and take control of a wild animal. (DC is dependent on creature: for example, 12 for an unbroken horse, 18 for an elk or deer, and 24 for a griffon.)
- When riding a wild animal, you can use an action to take one of the mount's actions.

Animal Friend

You are a friend of animals both tame and wild and gain the following benefits:

- Whenever you would make a Wisdom (Animal Handling) check, you may instead make a Charisma (Animal Handling) check.
- You may make a Charisma (Animal Handling) check to persuade a wild animal to perform some act of cooperation, including serving as an independent mount, for a reasonable period (DC as if calming the animal +5).
- You may make a Charisma (Animal Handling) check to persuade a tamed animal to act against its owner's interests (DC as if calming the animal +5 for inaction or +10 for active opposition).

Noble Equestrian

When mounted, you are a vision to behold. Your passage inspires awe and optimism in those who see. You gain the following benefits:

- Whenever you would make a Wisdom (Animal Handling) check related to riding a mount, you may instead make a Charisma (Animal Handling) check.
- In mounted combat, you may use your Charisma modifier in place of your Strength or Dexterity modifier on melee or ranged attacks, respectively.
- The masses rally behind your mounted actions, cheering your actions and following you into battle as appropriate.

VI. APPENDICES

A. RIDER FEATS

These feats confer different advantages to mounted racers in the caribou race. PCs

Lancer

You are trained in the joust and similar mounted charge techniques. You gain the following benefits:

- You may attack after making a Dash with your mount and roll an additional 2d6+2 damage with a lance or 1d6+1 damage with another weapon on a successful hit. Attacks against you have advantage until your next turn.
- Attacks of opportunity against you have disadvantage while you are Dashing into an attack.

Djigit

You are a trick rider capable of impressive riding feats for show and utility. You gain the following benefits:

- If your mount is knocked prone, you can dismount and land on your feet without using your reaction.
- You can apply your Acrobatics proficiency bonus to Dexterity saving throws to avoid falling off a mount.
- When you would make a Wisdom (Animal Handling) check to keep a mount from getting spooked, you may instead make a Dexterity (Acrobatics) check.
- While mounted, you can make a Dexterity (Acrobatics) check in place of a Charisma (Performance) check to entertain.

Jockey

You have honed your riding skills for racing and can get a little extra speed from a mount. You gain the following benefits:

- You may increase the speed of your mounts by 20 feet.
- Your mounts may Dash as a bonus action.
- When you make a mounted melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

B. GOOSE RIDER NPC

Medium humanoid (elf), any alignment

Armor Class 14 (+1 leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	14 (+2)

Skills Nature +4, Perception +5, Animal Handling +10, Survival +3

Senses passive Perception 15

Languages Common and Elvish

Challenge 1 (200 XP)

Goose Riding. The goose rider has the Wild Rider feat (see Appendix A).

Goose-Rider's Kit. The goose rider wears enchanted leather armor that protects him from taking more than 10 feet of falling damage.

Actions

Multiattack. The goose rider makes two melee attacks or two ranged attacks.

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Goose riders dedicate themselves to escorting the giant geese in their migrations and serve an important role patrolling the borders of elven lands.

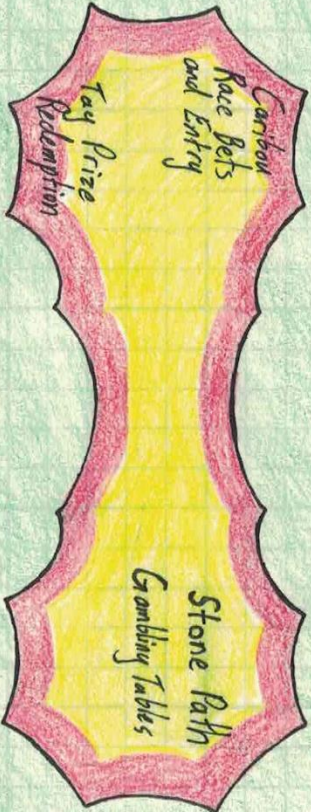
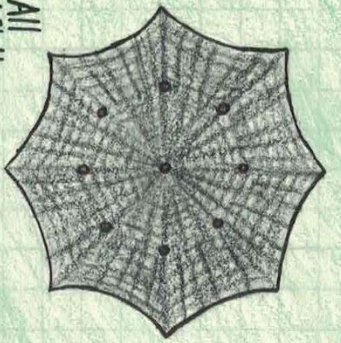


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Festival of the Migrant

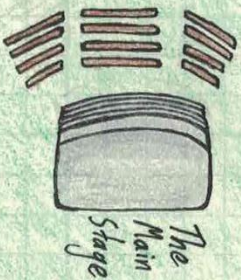
All Aflutter



Pluck or
be Plucked



The Last Frost



The Main Stage

- Vendors
- A. Sandweed Creations
 - B. The First Harvest Salad
 - C. Mauve's Sweet Meats
 - D. Mygraed's Naqicks
 - E. The Livery of the Party
 - F. The Bread Hut
- * Vendor stands are guaranteed open dawn until dusk.

