



ANIMAL PERFORMANCES ~AT A GRAND FESTIVAL~

"Ladies and gentlemen, I'm certain some of you have witnessed a unicorn prance through the forest or a dragon soar high overhead, but how many of you have ever seen a bear do this?!"

I. D12 SPECTACULAR SHOWS

- 1;1 **{Giraffe}** Swallows up to 3 longswords which are tossed up and into its mouth its handler who juggles the swords while dancing on the giraffe's back
- 1;2 **{Elephant}** Walks a tightrope over a pool of acid while balancing a padlocked coffin on its trunk which their magician handler is trapped inside and working to escape
- 1;3 **{Bear}** Rides a tiny, peddle-driven wagon through a miniature racetrack with several ramps crossing over snake-filled pits and swinging blade traps
- 1;4 **{Seal}** Can perform any song using only 7 small horns affixed to a wooden table, and will even challenge aspiring bards in the crowd to see who can perform better {nobody knows the seal's bard handler is hidden inside the platform and plays the songs for the seal}
- 1;5 **{Horses}** A pair of riderless horses dressed up like unicorns with long wooden pikes {blunted} affixed to their foreheads that they use to joust each other
- 1;6 **{Monkey}** Juggles an increasing number of fuse-lit bombs which they pass back and forth to their goblin alchemist handler who frantically works to simultaneously juggle and disarm the bombs

- 1;7 **{Parrots}** A flock of lizard-like parrots who recite simple eldritch incantations in perfect unison by mimicking their tiefling warlock handler who wears a strange bird costume
- 1;8 **{Penguins}** A dozen little penguins dressed up like clowns waddle through the crowd pestering, pranking, and making fools out of audience members during intermissions and the main show
- 1;9 **{Tiger}** Dressed up like a ferocious dragon and engaged in an epic "duel to the death" against their half-orc handler who guides the tiger through a burning castle-shaped obstacle course
- 1;10 **{Ants}** A bug-eyed human handler plays a harp affixed to their forehead to control a colony of ants and march them into intricate statues or structures that come to life as the ants move
- 1;11 **{Dog}** Using only its jaw to pull rope handles and levers, this brilliant poodle launches its halfling handler out of a canon through burning rings, fetches them, and then fires them again through newly arranged rings
- 1;12 **{Giant Slug}** Paints breathtaking landscapes with its slime simply by following a trail of food left by its handler {takes so long this performance usually starts several hours before the main show even begins}

Campaign/Session Notes Here

