

The Founders' Day Fun Faire

Welcome to the Founders' Day Fun Faire. During this ~~three~~ four day extravaganza, you'll be invited to experience a series of delights found nowhere else on the globe! Shop in the Bizarre Bazaar, sample rare foreign delicacies at Smorgasbord Hall (a temporarily transformed Arc-en-Ciel Hall), take in concerts and shows from world-renowned performers at the Proving Grounds, and participate in thrilling races, games, and competitions all across the City of Ersand'Enise.

What's more? We're holding this year's festivities in association with the Student Societies Faire, so this is a great chance to check out what's on offer for the year of DZ55!

Of course, there's nothing more fun than winning free loot, is there? The faire is fun for anyone, and we look forward to seeing you there regardless of how much you choose to see or do, but we're also rewarding both participation and excellence through a token system, with standout performers being given access to valuable prizes. Here's how it works!

Earning Tokens

The very first task that any student visitor to the faire is responsible for is to select a guild. As usual, there are three offerings: the Society of the Gift, The Magicians' Guild, and the Enchanters' Union. This guild will provide its members with a long cord, to which tokens earned at various club stalls will be added. Each token is unique and some are enchanted. If tokens of two clubs that are mutually exclusive are placed next to or within two spots of each other, they will attempt to destroy each other. Once at least fifty out of the seventy currently registered student clubs have been visited and tokens verified with their guild, they will be able to earn tokens from the games and competitions on offer. In addition to more mundane games that earn simple cash or immediate reward prizes, these are as follows:

Games (Repeating)

1. **Three-Legged Race:** Exactly what it sounds like: you and a partner tied together by the leg. The top two teams in each heat get a token.
2. **Reshta Race:** a hopping race. The top two in each heat get a token. If an actual monoped is there, they get a token automatically.
3. **Target Shooting:** The course is long, the crosswinds crazy, and the targets move. The winner of each heat gets a token.

4. **Lightning Race:** Steer a bolt of lightning through a winding course. The top two in each heat get a token.
5. **Maze Runner:** Race through the arboretum's infamous hedge maze as it shifts around you. The winner of each heat gets a token.
6. **Gargantuan Ring Toss:** Make your way to the cliffs by the Lonely Obelisk. Land the enormous ring on the enormous bottle amid ferocious crosswinds and nesting shore dragons, get a token.
7. **Fireball Obstacle Course:** complete the winding, three-dimensional course without burning any of the dry, sensitive wood or straw, get a token.

Competitions (One Time Only)

1. **The Academy's Got Talent:** A live talent show with a mixture of judging and audience vote. Any talent is welcome, within reason. Tokens are given to podium finishers.
2. **El Forzudos Tug-of-War:** a five vs five tug-of-war on a floating platform of some absurdly sturdy material on Hedda's Lake. Tokens are given to each member of the winning team.
3. **Les Gourmands Eating Contest:** Types of food alternate as the contest progresses. A magic disruptor may be intermittently switched on. Tokens are given to podium finishers.
4. **The Hoch und Mächtig Team Beer Drinking Contest:** One person perches precariously on a twelve foot tall stool and must chug a full stein of beer every fifteen seconds. Every round, this is reduced by a second. Steins are handed up to them and collected by their partner below. Fail to meet the time limit? You're out. Break or drop a stein? You're out. Last team left standing wins four tokens. They must hand two of these off to a beaten rival as a 'toast'. Any cheating away your drink or its effects earns a DQ.
5. **Animal Extravaganza:** Who has the fastest or most beautiful pet? Tokens are given to the top two dragons, top two equines, and top two threshers in races and pageant.

Giveaways (One Time Only)

1. **Soul Sisters in Concert:** each member of the famous troupe will have one token to throw into the crowd. They may target a lucky character who will have advantage. Those nearby may try to intercept.
2. **Leon Solaire in Concert:** the famous performer, fresh off of his travels in Callanast, will have five tokens to throw into the crowd. He may target up to five adoring fans who will have advantage. Those nearby may try to intercept.

Earning Prizes

In total, thirteen tokens may be earned from the various games, competitions, and giveaways. These must be presented by 4:00HS on Pandes, Velles 1, at your guild's headquarters in order

to be redeemed. There are five tiers of prize, based upon the number of tokens earned. The higher, the better. They are as follows:

1. **Chaos Tier:** 14 tokens earned - free tuition for remaining school years, access to the Forked Tower for one week, or mystery prize.
2. **Diamond Tier:** 12 tokens earned - free tuition for this school year, free access to the Silk Gate for a year, or mystery prize.
3. **Gold Tier:** 10 tokens earned - Half-off tuition for a year, free access to the Silk Gate for half a year, or mystery prize.
4. **Silver Tier:** 8 tokens earned - Free one-on-one tutoring for a month (counts as an extra elective class), free access to the Silk Gate for a month, or mystery prize.
5. **Bronze Tier:** 6 tokens earned - A really nice wizard hat (d20 for quality), a complete illustrated guide to Ersand'Enise, or mystery prize.
6. **Iron Tier:** 4 tokens earned - A sticker of Hugo Hunghorasz, a free Drink at the Clamshell, or mystery prize.

Just what are these mystery prizes? What wonders and marvels await those who persevere and endure and overcome all others? Win and you'll find out! :DeviousJocasta: