

The Festival of Silent Drums

120-minute plan · 4 players · Bring people together

The shared drums are silent. A council host, small performers and crowd stewards need an opening they can all accept.

Content notice: Public performance pressure. Describe a beat instead of playing or singing it.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Festival square

A silent drum cart blocks the opening banner.

Costume tent

Four colored tabs hang from a folded cloth.

Rehearsal steps

Children practice a clear handclap pattern.

Silent stage

Shared drums sit beneath a cloth with four tabs.

Bell balcony

A bell overlooks the stage and rehearsal steps.

Opening program

Four slots total. Small performers request two. Stewards request one reply. Council requests a welcome and reprise. Cross out or move one request before assigning the four slots.

Try this: Make a visible counteroffer instead of promising five turns.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Festival of Silent Drums - known places

