



DR. AMBROSIUS' FANTASMAGORICAL DUNGEONEERING ADVENTURE!

FUN FOR ALL AGES!



WRITTEN BY ZOE ROSENFELD

An adventure for 5th and 6th level characters (and DMs with a some imagination).

This adventure was inspired by Oglaf, the webcomic by Trudy Cooper and Doug Bayne. Thank you!

A DAY AT THE CARNIVAL

All the fair will be covered in streamers!

And the music will spin us around.

It's a place for the jesters and dreamers to worship the whims of their God.

— Traditional song

ADVENTURE HOOKS

Getting the party to the fair is pretty straightforward. If they are traveling, they simply need to pass by a town and hear music in the distance.

If you would like to plant seeds in advance, you may want villagers in other towns to discuss traveling to Goat's Run for their famous fair.

ATTENDING THE FAIR

It's the beginning of spring, and the party has travelled to the small town of Goat's Run. Most of the year, Goat's Run is pretty unimpressive; they've got some industry, a few taverns... very middle of the road. However, the town is famous the world over for the incredible carnival that it throws around this time of year – a week of games, parades, and general debauchery. The week is dedicated to **the Fun God**, a jolly trickster who upsets the normal order of the world for the length of the festival and renews life throughout the year.

Throughout the crowded streets, the party finds various attractions giving away marvelous prizes for those who wish to play...

JELLY BABY WRESTLING

Screaming and chanting comes from a large metal geodesic dome which stands in an open square. Spectators are crowded around the dome and many have climbed its struts to get a better view of the fight within. A dwarf and a human face off against a construct that seems to be made entirely of green, translucent goo. More goo forms an ankle-height pool around their feet. A banner in front of the dome reads "JELLY BABY WRESTLING."

The Jelly Baby Wrestling dome is run by Rocko the human. He looks the party over and recites the rules.

- 2 silver per combatant.
- The wrestling ring is for **unarmed combat only**. Magic users may use cantrips.
- Combatants can enter the ring as either singles or pairs. Only one combatant at a time can face off against the jelly baby.
- A combatant may tag their partner in to fight. They must reach their partner **ungrappled** in order to tag out.
- Jelly floor is difficult terrain.
- Combatants win a selection of wonderful prizes (see weapons appendix).

ROCKO

Str: 18 (+5) **Dex:** 14 (+2) **Con:** 13 (+1) **Int:** 8 (-1) **Wis:** 10 (+0) **Cha:** 14 (+2)

JELLY BABY

Medium construct, chaotic neutral

(HP 45 / AC 13 / Speed 15ft)

STR: 16(+3) **DEX:** 10(+0) **CON:** 16(+3) **INT:** 1(-5)
WIS: 6(-2) **CHA:** 1(-5)

Senses: Tremorsense (30ft)

Damage Immunities: Acid, psychic, poison

Condition immunities: Blinded, deafened, charmed, exhaustion, frightened, prone

Actions

Big fist slam. *Melee weapon attack.* +3 to hit, reach 5ft, one target. *Hit.* 4 (1d6+1) bludgeoning damage plus 2d6 acid damage.

Jelly spray. *Ranged attack.* Reach 15ft, one target. Jelly baby spurts jelly at combatant. Combatant must make 14 dex saving throw to dodge. If the slime cannot use *Split*, it cannot use this action. *Hit.* 2d6 acid damage + 3 bludgeoning damage. *Miss:* 1d6 acid damage.

Consume. *Melee attack.* Reach 5ft, one target. Jelly baby grapples combatant, attempting to pull them into its mass. Combatant must make **13 str saving throw**. Upon one failed check combatant takes 2d6 acid damage and is grappled. Upon two failed checks combatant is fully engulfed. Combatant takes 3d6 acid damage upon consumption and 1d6 on each subsequent turn contestant fails to escape (end of turn).

Split. Lightning or slashing damage splits the jelly baby into two smaller jelly babies if it has at least 10hp. Each smaller jelly baby has 1/2 the original's hp, rounded down.

POTIONS, POTIONS, POTIONS!

This is less a booth, more a hunched, threadbare, but still colorful tent surrounded by clinking, empty bottles hung on strings. The tent's flap is pinned open, beckoning you into the darkness within.

The tent is run by Saul, the human wizard, who has his feet kicked up on his desk and a large pipe in one hand. Saul looks... less than alert.

He is selling a variety of potions, some the party recognizes and some they do not.

- Health — 50gp
- Antitoxin — 50gp
- Poison — 100gp
- Mystery black potion: dampens your sense of humor (advantage against illusions/projections for 10 minutes) — 20gp.
- Mystery blue potion: luck for 10 minutes — 20gp.

• Mystery green potion: a player can deal silly damage unarmed or with normal weapons for 10 minutes — 15gp

• Mystery purple potion: uncontrollable levitation for 10 minutes — 5gp.

SAUL

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 13 (+1) **Int:** 11 (+0) **Wis:** 14 (+2) **Cha:** 16 (+4)

COCONUT SHY

A clattering sound alerts you to the Coconut Shy. The booth trails hundreds of blue-green streamers, undulating in the breeze like a wave. Seven small coconuts are balanced on slim pillars of various heights.

Sunni, the elven carny, waves the party over. She rattles off the rules as soon as the party gets within earshot.

- 5 throws for 2 silver.
- The point of the game is to knock a coconut off its pillar (**DC 17 athletics check** knocks off a coconut)
- Knock off 4 or more coconuts and you win a prize (see weapons appendix).

SUNNI

Str: 11 (+0) **Dex:** 16 (+3) **Con:** 12 (+1) **Int:** 11 (+0) **Wis:** 13 (+1) **Cha:** 14 (+2)

Any use of unauthorized magic at the games booths must pass a **DC 12 stealth check**, or the magic user is caught cheating and banned.

FUNTIME PLASTIC WEAPONS HAWKER

A half-orc with jingling bells on his cap pushes a handcart bristling with plastic weapons and souvenirs. These are the same **Funtime Plastic weapons** that are given out as prizes at each booth, but if one doesn't feel like playing they can purchase a souvenir weapon for 5 silver.

Once the party enters the funhouse, their own weapons and spells will be considerably less effective. The Funtime plastic weapons are the only weapons

guaranteed to work correctly against the creatures within.

See weapons appendix for list of Funtime plastic weapons. In addition to the weapons, the half-orc is selling:

- A deck of tarot cards (see Appendix for usage)
- A purple teddy bear (if thrown in the Funhouse, the teddy bear explodes with the stats of an **alchemist's grenade**).
- A commemorative teacup with a painting of the Fun God.

FACE PAINTING

A kindly-looking dwarven woman is sitting at a folding wooden table. She waves to you with a paintbrush when you catch her eye.

For 2 silver pieces, a creature can get their face painted by Rund Silverfist, face painter extraordinaire!

Face painting offers no tactical advantage, but it sure looks nice!

FISH-IN-A-CUP

Brightly colored wooden fish float in a variety of tightly-packed glass bowls, cups, vases, and dishes. A gnome sits on a lifeguard's chair above the array, swinging his feet and waving a handful of toy fishing rods.

Old Garth, the gnome, runs the Fish-In-A-Cup game. The rules are:

- 2 silver gets you a fishing rod. You're allowed 5 casts.
- The point of the game is to get your magnetic sinker into one of the bowls, hook a fish, and pull it out of the bowl (**DC 15 dexterity check gets the sinker into the bowl, another DC 10 dexterity check is needed to successfully retrieve the fish**).
- Pull out a fish and you win a prize (see weapons appendix).

OLD GARTH

Str: 10 (+0) **Dex:** 14 (+2) **Con:** 15 (+2) **Int:** 10 (+0) **Wis:** 8 (-1) **Cha:** 14 (+2)

Any use of unauthorized magic at the games booths must pass a **DC 12 stealth check**, or the magic user is caught cheating and banned.

THE FUN GOD'S PARADE

Suddenly the and roar of the crowd amplifies tenfold. Everyone seems to be surging towards the main thoroughfare of the carnival grounds. Everyone is cheering and screaming, heralding the parade that's coming towards the party. One hears the spectacle before one sees it: brash, celebratory, infectious music pierces the air. Everyone in the parade, musicians and otherwise, is wearing elaborate costumes — some are grotesque and lumpy and horrifying, some are encrusted with sequins and jewels and feathers. Magicians throughout this parade are casting spells that shoot sparks and small day-glo fireworks into the air. Little kids are throwing handfuls of candy into the crowd from atop these huge snakelike monsters. Are they really monsters? Or elaborate creations of costume and illusion?

The crowd roars even louder, if that's possible, and you finally catch a glimpse of the Fun God. You see a big muppet head with rolling googly eyes. A long felt tongue hangs out of one side of a loosely flapping mouth. The head is bobbing up and down, side to side, on beat with the music, and as it passes through the crowd it's followed by a long, colorful silk body that ripples and undulates. You can see a dozen or so pairs of human legs kicking and dancing under the cloth. Sometimes the men holding up this silk will jump or weave, making the Fun God's body seem to bob and ripple. The head shakes goofily at carnival goers on either side of the crowd and they scream, jump back, laugh, and press forward once more. Children at the front of the crowd throw balls of paper at it, which explode into clouds of colored powder.

When the Fun God passes and the tide of people draws back, the party finds themselves in front of...

THE FUNHOUSE

In the center of this carnival is a spectacular structure. It's a two-story funhouse painted in searing day-glo colors. The party can see the carts that it must have been unpacked from tucked in the lot behind the structure, but it seems too big and too intricate to have been thrown up overnight. Balconies wrap around the entire front of both stories, lined with fluttering banners and brightly painted cutouts of dragons, orcs, wizards, and skeletons. Through the colonnades on each floor one can catch glimpses of some of the attractions within – they can see the sun shining off a row of floor-to-ceiling mirrors and what looks like a series of tubes and slides crisscrossing the space. However, red curtains prevent the eyes of the curious from peering too deeply into the maze. Above the entire structure is an enormous, shimmering gold banner, slowly undulating in the breeze. It reads:

DR. AMBROSIUS' FANTASMAGORICAL DUNGEONEERING ADVENTURE! FUN FOR ALL AGES!

A CALL TO ADVENTURE

The funhouse exerts a strange compulsion on those standing near it. The party must pass a **DC 18 wisdom saving throw** to avoid being lured in by the funhouse's call.

Those who fail the save feel like there's something in there that they *need* to see. Something that is calling out to them...

ENTERING THE FUNHOUSE

The barker standing in front of the Dungeoneering Adventure is a pimply

teenager in a shabby top hat. He introduces himself unconvincingly as Dr. Ambrosius.

Have you all had a good time at the fair today? He asks. *Did you win any exciting prizes?* He entreats you to stay together – the dungeon isn't responsible for lost party members.

TEEN AMBROSIUS

Str: 10 (+0) **Dex:** 11 (+0) **Con:** 12 (+1) **Int:** 14 (+2) **Wis:** 11 (+0) **Cha:** 8 (-2)

He shuffles the party through a set of wide double doors, which shut behind them. They find themselves standing at a wooden stall at the near end of a 60ft room. [Party #] of long rifles are tethered at intervals to the stall. When everyone has taken their places, bright pink and yellow flashing lights come up, illuminating seven cardboard desperadoes. Each has a red and white target on his chest.

The rifles are ranged weapons with +1 to attack. Hit: (1d4+1) piercing damage.

CARDBOARD DESPERADO

Medium construct, chaotic neutral

(HP 30 / AC 11 / Speed 5ft)

STR: 12(+1) **DEX:** 10(+0) **CON:** 16(+3) **INT:** 1(-5)
WIS: 6(-2) **CHA:** 1(-5)

Damage Immunities: Lightning, psychic, poison
Damage Resistances (1/2 damage). Any non-silly spells or weapons.

Condition immunities: Blinded, deafened, charmed, exhaustion, frightened

Actions

Multiattack. Cardboard desperadoes shoot twice when making ranged attacks. 1 or 2 targets, as long as the targets are standing next to one another.

Shoot. *Ranged weapon attack.* +4 to hit, reach 100ft, one target. **Hit:** 3 (1d4+1)

Claw. *Melee weapon attack.* +4 to hit, reach 5ft, one target. A spring-loaded arm unfurls from the desperado, baring a set of sharp metal talons. **Hit:** 7 (1d8+3) slashing damage.

The desperadoes move on a metal track that they are unable to escape. If one is able, it will move forward its full movement at the start of each of its turn. It does not engage its claws unless a combatant is within melee range.

NO WAY OUT...

When the final cardboard desperado is felled, the entire setup disappears in a puff of gold glitter. When the glitter settles, the party finds themselves in a surprisingly stately entryway. Its entire 60 foot length is covered in red drapery, with black-and-white checkerboard floors. Along both walls are doors – six in total. There's no sign of the balcony or any other way out. At the far end of the entryway is a large funhouse mirror.

If *Detect Magic* is performed, it is discovered that the entire room is lousy with Conjunction magic.

Choosing a door

Though the room's six doors seem to offer a choice of path to the party, the dungeon is easiest to run if that choice is illusory. It is enjoyable to offer a few false starts as the players pick a door, such as:

- Going through one door causes a player to come out of a different door.
- A door that opens up onto a wall if opened once, but opens onto a hallway if opened again.

Once the party progresses through the "right" door, they fall down a spiraling slide and emerge in...

THE LAIR OF THE CHIMERA

The party spills out into a low-lit room with walls made out of large, rough hewn stones. The slide behind them proves slippery and impossible to climb, leaving only the darkened archway barely visible across the room.

Even a cursory glance reveals that this entire dungeon is made of paper mache... probably by that teenager at the front door. It is significantly less than terrifying. The paint on the walls is kind of patchy, and there's literally a cardboard box of art supplies sloppily tucked behind a pillar.

This entire room smells like hay and animal, because standing in the middle of the room is a mid-sized **goat**. Whoever decorated the dungeon dressed the goat up to look like a chimera, with a paper mache dragon head strapped behind its real head and a lion's mane made of yarn tied around its neck. The goat is surrounded by piles of skulls... also clearly paper mache.

The goat shows little interest when the party enters. It may trot over to them and nose at whoever's in front. If the party attempts to cross without incident, the goat will come up and investigate. It is easily bribed with food. It may try to eat something that is not food. The longer the party is in the room, the more aggressive the goat becomes. It doesn't like you invading its space.

If the goat is attacked, it fights with the stats of a **chimera (MM pg. 39)** with an **additional damage resistance to all non-silly weapons and spell casting**.

Spell casting in the funhouse

*The magic of the Fun God tampers with normal spell casting unless a player is equipped with a **tarot deck**. As well as dealing 1/2 damage to funhouse monsters, spells are much more likely to go wrong when cast.*

*When a spell is cast, roll a d20. If the number rolled is odd, add an effect from the **wild magic surge table** to the spell's normal effect. If the number rolled is a 1 or a 20, **replace** the spell's normal effect with an effect from the **wild magic surge table**.*

Silly spells are allowable on the discretion of the DM.

"When I ran this game I allowed spell casters to pitch me a non-canonical spell. I would decide the damage and they'd have to roll a charisma check to see how effective it was."

Across the styrofoam battle pit, the party can see a large wooden portcullis guarding another dark archway.

A **DC 10 strength check** allows a player to lift the portcullis right up; it's definitely made of balsa. They can also smash through it pretty easily — again, balsa. When a player tries to

walk through the archway, however, they smack their face on the wooden portcullis. *Why didn't they lift it before they tried to exit?*

The archway is a false door and will not let players out no matter what. **They need to draw or paint a doorway on the wall with the art supplies hidden in the corner.**

THE BARREL ROLL

The party exits the large chamber into a hallway similar to the first: checkerboard patterned floors and walls draped entirely in red. In front of them the black-and-white pattern of the floor seems to whorl up and around, creating a dizzying tunnel.

This 25 foot stretch of floor is the Barrel Roll. The tunnel rotates, making normal passage impossible. A **DC 12 dexterity or athletics** check is needed to walk through the tube without falling.

On a failed check, the player is stuck in the spinning tube. They are tumbled around, taking **2 points of bludgeoning damage** for each failed escape attempt. Additionally, they become *dizzy*, which gives them disadvantage on dexterity and athletics checks in the next room.

A FORK IN THE ROAD

The party reaches a t-intersection in the hallway. One path leads left, one right. Both hallways pass through the huge, sculpted, grinning mouths of garishly painted creatures. The right-hand path passes through the wide smile and purple lips of a rosy-cheeked clown. The left-hand path goes through the sharp-toothed maw of a black cat with yellow eyes. There is a cord strung across the cat's mouth with a handwritten placard reading:

EMPLOYEES ONLY – KEEP OUT

THROUGH THE CAT DOOR

The Employees Only hallway is decorated in the same red, black, and white, but it's a little less well-kept than the other halls that the

party has walked down. The curtains are a bit tattier and the floor isn't polished to the sheen that is seen elsewhere. The hallway goes straight backwards about 15 feet, then ends in an unassuming wooden door.

The hallway is not trapped but if *Detect Magic* is performed it is discovered that there is heavy Illusion magic at play here.

About two feet before a player reaches the wooden door, they fall through the floor. To the outside observer, it looks as though they disappeared without a trace.

Anyone who falls through the floor shoots downward in a big, covered slide. It goes through three loop-de-loops and then shoots them out into a small, warmly lit room.

THE EMPLOYEE DRESSING ROOM

The room is small, perhaps 15 feet square. The wall opposite the mouth of the slide is filled end to end with a long vanity bench covered in makeup and odds and ends. There are two lit candles in little pink glass votives on the bench, and their dancing light is reflected in the large mirror on the wall. There are a few notes tacked to the glass of the mirror, and the whole thing is surrounded in warmly lit globe lights, old Hollywood style.

There are costume pieces littered around the floor, and hundreds more hung on racks and hooks on literally every inch of wall space

The notes read:

- PLEASE HANG UP COSTUMES AFTER USE.
- LEN: STOP FEEDING THE GOAT.
- REMEMBER TO TURN OFF THE LIGHTS.
- LEN: DO NOT OFFER ODDS ON PATRONS

Investigation will reveal a light switch situated by the mouth of the slide.

If all lights in the room are extinguished (both the vanity lights and the votive candles on the bench), the mirror will begin to glow a soft

blue. The party may pass through the mirror to enter...

THE MIRROR PORTAL ROOM

The party clambers through the portal into a small room (about 12x12 feet) painted with wide red and white vertical stripes. On the wall behind them is a large mirror in an ornate gold frame, displaying an image of the room from which they came. There are a few Funtime Plastic weapons on the ground, perhaps discarded by previous adventurers. Other than that, the room is empty

The weapons are:

- Pretty Princess pink plastic sword (uses **Longsword** stats)
- I-Can-Fix-It hammer (uses **Light Hammer** stats)

A **DC 13 investigation check** reveals that there is a single nail in each wall, placed a little above human eye level. If the mirror is removed from the wall on which it is hung and hung on a different wall, it will display a different scene. Moving clockwise from its current position:

- The first wall displays a similar red-and-white striped room, but it appears to be much larger than the one the party is in. Slow-moving balls of light float in and out of frame (sends party to **floating cat room**).
- The second wall displays a brightly-colored facsimile of a large garden (sends party to **clown tea party**).
- The third wall displays an enormous pit filled with plastic balls (sends party to **ball pit**).

THE FLOATING CAT ROOM

As the party could see through the mirror, this room is painted in vertical red-and-white stripes.

The light in this space is dim, but you can tell the room is circular, about 20 feet in diameter and 30 feet tall. Glowing orbs, each about the size of a human head, are floating lazily around the room. Each is emitting a soft, colorful glow.

Also floating around the room are four enormous cats. Each is around the size of a manatee. They have wide, puppet-like mouths and shaggy blue-and-white striped fur. One is asleep up near the ceiling, two are lazily circling the middle of the room around 15 feet above your heads, and one is kneading the wall around 5 feet up and staring at you with huge, half-closed yellow eyes. Finally, in the point where the stripes converge on the floor, you see a big glowing red button.

A **DC 10 investigation check** reveals that there is an identical button on the ceiling.

Pushing either button reverses gravity. The cats and the orbs are unaffected, but the entire party instantly “falls” 30 feet to the ceiling (**3d6 damage** unless they make **DC 13 dexterity saving throw** to grab onto one of the orbs or one of the cats).

To exit the room, both buttons must be pushed at the same time.

If the orbs are popped (**Attack roll of +10**), the player must roll 1d8 for an effect:

1	You grow one size.	5	You shrink one size.
2	The bubble pops; you fall the opposite direction as everyone else.	6	You feel lighter than usual. You are now under effects of the spell Featherfall .

3	You grow big cat ears and blue fur starts to sprout from your face. You no longer seem affected by gravity shifts. Instead, you can now fly at 1/2 your walking speed (must beat a DC 7 acrobatics check to steer correctly).	7	The bubble pops and you hear a loud, irritating honking noise. The cats are all attracted to it.
4	You feel good! You feel lithe! (+3 to dexterity checks, non-stacking).	8	The bubble pops; you fall the same direction as everyone else.

These effects last until the party leaves the room.

Like most cats, the floating cats in this room are curious and lazy. They will not attack the party immediately, but they are drawn to sudden movements (such as a body suddenly falling 30 feet through space).

FLOATING CAT

Medium construct, chaotic neutral

(HP 47 / AC 15 / Speed 20ft)

STR: 13(+1) **DEX:** 16(+3) **CON:** 8(-1) **INT:** 2(-4)

WIS: 8(-1) **CHA:** 13(+1)

Damage Resistances (1/2 damage). Any non-silly spells or weapons.

Actions

Paw. *Melee weapon attack.* +5 to hit, reach 10ft, one target. *Hit:* (1d6+3) bludgeoning damage.

Bite. *Melee weapon attack.* +5 to hit, reach 5ft, one target. *Hit:* (2d6+3) piercing damage plus 2d6 poison damage.

Hypnotizing Gaze. If a creature begins its turn within 10 feet of the cat and the two of them can see one another, the cat may force the creature to make a **DC 15 charisma saving throw**. On a failed save, the creature is enthralled by the cat. It cannot look away from the cat, move further away from it, or attack another creature. It must repeat the saving throw at the end of its next turn. On a success, the effect ends.

THE SLIDE AND AFTERWARDS

When the party successfully pushes both glowing buttons in the floating cat room, the floor of the room opens and the party falls into a dark slide (though they take no damage).

They land in a hallway similar to the ones they've been in before, though this one curves gently to the right. Though the hall is brightly lit, visibility is hampered. The party can only see about 10 feet ahead before the curve of the wall obscures their vision.

The Call to Adventure

If any members of the party failed the wisdom saving throw outside of the funhouse, the feeling of a siren's song within the funhouse grows stronger and stronger as they follow this path. They are sure that they're getting close to whatever is reaching out for them, and they can't wait to answer its call.

As they walk down the hallway, they get the unsettling feeling that it's shrinking around them. By the time they've walked 20 feet the taller members of the party are stooping to clear the ceiling.

30 feet in and the taller party members have to crawl on their hands and knees; dwarves and halflings are stooping. It would be difficult to turn around at this point.

40 feet in: dwarves and halflings are crawling on their hands and knees; anyone else has to army crawl.

Finally, the party comes to a small, square door with a gold knob.

Through the door is the Temple of the Fun God.

PIE TRAP!

If the player at the front of the pack doesn't check for traps, they will step on a checkerboard square that sinks just slightly under their weight. They are hit in the face with a pie.

Do you know what poison tastes like? Well, it sure doesn't taste like psychoactive drugs.

This character will have to face off against an illusory foe: the **Fiji Mermaid**. The mermaid uses **Imp stats** (MM pg. 76), though it is unable to shape change. The Fiji Mermaid has **damage resistance to all non-silly weapons and spell casting**. All damage it inflicts is psychic.

The character will also have disadvantage on all wisdom saving throws until they are able to take a short rest.

THROUGH THE CLOWN DOOR

If the party chose to take the clown pathway at the fork in the road, play only this half of the dungeon.

The black-and-white checkered floor of the hallway terminates in front of a tall, ornate set of golden double doors.

THE CLOWN TEA PARTY

The room beyond them is a large, brightly colored facsimile of a garden. Rolling astroturf hills, oversized silk flowers, even an illusory sun twinkling near the ceiling. Across the room is a second set of double doors.

Between the party and the exit is a large, frilly, white table set for high tea. They can see exquisite pink and white patterned china, softly steaming teapots, and a tall tower filled with various flavors of finger sandwiches. Sitting at the table, amongst many open chairs, are **two clowns**.

One is a very classic Pierrot. He wears a black skullcap and white pajamas with a big ruff and big puffy black buttons. His face is painted white, punctuated by one oversized black tear. The other is more of a Charlie Chaplin type in oversized, comically patchy clothes and fingerless gloves. He is carrying an umbrella. As soon as they see the party, they get very animated and excited. They invite the party to sit and join them.

If the party joins the clowns without violence, they are served a delicious and comical spot of tea. **If they choose to drink it, the tea gives the players 4(1d6+1) health.** If a player uses the **commemorative teacup**, the clowns excitedly give them a sandwich to take with them. **Sandwich offers 5(1d4+3) health.**

If the clowns are attacked, they will retaliate.

PIERROT

Medium construct, chaotic neutral

(HP 70 / AC 13 / Speed 30ft)

STR: 15(+2) **DEX:** 8(-1) **CON:** 13(+1) **INT:** 10(+0)
WIS: 13(+1) **CHA:** 17(+3)

Damage Resistances (1/2 damage). Any non-silly spells or weapons.

Condition immunities: Charmed, frightened, exhausted

Actions

Mime weapon. Pierrot can mime one of three weapons. Though they are invisible, they deal normal damage.

Crossbow. *Ranged weapon attack.* +3 to hit, reach 60ft, one target. *Hit:* 8(1d10+3) piercing damage.

Rapier. *Melee weapon attack.* +3 to hit, reach 5ft, one target. *Hit:* 7(1d8+3) piercing damage.

Net. *Ranged attack.* +3 to hit, reach 10ft, one target. *Hit:* creature is restrained until freed.

Multiattack. If Pierrot uses *Net*, he can attack again with *Screech*.

Terrifying Screech. The clown unhinges its jaw and screeches at a single creature within 50ft. The target must make a **DC 17 wisdom save** or drop whatever it is holding and become **frighted** for the duration.

THE TRAMP

Medium construct, chaotic neutral

(HP 67 / AC 13 / Speed 30ft)

STR: 15(+2) **DEX:** 17(+3) **CON:** 13(+1) **INT:** 8(-1)
WIS: 13(+1) **CHA:** 17(+3)

Damage Resistances (1/2 damage). Any non-silly spells or weapons.

Condition immunities: Charmed, frightened, exhausted

Actions

Umbrella. The Tramp can use his umbrella as a club, or as a focus to cast **Color Spray** and **Magic Missile**. He has 4 spell slots and +3 to spell attacks.

Club. Melee weapon attack. +2 to hit, reach 5ft. **Hit:** (1d8+2) bludgeoning damage.

Split. Lightning or slashing damage splits The Tramp into two smaller clowns as long as he has at least 10hp. Each smaller clown has 1/2 the original's hp, rounded down.

THE BALL PIT

The second set of double doors open onto a small balcony.

You are on a small balcony, 10 by 15 feet, overlooking an enormous ball pit. Hanging 20 feet above the pit are four platforms, suspended by ropes from the ceiling. Each platform is 5x5 and 15 feet from the next one. On the far end of the ball pit you can just see a second balcony, level with the one you're standing on.

Players must succeed on a **DC 15 athletics or acrobatics check** to jump from one platform to the next. If they fall from the platform, they take **2d6 falling damage** and sink partway into the plastic balls.

The ball pit is *difficult terrain*. If a player spends a full turn without moving, they sink further into the pit and must spend their full

movement digging themselves out. If a player becomes fully submerged, any allies are at a disadvantage when pulling them out.

If a player spends one minute in the ball pit, they attract pit sharks. An additional pit shark is subsequently attracted every other round the player spends in the ball pit.

The pit sharks fight with the stats of a **hunter shark (MM pg. 330)** with an **additional damage resistance to all non-silly weapons and spell casting**.

On the far balcony is a second set of double doors. These ones, however, are much smaller. A gnome might be able to walk through standing up, but it would be a very tight squeeze for a half orc.

The pathway within curves gently to the left. Though the hall is brightly lit, visibility is hampered. The party can only see about 10 feet ahead before the curve of the wall obscures their vision.

The Call to Adventure

If any members of the party failed the wisdom saving throw outside of the funhouse, the feeling of a siren's song within the funhouse grows stronger and stronger as they follow this path. They are sure that they're getting close to whatever is reaching out for them, and they can't wait to answer its call.

The hall also becomes wider and more spacious as they move forward; 20 feet in the taller members of the party are able to get on their knees, 40 feet in everyone is able to stand again.

In front of the party is a vaulted stone archway. Surrounding the arch are intricately carved scenes of revelers.

The archway leads to the Temple of the Fun God.

PIE TRAP!

If the player at the front of the pack doesn't check for traps, they will step on a checkerboard square that sinks just slightly

under their weight. They are hit in the face with a pie.

Do you know what poison tastes like? Well, it sure doesn't taste like psychoactive drugs.

This character will have to face off against an illusory foe: the **Fiji Mermaid**. The mermaid uses **Imp stats**(MM pg. 76), though it is unable to shape change. The Fiji Mermaid has **damage resistance to all non-silly weapons and spell casting**. All damage it inflicts is psychic.

The character will also have disadvantage on all wisdom saving throws until they are able to take a short rest.

THE TEMPLE OF THE FUN GOD

You enter a cavernous chamber, roughly 100 feet long by 40 feet wide. Unlike the other attractions in **Dr. Ambrosius' Fantasmagorical Dungeoneering Adventure (Fun for All Ages!)** this one doesn't look like it could exist inside a tent or a funhouse – even an enchanted one. The floor, ceiling, and walls look as though they've been carved out of the living stone. Perhaps you've travelled farther underground than you thought and you're somewhere under the carnival itself.

The ceiling high above you is swagged with hundreds of strings of colorful pennants. Tall stone pillars reach almost all the way up to those pennants before curving and connecting in a series of stone arches. The door you came through is between two of these pillars; similar doors are in the spaces between the pillars to your left and your right. The gaps that don't hold doorways are filled with silk banners, embroidered or enchanted to show scenes of ecstatic revelry.

Across the hall from you is an other entrance. This one is enormous and ragged, a rough-hewn 10ft by 10ft hole.

At first it's quiet, but soon everyone can hear it... music is coming from the ragged hole. It's loud and brash and celebratory and infectious. You look around and realize that everyone in your party is smiling from ear to ear just hearing this music. *You cannot stop smiling.*

Soon something emerges from the hole: a big muppet head with rolling googly eyes. A long felt tongue hangs out of one side of a loosely flapping mouth. The head is bobbing up and down, side to side, on beat with the music, and as it enters further into the room it's followed by a long, colorful silk body that ripples and undulates. It is possible to see a dozen or so pairs of human legs kicking and dancing under the cloth. Then the creature rears up, and it becomes clear that the human-looking legs meld right into the Fun God's enormous body. This is no puppet.

THE FUN GOD

Large demigod, chaotic neutral

(HP 85 / AC 17 / Speed 40ft)

STR: 22(+6) **DEX:** 12(+1) **CON:** 17(+3) **INT:** 12(+1) **WIS:** 13(+1) **CHA:** 17(+3)

Damage Immunities. Any non-silly spells or weapons.

Actions

Bite. *Melee weapon attack.* +6 to hit, range 5 ft, one target. *Hit:* 9 (1d10+4) piercing damage plus 3 (1d6) poison damage.

Tail. *Melee weapon attack.* +7 to hit, reach 10ft, one target. *Hit.* 12(2d8+4) bludgeoning damage.

Multiattack. The Fun God can attack with *Bite* and *Tail* against two different targets.

Laughing Gas. (*Recharge 5-6*) The Fun God exhales laughing gas in a 15-foot cone. The gas can move around corners. Each creature within range must make a **DC 13 dexterity saving throw**. Upon failure, the target perceives everything as hilariously funny and falls into fits of laughter. The target becomes incapacitated and unable to stand unless they can **pass a DC 10 wisdom saving throw**. They also snap out of it if someone slaps them across the face and says "snap out of it!" A creature with an intelligence score of 4 or less is not affected.

Divine Vision

If a creature was entranced by the Call to Adventure at the beginning of the funhouse, the Fun God can try to convince them to join him **as a bonus action**. The Fun God offers the creature a vision of the carnival, with everyone having fun and being kind to one another. He explains that this is his vision of the world and he is trying to make it a permanent state. The creature must pass a **DC 14 wisdom saving throw**, or else it is entranced by the Fun God and will fight for him. The creature may make an additional saving throw at the end of each turn. The Fun God may attempt this Divine Vision once on each party member under the thrall of the Call to Adventure.

CONSEQUENCES

If the party succeeds in killing the Fun God...

The funhouse disappears around them like so much smoke. They climb up through the living rock to find the town of Goat's Run packing up their yearly festival. Carnies are strapping loads onto carts and waving goodbye to one another. They'll see each other next year; it's not so easy to kill fun completely...

If the party joins the Fun God... Oh, no.

Ohhhh, no. Carnival week is a topsy-turvy time when the normal rules of society are upended. If the chaos of the carnival is allowed to bleed out past its sanctioned time, what havoc might it wreak on an otherwise small and unremarkable town?

A bond with the Fun God means a creature is, in small or large ways, a vector of chaos. His ultimate goal is to get everyone to have fun all the time... you now carry a little bit of that desire.

If the party is killed by the Fun God... The fair claims another sacrifice, ensuring the prosperity of the town of Goat's Run for another year.

WEAPONS APPENDIX

An adventuring party is only as good as their weapons! And finding good weapons might be harder than it seems in the funhouse...

FUNTIME PLASTIC WEAPONS

- The Li'l Rascal Slingshot: *uses **Sling** stats when in the funhouse.*
- The I-Can-Fix-It Squeaky Hammer: *uses **Light Hammer** stats when in the funhouse.*
- The Pretty Princess Pink Plastic Sword: *uses **Longsword** stats when in the funhouse.*
- The Giant Lollipop: *uses **Maul** stats when in the funhouse.*
- The Teddy-Bear-On-A-Rope: *uses **Flail** stats when in the funhouse.*
- The Oops-I'm-Not-Dead Retractable Dagger: *uses **Dagger** stats when in the funhouse.*
- The Bendy Rubber Rapier: *uses **Rapier** stats when in the funhouse.*
- The Li'l Eagle Eye Practice Set: *uses **Shortbow** stats when in the funhouse.*
- The Wonky Wizard Crooked Staff: *uses **Quarterstaff** stats when in the funhouse.*

TAROT CARDS

While a fighter can simply switch weapons, it's difficult for a spell caster to acclimate to the strange pressures of the funhouse. That's where the Tarot Deck comes in handy...

- The High Priestess card allows a player to cast on **Divination** spell correctly (single use).
 - The Wheel of Fortune card allows a player to cast on **Transmutation** spell correctly (single use).
-
- The Magician card allows a player to cast on **Conjuration** spell correctly (single use).
 - The Justice card allows a player to cast on **Abjuration** spell correctly (single use).
 - The Tower card allows a player to cast on **Evocation** spell correctly (single use).
 - The Death card allows a player to cast on **Necromancy** spell correctly (single use).
 - The Fool card allows a player to cast one **Illusion** spell correctly (single use).