



HAPPY JACK'S FUNHOUSE



A thrill ride of an adventure for the world's greatest
roleplaying game.

REMLEY FARR & JEFF C. STEVENS

HAPPY JACK'S FUNHOUSE

Version 1.3

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USING THIS SUPPLEMENT

No specific location is mentioned in this supplement, making it easy to insert into most campaigns.

Text in these yellow boxes is to be read to players.

Text in grey boxes is for the DM only and should not be read to players.

Most of the creatures in this adventure are found in the 5th Edition *Monster Manual*. Page numbers have been included for easy reference but depending on the printing edition of your *Monster Manual*, they may not match.

In addition, several new creatures have been created for this supplement. They are noted in **BOLD** with no *Monster Manual* reference. You can find these creature stat blocks at the end of the adventure in the **Creatures of the Funhouse** appendix.

Unless otherwise noted, all NPCs have the stats of a **commoner**.

MAPS

Unless otherwise noted, for all maps:
1 square = 5 feet.

USING NPCs

During the adventure the party is introduced to several NPCs. These NPCs can follow the party throughout the adventure, but they may become a nuisance.

AVERAGE PARTY LEVEL

The **Average Party Level (APL)** can be used to calculate the appropriate challenge level for your party. To calculate the APL, add the total levels of all characters and divide the sum by the number of characters (rounding up for .5 or greater).

SKILL CHECKS AND SAVING THROWS

Specific DCs are written for each of the encounters. You may wish to change these DCs based on the APL of the adventuring party. We suggest the below range:

APL	Check / Save DC
1 st thru 3 rd	11
4 th thru 6 th	13
7 th thru 9 th	16
10 th thru 12 th	19
13 th thru 15 th	22

In addition, if you feel a skill check or saving throw DC is too low or too high, feel free to adjust the DC as you wish.

CHARACTER HISTORY INFORMATION

We've attached an information sheet at the end of this adventure, which may be useful if you want to use the characters' childhood history.

Have your players fill out the information sheet prior to running this adventure. This information may come in handy and add a level of emotion to the game. Having background information never hurts. Even if you don't use this information during *Happy Jack's Funhouse*, you may find a use for it later.

YOU ARE THE DUNGEON MASTER

As mentioned above, you do not have to run this adventure as written. You are empowered to make changes as you wish – adjusting the encounters as the game is played, if you like. If you think the Funhouse is too big, cut out a room or two. If the threats are too easy, give them additional hit points or an extra attack.

FIND ANY ERRORS?

We tried to make this perfect but I'm sure we missed a thing or two. If you find something, or just have a question, send me an email:

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ADVENTURE PRIMER

The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown.

- H.P. Lovecraft

BACKGROUND

Count Strahd von Zarovich of Barovia led a life of such infamy and violence that he forever stained the surname 'von Zarovich'. The unlucky others throughout the land who bear the name meet with scorn, prejudice, and in some cases violence. Such was the case for Vilma and Brendan von Zarovich.

Having made a deal with a Vistani porter to leave Barovia, the newlyweds travelled to the Forgotten Realms where they had their first and only child – a boy born with a crooked nose and poor eyesight – Jack.

Jack suffered many hardships while growing up. As one can imagine, he was often bullied because of his name and quirky nose. He also lived in poverty – his parents finding it difficult to procure meaningful jobs as Barovian immigrants.

Jack eventually learned to use the infamy of his name to make a bit of coin. At first, he performed simple magic tricks in the streets, next to a wooden sign that read 'von Zarovich the Magnificent'. His tricks weren't very good, and his stumbling and bumbling routine was often more the entertainment than the magic, so the onlookers dropped a few coins for the laughs.

Jack invested his earnings, purchasing better equipment, clothing, and hiring an assistant – an old woman named Reaver, a fellow Barovian. Reaver has much to do with Jack's current success, and she has helped him procure many of the strange beings that inhabit his signature magic attraction, his Funhouse.

Eventually, Jack dropped von Zarovich from the title of his act, deciding to simply call himself 'Jack the Magnificent'. Due to the people's prejudices, this helped attendance, but not by much.

As Jack and Reaver travelled the Forgotten Realms, he picked up several talents from fellow bards and performers. He learned the arts of performance makeup, tumbling, dancing, and a few sleight-of-hand tricks. Reaver revealed a knowledge for the dark arts, and tempted Jack with her forbidden secrets. Jack found he had a knack for dark magic and began adding some simple spells to his act by causing ground tremors, flickering flames, furniture to move about, or a window to fly open at just the right time to add even more wonder to his acts.

Jack wanted to learn more magic, and Reaver was happy to oblige. The old Barovian, actually a Vistani witch, divulged her spellbinding secrets to Jack, twisting his mind towards a madness that nothing could halt.

Jack's act eventually turned into a grand, traveling amusement which he named Happy Jack's Funhouse. Following his success, the man is now hardly ever seen without his performance makeup. In his art, Jack found the way to hide his true self, that once pestered and bullied boy who was robbed of an "innocent" childhood. The persecuted boy inside is now forever hidden, caked behind a pale bandage of greasepaint and color.

Jack carries his Funhouse – a magical satchel which unfolds into a 20-foot-tall, 60-foot-long, and 2-foot-deep ornate and colorful façade leading to a pocket dimension. Many of the occupants of Jack's Funhouse joined Jack willingly, at Reaver's behest, as they too wanted to escape ridicule and shame for what they were. Jack saw them as amazing creatures. Wonders of the world.

They would have a home and fear no more.

PART 1: THE BEGINNING

This section assumes the adventures happen upon the small village or town while they travel to their next destination.

WHAT'S HAPPENED SO FAR

Happy Jack arrived a few days ago, carrying a green and red checkerboard satchel and riding a horse whose saddle is festooned with jingle bells of all sizes.

As Happy Jack rode into the village, he waved, laughed, and tossed small candies to the youngsters who came to see him riding the jingling horse.

He tied his horse to the hitching post at the local tavern, left a few fliers about his Funhouse, and received permission from the mayor to set up his exhibit in the town square. He promised fun, tasty foods, brilliant lights, music, and, of course, a Funhouse to enter and explore. The mayor gladly accepted; she'd seen Happy Jack perform when they were both younger, as a standalone magic tricks and joke show on a street corner. The mayor recalled the joy it had brought her. A smile formed across her face as she gave Happy Jack permission.

Happy Jack placed his satchel along a far side of the town square and spoke the words "Let the fun begin!" The satchel hopped about the ground and unfolded into a 60-foot-tall, 120-foot-long, and 1-foot-wide building painted with pink hippos, a swarm of snakes, a mechanical man carrying a strange tool or weapon, and hundreds of multi-colored dots the size of cantaloupes. All around a 15-foot tall, 15-foot-wide smiling face, its mouth open and painted black.

Jack then removed a small wooden toy from his pocket, placed it on the ground, and snapped his fingers. The small toy grew into a cart large enough to hold 9 people. The cart sat

on two metal rails, but the rails didn't lead anywhere. They stopped at the front and rear of the cart.

The village had a fantastic time the first day. Everyone enjoyed the rare foods: feather candy, sweet dogs, candied apples, sticky corn, and deep-fried pies. The main attraction and the bizarre way of entering it was a hit, too.

To enter the 1-foot-thick Funhouse, you had to sit in the cart. Once you pulled the safety harness tight, the rails under the cart extended into a massive, twisted metal framework, which the cart rode upon at great speeds. The cart ride featured tight turns, looping loops, and steep drops throughout town until riders reached the painted mouth of Happy Jack's Funhouse. When the cart hit the mouth, a bright light flashed, and a voice yelled out "Yum!" allowing the cart to enter a pocket dimension leading to the real Happy Jack's Funhouse.

Once inside, the villagers experienced all manner of oddity and supernatural – a hippopotamus, a snake person, a slippery-slide, a mirrored room, a mechanical man, a pit filled with colorful balls.

Little did the village know that Happy Jack was about to succumb to a horrible plot woven by his mentor, Reaver. The old hag, disguised as a carnival worker, had been twisting Jack's mind for years. Jack broke a day ago. His mind and body believe he needs a child's laughter to make him happy, to feel alive. Jack has abducted many of the children in the village, keeping them entertained in the lower level of his Funhouse.

The parents all gather in the tavern, discussing their options when the party arrives.

WHO IS HAPPY JACK?

A successful **Intelligence (History)** check reveals the following (Bards have advantage on the check):

D20 Result	Result (results are cumulative, revealing all information from lower DCs)
10-11	I've heard of a clown called Happy Jack.
12-15	He and his zoo-like attraction travel from town to town.
16-19	He's only seen in his whiteface makeup.
20+	I saw him when I was younger, only then he was going by von Zarovich the Magnificent.

ADVENTURE HOOKS

There are several ways this adventure can be introduced into your ongoing campaign:

- The party stumbles upon a quiet, lonely village. Bright lights flash from the center of the village, while the whistling tune of a happy organ grinder floats on the air.
- The party is sent to investigate a village after a person stumbles into a tavern or inn, claiming children have been abducted from a neighboring village. The person tells of the strange clown and the odd Funhouse.
- Happy Jack is currently in the home village of one of the party members. Perhaps, one of the PCs siblings or relatives are one of the abducted children.

ADVENTURE BREAKDOWN

The adventure is made up of four parts:

Part 1: The Beginning

Part 2: The Funhouse

Part 3: Deep Barovia

Part 4: Confronting Jack

LET THE FUN BEGIN!

When you are ready to begin the adventure, read or summarize the following:

As you enter the town, you notice red, green, and blue flashing lights, bouncing off low-hanging clouds coming from the town square.

The smell of sweets and grilled foods, along with the faint notes of a pipe organ, dance on the air.

THE PARENTS

The parents of the eight children all gather in one location – a tavern, inn, or store. Once they see the adventurers in the town, they come out and wave them down. They explain what’s happened and ask for help. They don’t want to enter the Funhouse again because they don’t want to upset Happy Jack. They fear he may do something to the children, and they aren’t experienced adventurers.

We’ve been too scared to enter, and we don’t want to make Happy Jack mad! We know WE can’t defeat him or save our children.

Please, please go save them!

As a reward, they offer 400 gp. In addition, they state there may be some treasure in the Funhouse. There are a lot of strange things in there.

FOOD STANDS

Several carnival-style food stands are located in the town square, in front of the Funhouse. The vendors include:

- Feather candy (cotton candy)
- Sweet dogs (corndogs)
- Sticky corn (caramel corn)
- Candied apples
- Deep fried fruit pies

The vendor stands are mechanical humanoids – metal robots who act once a silver coin is placed in a slot on the stand. Once activated, the metallic creature comes to life, whizzing and whirring, and then hands the delicious treat to the customer.

Each vendor has an AC 18 and 10 hit points. If a vendor is destroyed, it creates a 10-foot radius ball of fire. Each creature in this radius must make a DC 12 Dexterity saving throw. On a failure, the creature takes 3d6 fire damage, or half damage on a successful save.

THE LIGHTS

Three large animated barrels on the ground near the Funhouse rotate, shining bright, colorful lights into the sky, illuminating the low white clouds above.

REAYER

A Vistani traitor and diviner, Reayer is actually a hag who infiltrated and betrayed a Vistani caravan village to the amvipier, condemning them to live as serpents. They are the Serpent Council. She later met Jack, and, believing he is a true von Zarovich, corrupted him and led him down his path of terror. Jack doesn’t know she is a hag, and if he found out, he would laugh at his own ignorance.

Reayer lives in Area 6 of the Funhouse but works as a busking organ grinder to advertise the Funhouse. She has the magical ability to know the childhood past of anyone she meets, and she freely offers life advice as a sketchy fortune teller would. If Reayer is slain, her **ghost** leaves her corpse and tries to possess the nearest player—if the possession fails once, the ghost disappears (*finally* dead). If she succeeds, she possesses the player, but doesn’t control the body. The player plays as normal, but Reayer sits in the back of the character’s mind and whispers terrible things, tempting the character towards evil.

REAYER, THE ORGAN GRINDER

Reaver the **HAG** and her pet zombie monkey (**BABOON**) continue their performance in front of the Funhouse. Read or summarize the following:

A Vistani crone, covered in rags, cranks an organ grinder while a zombie-looking monkey tumbles and dances near her feet.

An odd-looking mine cart, carved and painted to resemble the head of a dragon, sits on a metal rail behind the organ grinder.

Reaver and the monkey are doing what they love to do, advertising the Funhouse through performance. If the adventurers do or say anything that shows distaste towards the Funhouse, Reaver and the monkey attack, using the magical organ grinder to cast *Evard's black tentacles* to drag the PCs into the mine cart. The organ grinder can cast *Evard's black tentacles* once per day, but it causes the user to age 1d10 years.

SCALING SUGGESTIONS:

CR 3: Use Green Hag

CR 7: Use Night Hag with 130 hit points. Change spell save DC to 15.

CR 10: Use Night Hag. Adjust AC to 19 and hit points to 165. Change spell save DC to 16. Give two claw attacks.

ZOMBIE MONKEY

The zombie monkey, Feebles, is immortal, though it appears to be in a constant state of decay. If slain, it comes back to life in 30 seconds. If separated from Reaver, the zombie monkey selects an adventurer to cling to and follow, preferring a necromancer or bard. Once the adventurer accepts the monkey as friendly, a telepathic-like bond is created between the two, allowing the pair to communicate while within 100 feet of each other; though, speaking to each other requires them to audibly hoot like monkeys.



THE ROLLY COASTY

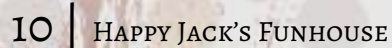
The Roller Coaster is the entrance to the Funhouse. The cart rests on two short rails, leading nowhere. Once someone sits in the cart and secures the safety harness, the cart begins to move and the rail system magically manifests, extending several hundred feet throughout the town. Loops, barrel rolls, hammerhead turns, corkscrew drops, high-speed curves, and other elements may be experienced on the rollercoaster.

The new rail system leads to the painted, open mouth of the face of Happy Jack. When the cart reaches the mouth, a bright light flashes and the cart and rail system continue into the Funhouse, which is a pocket dimension. The cart then pulls up to a wooden dock, where the riders exit the cart and continue to the waiting room. A door next to the dock reads 'EXIT' and is used to leave through the mouth.

As the adventurers exit the coaster, a character with a Constitution score of 15 or less must succeed on a DC 12 Constitution saving throw or become poisoned for 5 minutes as they battle nausea and dizziness. If the save failed by 5 or more, the character is also incapacitated for 5 minutes as they vomit profusely.

The Funhouse holds many oddities and rarities which Happy Jack has procured during his life and travels. It is within its own pocket dimension and features an exit to Barovia, where Happy Jack currently entertains the missing children.

The traps and tricks of the funhouse weren't always as devious as they are now. The effects are tied to Jack's emotional state and ideal – which is currently to guard the children he has captured. Some of the effects the adventurers encounter are different than what past customers have encountered. The townsfolk experienced the fun stuff. Sadly, the adventurers won't.





1) WAITING ROOM

APPEARANCE: Dilapidated, abandoned, clusters of old advertisements and fliers, mildew. Happy Jack's face is painted on a sign above the double doors in the north. The locked door (DC 20) on the east wall has a sign with bold text that reads **ONLY HAPPY JACK'S PERSONNEL BEYOND THIS POINT.**

LIGHTING: Low and dim. White, orange, and blue halogen bulbs flicker on the walls. Half are burnt out.

Read or summarize:

The cart pulls up to a wooden dock, allowing you to exit the vehicle onto a platform. Red velvet ropes lead the way to a waiting room. A large white crate, painted with colorful polka dots, rests in the center of the room. Cubbies, dusty and abused by years of guests, sit empty along the west wall.

Two small doors and a large door are found along the north wall. A painting of a clown hangs above the large door, a paper banner dangles from its teeth and reads *'Welcome to the Funhouse'*.

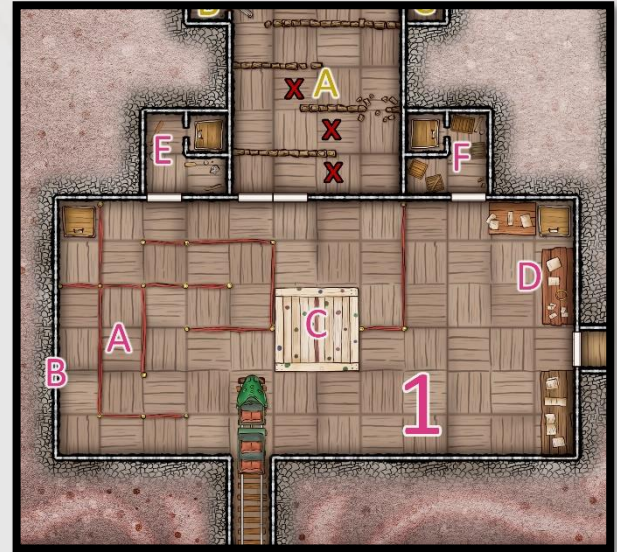
Along the east wall, two wooden tables covered in loose papers are divided by another door with a sign above it reading *Only Happy Jack's Personnel Beyond This Point.*

1A) STANCHIONS

Velvet ropes are set up to direct crowd lines in the west end of the room. The northwest corner has a conduit on the floor that, when opened, reveals a ladder leading down to 7L.

1B) OLD SOUVENIRS

Cubbies for souvenirs abandoned by previous guests. Roll 6 times on the **Random Junk** chart to see what has been left behind.



1C) HIPPO CRATE

A 10-foot-square white wooden box, covered in colored polka dots, sits in the center of the waiting room. Touching it causes it to burst open, revealing Bubby, a **WEREHIPPO**. He's holding a *'WELCOME TO HAPPY JACK'S!'* sign in his mouth, performing simple tricks, and has a nametag that reads *'BUBBY'*.

To read his nametag, PCs must succeed on a DC 13 Wisdom (Animal Handling) check. On a failed check, Bubby turns and nips at the character, performing a bite attack and potentially infecting the character with werehippo lycanthropy.

He's friendly, but stubborn as hell, and he takes a bite out of someone who tries to harm him. He stays in this room unless led elsewhere, and he prefers to stay in his hippo form. Bubby responds positively to food.

1D) NEW WORKERS

Wooden tables line these walls. Posters and pamphlets advertising the Funhouse's attractions litter the area (see Funhouse Gallery Advertisement). They are listed as follows:

- **Ackshie.** *Survivor and tracker supreme!*
- **Biggs.** *No fish can outswim his cast!*
- **Kova.** *Magician extraordinaire!*
- **Lucy.** *The world's best baker!*
- **Mervinya.** *Classiest and sassiest!*
- **Thallon.** *An explosion of fun!*
- **Xaolixi.** *She'll take your voice away!*
- **Wendrig.** *No truant kids on his watch!*

The northeast corner has a conduit on the floor that, when opened, reveals a ladder leading down to Area 7N.

1E) SUPPLY CLOSET

This area lies dusty, forlorn and empty. A 1-foot diameter hole in the wall leads to a conduit on the floor that, when opened, leads down to area 7E.

1F) SUPPLY CLOSET

Crates and boxes full of blank paper and flyers sit haphazardly throughout this small supply closet. Searching thoroughly reveals **3** items from the **Random Junk** table. A 1-foot diameter hole in the wall leads to a conduit on the floor that, when opened, leads down to area 7O.

FUNHOUSE GALLERY ADVERTISEMENT

Happy Jack took 8 children into his Funhouse. They are physically unharmed and kept in Deep Barovia. However, Jack has the power to pull someone's childhood or adulthood out of them, which manifests as a physical entity—he pulls childhoods out of adults, and he pulls adulthoods out of children.

Jack pulled the adulthood out of the children, which causes the kids to never age, since their adulthoods are no longer a part of them. Their adulthoods, however, have manifested as aggressive characters lurking about the Funhouse. Called **ADULT ASPECTS**, these adulthoods are the imagined form of the children's perceived adulthood—for example, Wendrig wanted to be a teacher, so his adult aspect is a stern man casting spells by scrawling on a blackboard.

Players come into contact with these aspects as they explore—each aspect can be inserted randomly to add flair to an event or danger to an otherwise innocuous location. Will the party find Kova hiding behind a wall, or will they find Mervinya's corpse stashed away? Make certain to review the information in the **Funhouse Gallery** handout before playing. Some DMs may want to pre-populate Jack's Funhouse themselves, others may elect to roll the dice and see what happens...

You can find the **Funhouse Gallery Chart** in the appendix.

2) BACKSTAGE

APPEARANCE: Corridors, closets, and storage bins. These areas are used by the Funhouse employees to get back and forth. No circus decorations are strung up since guests aren't allowed here.

LIGHTING: None whatsoever unless noted.

2A) EMPTY STORAGE

Supply closets sit empty and unused, though scuff marks, shabby, banged up walls, and mysterious dried puddles or liquid trails indicate they may have once been used rather heavily. Upon investigation, there is a 50% chance a character finds an item from the Random Junk table in each closet.

2B) LOST WORKER

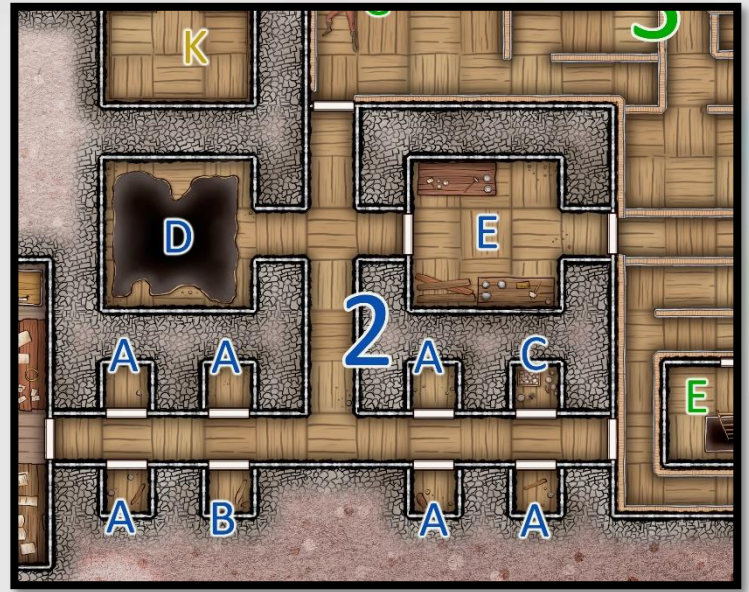
The exhausted and battered form of a sleeping human lies crumpled in the corner of an otherwise completely empty and remarkably small storage closet. Soft snores and fitful moans and cries come from the occupant, who is obviously having some sort of terrible nightmare.

An employee from the Gallery Chart is sleeping in here, waking if the party fail a group DC 12 Dexterity (Stealth) saving throw.

Jack (or Reaver) is forcing this Aspect into backbreaking and never-ending labor as an 'employee' of the Funhouse. If awakened, the aspect yells at the party for interfering with their sleep. They are nearly mad from exhaustion and attack the party if not left alone, though they prefer to just go back to sleep.

2C) OLD FIGURES

A box containing 20 uncannily carved wooden, humanoid figurines sits in this closet. Though



the figures are unpainted, each contains such life-like expressions and articulated limbs it's hard to imagine they aren't alive. Paint buckets and paintbrushes of several colors are stacked nearby, all in good condition.

2D) COSTUME CLOSET


A sign lying near the entrance reads 'COSTUMES'. Thread, yarn, and twine of all colors and shapes crisscross the room, creating a thick web of colors.

The floor has been ripped up, exposing a large hole in the center of the room.

The large hole leads down to the **Stitchling's Design Room** (Area 7P).

Creatures navigating this room must succeed on a DC 12 Dexterity check or find themselves caught up within the web of string and yarn. A creature caught this way is considered grappled (escape DC 12).

Upon further inspection of the hole, it appears someone or something may have burst through, into, or out of, the room below. Remnants of colorful costumes are scattered



about the corners of the room, most are unraveled, with the threads of the stitching crisscrossing the room, inexpertly covering the gaping hole.

2E) GLASS AND TOOLS

This storage room contains mirror panes, suction cup glass lifters, buckets of glue, hammers, nails, planks, plywood sheets for the Mirror Maze, and 2 Random Junk.

3) MIRROR MAZE

APPEARANCE: Wood walls lined with reflective mirrors. Every wall in this room has a mirror. 10-foot-tall ceiling.

LIGHTING: None unless noted, though light sources work at twice their normal luminosity since light is reflecting off the mirrors. Spells relying on visual distraction (*color spray*) are extremely effective in here (disadvantage on saves against them).

MIRRORS: All doors in this room have mirrors on the side facing into the room. Ranged attacks that do radiant damage can be reflected off the mirrors like a laser.

- o Mirrors in the **blue** areas distort what they reflect to look bigger (people's reflections look fat). A radiant spell reflecting off this surface deals half as much damage as it expands.
- o Mirrors in the **red** areas distort what they reflect to look smaller (people's reflections look skinny). A radiant spell reflecting off this surface deal twice as much damage as it is focused into a beam.

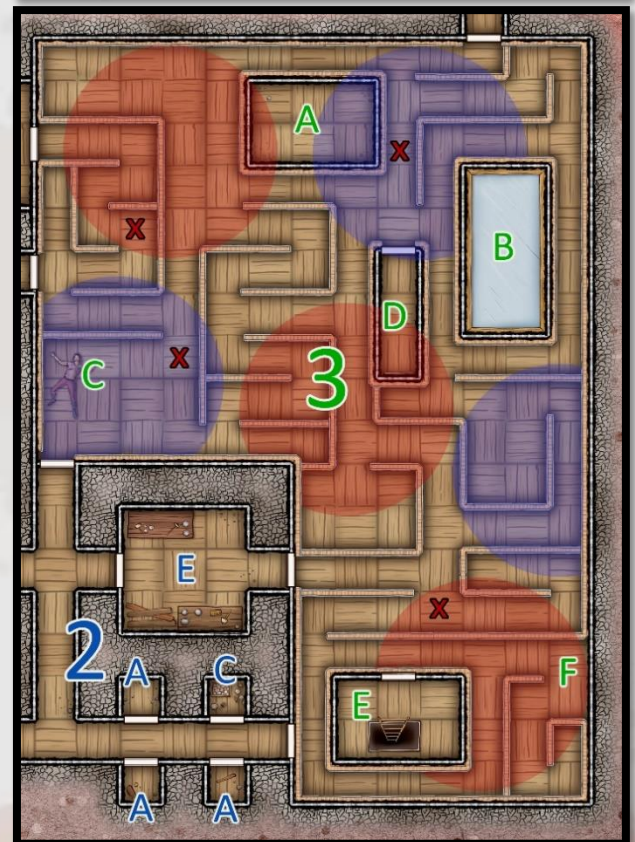
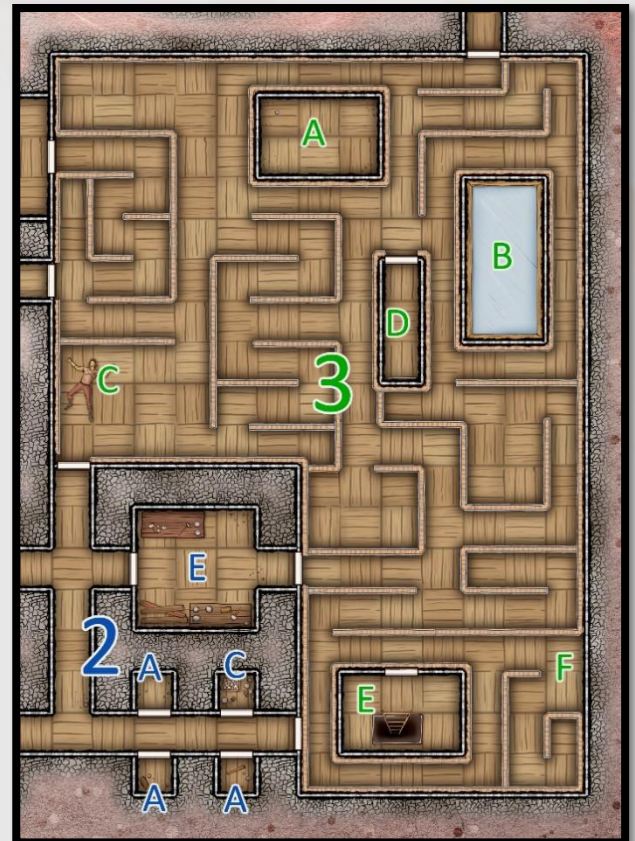
TRAPS: Areas with a **red X** are traps, requiring a successful DC 14 Wisdom (Perception) check to notice. Deactivating the traps requires a successful DC 14 Dexterity check using thieves' tools.

The trap is activated by a creature stepping on the tile, which releases a *polymorph* spell stored within the mirror. A creature must succeed on a DC 14 Wisdom saving throw or be *polymorphed* to resemble their distorted reflection. The effect lasts for one hour but the creature retains all of its other statistics and characteristics.

Each trap has only one charge, which recharges at the next dawn.

3A) TRAPPED MONSTER

This walled wooden room is lined with mirrors on the outside and has no entrance or exit; however, someone lurks inside. Roll on the



Funhouse Gallery Chart to determine who is inside. The occupant will take 1d4 minutes breaking the walls down to attack the PCs, should they attract its attention somehow. Roll 3 times on the **Random Junk** chart to see what else is in here.

3B) MIRRORING FLOOR

200 lbs. or more of pressure on this mirrored floor causes it to shatter, and anyone standing on it must succeed on a DC 15 Dexterity saving throw or fall to Area 7K. Grystakk can hear and speak to people close to this area (see area 7K).

3C) DEAD VILLAIN

An unmoving human corpse lies on the ground. Next to it is a unique-looking long metal wand with a wooden handle and a leather shoulder strap. Fastened to the shoulder strap are six small red tubes with copper caps.

An aspect from the **Funhouse Gallery Chart** turned to villainy and has been slain. Its corpse is here, lying next to it is a **boomgun** with 6 pieces of ammunition. The boomgun is a primitive shotgun.

BOOMGUN

Martial Ranged Weapon, loading
Weight: 8 lbs.
Range: 5/120

Proficiency with martial ranged weapons allows you to successfully use the boomgun.

The boomgun fires a ball of magical energy which hits a target of your choice that you can see within range. A ball deals 10 (3d4 + 3) force damage to its target. In addition, the target must succeed on a DC 12 Strength saving throw or be pushed back 10 feet.

The boomgun has the loading property and must be reloaded using an action after firing one piece of ammunition.

3D) TASHA'S KISS' CLOSET

The outside of the closet's wooden walls are covered in mirrors. Inside stands a 4-foot-tall mirror, covered in a tarp. This mirror acts as a portal to one of Jack's friends – a jester known as Tasha's Kiss.

DM's NOTE:

If you have *The Madhouse of Tasha's Kiss* adventure, adventurers can step through this pane like a portal and exit from The Mirror in Area 7 of *The Madhouse of Tasha's Kiss*. They can step back through it.

3E) LADDER BELOW

A door hidden behind the mirrors reveals a hole in the floor with a ladder leading down to Area 7R. Roll twice on the **Random Junk** chart to see what else is stored in this room.



3F) ADVERTISEMENT POSTER

A poster advertising Happy Jack's Funhouse adorns this mirrorless segment of wall. A white-faced clown with fiery red hair and piercing blue eyes grins happily.

The poster comes to life and speaks to the party, taunting them. The animated face has

the personality of a hyper-depressed clown forced to be happy, and extremely unstable mannerisms. The disembodied clown claims:

- *I needs the kids so I can stay happy.*
- *I NEED TO BE HAPPY!*
- *You can't take them from me!*
- *Play with the grownups I made for you!*

Happy Jack's Poster comes to life if goaded, attacking the adventurers.



4) STAIRS & SCARES

APPEARANCE: Wooden walls painted with zany, wacky carnival nonsense – jumping unicorns, hippopotamuses, metal constructs, candy, and balloons.

LIGHTING: Carnival lights, half of them burnt out, of several colors. They flash, giving off dim light. The few lights that work are caked with grime and dust.

4A) WRAPAROUND ROOM

As the adventurers enter this area, read or summarize:

The phrase ‘*Happy Jack Loves You!*’ and images of screaming and laughing demons and devils are painted on the walls of this area.

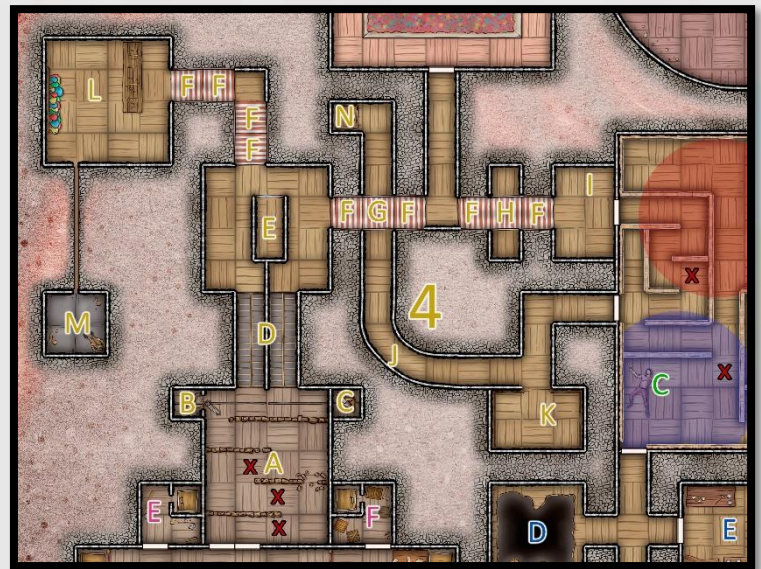
The walls are constructed using loose blocks of pressed wood, crumbling if they are pushed too hard.

TRAPS

Certain areas of the floor are trapped, requiring a successful DC 14 Wisdom (Perception) check to notice. A successful DC 14 Dexterity check using thieves’ tools is required to deactivate the trap.

If stepped on, the trap releases a puff of gas from above the creature’s head, affecting only that creature. Choose from one of the below or roll 1d4:

- The creature suffers the effects of the *confusion* spell for 1 minute.
- The creature suffers the effects of the *phantasmal force* spell for 1 minute, screaming in terror as it witnesses a giant clown, who is trying to step on them with its giant, red floppy shoes, chasing them through a land made of candy canes, gum drops, and caramel lakes.



- The creature suffers the effects of the *crown of madness* spell – seeing all of their fellow adventurers changed into clowns with razor-sharp, bloody teeth.
- The creature suffers the effects of the *dissonant whispers* spell – hearing the haunting music of an organ grinder and the maniacal hooting of a monkey. If a creature suffers this effect, hearing either of these sounds again terrifies them. The creature must succeed on a DC 14 Wisdom saving throw or suffer from **short-term madness** for 1 minute.

Each trap has one charge, which recharges at dawn.

4B) BROKEN CHAINSAW CONSTRUCT

As the adventurers approach this area, read or summarize:

A metallic, human-sized construct lays on the floor, holding an odd metal contraption in its hand.

A collapsed, non-functional, metal-framed, construct has fallen face first through this wall, breaking and twisting the odd weapon in its hands. A metal track in the room indicates the construct was meant to burst through the fake wall and scare guests with the chainsaw.

TREASURE

1 liter of gasoline can be syphoned or poured from the broken chainsaw, and 100 sp worth of scrap silver can be pulled from the construct.

4C) WORKING CHAINSAW

CONSTRUCT

Standing in front of 4D) *Switchback Stairs* activates the Chainsaw Construct. The construct bursts through a fake wall and charges 15 feet westward while waving about a functioning chainsaw, which starts when the construct is activated. Each creature in this 15-foot line must make a DC 14 Dexterity saving throw. A creature suffers 3d6 slashing damage on a failed save, or no damage on a successful one.

TREASURE

If the adventurers destroy the construct, it can be looted for 1 liter of gasoline and 100 sp worth of scrap silver. It also has a working **Chainsaw**. A creature succeeding on a DC 15 Wisdom (Insight) or Intelligence (Arcana) check learns how to start and operate the chainsaw

CHAINSAW

Martial Melee Weapon

Weight: 8 lbs.

Proficiency with martial melee weapons allows you to add your proficiency bonus to the attack roll for any attack you make with a chainsaw.

It takes 1 round to activate a chainsaw and it uses 1 liter of gasoline per hour it is activated. It deals 3d6 slashing damage on melee attacks, but no modifiers are applied to damage rolls.

On a successful hit, the chain blade gets caught up in armor, clothing, flesh, and bone and the target is grappled (escape DC 12). Melee attacks have advantage against targets grappled this way.

4D) SWITCHBACK LADDERS

A bizarre contraption lies across an open pit – four ladders, each 2 ½ feet wide and divided by a wall in the middle, shake and move in opposite directions.

Four 2.5-foot-wide by 15-foot-long ladders, divided by a wall in the middle, lay flat across an open 5-foot-deep pit. Each ladder moves, rotating back and forth and in opposite directions, making them difficult terrain. Anyone trying to cross the ladders at normal speed must succeed on a DC 14 Dexterity saving throw or fall prone, suffering 1d6 bludgeoning damage. A prone creature attempting to stand must succeed on a DC 14 Dexterity saving throw or fall prone again.

Standing in front of the ladders activates the Working Chainsaw Construct (See Area 4C).



4E) THE PEDDLER

A whirring noise and a soft voice are heard from behind the walls in the center of the room.

A character from the **Funhouse Gallery Chart** sits on a stationary bike in this enclosed area, brainwashed by Happy Jack to “just keep on peddling, yep, that’s what I do, THAT’S WHAT I LOVE TO DO!”

A 5-foot-square glass door in the north end allows people to see inside and enter. The peddler attacks if the adventurers do anything to stop it from peddling (even only suggesting they stop). The peddling produces electricity, and if the peddling stops, the following happens:

- All lights in **Area 1** and **Area 4** go out.
- The trap in **4C** ceases to function.
- The rotating switchback stairs in **4D** stop rotating.
- The tunnels in **4E** stop rotating.
- The tunnels in **4F** and **4G** stop rotating and immediately roll down their ramps (subsequently freeing the amviper and the other Funhouse Gallery member).

4F) ROTATING TUNNEL

This six-foot diameter circular tunnel spins one full rotation every 6 seconds. A successful DC 12 Dexterity (Acrobatics) check is required to cross the tunnel without falling prone. On a failed check, a creature begins rolling around inside, suffering 1d4 points of bludgeoning damage.

A prone creature must succeed on a DC 12 Dexterity (Acrobatics) check to stand or exit the rotating tunnel. On a failure, they continue to roll around in the tunnel, suffering 1d4 bludgeoning damage on each failure.

4G) AMVIPER TUNNEL

This six-foot diameter circular tunnel spins one full rotation every 6 seconds. A successful DC 12 Dexterity (Acrobatics) check is required to cross this tunnel without falling prone.

Falling prone in this tunnel causes it to detach from its holdings and roll southwards, spinning anyone inside for 1d4 bludgeoning damage. It comes to a stop near Area 4K, slamming into the button nearby and releasing the Amviper.

4H) GALLERY TUNNEL

This six-foot diameter circular tunnel spins one full rotation every 6 seconds. A successful DC 12 Dexterity (Acrobatics) check is required to cross this tunnel without falling prone.

Falling prone in this tunnel causes it to detach from its holdings and roll northward, stopping after only 5 feet of movement. South of this tunnel is 1 **Random Junk** and someone from the **Funhouse Gallery Chart**, who is now freed and antagonistic towards anyone it sees.

4I) MIRROR MAZE ENTRANCE

A door, covered in sharp, broken shards of glass somehow glued to the wood, is flanked by a brilliantly lit neon orange sign, reading ‘WALLS OF GLASS’.

A smaller, discolored and crumpled paper sign is taped to the wall nearby above a rubbish bin.

A character approaching the door sees their reflection, fragmented, broken, and pale from the fluorescent light.

The smaller, discolored crumpled paper sign above a rubbish bin reads ‘No Drinks Allowed!’ If characters inspect the waste bin, roll twice on the **Random Junk** table to see what is inside.



4J) ROLLAWAY PATH

A 5-degree incline tunnel meant for the Amvipper Tunnel (4G) to roll down. Higher end is near 4G, lower end is near 4K.

4K) AMVIPER PEN

The interior of the room is surrounded with mirrors, including the floors and ceiling. The air inside is humid and damp, with a musky, animalistic scent. A segment near the north end is a two-way viewing mirror that's transparent to people looking into the pen. Inside the mirror lies the **AMVIPER**.

BUTTON

Pressing a nearby button causes the two-way viewing mirror to slide up, allowing access to the interior. If the Rollaway Tunnel (4G) is triggered, it inadvertently presses this button when it stops rolling, releasing the amvipper, who then escapes and travels to Area 4I: Mirror Maze.

As the adventurers near this room, read or summarize:

A 5-foot-tall by 5-foot-wide window is set in the middle of the wall. Condensation covers the other side of the window, allowing for only a hazy view of a completely mirrored room. A distorted and unrecognizable humanoid figure, concealed by the hazed view, moves within.

If the Rollaway Tunnel (4G) was activated, the barrel pressed the button, lowering the glass window. Pressing the button again raises the two-way mirror.

Read or summarize:

A large barrel, like the rolling tunnels you encountered earlier, rests in front of a 5-foot-tall by 5-foot-wide opening set in the middle of the wall, revealing a completely mirrored room. A few pieces of debris are scattered about the floor, along with another small mirror.

AMVIPER

A snake-like monster, once human, now a victim of Reaver after she had the Stitchling make "something like the Devil Strahd, but snakey!" Her twisted mind has one purpose – to rid the world of anything joyful. This goes against Jack's personal beliefs, so he's placed her in this room. She's a fantastic specimen to view but she isn't a great interactive Funhouse attraction.

A creation of the Stitchling, the amvipper recalls very little of her past. Only her original name, Herva, and a few memories of living happily in a small village float in her maddened mind. If the adventurers are lucky enough to speak with her, they may learn this and may wish to help. Herva explains that destroying her creator, a monstrous creature located in the lower level (Stitchling: Area 7P) releases her from her co-mingled form, separating Herva and the giant constrictor snake she shares a body with. If this occurs, the giant constrictor snake attacks the party. Herva's memories flood back and she recalls her history and the day she was abducted by an old hag-like creature. Herva's village isn't very far away and she offers to cook the party a tasty meal and allow them some relaxation time.

The **AMVIPER** feels most comfortable surrounded by mirrors since she has no reflection—she can sneak up on prey easier (and see their reflections). She prefers to attack for one or two rounds, then flee, returning to attack later. If freed, she prefers to lurk in the Mirror Room (Area 3) and ambush her next meal. She can also shapeshift into a swarm of poisonous snakes and lurk in the conduits. She fears the Serpent Council, which is Reaver's former caravan.

4L) BALLOON POP

The west wall is covered in various balloons of different colors (8 red, 8 blue, 8 green, 8 yellow). A wooden table has 32 darts lying on it. The balloons have an AC 10 and one hit point. If a balloon is popped with a dart, the following effects take place, depending on the color of balloon:

- **RED:** Blood seeps from the attacker's eyes, dealing 1d4 necrotic damage. If a balloon is burst, Jack's voice echoes, "I only put the sad ones in the 'Grown-Up Room'" and the 1-inch tunnel to the Grown-Up Room (4M) expands to 5 feet in diameter for 1 minute before shrinking back.
- **BLUE:** 1 **Random Junk** falls out.
- **GREEN:** If she is still alive, the amvipier (Area 4K) takes 1d6 necrotic damage. Her painful screams are heard echoing throughout the Funhouse.
- **YELLOW:** A note falls out, each titled 'What I'm Happy For...' These are written in childish scribbles and signed by the children Jack holds in his secret place.

YELLOW BALLOON NOTES	
1	<i>I can stay outside and play in the dirt forever! I never have to put on my nice clothes or wash behind my ears again! Ackshie</i>
2	<i>Fishing all day. I'll get the big one—then a bigger one! Briggs</i>
3	<i>Abra-cadaboeth! Yeah! A new magician is in town! Kova</i>
4	<i>They'll know that I can bake! I'll feed the village! Lucy</i>
5	<i>Just to be pretty... to have food...to have money. I don't have to starve again. Mervinya</i>
6	<i>BIG GUN BIG PIRATE BULLET YEAH WOOWOO KABOOM! Thallon</i>
7	<i>So many will listen. So many will sit and listen for once. Wenrig</i>
8	<i>A book, a library, a world of reading. Peace... and quiet... Xaolixi</i>

4M) GROWN-UP ROOM

A 1-inch diameter tunnel (large enough for a Tiny creature to fit through) from the Balloon Pop room leads into a room made completely of ancient black stone that radiates hellish magic. This room can be accessed by popping a red balloon in the Balloon Pop room. A creature standing in this at the end of its turn must succeed on a DC 18 Constitution saving throw or age 1 year.

Effects include:

- Rapid beard and hair balding, greying, or growth of 6 inches per year.
- Rapid fingernail and toenail growth up to 1 inch long per year, which causes difficulty handling weapons and painful walking until trimmed.
- Rapid weight-loss up to 10 lbs. per year.

The withered corpse of someone from the **Funhouse Gallery Chart** lies in the corner. Three **Random Junk** items are found on the body.

4N) TUNNEL CONDUIT (UPPER)

A floor hatch opens to a ladder leading down to area 7E.

5) KID'S ZONE

APPEARANCE: Colorful murals of kids playing games and having fun cover the walls. Various painted phrases:

I never want to leave!
At Happy Jack's! Why go home?
The best fun in all of Barovia!
Can I be a clown when I grow up?
Let's stay forever!

LIGHTING: Halogen bulbs described as tiny orbs of light screwed into the wall. Over-the-top, flashing, like a kids' cartoon cranked to a nightmare maximum. Almost blinding strobes.

5A) BALL PIT

A 5-foot-wide path surrounds a large pit filled with blue, yellow, green, and red balls the size of apples. A soft boom is heard, originating from under the balls. Then, something moves, causing the balls to shuffle about.

A 10-foot-deep pit, filled with 3,000 multicolored balls made from an odd material (plastic), takes up nearly the entire room. The walls of the pit are slick, as though *grease* were cast on them. If the balls are thrown about with any force, they pop, dealing 1 point of fire damage to whatever they hit. If characters play in the ball pit, they should make ranged attack rolls at whatever they are throwing at.

A lost pig named **Oinkfat** is at the bottom of the pit, eating the plastic balls. The balls explode in his belly, but they don't hurt him because he is immortal. He got lost from Area 7K: Petting Zoo, but he seems to like it here better.

5B) PIT PLUG

A four-foot diameter plug that, if removed, causes the balls to drain from the pit and end



up on Area 6B: Dais. Oinkfat also falls through this pipe, with a loud and terrified squeal.

5C) BLANKET CRATES

Five crates contain scrap-made blankets, sewn from discarded and lost-and-found children's clothes, which are meant to sit on while going down the slide.

5D) FUN SLIDE

A multicolored slide built for racing leads down into the darkness. A red lane, with the word '*Ketchup*' painted in big block letters with a childish hand is on the far left, with a yellow '*Mustard*' lane in the middle, and of course, green '*Relish*' to the right.

While sliding down, an adventurer hears cheering, laughing, and clapping for their color or condiment and emerges into area 7C of the Undervents.

5E) STORAGE ROOMS

These closets are filled with spare orbs of light, bright carnival clothes, paint, ladders, hammers, nails, and glue.

5F) HAPPY JACK MASCOT

A medium-sized mascot suit of Jack, complete with giant clown shoes, foam hands, and a massive papier-mâché sculpt of Jack's smiling head is on display in this room.

Wearing the costume grants advantage on checks to disguise as one of Jack's employees; it also scares adults and delights most children.

CHARACTERS AND THE COSTUME

If a creature suffered the effect of the *phantasmal force* spell in Area 4A, they must make a DC 14 Wisdom saving throw. On a failure, the creature suffers **short-term madness** for 1d10 minutes as it recalls the horrors of the giant clown who was trying to step on them.

If a creature suffered the effect of the *crown of madness* spell in Area 4A, they must succeed on a DC 14 Wisdom saving throw. On a failure, they feel compelled to attack the costume for 1d4 minutes.

5G) STORAGE ROOM CONDUIT

These closets are filled with spare glass blubs, bright carnival clothes, paint, ladders, hammers, nails, and glue. A creature succeeding on a DC 14 Wisdom (Perception) check finds a conduit hatch and ladder leading to Area 7A hidden under the supplies.

6) REAVER'S RISE

APPEARANCE: Walls bedecked with paintings of a Vistani crone.

LIGHTING: Low purple light emanating from ceiling-mounted glass driftglobes in every room. These lights act as ultraviolet blacklights, revealing fluid stains on the adventurers and within the room. A creature recently splattered with blood lights up in glowing white patches and splotches.

6A) PLANAR VORTEX

This wheel-shaped room is 40-foot-wide. Four purple globes hang near the 15-foot-tall ceiling, their purplish lights creating glowing white splotches on your armor and clothing.

A 10-foot-tall cylindrical wooden platform stands in the middle of the room. The walls are covered in glowing neon paintings of the astral universe and glowing footprints, both child and adult sized.

The blacklight driftglobes cause the colors of the paintings to glow and pop. The light also reveals glowing footprints which were created by past guests.

6B) DAIS

A 10-foot-tall, raised cylindrical wooden platform. A member of the **Funhouse Gallery Chart** (or Reaver) sits in the center. If Reaver escaped at the beginning of the adventure, she is found here instead of the Funhouse Gallery member.

DAIS SHIELD

Due to the chaotic nature of the room and the tendency of children to be holding sticky sweets, hot treats, or a smuggled ball from the ball pit, the dais operator can activate a *shield*



spell three times per day while standing on the dais.

OPERATING THE PLANAR VORTEX

A switch on the dais turns on the Planar Vortex, causing the wheel-shaped room to quickly spin. The dais is fixed to the floor and isn't affected by the spinning. Gravitational force throws anyone in the Planar Vortex towards the walls, slowly increasing in force per round:

PLANAR VORTEX EFFECTS BE ROUND

1. Strength save DC 5 or fall prone.
2. Strength save DC 10 or fall prone.
3. Strength save DC 15 or fall prone, pressed against the wall.
4. Gravity allows people to stand on the wall.
5. Unsecured objects and projectiles are flung towards the wall.
6. Walking on the wall is possible, but it is difficult terrain.

BALL PIT PLUG

When approached, the Funhouse Gallery aspect (or Reaver) hits a button on the dais to pop open the plug in Area 5B: Ball Pit, causing the balls and Oinkfat to launch up through a 3-foot hole in the center of the dais (100 balls per

round). By the 5th round of the Planar Vortex's activation, gravity flings the balls outward at anyone along the walls. Each round, up to three balls may come into contact with a character, forcing them to make a DC 10 Dexterity saving throw. On a failure, 1d6 balls (and maybe a pig) hit them and explode, dealing 1 fire damage and 2 (1d4) bludgeoning damage from the force of the throw. Oinkfat is *frightened* of everyone in the room and squeals in terror as he is tossed about. If a character rolls a 1 on their Dexterity save, Oinkfat slams into them, dealing 8 (2d8) bludgeoning damage and leaving a trail of snot and pig drool on their clothes or armor, which then glows due to the blacklights.

6C) DUNKING BOOTH

Three chairs, with archery targets next to each, rest above three 5-foot-wide and 5-foot-deep basins along the north wall. A wooden countertop separates the room from the chairs and basins. On the counter are a lime green shortbow, a pink sling, and a yellow light crossbow. Additionally, 14 pieces of ammunition are present for each weapon. Among the ammunition are 2 jet-black arrows, stones, and bolts.

A sign above the chairs reads '*Be Young Again! Play in the Water!*'

A wooden countertop separates the chairs from the rest of the room. When the targets are hit, they dump whoever is in the chair into the basin. The left two chairs are empty, but hitting their targets causes the floor to drop out and reveals ladders down to Area 7B.

BOWS & AMMO & TARGETS

The lime-green shortbow and pink sling are *magical +1* items.

The black ammunition radiates conjuration magic (teleportation) if detected for magic. If a

black shot is fired at a target, it deals no damage to the target. Instead, it teleports the user into one of the chairs.

The targets are magically tuned to the weapons, reducing the probability of a miss and effectively giving the targets an AC of 5.

FLIM-FLAM AMMUNITION

Weapon, very rare

Flim-Flam ammunition deals no damage. Instead, on impact, it creates a puff of brimstone and teleports the user to an empty space within 5 feet of the ammunition's point of impact. On a failed attack roll, the user is teleported to wherever the ammunition lands.

Once the teleportation property is used, the piece of ammunition becomes nonmagical.

6D) BASIN OF YOUTH

Strapped in a chair over the right most basin is a member of the **Funhouse Gallery Chart**, but ancient and withered—appearing dead. Close inspection reveals this person isn't dead, but extremely old and haggard - aged by the Grown-Up Room (4M).

YOUTH TONIC

This basin is filled with a magical, sparkly, clear liquid. Any living creature that touches the liquid must succeed on a DC 20 Constitution saving throw or age in reverse at a rate of 2 years per round. Removing itself from the water ends the aging. Water removed from the basin causes it to lose its magic. Members of the Funhouse Gallery have no childhood and thus stop de-aging before they reach adolescence.

CHARACTERS AS CHILDREN

To keep things simple, if players are reduced to children, apply disadvantage to any rolls they would make on attack rolls, skill checks, and ability saving throws using their Strength, Dexterity, or Constitution scores. Some of them

may be too small for their armor to fit or too weak to lift heavy weapons.

6E) REAVER'S ROOM

*A sign above the door reads 'Reaver's Room.
Also, this door is hexed!'*

The door isn't hexed. Inside is a single tattered bedroll and a small nightstand holding a piece of sharpened charcoal and a leather-bound journal. The whole room stinks of sewage and tobacco. Inside the bedroll is a *Serpent Figurine*.

SERPENT FIGURINE

Wondrous Item, rare

A rare trinket created by the Stitchling. Possession of this figure prevents any form of aging, reverse or forward. Reaver sleeps with it because "Eighty is the best decade I've experienced in a hundred years!"

REAVER'S JOURNAL

Reaver has kept a journal since she learned Jack's last name is von Zarovich. She believes Jack is a descendant of Strahd von Zarovich, but he's not. Or is he?

Only a few pages of the journal are legible. The rest are smeared with charcoal. They read:

- *Poor Jacky is so sad. Haha!*
- *Taught Jacky a few dark spells today. He's very talented.*
- *My plan is working. The more he learns, the more his mind twists. It won't be long.*
- *Soon! He'll break soon! Then his bloodline's power will be released.*

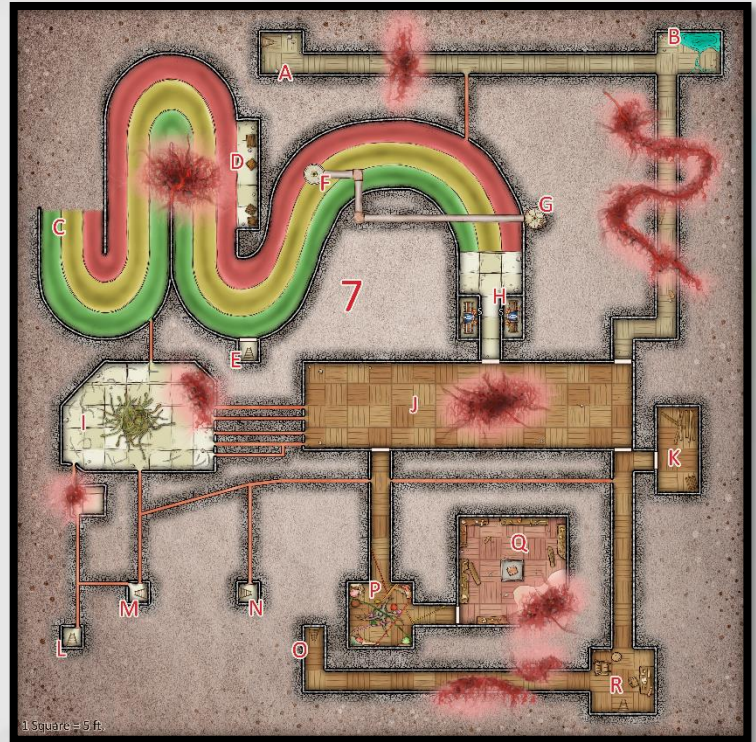
7) THE UNDERVENTS

APPEARANCE: Unpainted wooden tunnels and halls along a basement floor of the Funhouse. Grimy and dirty.

LIGHTING: None, unless noted.

PLANAR SORES: The planar ties waver down here, and empty patches of black ethereal nothingness spread across areas of the floor. If anyone steps into these black patches, they fall through and are spat out within 5 feet of a different planar sore (determined randomly) and take 1d6 bludgeoning damage. Represented by red blobs on the map for Area 7.

PIPELINES: Several 5-inch diameter conduit pipelines connect the rooms. Only Tiny-sized creatures can fit inside. They are mostly used by the snakes of the Serpent Council.



7A) KID ZONE CONDUIT

A ladder leads up to a hatch to Area 5G.

7B) SALLIE AND THE DUNKING BOOTH

This room collects the runoff from the Dunking Booth.

A sobbing girl, wearing a blue dress with a nametag sticker that reads 'SALLIE', roams this tunnel, avoiding the planar sores by joyfully jumping and skipping over them. She was with Jack and the other children, but Jack booted her back to the Funhouse because she wasn't very happy or very fun. She wants to get out and demands the adventurers help her. She can also lead them to Area 7R: Jack's Room, where she and the other children entered a funny, spiral portal.

ROLEPLAYING SALLIE (Sail-E)

Sallie is a brazen, crass, and spoiled 10-year old girl who sometimes uses inappropriate language. She doesn't introduce herself. Instead, she points at her nametag. If her name is mispronounced as Sally, she quickly corrects the person, stating, "No! It's Sail-E."

She's a nuisance and a pest. It's no wonder Jack kicked her back to the Funhouse.

7C) LOWER FUN SLIDE

The Fun Slide in Area 5D continues beneath the main floor. The incline travels west to east and ends north of Area 7H. Anyone using the slide risks sliding into the **planar sore** that has grown in the middle of the slide. Avoiding it requires a successful DC 14 Dexterity (Acrobatics) or Strength (Athletics) check. Certain lanes are safer than others (see map).

7D) SLIDE STOP

A 5-foot by 25-foot 'pit-stop' of the fun slide that has no incline. Players may leap to this side when making checks to avoid the planar sore. This room also contains four boxes, each full of burlap sacks, nails, hammers, old boards, and 1 **Random Junk** item.

7E) TUNNEL CONDUIT (LOWER)

A ladder leads up to a hatch to Area 4N.

7F) BALL PIT DRAIN

If the Pit Plug from Area 5B is removed, the balls flow through this 3-foot-wide pipe towards Area 7G. The pipe travels over the fun slide. People passing beneath the slide can see the pipe hanging from the ceiling.

SECOND BALL PIT PLUG

A second plug rests on the bottom of this pipe. If removed, the balls (and pig) spill onto the slide and roll down to the generators at Area 7H instead of the launcher at Area 7G. When the balls pile up near the generators, they explode (see 7H: Destroying the Generators).

7G) BALL PIT LAUNCHER

If the Planar Vortex (Area 6A) is activated, any balls (and pig) draining from the ball pit end up here and are launched up to Area 6B: Dais for the Gallery Member to use as weapons.

7H) VORTEX GENERATORS

Four magical generators hidden behind the walls give off a low humming noise. They provide electricity for the Planar Vortex (6A). They can't be moved without being destroyed. The generators have an AC 10 and 10 hit points. A creature succeeding on a DC 16 Wisdom (Perception) check notices the secret doors used to access the generators.

DESTROYING THE GENERATORS

Whether by PC attacks, collateral damage, or the ball pit balls exploding near the area (see Second Plug at Area 7F), if a generator is destroyed, it creates a ball of electricity, damaging anything within a 20-foot radius. A creature in this radius must make a DC 12 Dexterity saving throw. On a failure, the creature takes 6d6 lightning damage, or half damage on a successful save.

Destroying one generator sets off a chain reaction to any other generators nearby (each explodes 1 round later). When all four are destroyed, they generate enough damage to obliterate Areas 6A, 6B, 7G, and 7H, tearing a portal in the planar dimension that leads to Deep Barovia (if Oinkfat the pig ends up here, he's okay—he's immortal!—He'll find his way to Deep Barovia, where he'll seek out the nearest patch of truffles for a nice, non-explosive meal).

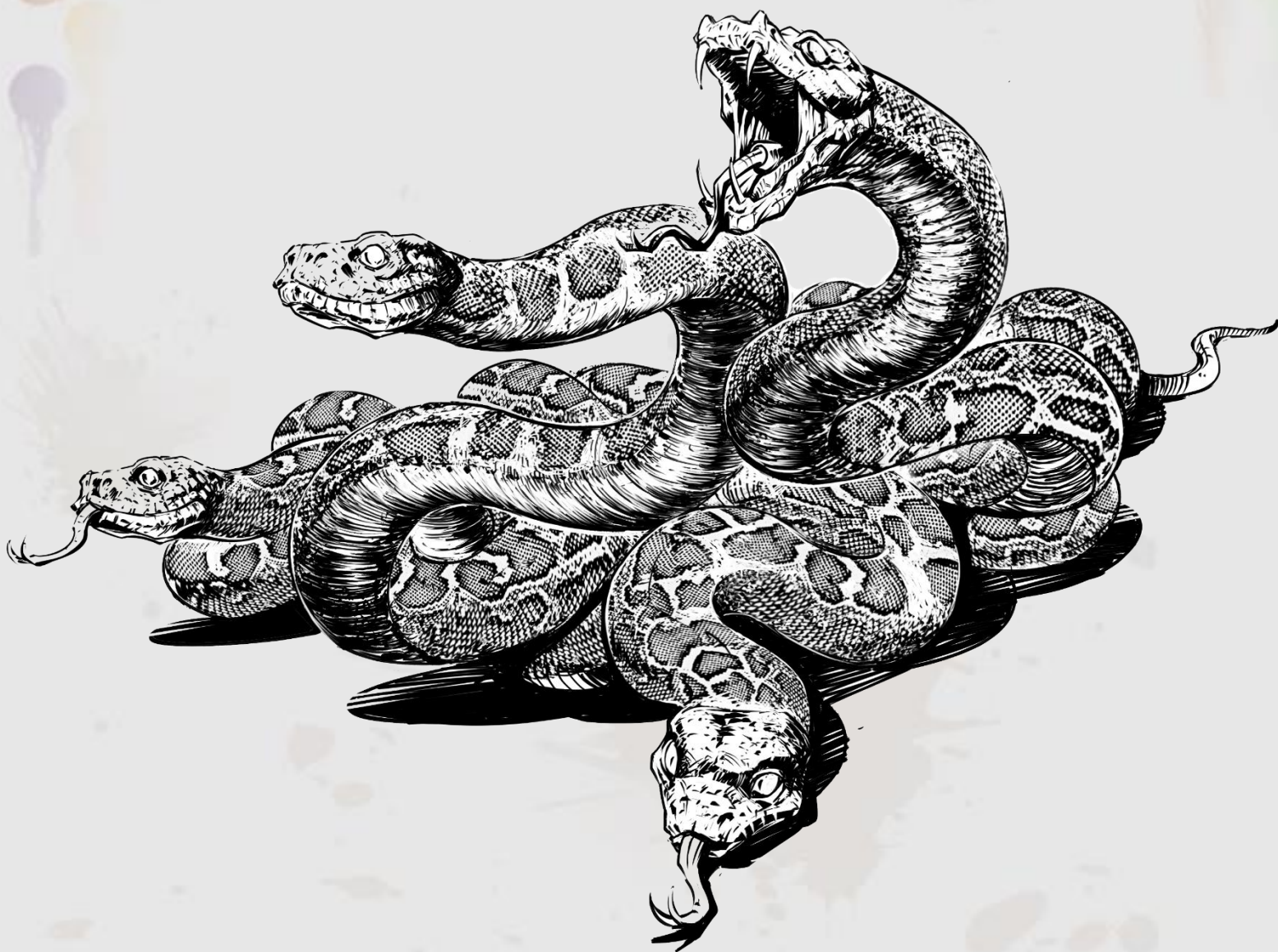
7I) SERPENT COUNCIL CHAMBER

This room can only be accessed by Tiny or smaller creatures. If entered, read or summarize:

This dimly lit room is filled with an incessant hiss and the smell of musk. A writhing mass in the center, a large ball of snakes, moves and undulates like a heartbeat. Hundreds of tiny eyes glitter in the dim light.

A small crack in the 30-foot-tall ceiling allows light to slip through. The open areas of the floor are covered in crunchy skins shed from snakes. Conduit pipelines jut from several directions, and a massive pile of 20 **swarms of poisonous snakes** rests in the center of the room.

If the amvipser is destroyed, the swarms of poisonous vipers are instead replaced by hundreds of dead human bodies packed so tightly in the room that blood pours from the conduit pipelines into adjacent rooms.



SERPENT COUNCIL

When the amvipser bites victims, they become piles of poisonous snakes. Over the years, several of these viper swarms have collected into a writhing ball hidden beneath the planar Funhouse. They are the Serpent Council—a hivemind with multiple memories of multiple lives. They want the amvipser dead, but know that if she dies, they will revert into humanoid form and be crushed by the sudden transformation within the confined area. Most of them are Vistani from the caravan that Reaver infiltrated.

JOINING. Any character transformed into a swarm of poisonous snakes by the amvipser may join the Snake Council by slithering into the pile, receiving an influx of hundreds of memories—all victims of the amvipser. Characters may leave once joined, but their outlook on life is changed and the memories of countless others follow them forever.

FREEDOM. They want the amvipser dead, but know that if she dies, they will revert into humanoid form and be crushed by the sudden transformation within the confined areas. They need to be spread out or freed from the Funhouse before the amvipser is slain. (20d10 + 100 humanoid **commoners** in total make up the council). If freed and returned to humanoid form, they stay together - forming a commune somewhere, possibly asking the adventurers for help establishing a new village and community, with a Vistani flair, built on “the greater good.”

KNOWLEDGE. Adventurers can find knowledge on many things by conversing with the Serpent Council. They know Jack’s history, Reaver’s schemes, and that the Funhouse Gallery members are constructed aspects created by Jack from children he has captured.

7J) CAUSEWAY

An open, empty floor with a large planar sore in the center. This is the central hub of the undervents.

7K) PETTING ZOO

A large sign above the door reads ‘Petting Zoo’.

The petting zoo hasn’t been used for quite a while. It was too tedious to set up and maintain. The room is a now storage unit for the old fence posts and rusty barbed wire. Several old, beat up signs lay on the floor:

Bubby the Human Hippo
Oinkfat the Immortal Pig
Grystakk the Terrible

GRYSTAKK’S LAIR

A 10-foot-square mirror on the ceiling contains the reflected spirit of Grystakk, the miniature **Young Green Dragon** who used to be in the petting zoo. The dragon was placed here by the Stitchling on Reaver’s orders. He wants to be destroyed, allowing him, finally, to die. This can be done by breaking the mirror. If another mirror is pressed against his, he can jump into the new mirror. If the adventurers press the mirror to Tasha’s Kiss’ realm (Area 3D) up against Grystakk’s mirror, he can hop to Tasha’s Kiss’ world and manifest as a miniature young green dragon.

GRYSTAKK

A miniature young green dragon has the same statistics as a young green dragon but is only half the size, making Grystakk a Medium-sized creature.

7L) WAITING ROOM CONDUIT 1

A ladder leads to a hatch to the conduit in the northwestern most corner of Area 1A.

7M) WAITING ROOM CONDUIT 2

A ladder leads to a hatch to the conduit in Area 1E.

7N) WAITING ROOM CONDUIT 3

A ladder leads to a hatch to the conduit in Area 1F.

7O) WAITING ROOM CONDUIT 3

A ladder leads to a hatch to the conduit in the northeastern most corner of Area 1A.

7P) STITCHLING'S DESIGN ROOM

Miles of yarn, string, and thread weave around this room. The ceiling is ripped out, creating an opening leading up to Area 2D. Piles of unraveled clothes lie scattered in the corners. Sitting in the center is the **Stitchling**. A sign along the west wall reads *'THE STITCHLING'* while a sign above the eastern path reads *'TRINKET EXCHANGE RECIPES'*.

THE STICHLING

A multi-armed, sessile, mix of scrambling hands, needles, and thread. She was a drider before some weird curse wracked her further. Nobody knows where Jack found her. Not even Jack knows why she exists. Reaver can't find any evidence of the Stitchling's kind in any tome, coven, or divine jaunt. Jack tucks the Stitchling away where few people can find her.

The Stitchling stays dormant until someone enters her room. She doesn't speak, but merely waits with her numerous hands folded in front of her. She's like a machine—give her raw materials, and she uses her magic to knit them into something weird. Much of the stuff found on the **Random Junk** table is meant to be given to her as raw ingredients.

Consult the **Trinket Grimoire** chart in the back to see what the Stitchling can make. Characters can find a copy of the list in Area 7Q. One such recipe (Jack's Key) is a pathway to reach Jack.

7Q) Trinket Shop

Old, dusty shelves, some containing a few items, line the walls of this room. A pedestal in the middle of the room holds a leather-bound tome, and a red mass hums and pulsates in the southeast corner.

A planar sore curdles in the southeast corner, and four pieces of **Random Junk** lie scattered along the shelves.

The Trinket Grimoire rests on a pedestal in plain sight—characters may pick it up and look through it, becoming privy to all items the Stitchling can make for them.

DM'S NOTE:

Give players the **Trinket Grimoire (Players)** chart in the appendix but keep the **Trinket Grimoire (DM)** chart for yourself and consult it when they offer ingredients to the Stitchling.

7R) Happy Jack's Room

This is Jack's private space, where he comes to get away from the hustle and bustle of the Funhouse. Even Jack needs quiet time.

Read or summarize:

The room is tidy, neat, and clean. A picture hangs on the north wall above an antique rocking chair and a small table, which holds a few knick-knacks.

A desk with several pieces of parchment paper, quill, ink, and a small yellow box, rests along the east wall.

A wooden ladder, leading up, is attached to the southern wall and a small tunnel leads off to the west.

The Picture

The picture is of a young Jack and his parents, painted quickly but neatly by a merchant who made a living doing this for new arrivals to Waterdeep.

A young man, accompanied by a woman holding a small child, stand next to a sign that reads *Welcome to Waterdeep*. Scribbled across the bottom of the picture is *'von Zarovich Family'*.

The Table

The table holds a few odds and ends, which Jack picked up during his travels.

A red and blue toy top, a figurine of a black horse wearing a white saddle, a magnifying glass, and two scrolls rest on the table.

Both the toy top and magnifying glass work properly. The scrolls are rare subclasses – *Jester* and *The College of the Clown*. The horse figurine is Jack's trusty mount Jingles, who is a *figurine of wondrous power*.

FIGURINE OF WONDROUS POWER - JINGLES

Wondrous item, uncommon

This figurine of a black horse can become a **horse** wearing a white saddle adorned with jingle bells, which cannot be removed. Once it has been used, it can't be used again until the following dawn. While in horse form, the figurine allows you to cast the *animal messenger* spell on it at will.

For more information, please refer to the 5th edition *Dungeon Master's Guide*.

The Ladder

The ladder leads to a hatch to the conduit in Area 3E.

The Desk

The desk is a basic writing desk with a single drawer, which contains a leather diary. Pages in the diary consist of random sentences, each one addressed to Annalyse. A few of the sentences read:

Annalyse, I hope your training is going well.
Annalyse, I miss your giggle.
Annalyse, your name is beauty to me.
Annalyse, I. I'm at a loss for words when I think of you.

Annalyse is a student of Jack's. She's currently traveling with a circus and training to be an

acrobat. It wasn't Jack's idea to send her off. Reaver persuaded the two that the young woman needed training in an art that neither of them could provide. In truth, Reaver noticed the connection between the two and decided it was in her best interest to separate them.

The Yellow Box

The yellow box is a letterbox with a slit in the top. Scribbled on the box is '*Children, tell Happy Jack what makes you happy. If you do, we'll go to my secret, happy place 😊*'.

The box is empty, but if the adventurers find any of the notes in the yellow balloons of the Balloon Pop (Area 4L) and place one in the box, a portal to Jack in Deep Barovia appears.

Additionally, one of the characters could write their own note. Once the note is placed in the letterbox, the portal to Jack's secret place opens.



PART 3: DEEP BAROVIA

This Barovian planar shard is the true home of Jack—his Funhouse is merely a bridge. Once the party reaches this point, they have proven victorious to his manipulating schemes and found a way to outplay his tricks. Only Jack and his captive children exist in here.

There are several ways to get here:

- **STITCHLING:** The party can have the Stitchling craft Jack's Key, which opens a portal to Deep Barovia.
- **AMVIPER:** Slaying the amvipser causes the nearest mirror to become a portal leading to Deep Barovia.
- **PLANAR VORTEX:** Destroying the Planar Vortex generators opens a portal to Barovia.
- **CHILDREN:** If all party members become children by using the Basin of Youth, Jack voluntarily opens a portal to his lair and invites them in.
- **HAPPY JACK'S ROOM:** Placing one of the notes from Area 4L: Balloon Room into the yellow letterbox, or a character writing their own note and placing it in the box, causes a portal to Deep Barovia to open..

BAROVIAN TIME TREE

When the party use one of the portals, read or summarize:

The portal transports you to a rolling prairie of dead grass. Dusk looms in this cold, dead area, and the smells of rot and decay dance on a cool breeze.

In the distance, a tall tree, blooming with pink flowers and yellow fruit, grows on a hillside covered in lush green grass. A tall figure with fiery red hair laughs and claps as eight children chase each other around the tree.

The portal to Deep Barovia dumps the party in Barovia. A massive, 100-foot-tall tree, blooming with bright flowers and yellow fruit, grows on a small hill. The lush green grass extends in a 25-foot-radius before reverting to dead, grey grass.

Eating the tree's fruit heals 2d4 + 2 HP.

THE CHILDREN & THE TREE

Eight children play around the tree—these are the children who served as sources for the Funhouse. Jack kidnapped them and magically ripped their adulthoods from them to stock his Funhouse, then placed them near his Time Tree to keep it vibrant and young. The kids don't know they are being used as spiritual batteries to brighten up Jack's desolate homeland. They're having fun, oblivious to their plight.

HAPPY JACK

Jack plays with and entertains the children near his tree. Like a birthday party clown, he blows balloons, throws pies, performs magic tricks, and speaks in wacky voices. When he sees the adventurers, he drops the happy act. Play up the sinister atmosphere:

The kids stop laughing...

The tree dims in hue...

Jack's sharp teeth grow out as he slowly turns toward the adventurers...

Jack plays like a criminal caught in the act who wants to justify his actions. He is lost in nostalgic youth because he had a terrible childhood—Jack refuses to accept that the past can never be revisited. He claims he wants to keep the kids "safe," but he's delusional—a criminal who can't accept that *he* is the damaged one and that he has no right to keep these kids for *his* sanity. He doesn't want the PCs to sympathize, but simply know where he stands:

"Children are fun—they don't know what horrors lie in adulthood."

"I made the children better. Now they will never grow old. Now they will never stain the world."

"Be you heroes? I'm these kids' hero. I'm the hero I never had. At this tree, they can be whatever they want to be—for eternity. And you would take that from them? You, heroes?"

"That's the final act. My curtain drops today. Such a good show. Such a fun show..."

"What's your sad origin? Surely one of you has had parents murdered by orcs, goblins—or some other sad backstory? Not for them... not for these kids."

"It all unravels in the end. I can only be immortal for so long, no? Come, then. Take your hero's bounty!"

"I am Jack. I am a Von Zarovich. My family tree is venom, and I am the fang that can't stop biting."

PART 4: CONFRONTING JACK

- **FIGHT:** Jack begins a fight by swallowing whole one of the 8 kids, immediately gaining a perk to his Prodigiphage ability. He then uses his Life Ripper ability, choosing to rip the youth aspect from the adventurers. He then leaps in, claws and teeth tearing away, eating any of the other kids if he gets a chance.
- **SURRENDER:** A socially tactful party may convince Jack that his actions are terrible. He is damaged, a result of childhood trauma and a terrible family line—but that doesn't excuse his actions. If talked into reason, the dusky sky will begin to crack as Jack lets his splinter of Deep Barovia fall apart. He lets the party take the children and opens a portal for them to leave. His planar world then disintegrates, killing him inside.

- **TRICKERY:** Any PCs who enter his realm as children are suspected to be kids who want to play with Jack and the others. The adventurers can use this to their advantage, catching Jack unawares and killing him, or fleeing with the children.

JACK'S TACTICS

GATHER 'ROUND, CHILDREN

Happy Jack commands the charmed children to gather around him, which could make area of effect spells difficult to use.

LOOK! NEW FRIENDS

Happy Jack commands the children to run to their new friends (the adventurers) and hug them or play with them.

ADULTS, GO PLAY

Having pulled the adult aspects from up to 4 of the children, Happy Jack commands these aspects to attack the adventurers.

Each adult aspect has the statistics of a **baboon** with 20 hit points.

ESCAPE

The party can escape Jack's Funhouse by slaying him, which causes the location to crumble and a portal to appear. They can also convince Jack to open a portal to the real world. Having a second Jack's Key can work as well.

Another possibility is, once defeated, Jack's body and the Funhouse begin to slowly dissolve. Once the adventurers exit the Funhouse, it completely dissolves, and Jack's maniacal laugh is heard. This allows you to bring Jack back at a later date.

If you're feeling very bittersweet and in a *deus ex machina* mood, Kova could have learned to be a real magician from watching

Jack. He can create a portal for the PCs and the kids to escape while he stays behind, channeling the spell. Otherwise, the planar shard shatters, dropping the characters in a distant part of Barovia!

VARIATIONS OF JACK

Below are a few fun variations, which you may want to try to add a little extra to the final confrontation.

GIANT JACK

Jack wears floppy red shoes, which allow him to cast *enlarge/reduce* on himself once per day. He uses the shoes to cast *enlarge*.

BIG TUMMY!

Happy Jack can consume up to 6 Medium-sized creatures or smaller. When he does, his belly gets larger. For each creature consumed this way, Happy Jack's movement decreases by 5 feet and he gains 15 temporary hit points. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of Jack's turns. If Jack dies, a swallowed creature is no longer restrained by him and can escape from the corpse using 5 feet of movement, exiting prone.

Happy Jack can regurgitate any number of creatures held in his belly, increasing his movement by 5 feet for each creature regurgitated this way.

MAGIC MORSELS

Happy Jack can consume up to 6 Medium-sized creatures or smaller. When he does, his belly gets larger. When Happy Jack consumes 3 Medium-sized or smaller creatures, he gains the following ability:

Innate Spellcasting. Happy Jack's innate spellcasting ability is Charisma (spell save DC

16). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *Tasha's hideous laughter*
3/day each: *confusion*, *enthrall*, *suggestion*
1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

ENVIRONMENT VARIATIONS

Jack can alter 1-square mile of the terrain, and he can't use the same effect twice in one day.

WALK ON THE MOON

Jack alters the gravity, reducing all walking speeds by half. In addition, all jumping and leaping distances are multiplied by 2. This effect lasts for 1 minute.

LET'S ALL FLOAT

Jack alters the gravity, reducing it so that all creatures are affected by the *levitate spell*. This effect lasts for 5 rounds. Jack also drinks a *potion of flying*.

LAND OF CANDY

Jack alters the terrain (see Candy Land map), making it a happy land of candy. Giant, tree-sized candy canes sprout from the ground, boulder-sized gum drops fall from the sky, and a caramel stream appears.

CANDY CANE TREES. Any creature occupying a square that a candy cane tree sprouts from must make a DC 12 Dexterity saving throw. On a failed save, they find themselves on top of the candy cane, 60 feet off the ground. On a successful save, the creature jumps out of the way as the candy cane breaks through the earth.

GUM DROP BOULDERS. Any creature occupying a square that a gum drop boulder appears in must make a DC 12 Dexterity saving throw. On a failure, the creature takes 2d6 bludgeoning damage, is knocked prone, and is trapped under the gum drop. They may use an action to push the gum drop off of them on their next turn. On a successful save, they manage to jump out of the way of the gum drop.

CARAMEL STREAM The 5-foot deep stream mimics the web spell.

Each creature that starts its turn in the stream, or that enters it during its turn, must make a DC 14 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the stream or until it breaks free.

A creature restrained by the stream can use its action to make a DC 12 Strength check. If it succeeds, it is no longer restrained.

The caramel is flammable. Any 5-foot square of caramel exposed to fire burns away in 1 round, though, there is a 50% chance it ignites 2 neighboring squares of caramel. A creature that starts its turn in the fire is dealt 5 (2d4) fire damage.

JACK IN THE BOX

As a bonus action, Jack tosses a small box onto the battlefield, which grows to a 5-foot-cube and releases a small Happy Jack puppet from its top at the end of Jack's turn. The puppet bounces around, giggles, and insults the adventurers.

The Jack in the Box has an AC 12 and 60 hit points. While it remains, its magical energy interferes with spells and attacks, causing any creature within a 60-foot radius centered on the Jack in the Box to have disadvantage on attack rolls made against Jack.

RANDOM JUNK CHART (2D6)

- 11.** Bundle of tulip bulbs (50 gp)
- 12.** Tarnished silverware (100 gp)
- 13.** 1d4+2 boomgun shells (5 gp each)
- 14.** 1 liter of gasoline (5 gp)
- 15.** Bag of baby teeth
- 16.** Rainbow-colored shoestrings
- 21.** Dead bee
- 22.** Furl of paper with "Happy Jack's Jingle" music notes written on it
- 23.** Amviper fang (one use, on hit applies amviper poison)
- 24.** 6-inch-tall porcelain collectible figurine of a Funhouse Gallery member
- 25.** A small item that a PC lost in a previous adventure
- 26.** Emerald ring (50 gp)
- 31.** Chicken's egg that, when cracked, a swarm of spiders emerges.
- 32.** Hippo tooth
- 33.** Pouch of coffee grounds (5 gp)
- 34.** Lump of pure charcoal
- 35.** Dead snake
- 36.** Brass brooch in the shape of a smiling mouth
- 41.** 2-inch diameter glass orb
- 42.** Crocodile teeth necklace
- 43.** Petrified tongue from a convicted murderer
- 44.** Clump of berries
- 45.** Bonzai tree
- 46.** Souvenir shirt "HAPPY JACK'S FUNHOUSE"
- 51.** 1-pound bag of salt
- 52.** 1-pound bag of sugar
- 53.** 1-pound bag of cinnamon
- 54.** 1-pound bag of pepper
- 55.** 10 ft. of twine
- 56.** Small wooden ball
- 61.** Slingshot
- 62.** Broken holy symbol
- 63.** Obsidian arrowhead
- 64.** Green dragon scale
- 65.** Jar with an imp's soul inside
- 66.** Bottle of pixie tears

FUNHOUSE GALLERY CHART

While Happy Jack keeps the children with him in Deep Barovia, he uses their “adult” aspects inside his Funhouse. The adult aspects are hyper aggressive, dangerous, and primitive—they are what the children “want to be when we grow up!” Killing the adult aspects has no effect on the children themselves. Their monster stats are listed in the appendix under **ADULT ASPECTS**.

1	ACKSHIE	Female, strong, wears leather armor. Wields a flail with a bear trap hanging from the end of it. Assumes the PC’s are her next prey and wants to claim them to test her mettle.
2	BRIGGS	Male, scrawny, wears trousers, suspenders, and waders. Has several fishing hooks stuck into his skin—son of a fisherman. Thinks the PCs are “the next big catch” and wants to mount them on his wall.
3	KOVA	Male, bright-eyed, wears a magician’s cape and top hat. Calls himself “THE GREAT KOVA!” and dreams to perform magic for audiences. He thinks the PCs are critics who hate his act.
4	LUCY	Female, heavysset, wears an apron full of knives, cleavers, and rolling pin clubs—daughter of a baker. Thinks the PCs would taste fantastic if baked into a pie.
5	MERVINYA	Female, proper, clad in a noble’s ball gown. Mervinya wants to be a rich lady when she grows up because she’s a homeless, dirty vagabond. Her adult aspect believes the PCs are other destitute poor who want to drag her back to squalor.
6	THALLON	Male, obese, wears a metal barrel around his waist. Thallon is obsessed with pirates and wants to be a cannonball when he grows up. His adult aspect wants to “sink” the PCs. If your campaign doesn’t use cannons, he is, instead, infatuated with trebuchets and catapults.
7	WENDRID	Male, professional, high collared jerkin and grim demeanor. Studying to be a scholar and tutors his peers. Lugs a giant chalkboard with him—casts spells by scrawling runes on the board. Has no chalk, so uses the eroded, bony nub of his index finger. Thinks the party is misbehaving students that need to “pay attention to the chalkboard!”
8	XAOLIXI	Female, withered, wears a headpiece full of focusing lenses. Reads extensively and sets letters at a printing shop. Wants to be a scrivener. Reads people’s bones for stories and wants to know the stories the party carries with them.

Trinket Grimoire (Players)

A collection of bizarre items that the Stitchling can create when brought the listed ingredients. Players looking through the grimoire see the name of the item, the ingredients needed for it, and nothing else. See the Trinket Grimoire (DM) page for details on what happens when the players offer the listed ingredients to the Stitchling.

NAME: Spark's Finger

INGREDIENTS: ring, electricity, weapon from a beast

NAME: Fey's Spade

INGREDIENTS: bloodstained weapon, flower petals/leaves, 8 oz. of any spice

NAME: Cadaver's Rumor

INGREDIENTS: severed head of a dead thing, tongue of a second dead thing, teeth of a third dead thing

NAME: Song's Dancer

INGREDIENTS: song (written down or sung out loud), wooden container, sculpture of a living thing

NAME: Flash's Dazzler

INGREDIENTS: a fabric piece with all colors of the spectrum, small spherical object, 8 oz. of a granular substance

NAME: Serpent's Curse

INGREDIENTS: dead humanoid, dead snake, defiled holy symbol

NAME: Jack's Key

INGREDIENTS: Image of Happy Jack, 1-square foot of mirror, a child's desire

NAME: Wound's Caress

INGREDIENTS: 5 feet of binding material, 1 liter of flammable liquid, drop of blood from a friend

NAME: Venom's Ward

INGREDIENTS: wearable item, piece of a poisonous creature/plant, something burned

NAME: Tasha's Kiss

INGREDIENTS: demon's spirit, two tongues, corpse slain from suicide

NAME: Truth's Spear

INGREDIENTS: large feather, 1 liter of flammable liquid, parchment

NAME: Element's Touch

INGREDIENTS: 8 oz. of either salt, sugar, cinnamon, or pepper, an insect held in an outstretched hand

NAME: Silver's Bane

INGREDIENTS: weapon, pile of silver (100 sp worth), holy symbol

NAME: Rerun's Syndicate

INGREDIENTS: dead body, carving of the dead body, living being of the same race as the dead body

NAME: Marveau's Silence

INGREDIENTS: object with all colors of the rainbow, severed tongue, striped fabric.

Trinket Grimoire (DM)

NAME: Spark's Finger

INGREDIENTS: ring, electricity, weapon from a beast

RESULT: A magic ring that can be used to cast *thunderwave* once per day (Save DC 12).

NOTES: The Stitchling swallows the ring, touches the electricity source to her tongue, then swallows the weapon from the beast. She snaps her fingers, and the magic ring appears on the giver's finger with a low rumbling of thunder.

NAME: Fey's Spade

INGREDIENTS: bloodstained weapon, flower petals/leaves, 8 oz. of any spice

RESULT: A magical sword that, when it deals damage, any blood drawn from the victim is a spray of flower petals or leaves.

NOTES: The Stitchling crushes the petals/leaves with the spice and snorts them. She then takes the bloodstained weapon and plunges it into her chest (or beats her chest with it). She then removes it and offers it back—it glows the color of the petals/leaves used to enchant it.

NAME: Cadaver's Rumor

INGREDIENTS: severed head of a dead thing, tongue of a second dead thing, teeth of a third dead thing

RESULT: Whispering into the severed head's ear causes it to speak the words it hears in common. It only does this with languages it knew in real life (works as a translator).

NOTES: The Stitchling crams the tongue and teeth into the mouth of the head, then kisses it on the lips. She then whispers voicelessly into its ear, and it speaks, "Translator."

NAME: Song's Dancer

INGREDIENTS: song (written down or sung out loud), wooden container, sculpture of a living thing

RESULT: Creates a music box that plays the given song, and the dancer inside is the sculpture.

NOTES: The Stitchling wraps the figurine and the box in thread, then tears the thread off, revealing the finished product.

NAME: Flash's Dazzler

INGREDIENTS: a fabric piece with all colors of the spectrum, small spherical object, 8 oz. of a granular substance

RESULT: A spherical object which works like a scroll of *color spray* with a DC of 12.

NOTES: The Stitchling unravels the fabric, sews it around the spherical object, then kneads the granular substance into it.

NAME: Serpent's Curse

INGREDIENTS: dead humanoid, dead snake, defiled holy symbol

RESULT: The dead corpse comes back to life as an amvipser.

NOTES: The Stitchling places the snake in the corpse's mouth and shoves the holy symbol into the corpse's stomach, then she uses needles to scrawl a scale pattern into the skin. After ten minutes of this, the body rises as an amvipser.

NAME: Jack's Key

INGREDIENTS: Image of Happy Jack, 1-square foot of mirror, a child's desire

RESULT: A portal appears to Deep Barovia.

NOTES: The Stitchling tears the image of Jack to shreds and sprinkles it over the mirror, which absorbs them. Then she holds the mirror up to the child's desire, and the mirror shines a portal against the nearest wall.

NAME: Wound's Caress

INGREDIENTS: 5 feet of binding material, 1 liter of flammable liquid, drop of blood from a friend

RESULT: A single-use bandage that, when applied to a wound, heals 7 (2d4 + 2) hit points.

NOTES: The Stitchling puts the liquid in her mouth and spits it all over the binding material, then she takes the drop of blood and places it in her eye, tears well up, and she lets it drop on the bandage, which enchants it.

NAME: Venom's Ward

INGREDIENTS: wearable item, piece of a poisonous creature/plant, something burned

RESULT: The wearable item is enchanted, giving the wearer of the item resistance to poison, but every time the wearer takes poison damage while wearing the item, it has a 50% chance of losing its magical resistance.

NOTES: The Stitchling rubs the burned object and piece of poisonous creature/plant together to make a paste, then smears it on the wearable object while licking it. It's dry when she hands it over.

NAME: Tasha's Kiss

INGREDIENTS: demon's spirit, two tongues, corpse slain from suicide

RESULT: The demon, Tasha's Kiss, from *The Madhouse of Tasha's Kiss*, is reincarnated into the corpse if she has been slain—if she hasn't, the corpse rises instead as a Chimaera Chron.

NOTES: The Stitchling places the two tongues over the corpse's eyes, then sticks her own long, spindly tongue into the corpse's mouth. She then lets the demon spirit loose, which screams in agony as it is pulled into the corpse. She removes her tongue, and the body transforms into Tasha's Kiss (you may want to remove this entry if you don't have access to *The Madhouse of Tasha's Kiss*).

NAME: Truth's Spear

INGREDIENTS: large feather, 1 liter of flammable liquid, parchment

RESULT: The feather becomes a one-use magical quill that can be used to draw a *zone of truth*.

NOTES: The Stitchling covers the parchment in the liquid, then touches the feather to it, which causes the parchment to dry and shrivel as the feather drains the liquid out.

NAME: Element's Touch

INGREDIENTS: 8 oz. of either salt, sugar, cinnamon, or pepper, an insect held in an outstretched hand

RESULT: The outstretched hand becomes enchanted, dealing an additional 2d6 damage

on the next unarmed strike the wielder makes—if pepper was used, the damage is fire; if cinnamon was used, the damage is poison; if sugar was used, the damage is lightning; if salt was used, the damage is cold.

NOTES: The Stitchling sprinkles the salt, sugar, cinnamon, or pepper over the dead insect in the outstretched hand, then places her hand over it. The hand glows (red for fire, green for poison, yellow for lightning, or blue for cold) until the unarmed strike is made.

NAME: Silver's Bane

INGREDIENTS: weapon, pile of silver (100 sp worth), holy symbol

RESULT: The weapon becomes silvered (PHB, pg 148).

NOTES: The Stitchling eats the silver, then eats the weapon. She holds the holy symbol to her stomach, then spits out the newly silvered weapon.

NAME: Rerun's Syndicate

INGREDIENTS: dead body, carving of the dead body, living being of same race as the dead body

RESULT: The living being dies and the dead body is resurrected as though *raise dead* were cast on it.

NOTES: The Stitchling kills the living being and lets the blood drain over the dead body. She then opens up the dead body's chest, places, the carving inside it, and sews it back up. The dead body then returns to life.

NAME: Marveau's Silence

INGREDIENTS: object with all colors of the rainbow, severed tongue, striped fabric

RESULT: The Stitchling knits a magical black and white striped jumpsuit that, when worn, completely mutes all sound from the wearer.

NOTES: The Stitchling tears the severed tongue, striped fabric, and the object with all colors of the rainbow into strips, then uses her own yarn and thread to sew a custom fitted, white and black striped jumpsuit inlaid with the objects' strips.

CREATURES OF THE FUNHOUSE

ADULT ASPECTS

ACKSHIE

Female, strong, armored. Wields a flail with a bear trap hanging from the end of it and a metal stake on the opposite. Assumes the PC's are her next prey and wants to claim them to test her mettle.

Medium humanoid, chaotic evil

Armor Class 16 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	9 (-1)

Saving Throws Strength +5

Skills Athletics +5, Survival +4

Condition Immunities fear

Senses darkvision 120 ft., passive Perception 11

Languages Common, Abyssal

Challenge 2 (450 XP)

Actions

Multiattack. Ackshie makes three attacks, one with her bear trap and two with her stake.

Bear Trap. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. The target is grappled (escape DC 13).

Stake. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. This attack has advantage against foes grappled by Ackshie's bear trap.

BRIGGS

Male, scrawny, wears trousers, suspenders, and waders. Has several fishing hooks stuck into his skin—son of a fisherman. Thinks the PC's are “the next big catch” and wants to mount them on his wall.

Medium humanoid, chaotic evil

Armor Class 11 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wisdom +6

Condition Immunities fear

Senses darkvision 120 ft., passive Perception 13

Languages Common, Abyssal

Challenge 2 (450 XP)

Actions

Multiattack. Briggs makes two hook attacks.

Hook. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage. The target is grappled (escape DC 13). Until this grapple ends, the target is restrained and takes 6 (2d6) piercing damage at the start of each of its turns.

KOVA

Male, bright-eyed, wears a magician's cape and top hat. Calls himself "THE GREAT KOVA!" and dreams to perform magic for audiences. He thinks the PC's are critics who hate his act.

Medium humanoid, chaotic evil

Armor Class 15 (mage armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Charisma +7

Condition Immunities fear

Skills Sleight of Hand +4

Senses darkvision 120 ft., passive Perception 12

Languages Common, Abyssal

Challenge 2 (450 XP)

Spellcasting. Kova is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Kova has the following sorcerer spells memorized:

Cantrips (at will): *acid splash*, *blade ward*, *fire bolt*, *mending*, *prestidigitation*.

1st level (4 slots): *fog cloud*, *mage armor*, *magic missile*, *shield*

2nd level (4 slots): *blur*, *hold person*, *shatter*

3rd level (3 slots): *fear*, *major image*

4th level (2 slots): *banishment*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

LUCY

Female, heavyset, wears an apron full of rolling pins and baking flour. Wants to take over her family's bakery when she grows up. Thinks the PC's would taste fantastic if baked into a pie.

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

Condition Immunities fear

Skills Sleight of Hand +5

Senses darkvision 120 ft., passive Perception 11

Languages Common, Abyssal

Challenge 2 (450 XP)

Actions

Multiattack. Lucy makes two cutlery attacks.

Baker's Pin. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Flour Dust (Recharge 5-6). Lucy throws baking flour in a 15-foot circular radius. Anyone in the radius and within line of sight must succeed on a DC 13 Dexterity saving throw or be blinded for 1d4 rounds.

MERVINYA

Female, proper, clad in a noble's ball gown. Wants to be a rich lady when she grows up because she's a homeless, dirty vagabond urchin. Always wants to "advance up" in the world and wants to take the PC's place in the world by swapping minds with them.

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	12 (+1)	11 (+0)	18 (+4)

Condition Immunities fear

Saving Throws Charisma +8

Skills Deception +8, Persuasion +8

Senses darkvision 120 ft., passive Perception 10

Languages Common, Abyssal

Challenge 2 (450 XP)

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Caste Up. Mervinya targets one humanoid she can see within 30 feet of her. If the target can see her, the target must succeed on a DC 14 Wisdom saving throw against this magic or else swap consciousness with Mervinya—her mind is now in the target's body, and the target's mind is now in her body.

Mervinya can use any weapons, spells, or special abilities of the new body she possesses. A creature whose mind is in Mervinya's body can't use this ability, but Mervinya can still use this ability even if she is in someone else's body. If Mervinya's original body is slain, all swapped minds return to their original bodies. If the body Mervinya is possessing is slain, both her consciousness and the body die, and all other minds stay in their current bodies.

THALLON

Male, obese, wears a metal barrel around his waist. Obsessed with pirates and wants to be a cannonball when he grows up. Wants to "sink" the PC's. If your campaign doesn't use canons, he is instead infatuated with trebuchets and catapults.

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	19 (+4)	8 (-1)	9 (-1)	8 (-1)

Condition Immunities fear

Saving Throws Strength +6

Skills Athletics +6

Senses darkvision 120 ft., passive Perception 9

Languages Common, Abyssal

Challenge 2 (450 XP)

Charge. If Thallon moves at least 20 feet straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Running Leap. Thallon's long jump is up to 30 feet and his high jump is up to 15 feet with a running start.

Actions

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

XAOLIXI

Female, withered, wears a headpiece full of focusing lenses. Reads extensively and sets letters at a printing shop. Wants to be a scrivener. Reads people's bones for stories and wants to know the stories the party carries with them.

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	16 (+3)	10 (+0)	9 (-1)

Saving Throws Intelligence +6

Skills Perception +3, Stealth +5

Condition Immunities fear

Senses darkvision 120 ft., passive Perception 13, truesight 60 ft.

Languages Common, Abyssal

Challenge 2 (450 XP)

Avert. Whenever Xaolixi suffers damage from an attack, she immediately casts *darkness* as a free action centered on herself.

Hush. Any humanoid that speaks above a whisper within 30 feet of Xaolixi must succeed on a DC 12 Wisdom saving throw or suffer 4 (1d6) psychic damage.

Actions

Lens Beam. Ranged Weapon Attack: +6 to hit, range 60 ft., one creature. Hit 14 (4d6) radiant damage

WENDRID

Male, professional, high collared jerkin and grim demeanor. Studying to be a scholar and tutors his peers. Lugs a chalkboard with him like a shield—casts spells by scrawling runes on the board. Has no chalk, so uses the eroded, bony nub of his index finger—horrifying sound. Thinks the party is misbehaving students that need to “pay attention to the chalkboard!”

Medium humanoid, chaotic evil

Armor Class 14 (chalkboard shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	14 (+2)	16 (+3)	8 (-1)

Condition Immunities fear

Saving Throws Intelligence +5, Wisdom +6

Senses darkvision 120 ft., passive Perception 9

Languages Common, Abyssal

Challenge 2 (450 XP)

Spellcasting. Wendrid is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Wendrid has the following cleric spells prepared, needing his chalkboard as a holy symbol:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, sanctuary, shield of faith*

2nd level (4 slots): *calm emotions, silence, spiritual weapon (yardstick quarterstaff)*

3rd level (3 slots): *dispel magic, glyph of warding*

4th level (2 slots): *freedom of movement*

Actions

Chalkboard. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage.

AMVIPER

Medium undead (shapechanger), neutral evil

Armor Class 16 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Con +4, Cha +7

Skills Acrobatics +7, Perception +6, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks.

Senses Darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Elvish

Challenge 6 (2,300 XP)

Shapechanger. If the amvipper is within sight of a highly reflective surface, it can use its action to polymorph into a Medium swarm of poisonous snakes or a Huge giant constrictor snake, or back into its true form. While in swarm of poisonous snakes form, the amvipper can't speak, its walking speed is 30 feet, and it has a swim speed of 30 feet. It can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny snake. While in giant constrictor snake form, its speed is 30 feet, and it has a swim speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Legendary Resistance (1/day). If the amvipper fails a saving throw, it can choose to succeed instead.

Reflective Death. When slain, the amvipper's corpse is pulled towards the nearest highly reflective surface. This surface becomes a portal leading to Deep Barovia and Happy Jack, and the amvipper's corpse appears on the other side of the portal.

Reflective Evasion. The amvipper does not reflect an image off of any surface.

Regeneration. The amvipper regains 10 hit points at the start of its turn if it has at least 1 hit point and is within sight of a highly reflective surface. If the amvipper takes radiant damage or damage from holy water, this trait doesn't function at the start of the amvipper's next turn.

Actions

Multiattack (Amvipper Form Only). The amvipper makes two attacks, only one of which can be an injection attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 3) piercing damage. The target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Constrict (Giant Constrictor Snake Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage. The target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the amvipper can't constrict another target.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage. Instead of dealing damage, the amvipper can grapple the target (escape DC 15).

Injection. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the amvipper, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage. The target must make a DC 15 Constitution saving throw, transforming into a swarm of poisonous snakes on a failed save. While in swarm of poisonous snakes form, the target can't speak, its walking speed is 30 feet, and it has a swim speed of 30 feet. It can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny snake. The target also can't regain hit points or gain temporary hit points.

AMVIPER SCALING SUGGESTIONS:

CR 3: change attacks +4 to hit. Reduce save DCs to 13. Change AC to 14 and Hit Points to 50. Remove Legendary Resistance.

CR 10: Change attacks to +7 to hit and increase damage by an additional damage die. Increase save DCs to 16. Change AC to 17 and Hit Points to 90.

BABOON

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 3 (1d6)

Speed 30 ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 0 (10 XP)

Pack Tactics. The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Tusk. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

BANDIT

Medium humanoid (human), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

BUBBY – WEREHIPPO

Medium humanoid, chaotic neutral

Armor Class 10 (in humanoid form, 17 in hippo and hybrid forms)

Hit Points 153 (18d8+72)

Speed 30 ft. (swim 30 ft. in hippo or hybrid form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	10 (+0)	12 (+1)	12 (+1)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Shapechanger. The werehippo can use its action to polymorph into a Large hippo-humanoid hybrid or into a Large hippo, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multitattack. In hippo form, the werehippo makes two bite attacks. In humanoid form, it makes two slam attacks. In hybrid form, it can attack like a hippo or a humanoid.

Bite (Hippo or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with hippo lycanthropy.

Charge (Hippo or Hybrid Form Only). If the werehippo moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Slam (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage.

BUBBY

Bubby is “different” in that he was originally a hippo bitten by a werehippo (lycanthropy only affects humanoids, but this was a special case). Therefore, his hippo form is his default form. Make the following changes to the werehippo stats to accommodate for Bubby:

His Intelligence score 3

He knows no languages

Spells that affect animals and beasts also affect him.

PLAYER CHARACTERS AS WEREHIPPOS

The character gains a Strength of 19 if their score isn't already higher, and a +1 bonus to AC while in hippo or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Strength.

Bite (Hippo or Hybrid Form Only). *Melee Weapon Attack:* reach 5 ft., one target. *Hit:* 2d10 + X piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werehippo lycanthropy.

Charge (Hippo or Hybrid Form Only). If the werehippo moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HAPPY JACK

Medium fiend (demon), neutral evil

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., hover 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Con +6, Cha +7

Skills Deception +6, Perception +6, Perform +7, Sleight of Hand +6

Condition Immunities fear, poisoned

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Abyssal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Legendary Resistance (1/day). If Happy Jack fails a saving throw, he can choose to succeed instead.

Magic Resistance. Jack has advantage on saving throws against spells and other magical effects.

Premonition. Jack always acts first in initiative.

Prodigiphage. If Jack has swallowed one of the eight kids after making a bite attack against them, he gains the following abilities based on who he ate:

Ackshie: His fanged mouth can extend from his face, granting a 15-foot reach on his bite attacks.

Briggs: His mouth stretches down to his stomach like a largemouth bass, giving disadvantages to anyone who must make Dexterity saves to not be swallowed.

Kova: Jack can cast *fear* once per day (spell save DC 15).

Lucy: Jack gains Lucy's Flour Dust ability.

Mervinya: Jack can shapeshift into the form of any child the PCs have met in their past. He has innate knowledge of these children's mannerisms and history.

Thallon: Jack gains resistance to slashing and piercing damage.

Xaolixi: Jack can cast *blindness/deafness* once per day (spell save DC 15)

Wenrig: Jack instantly casts *dispel magic* as a free action (spellcasting ability Charisma).

Actions

Multiattack. Jack makes two claw attacks, or one claw attack and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage (nonlethal if using it on a child). If the target is a Medium or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by Jack. A swallowed creature is blinded and restrained, and it has total cover against attacks and other effects from the outside.

If Jack takes 20 damage or more on a single turn from a creature inside him, he must succeed on a DC 18 Strength saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of him. If Jack dies, a swallowed creature is no longer restrained by him and can escape from the corpse by using 20 feet of movement, exiting prone.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage.

Liferipper (1/day). Jack tears the childhood out of an adult, or he tears the adulthood out of a child (he has already torn the adulthoods out of the eight children, so they are unaffected). Everyone within 30 feet of Jack must make a DC 14 Charisma saving throw.

Failure against an adult means their child form appears next to them (use the **BABOON** stats to represent the child, but with a number of Hit Dice equal to the character's). Failure against a child means the adult form appears next to them (use the **BANDIT** stats to represent the adult, but with a number of Hit Dice equal to the character's).

The aspects created with this ability are loyal to Jack and will harass, attack, or taunt all foes. They also know their respective characters' secrets and will blurt them out.

HAPPY JACK SCALING SUGGESTIONS:

CR 3: change attacks +3 to hit. Reduce save DCs to 12. Change AC to 13 and Hit Points to 101.

CR 10: Change attacks to +7 to hit and increase damage by an additional damage die. Increase save DCs to 16. Change AC to 17 and Hit Points to 206. Add the following:

Innate Spellcasting. Happy Jack's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *Tasha's hideous laughter*
3/day each: *confusion*, *enthrall*, *misty step*, *suggestion*

1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

Joyful Presence. Any creature that starts its turn within 60 feet of Happy Jack must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by Happy Jack for 1 minute. On a successful save, the creature becomes immune to Happy Jack's Joyful Presence for 24 hours.

Whenever Happy Jack deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

CR 14: change attacks to +8 to hit and increase damage by an additional damage die. Increase save DCs to 18. Change AC to 18 and Hit Points to 250. Add the following:

Innate Spellcasting. Happy Jack's innate spellcasting ability is Charisma (spell save DC 18). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *Tasha's hideous laughter*
3/day each: *confusion*, *enthrall*, *misty step*, *suggestion*
1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

Joyful Presence. Any creature that starts its turn within 60 feet of Happy Jack must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes charmed by Happy Jack for 1 minute. On a

successful save, the creature becomes immune to Happy Jack's Joyful Presence for 24 hours.

Whenever Happy Jack deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

Legendary Resistance (3/day). If Happy Jack fails a saving throw, he can choose to succeed instead.

HAPPY JACK'S POSTER

Large construct, unaligned

Armor Class 14

Hit Points 66 (12d10)

Speed 10 ft., 10 ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 4 (50 XP)

Antimagic Susceptibility. The poster is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the poster must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the poster takes only half the damage dealt to it, and the creature grappled by the poster takes the other half.

False Appearance. While the poster remains motionless, it is indistinguishable from a normal poster.

Actions

Smother. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 14). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the poster can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Feebles – Zombie Monkey

Small beast, chaotic neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft., jump 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	6 (-2)	8 (-1)	6 (-2)

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks.

Senses passive Perception 9

Languages Zombie Monkey

Challenge 0 (10 XP)

Limited Immortality. The zombie monkey has limited immortality. If slain, it resurrects in 30 seconds. Though, each time it does, its body appears more disheveled and decayed. Once the zombie monkey has been slain 10 times, it does not resurrect again.

Limited Telepathy. Once someone accepts the zombie monkey as friendly, a telepathic-like bond is created between the two; though, speaking to each other requires them to speak like monkeys. This link can only be established with one creature at a time.

Misunderstanding. A zombie mind isn't great at understanding orders. When the zombie monkey is given a command or task, there is a 50% chance that they won't understand. Instead, they may not complete the task, or they may do something entirely different.

Standing Leap. The zombie monkey's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Oinkfat – Immortal Pig

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages -

Challenge 1/4 (50 XP)

Immortality. Oinkfat is immortal. Whenever they are reduced to 0 hit points, they die. After 5 minutes, the body reconstitutes and Oinkfat jumps to life.

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

STITCHLING

Large monstrosity, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Common, Elvish, Undercommon

Challenge 6 (2,300 XP)

Fey Ancestry. The Stitchling has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. The Stitchling's innate spellcasting ability is Wisdom (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spider Climb. The Stitchling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the Stitchling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

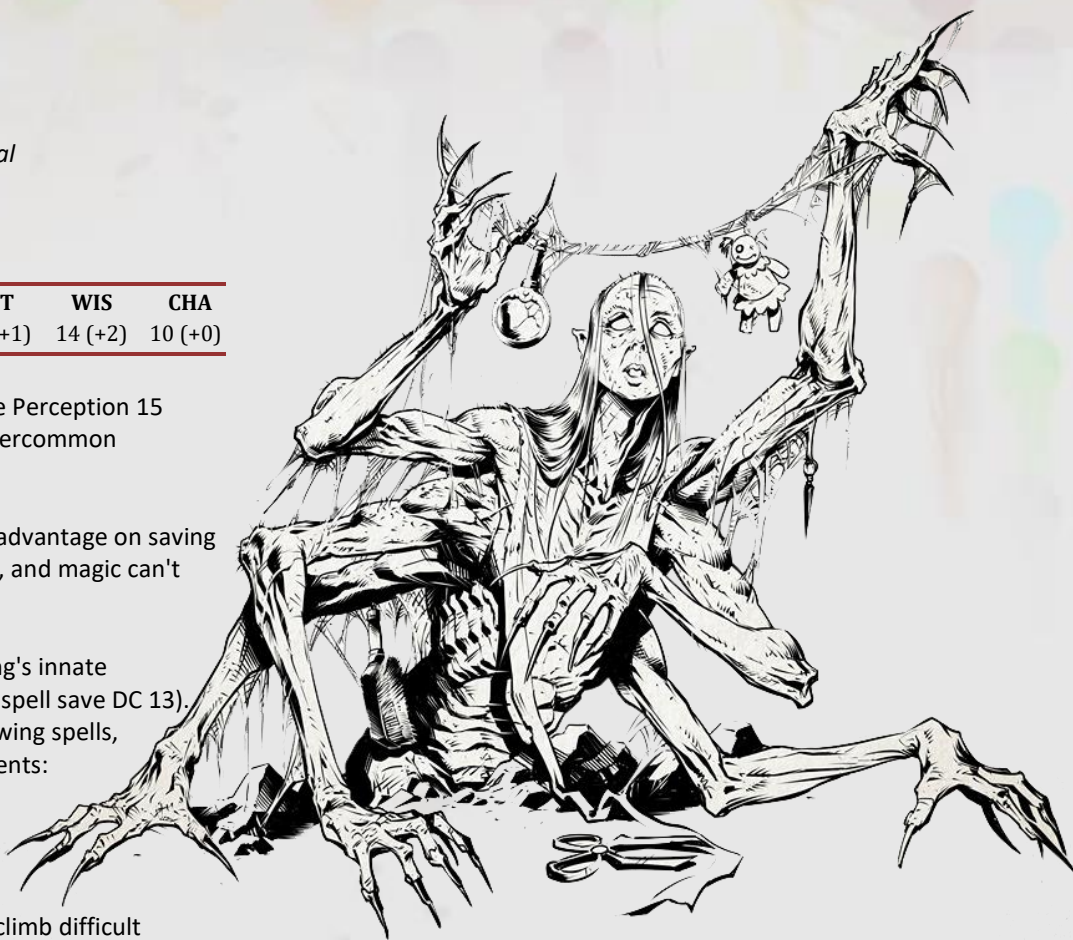
Web Walker. The Stitchling ignores movement restrictions caused by webbing.

Actions

Multiattack. The Stitchling makes three attacks with her needle fingers. She can replace one of those attacks with a bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Needle Fingers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) slashing damage.



SWARM OF POISONOUS SNAKES

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

CHARACTER HISTORY INFORMATION

CHARACTER NAME: _____

(INCLUDE WHATEVER YOU LIKE FROM BIRTH TO 12 YEARS OLD)

FAVORITE CHILDHOOD MEMORY:

FAVORITE ADULT MEMORY:

WORST CHILDHOOD MEMORY:

WORST ADULT MEMORY:

CHILDHOOD BEST FRIEND:

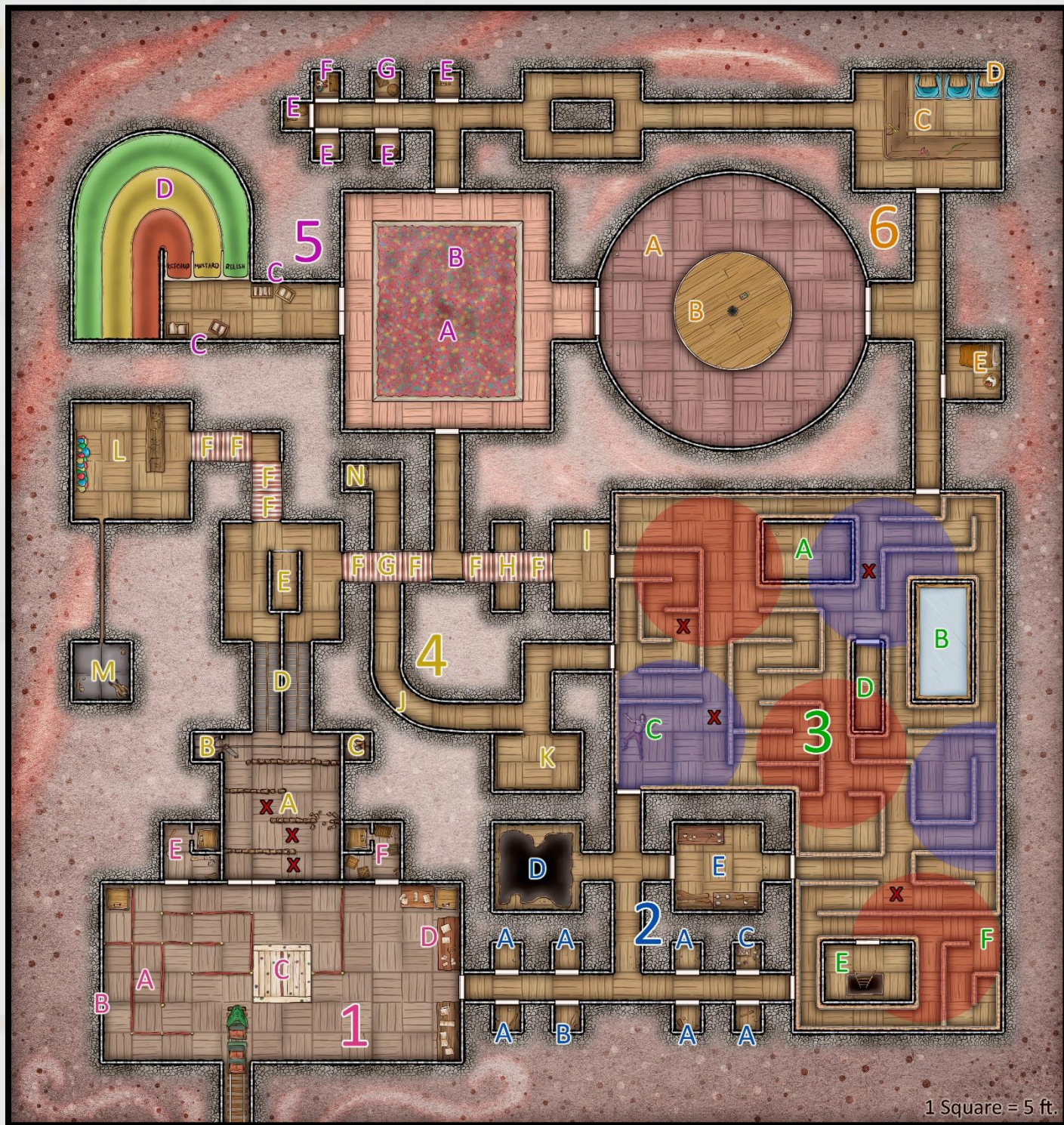
WORST MEMORY OF CHILDHOOD BEST FRIEND:

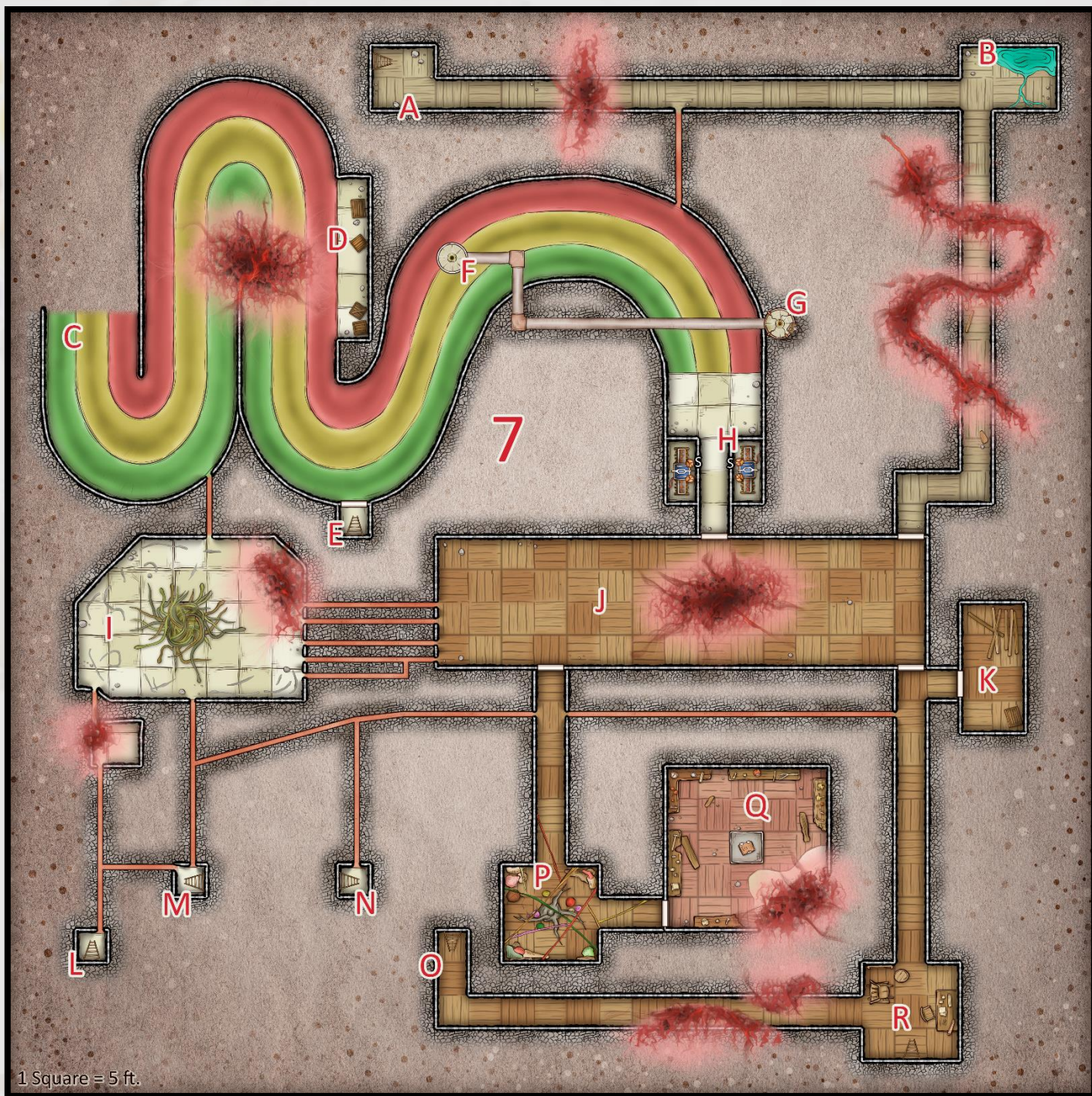
FAVORITE MEMORY OF CHILDHOOD BEST FRIEND:

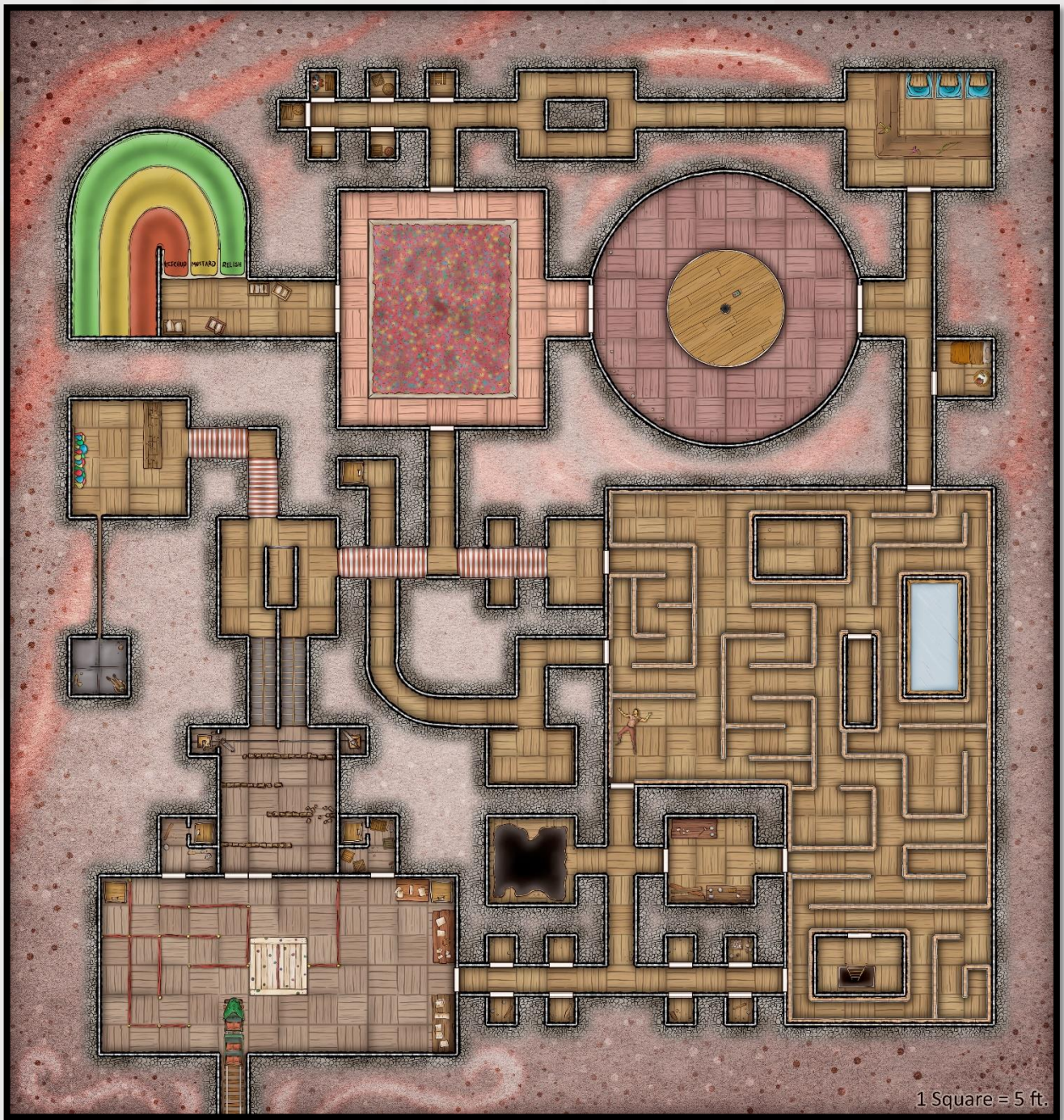
THING THAT SCARED YOU MOST AS A CHILD:

THING THAT SCARES YOU THE MOST NOW:

CHILDHOOD PET:







LOOKING FOR MORE ADVENTURE?

