

A FOOL AND HIS GOLD



Dr. Jubal and his Carnival of Curiosities left The Stop almost a tenday ago. When one of the circus wagons is found abandoned, folks fear the worst. Brave heroes are needed to find out what has become of the good Doctor and his troupe. Are you up for the challenge?

A 4-Hour Adventure for 1st-4th Level Characters

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INTRODUCTION

Welcome to *A Fool and His Gold*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play.

The adventure takes place in The Stop, a small farming village west of Hillsfar.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3rd**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than 3	Very weak
3-4 characters, APL equivalent to 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 4	Weak
5 characters, APL equivalent to 4	Average
5 characters, APL greater than 4	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 5	Strong
6-7 characters, APL greater than 5	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

This section provides you, the DM, with the information that you will need in order to bring life to this adventure.

ADVENTURE BACKGROUND

Dr. Jubal's Carnival of Curiosities, (First appearing in *DDEX03-06 No Foolish Matter*) brought a welcomed distraction from the problems plaguing the town. After their performance, the carnival headed to their next show. They never arrived and a tenday later one of their wagons was found outside of town.

During the events of *CCC_DDSC-01 Murder at The Stop*, a goblin tribe moved into an abandoned mine nearby. Faerzress inside the mines caused most of the tribe to go insane. The nilbog chieftain went crazy as well, declared himself the Ringmaster. He demanded his tribe turn the mines into a carnival for his amusement.

News of Doctor Jubal and his Carnival of Curiosity eventually found its way to the goblin tribe. Jealous of the carnival's success, the Ringmaster hatched a plan. He planted a spy inside The Stop to infiltrate the carnival and report back to him. With the spy's help the Ringmaster orchestrated an ambush. They waylaid the carnival and kidnapped everyone they could. They carried the prisoners and the carnival wagons back to their mines. An accident during the attack meant one of the wagons had to be abandoned.

The Ringmaster has Doctor Jubal and his carnies locked up inside the mines. There they are forced to teach the goblins their carnival routines. The longer spent inside the mines the more crazed the Ringmaster and his tribe become. Unless found soon there will be nothing left of Doctor Jubal or his carnival.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

The Stop. An abandoned gold mine between The Stop and Hillpicket.

Dr. Jubal. Leader of a local carnival.

Bobo. A bugbear knife thrower that betrays Dr. Jubal.

Pickles. A halfling carnie in Dr. Jubal's troupe.

The Ringmaster. The nilbog mastermind behind the high jacking of the carnival.

ADVENTURE OVERVIEW

This adventure is divided into six sections; an introduction and five parts.

Introduction. The Magistrate invites the adventurers to his office to discuss a job. He hires them to find a missing carnival after one of their wagons is found abandoned outside of town.

Part 1: Crashed Wagon. Investigating the wagon the adventurers find evidence of a goblinoid ambush. The tracks left behind show them kidnapping the carnies and dragging them north.

Part 2: Carnival Entrance. Following the trail the adventurers emerge on the other side of a pasture. They spot a mine shaft and can choose between parleying with the guard outside or a frontal assault.

Part 3: Ringmaster's Wondermine. Once inside the adventurers must avoid the Ringmasters deadly carnival acts. They can either hack their way through or pose as carnival patrons. They explore the mines until they find Doctor Jubal and his carnies.

Part 4: Goblin Carnival. The goblins have turned an area of the mines into their own carnival. The adventurers must navigate through the crowds and partake in the attractions to avoid suspicion.

Part 5: The Final Act. The Ringmaster and Doctor Jubal are trapped by a rampaging elephant. Once the adventurers arrive and the elephant is dealt with the Ringmaster reveals his final act.

ADVENTURE HOOKS

New Magistrate. This hook is designed for characters who have already played *CCC_DDSC-01 Murder at The Stop*. Having proved themselves as capable friends of The Stop, the new magistrate is immediately faced with his first problem. In need of investigators, he calls on the adventurers to meet with him to discuss a disappearance.

A Quick Stop. While at The Stop on personal business the characters hear about a job. The new Magistrate needs investigators to look into a disappearance. He asks any interested parties to meet him at his office to discuss the details.

Just Passing Through. The characters are on their way from The Stop to Hillpicket. While on a backroad outside of town, they spot a crashed wagon. After reporting it to the townsfolk Magistrate Bitterwood requests an audience with them.

PRELUDE

Estimated Duration: 20 minutes

Recent events find Biff Bitterwood installed as The Stop's new Magistrate. The farmer is barely into office before he faces his first problem. Found outside of town this morning was a carnival wagon belonging to Doctor Jubal. Jubal's carnival performed at The Stop a tenday ago before leaving for its next show. Their abandoned wagon suggests something happened to them.

Biff has gathered a group of adventurers to help with the investigation. He wants to find out what happened to the carnival and asks they meet him to discuss the details. When the players are ready to start, read the following aloud:

Boxes of paperwork choke the hallway leading into Biff Bitterwood's office. Muscling through the mess and into the room, the clutter becomes less stifling. Waiting is a halfling whose face is barely visible behind his oversized desk. As he struggles to see over the stacks, he yells out a greeting. "Well, hello and welcome! I'm Magistrate Bitterwood. Please excuse the mess!"

Magistrate Bitterwood is currently cataloging and reorganizing the office of one of the former Magistrates. As the adventurers arrive, Biff gets up and apologizes for the mess before grabbing a pot of tea off the table. He offers the tea to the adventurers while they take their seats, then explains the following:

- Doctor Jubal's carnival left The Stop for their next performance in Hillpicket a tenday ago.
- The wagon was found abandoned this morning east of town on a seldom used backroad. The road is used by herders during the winter but its summer now.
- The wagon was identified by the words "Doctor Jubal" in bright red letters on either side of the vehicle.
- The night the carnival left there was a huge storm. Doctor Jubal must have mistaken the backroad as the main road during the storm.
- The Doctor has a total of ten wagons he uses for his traveling carnival. The other nine wagons are missing.
- No one has seen Doctor Jubal or his carnies since the carnival left a tenday ago.
- Magistrate Bitterwood has requested the wagon and surrounding area be left untouched. He

worries that the carnival was waylaid on its way out of town.

REWARD

Biff promises 50g each for the adventurers' help in locating the carnival. He increases the offer to 75g each if any of them helped during events of CCC-DDSC-01 *Murder at The Stop*.

ADVANCING THE ADVENTURE

After explaining the situation Magistrate Bitterwood answers the adventurers' questions. If they are done with both the questions and the tea, Bitterwood kindly escorts them out of his office. Unless the characters have further business in The Stop, they can head east of town to the scene of the crash.

ROLEPLAYING BIFF BITTERWOOD

Biff is gracious and polite but does not suffer a fool. He is learned in manners and protocol but is born of a simple, rural upbringing by those who consider themselves free of the burdens of society. This skill allows him to transition between the two worlds easily and marks him as a champion of the people. The locals, non-humans in particular, love and rely on him as a representative, a responsibility he takes seriously. He is skilled at handling racial discrimination with grace and diplomacy, always deflecting direct conflict. He is the largest employer in the area and is, well informed. Biff is very partial to brandy, Dragon's Breath in particular.

Quote: "A kind neighbor is able to give honesty without stealing dignity"

PART 1. CRASHED WAGON

Estimated Duration: 30 minutes

The abandoned circus wagon is located on a seldom used road outside of town. As the adventurers approach the location, read the following:

This back-road cuts into the slope of a secluded hill. By the looks of all the dried mud, the trail must flood anytime there is a heavy rain. On the lowest side of the slope is a ditch where the wagon now rests.

ADVENTURE HOOK: JUST PASSING THROUGH

This adventure has a special hook that can be used to weave another layer of narrative into the story. With the player's permission, a DM may have one or more of the characters discover the crash. In this instance, the characters found the crash and reported it to citizens of The Stop. They previous knowledge of the scene and automatically know the following:

- The wagon crashed into a ditch and its front axle broke.
- The vehicle looks ransacked. There are supplies scattered in the mud surrounding the wagon.
- The road isn't used very often because it floods during the spring and summer months. It hasn't rained in a while so the characters deemed it safe enough to use.

BEGINNING THE INVESTIGATION

When the adventurers arrive describe the scene they see before them. Make sure to highlight the areas below, but let them explore what they will. You can help guide the investigation as much or little as needed depending on the time you have. If players come up with a clever way to solve something, make sure to reward them.

TRACKS

As the adventurers begin they'll come across tracks preserved in the mud. A successful DC 10 Intelligence (Nature) or Wisdom (Survival) check reveals the tracks have dried and are from the last time it rained. Characters trained in Nature know it hasn't rained in the area for a tenday. Characters trained in Survival can identify some of the tracks belonging to goblins. Most of tracks lead north from the road and into a nearby pasture.

ROAD

Adventurers who search the road can identify the wheel marks left by Doctor Jubal's ten wagons. The lead wagon crashed after it veered off the road and into the ditch. The other wagons looked to have stopped, then their tracks leave a trail north.

WAGON

The lead wagon broke its front axle after crashing into the ditch. Mud covers the exterior but the words "DOCTOR JUBAL" can be made out on the sides. The doors to the wagon are open and provisions are scattered among the muck. Most of the supplies are cooking implements. The inside is also covered in mud and appears to be ransacked.

SURVIVOR

While searching around, adventurers who succeed a DC 12 Wisdom (Perception) check hear a faint tapping sound. The noise is coming from the wagon inside a barrel labeled "PICKLES". The lid to the barrel is stuck and requires a successful DC 15 Strength (Athletics) check to pry open. Once opened a pruned, green skinned humanoid stumbles out of the barrel and onto the floor. After catching his breath, the odd-looking halfling introduces himself as Pickles, a carnie from Doctor Jubal's troupe. Although fatigued Pickles explains what happened the night of the crash:

- The carnival tried to leave The Stop but a storm hampered their progress. They barely made it out town before a group of goblinoids ambushed them.
- Pickles was sitting with another carnie when the ambush forced the wagon off the road and into the ditch. Shortly after a fight broke out between the carnies and goblins. Doctor Jubal went to fight the goblins while Pickles hid in the larder.
- The goblinoids were acting odd for their kind. Subduing the carnies instead of killing them and dragging the unconscious north.
- From his hiding spot, Pickles heard the carnies and their wagons being carried off. The goblins searched the crash wagon too but were uninterested in its contents.
- Pickles tried to escape after he thought it was safe but the barrel lid jammed. He's been living off pickles and pickle-juice for the past tenday.

Pickles is weak from his harrowing experience but tries to answer any questions. While not dying, Pickles needs medical attention before he is able to move. Any adventurers trained in medicine or succeed in a DC 10 Wisdom (Medicine) check can diagnose and treat him. Success indicates the carnie is suffering from dehydration and exhaustion. Food, water, or magical healing restores enough of his strength for him to continue. As for his comically green skin, it is not life threatening and should fade with time.

DEVELOPMENT

If Pickles is found and treated, the carnie insists that he comes along. If asked why, he explains that he regrets his cowardice during the ambush and wishes to redeem himself. He also reveals that his twin brother Jam was taken captive, and wishes to help rescue him. If the group still wishes for him to stay behind, then he reluctantly sets up camp by the wagon. If he is allowed to come along then use the **scout** statistics for him.

ROLEPLAYING PICKLES

Pickles is a geek employed by Doctor Jubal to entertain the masses with his cast-iron stomach. Along with his brother Jam, the halflings parade around in clown make-up and floppy shoes while performing their acts. Pickles eats anything offered to him, while Jam bites the heads off small animals and spits them at people. The two are usually inseparable but with Jam kidnapped, Pickles is visibly upset. Now that he has been released from the barrel, Pickles is willing to do anything to help save his brother.

Quote: "Yeah I'll eat that. How much?"

ADVANCING THE ADVENTURE

Following the goblinoid's tracks is easy enough thanks to the obvious trail. The adventurers can follow it north into the pastures.

PART 2. THE CARNIVAL ENTRANCE

Estimated Duration: 20 minutes

The adventurers follow the trail through some overgrown pastures until they reach a clearing. When they arrive, read the following:

Past the clearing set against an outcropping of stone there is a man-made tunnel. Next to the tunnel's entrance is one of Doctor Jubal's wagons, the word "CARNIVAL" painted on the side in bright red letters. Sitting against the wagon is a bugbear in a clown costume, his hands idly fiddling with a dagger.

The adventurers are approximately 100 feet from the tunnel's entrance when they arrive at the clearing. Anyone that played *CCC-DDSC-01 Murder at The Stop* recognizes the bugbear as Bobo, one of Jubal's carnies. The clearing has very few places to hide and the bugbear is diligent guard. Unless magic or a distraction is used Bobo will spot anyone entering the area.

GAINING ENTRANCE

If Bobo spots the adventurers approaching, read the following:

The bugbear stops what he's doing and immediately puts on a smile. As he saunters up the group he greets the party in surprisingly well-spoken Common.
"Welcome to The Ringmaster's Wondermine, I'm assuming you're here for the carnival!"

Unless attacked the bugbear introduces himself as Bobo the Knife-thrower and asks the characters if they are here for the carnival. He relays the following information to the adventurers:

- The tunnel behind Bobo leads into the Ringmaster's Wondermine, a brand-new carnival built inside the abandoned mine.
- The leader of his tribe is a powerful goblin known as the Ringmaster. He was the one that built the carnival and "hired" the carnies to teach the tribe their routines.
- Entrance to the carnival is 5c and includes a complimentary mine-cart ride. Alternatively, any carnival fees may be paid by performing a foolhardy stunt or captivating jig.

- If someone is apprehensive about the ride, Bobo explains that the cart is the fastest way to the carnival and a long walk otherwise.
- Bobo was practicing his knife throwing act when he heard the characters' approach. If asked to see his act the bugbear admits he hasn't perfected the routine yet.
- Bobo mistakes Pickles for a goblin if he is with the party. His green skin and short stature make a convincing disguise. Pickles points this out to the group later if they don't catch on.

PICKLES AND BOBO

Pickles was sitting in the lead wagon with Bobo the night of the ambush. The bugbear was driving and ultimately led the carnival astray. Unbeknownst to Doctor Jubal and the carnies Bobo is actually a spy for the Ringmaster. He purposefully led the wagons down the backroad where the goblin tribe's ambush waited.

If Pickles is with the party he discreetly relays his suspicions to the group. Otherwise suspicious characters can succeed on a DC 14 Wisdom (Insight) check to notice Bobo is withholding information. If asked about his former employment with Doctor Jubal or what he's hiding, Bobo tries to change the subject. If pressed Bobo stands his ground but a successful DC 12 Charisma (Intimidate) check forces him to confess. Bobo will agree to reveal his role as a spy in exchange for his life.

DEVELOPMENT

If Bobo is intimidated into confessing then he shares his role in the ambush. He was sent by the Ringmaster to infiltrate Doctor Jubal's carnival, where he spied and sent information back to his tribe. With his help, they set up the ambush and kidnapped the carnies. He's unsure why his tribe needed the carnival, but no one questions the Ringmaster. Before trying to escape into woods, Bobo passes a note to the group (see handout 1).

ADVANCING THE ADVENTURE

If the group talks to Bobo and agrees to pay the entrance fee, move onto section A. Attacking the bugbear or refusing to pay the entrance fee means moving onto section B. Alternatively if they intimidate Bobo into confessing to his role in the ambush, move onto the clearing section.

A. THE EASY WAY

If the adventurers decide to pay Bobo the entrance fee then he begins setting up the mine cart ride. This takes 10 minutes during which the characters are free to explore the area.

B. THE HARD WAY

If the adventurers decide to attack Bobo or refuse to pay the entrance fee then he fights. The **bugbear** whistles, calling two **worgs** that are sleeping in the wagon to attack. He coordinates strikes with them, using daggers instead of the traditional morningstar.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- Very weak party: Remove both worgs.
- Weak party: Remove one worg.
- Strong party: Add two worgs.
- Very strong party: Add three worgs.

After combat, the adventurers can search Bobo's body (see treasure section below). With the bugbear defeated, they are free to explore the area.

CLEARING

The clearing in front of the abandoned mine is strewn with debris. Below are some points of interest.

WAGON

Cages inside the wagon once stored the carnival's animals but now house worgs. These worgs rest inside the unlocked cages waiting to be fed. Adventurers fluent in goblin might hear them heckle each other from outside the wagon. While they might bluff about eating the adventurers, they'll only attack if commanded to by Bobo.

One cage inside the wagon is locked and its door is jammed, requiring a successful DC 15 Strength (Athletics) check to bust open. The remains of Jubal's gorilla, Priscilla, are inside. She looks to have died from starvation.

Outside the wagon pinned to the backdoor is a goblin that Bobo uses as target practice. There are about twenty knives sticking out of the corpse. His act while working for Doctor Jubal was the standard knife throwing act but now he must cater to the Ringmaster's tastes.

MINE CARTS

Looking around, the adventurers can find four mine carts waiting inside the tunnel. These mundane carts weigh 250lbs and come equipped with hand brakes. The carts can hold a maximum of three medium-sized creatures each. If moved onto the tracks, they can be connected together to form a train. The *faerzress* inside the tunnels allows the carts to accelerate by force of will alone (see travel section).

DEBRIS

The huge debris pile outside the tunnel is made of rocks and other stones. Dwarves or characters familiar with mining recognize the pile as a byproduct large-scale excavations. Sifting through the debris pile turns up mundane mining equipment and rocks. A successful DC 15 Intelligence (Investigation) check can reveal dwarf skeletons buried among the rubble.

TREASURE

Searching Bobo, the adventurers find a folded note in one of his pockets (see **Player's Handout 1**). They also find a pouch of assorted coins worth 5g strapped to his waist. Characters who investigate the wagon and succeed in a DC 15 Intelligence (Investigation) or Wisdom (Perception) check find a silver barrette worth 20g clipped to the gorilla's corpse. Anyone who played through *CCC-DDSC-01 Murder at The Stop* and interacted with Priscilla have advantage on this check.

ADVANCING THE ADVENTURE

After the adventurers are done exploring the clearing, they have two choices on how to continue. The group can either enter the tunnels by foot or ride down the tracks. When the characters are ready to proceed, move on to Part 3.

PART 3. RINGMASTER'S WONDERMINE

Estimated Duration: 120 minutes

Long ago, this gold mine housed one of the largest excavating operations in the Hillsfar area. The site was doing well until the miners dug too deep. They broke into a subterranean cavern leading into the Underdark. Shortly after the tunnels were raided by drow and the mines were abandoned.

During the demon lords' time in Faerun, Graz'zt's influence over Hillsfar caused *faerzress* to spread into the mines. It still permeates the air and clings to the mine cart tracks. The mines stood vacant until recently when a goblinoid tribe moved in. Under the leadership of the Ringmaster, the goblins transformed the mines into a sadistic carnival.

GENERAL FEATURES

These features are found throughout the Ringmaster's Wondermine unless otherwise specified:

Light. The mines are dimly lit because of the *faerzress*.

Sounds. There's a faint humming sound coming from every direction while inside the mines.

Tunnels. The tunnels inside the mines are 10ft tall and 5ft wide. *Faerzress* clouds the tunnels heavily obscuring the area past 15ft feet.

Pits. Areas A, B, and C are 20ft deep pits approximately 15 to 20ft in diameter. The *faerzress* fog settles on the floor but doesn't obscure vision while inside the pits.

Faerzress. Wild magic has leaked into the mines from the Underdark causing a variety of effects (see *faerzress* sidebar).

Madness. Any character who spends an hour or more inside the mines must make a DC 8 Wisdom saving throw or gain one level of madness (see madness sidebar). The influence of the demon lords over the *faerzress* can still be felt.

TRAVEL

Depending on how the adventurers are entering the mines, they'll either travel by cart or walk on foot. Follow the instructions below to figure out where the adventurers end up.

FINDING THE CORRECT PATH

If the adventurers paid Bobo at the entrance then he shows them the correct path to the carnival. Killing Bobo or recovering his note (see **Player's Handout 1**) might also reveal the correct path. Otherwise the group must guess. The mine cart paths are below.

Switch Path

	Left	Right
1	East to area A	South
2	East	South to area B
3	East to carnival	South
4	East to area C	West to area B

All levers are switched **LEFT** when the adventurers enter the mines. Depending on which way the adventurers are heading in the mines these directions might be reversed. **The correct path to the carnival is RIGHT, LEFT, LEFT.**

FAERZRESS

An unusual magical energy the drow call *faerzress* pervades much of the Underdark. The origin of this mysterious arcane power is unknown. Legend claims it is an ancient elven magic dating back to the time when the dark elves were first exiled from the world above. The drow and other Underdark creatures use the properties of areas suffused with *faerzress* to protect their settlements.

Areas suffused with *faerzress* can range in size from a few dozen feet across to several miles in diameter, and feature the following effects:

- Areas suffused with *faerzress* are always filled with dim light.
- A creature in an area suffused with *faerzress* has advantage on saving throws against any divination spells. If a divination spell doesn't allow a saving throw, the caster must succeed on a DC 15 Constitution saving throw to cast the spell. Failing the save means the spell is wasted and has no effect.
- Any creature attempting to teleport into, within, or out of a *faerzress*-suffused area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 1d10 force damage and the teleportation attempt fails. Even if the save succeeds, the teleportation attempt can suffer a mishap as if the destination was known only by description, regardless of how familiar the destination actually is. See the table in the teleport spell for more information.
- Areas suffused with *faerzress* have become tainted by the chaos of the demon lords. When a spell is cast in a *faerzress*-suffused area, the caster rolls a d20. On a roll of 1, the spell has an **additional** effect, determined by rolling on the Wild Magic Surge table in chapter 3, "Classes," of the *Player's Handbook*.

Though *faerzress* can't be dispelled, its effects are temporarily suppressed in the area of an antimagic field. Similarly, characters that take refuge in an extraplanar space (such as with *Mordenkainen's magnificent mansion*) are not affected by *faerzress*. Other effects (such as *Leomund's tiny hut*), however, do not provide this protection.

TRACKS

The mine cart tracks are infused with *faerzress* and allow the carts to accelerate. The tracks function as an amplifier of the *faerzress* energy which is released by accelerating particles down the length of the tracks. The result is the mine carts move as if they were self-powered by force of will alone.

EASY WAY

If the adventurers paid Bobo and rode a cart with him then it's an easy ride to the carnival. The bugbear takes the characters straight into Part 4.

HARD WAY

If the adventurers decide use the mine carts without Bobo's help, then they'll have a harder time navigating the mines. Below are the steps necessary to arbitrate the mine cart section:

- **Direction.** Determine which direction the adventurers are traveling in the mines. If the adventurers are riding the carts from the front entrance then they'll start by heading east.
- **Acceleration.** Accelerating the mine cart is as easy as willing it along the tracks. Stopping the cart requires more concentration and a successful DC 13 Intelligence (Arcana) check. Success means the cart stops while failure means the character gains one level of *faerzress* induced madness. The rusted handbrakes inside mine carts are useless and break off as soon as their used.
- **Visibility.** The *faerzress* inside the mines causes the adventurers can only see clearly 15ft in front of them. The adventurers have just enough visibility to see the levers before the intersection but not enough to see what lies after.
- **Levers.** Just before every intersection there is a lever controlling the direction the cart will travel. All levers are switched **LEFT** in relation to the front entrance when the adventurers arrive. The adventurers can activate a lever any time they travel past an intersection.
- **Jumping Out.** If the adventurers wish to exit of the cart while its traveling then they must jump out. Jumping out of the cart causes injury unless the adventurer makes a DC 12 Dexterity saving throw or take 1d6(4) bludgeoning damage and fall prone, or half damage on a success. Individuals trained in acrobatics have advantage on this check.
- **Crashing.** If the adventurers stay in the cart but fail at activating the correct levers, then they fall into one of three pits (area A, area B, area C). Each

of the pits are 20ft deep and anyone who crashes must make a DC 12 Dexterity saving throw or take 2d6(7) bludgeoning damage and fall prone, or half damage on a success. If the whole group makes the check then the cart lands on its wheels at the bottom of the pit and no one takes damage.

WALKING

If the adventurers decide to walk then they are exposed to additional mind-altering *faerzress*. Shortly after entering the mines on foot the characters must make a DC 8 Wisdom saving throw or suffer one level of madness.

RUNNING THE MINE CARTS

The carts in this adventure are meant to be enjoyable way to transverse the mines. If the characters chose to talk with the bugbear outside, then they are rewarded with an easy route to the heart of the adventure. Conversely if the characters decide to kill the door man, then they have a potentially difficult time. Choosing to walk makes for safer route but far less interesting one. As a rule of thumb, encourage the players to use the mine carts and downplay the mechanics if it gets in the way of fun. Be especially mindful of lower level characters because of how deadly cart traveling can be. Feel free to assign damage rather than roll it so as not kill a character. Above all, make sure the players are having fun.

ADVANCING THE ADVENTURE

The adventurers can either walk to one of the areas of the mines or ride a cart there. They might end up at the carnival in Part 4 or one of the pits below.

MADNESS

At the best of times, the Underdark is a bizarre, alien, and inhospitable world, but the influence of the demon lords has transformed it into a domain of madness and chaos. *Faerzress* acts as a catalyst, spreading the demon lords' madness throughout the Underdark.

A creature's madness level starts at 0. When the creature fails, a madness saving throw, its madness level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness, Long-Term Madness, or Indefinite Madness table in the *Dungeon Master's Guide*, as appropriate). When the effect ends, the creature's madness level doesn't change. Any time the creature's madness level increases, it suffers the effect of the new level.

If a creature with level 3 madness fails a madness saving throw, its madness level becomes 1. In this way, characters can potentially accumulate multiple forms of madness. If a character accumulates a form of madness that they already suffering from, reroll until a new result is reached.

Bouts of short- and long-term madness can be cured as described in the *Dungeon Master's Guide*. Given the demonic

source of the madness, remove curse and dispel evil are also effective as cures. A greater restoration spell or more powerful magic is needed to cure indefinite madness and also resets a creature's madness level to 0.

Even with the demon lords banished back to their realm, the effects they had on the *faerzress* can still be felt. In this adventure madness is measured in three levels:

MADNESS LEVEL

Level	Effect
1	Short-term madness (lasts 1d10 minutes)
2	Long-term madness (lasts 1d10 x 10 minutes)
3	Indefinite madness (lasts until cured)

A. OWLBEAR DEN

This pit is where the goblins keep an **owlbear** and attempt to teach it tricks. Jubal's bear Peaches was also kept here but died shortly after it arrived. If the adventurers crash their cart into this pit, then the owlbear attacks immediately. Otherwise it is asleep.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- Very weak party: The owlbear is emaciated. At half its normal hit points and disadvantage on attack rolls.
- Weak party: The owlbear is at half its normal hit points.
- Strong party: Enraged. The owlbear has advantage on attack rolls.
- Very strong party: Add one owlbear.

Investigating the pit, the characters can find various props used to teach the animals tricks. These include items like whips, chairs, balls, and even a small wooden tricycle. Also in the pit are several crashed mine carts and the skeletal remains of a bear and a few goblins.

TREASURE

Searching the skeletal remains, adventurers who succeed in a DC 10 Intelligence (Investigation) or Wisdom (Perception) check can find a small bowler hat (10g) next to the bear's body.

ADVANCING THE ADVENTURE

After looking around the adventurers can proceed in two different directions. To the west is a tunnel that turns left or leads straight back to the entrance. To the north is a tunnel that forks right to the carnival, left area D, or straight.

B. SNAKE DEN

An endless number of snakes' funnel into this pit through the walls. They form a slithering mass that covers the floor and creates difficult terrain. The majority of these snakes are harmless but a few are deadly. Anyone looking to traverse the room must wade through the snake pile. Doing so requires a DC 12 Wisdom (Animal Handling) check for every round spent inside the pit. Failure means agitating two **swarms of poisonous snakes** who then attack. Crashing a cart into the pit also causes the snakes to attack.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- Very weak party: Remove one swarm of poisonous snakes. Remaining one is at half its normal hit points.
- Weak party: Remove one swarm of poisonous snakes.
- Strong party: Add one poisonous snake.
- Very strong party: Add one giant poisonous snake.

After dealing with the snakes the characters have a few minutes to search the pit before more arrive. If they come back to the pit later then two more swarms have formed.

TREASURE

Scanning the snake pit the adventurers can spot dozens of decomposing bodies. The Ringmaster sends goblins into the pit attempting to find a snake charmer. By the number of bodies, it's apparent his plan isn't working. Characters who succeed in a DC 15 Wisdom (Perception) check can spot a goblin in the corner wearing a turban. Wrapped in the turban is malachite worth 50g. Characters who played *CCC-DDSC-01 Murder at The Stop* or *DDEX3-6 No Foolish Matter* recognize the goblin as Doctor Jubal's snake charmer.

ADVANCING THE ADVENTURE

The adventurers have two directions they can go after leaving area B. To the north is a tunnel that leads right or straight back to the entrance. To the east is a tunnel that turns left or continues straight into area C.

C. HOLDING PEN

This pit is used to hold the carnival prisoners during their downtime. Starvation, abuse, and murder have claimed several of the Doctor's employees. The Ringmaster's demands have further caused the carnival troupe to dwindle.

Guarding the prisoners is one **hobgoblin** and one **hobgoblin iron shadow**. They are vigilant and attack any non-goblinoids on sight. Only a successful DC 12 Dexterity (Stealth) check allows the adventurers to sneak into the pit undetected. Alternatively, crashing a wagon into the pit catches the hobgoblins off guard, resulting in surprise round for the party.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- Very weak party: Replace a hobgoblin iron shadow with one hobgoblin.
- Weak party: Replace a hobgoblin iron shadow with two hobgoblins.
- Strong party: Add a hobgoblin.
- Very strong party: Add a hobgoblin iron shadow.

After the adventurers take care of the guards the carnies rush to thank them. The troupe quickly explains their ordeal, from Bobo's betrayal a tenday ago to teaching the goblins their routines. They'll also explain that the Ringmaster took Doctor Jubal to his inner sanctum a few days ago. They haven't seen the Doctor since then and the carnies are unwilling to escape without him.

MISTAKEN IDENTITY

The adventurers can try to pose as carnies if they wish to enter the pit unimpeded. A successful DC 15 Charisma (Deception) check will allow the group to be escorted into the pit under the guise of prisoners. If Pickles is with the party then the hobgoblins mistake him for a goblin. He allows the group to automatically succeed this check.

DEVELOPMENT

The carnies' injuries and fatigue make it impossible for them to climb out of the pit or participate in combat. A path needs to be cleared and Doctor Jubal needs to be rescued before they willing to escape.

ADVANCING THE ADVENTURE

There are two paths the adventurers can take from area C. To the east is a tunnel that leads into

area E. To the west is an intersection that leads straight into area B or right.

D. EXIT TUNNEL

This area of the mines leads to an alternate exit with ceilings almost 15ft tall. The tunnel was used for hauling larger mining equipment and exits north back to the surface. Light and fresh air enter the mines from the outside. A successful DC 20 Wisdom (Perception) check spots the hidden entrance from the outside.

E. VERTICAL TUNNEL

This shaft leads downward 40ft to the deepest part of the mines. Remnants of a pulley system can be seen but rot has made the wooden equipment worthless. The source of the *faerzress* lies below, originating from the mine-shaft and spreading into the rest of the mines.

ADVANCING THE ADVENTURE

Faerzress has caused gravity in this area of the mines react differently than normal. Jumping down this shaft causes a *feather fall* effect. Once the adventurers slowly drift to the floor, there is a tunnel that leads into Part 5.

PART 4: GOBLIN CARNIVAL

Expected Duration: 30 minutes

This area used to be where the miners kept their equipment for sifting and organizing the ore. After the Ringmaster took over the mines he had all the equipment moved outside. Now the rest of Doctor Jubal's wagons are kept here and the goblins have turned it into fair grounds. The majority of the tribe resides here, milling about the stalls and enjoying the carnival attractions.

GENERAL FEATURES

These features are found inside the goblin carnival unless otherwise specified:

Light. The carnival is brightly lit by torches.

Faerzress. The *faerzress* is weaker here than in other parts of the mines. Vision is not obscured while at the goblin carnival.

Sounds. The constant din of chatter drowns out the usual hum of the *faerzress* here.

Room. The room the carnival is in is 25ft by 30ft.

ENTERING

If the adventurers paid the entrance fee and rode the cart with Bobo, then they arrive here. The cart makes an abrupt stop after hitting a bumper at the end of the tracks. After the characters exit the carts Bobo says his goodbyes before heading back to the entrance. Read this as the group comes in:

Packed into this room is a cluster of carnival stalls manned by goblinoids of every type. More goblins are milling about, enjoying the makeshift carnival attractions.

The number of goblinoids in this room make it almost impossible to gauge numbers. If the group arrives on foot or alone then not much changes. The goblins were expecting patrons and assume the group bought their way in.

OUTNUMBERED

This part of the adventure has the characters in an area with an innumerable amount of goblinoids. It should be clear to the adventurers that taking on this many would be tantamount to suicide. Be clear that while crazy and annoying, the goblins are not hostile to the characters unless provoked. If the group insists on fighting then five **goblins** and one **bugbear** attack the group while the others watch. Keep adding additional goblins until the group is knocked out or escapes. If knocked out the group is brought to the pit in area C with the carnies. There they can have a short rest.

GAMES OF CHANCE

This area of the carnival is dedicated to games of chance. There is a myriad of games available and all of them are run by goblins.

GAMES

The games available are based off well-known attractions from Jubal's carnival. The Ringmaster has altered the games to satisfy his sadistic sense of humor. This means the games are dangerous and poorly executed. The DM is encouraged to make up their own games as long as they involve a morbid or funny twist. A few of the games available are:

- Shooting crossbows at live goblinoid targets.
- Guessing how many goblins can fit into a cart.
- Arm wrestling a bugbear.
- Throwing corpses into barrels.

RULES

Playing a carnival game costs 5c and consists of an ability or skill check appropriate to the game chosen. The check's DC can vary wildly depending on the game and other factors but should be between DC 10 to 13. Success means the character won the game and receive a prize (see prize section below). Failure can result in injury if appropriate but shouldn't be more than 1d4 piercing/slashing/bludgeoning damage.

CHEATING

If a character plays a game the goblinoid running it tries to cheat. This requires a contested Dexterity (Sleight of Hand) check opposed by the characters Wisdom (Perception) check. If the goblin wins the character is sufficiently sabotaged. They have disadvantage on checks dealing with the related game. If the character wins then they saw through the cheat and may roll normally.

PRIZES

If one of the characters wins a carnival game then they receive a prize. The goblin running the game begrudgingly hands over a fist sized sack. Inside the sack is a lump of what looks to be gold. Anyone inspecting the chunk can determine with a DC 10 Intelligence (Nature) check that it's actually pyrite and not gold. The goblins mistaken this for real gold and accept this as payment for any of their carnival attractions. The Ringmaster understands its fake and ordered them to give it out as carnival prizes. The fool's gold is otherwise worthless.

SPIT-ROAST

The goblins are currently spit roasting an enormous bird over open flame. The smell permeates the carnival and genuinely looks delicious. If approached the goblin running the spit offers up pieces of the bird for 5c each. If Pickles is there he immediately performs a stunt and grabs himself a slice.

DEVELOPMENT

Characters asking how the goblin came by such a large bird are treated to a tale. The goblinoid explains how the bird was brought in with the carnival and its ability to mimic sounds. The goblin killed the bird after he caught it pick-pocketing a member of his tribe. Characters who played through *CCC-DDSC-01 Murder at The Stop* realize the bird is Doctor Jubal's kenku performer.

FREAK SHOW

The goblins have set up a tent in the middle of the carnival for a freak show. The entrance fee is 5c. There is a number of acts inside, some of which are:

- Hairless (shaved) Bugbear.
- Sword-swallower (kills himself during act).
- Fire-Eater (burns himself alive).
- Albino goblin (see development).

The DM is encouraged to make up their own freak show acts as long as they have a funny or morbid twist. The goblins are inept at performing carnival routines and the *faerzress* has driven many of them insane. All the acts are dangerous, but mundane.

DEVELOPMENT

The albino goblin is actually a Halfling named Jam. He is one of Doctor Jubal's carnies and twin brother to Pickles. If the party rescued Pickles then they are tearfully reunited. Either way Jam wants to escape and begs the party to take him with them. Sneaking the halfling out or bribing the goblin guards is enough to grant him freedom. If Pickles and Jam are rescued and reunited, the adventurers earn the story reward **Family Reunion**.

ADVANCING THE ADVENTURE

After the adventurers are done exploring they can proceed to other areas of the mines. The goblinoids are too busy enjoying themselves to notice the group wandering off. There is a path leading south back to entrance or areas B and C. Another tunnel north leads to areas A, D, and E.

PART 5. THE FINAL ACT

Estimated Duration: 30 minutes

The shaft in area E leads down to this cave forty feet below the rest of the mines. The miners broke into the Underdark here, as apparent from the collapsed wall to the north. The Ringmaster turned this cave into his personal sanctum and is busy with Doctor Jubal preparing the final act for his carnival of evil.

GENERAL FEATURES

These features are found throughout the Ringmaster's Wondermine unless otherwise specified:

Light. The *faerzress* is stronger in this room making the area brightly lit.

Sounds. Screams for help can be heard from inside the room.

Cave. The cave is approximately 30ft by 30ft with an exit to the south. There is caved-in wall leading into the Underdark on the opposite side of the room.

Cage. The cage is in the middle of the room and is 10ft by 15ft and 15ft tall.

Cries for help can be heard as you enter this part of the mines. Doctor Jubal is here, locked in a cage with a goblin dressed in a jester costume. Pacing about the room in an aggressive manner is an elephant painted red with blood.

Doctor Jubal and the Ringmaster locked themselves inside the cage to get away from Polly the **elephant**. The elephant has succumbed to *faerzress* and attacks anyone on sight. Doctor Jubal and the Ringmaster try to shout a warning as the group enters the room but it's too late. The crazed elephant immediately attacks and fights to the death.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- Very weak party: The *faerzress* has weakened the elephant, it has half its normal hit points and disadvantage on attack rolls.
- Weak party: The *faerzress* has weakened the elephant, it has half its normal hit points.
- Strong party: The *faerzress* has empowered the elephant, causing its skin to harden and its AC to increase by 1.
- Very strong party: The *faerzress* has empowered the elephant, causing its skin to harden and its AC to increase by 2.

After the elephant is dealt with the Ringmaster unlocks the cage and introduces himself to the party. In a grandiose manner, the **nilbog** explains his plans to open his carnival to the masses. Doctor Jubal

pleads for the group to kill the Ringmaster and save his carnies. Regardless of the adventurers answer the Ringmaster wishes to show them his final act. He calls on his **gazer** familiar Iris, who appears from a small hole above the cage. The nilbog jumps on top of the cage before attacking the group.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- Very weak party: The gazeer doesn't answer the nilbogs call until after he's already dead.
- Weak party: The gazeer doesn't arrive until the second round of combat.
- Strong party: Two goblins arrive from the shaft and join the battle.
- Very strong party: Five goblins arrive from the shaft and join the battle

GAZER

The gazeer is a gift to the Ringmaster from a Beholder living deeper in the Underdark tunnels. It begrudgingly serves the nilbog while taking every opportunity to mock him. If the group kills the nilbog before the gazeer then he surrenders. If a spellcaster is with the group it can be convinced to join them. That adventurer gains the **I Got My Eye On You** story reward.

UNDERDARK ENTRANCE

The south wall of the room collapsed after the miners broke into a subterranean cave system. The tunnel leads into the Underdark and would be extremely dangerous to explore without proper preparation.

DEVELOPMENT

With the Ringmasters death, the adventurers can free Doctor Jubal from his captivity. The Doctor is in poor condition but thanks the group for rescuing him. Unless the group rescued the rest of the carnies then Jubal is unwilling to leave the mines. He stays in this part of the cave until his troupe is rescued and a path is cleared.

TREASURE

Searching the corpse of the Ringmaster the adventurers can find a *ring of jumping* and the key to Polly's cage. The nilbog's jester costume is too damaged to be useful but his hat and scepter and worth 40g together.

CONCLUSION

If the group rescues Doctor Jubal and the carnies then they should have a clear path out of the mines. Once they are escorted back to The Stop, Biff Bitterwood thanks the adventurers and pays the reward. Doctor Jubal also thanks the group, and gives the party 100g from his personal funds for rescuing his carnival. With the Ringmaster dead, the rest of his tribe disbands and the mines are once again abandoned.

REWARDS

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Bugbear	200
Worg	100
Owlbear	700
Swarm of Poisonous Snakes	450
Poisonous Snake	25
Giant Poisonous Snake	50
Hobgoblin	100
Hobgoblin Iron Shadow	450
Goblin	50
Elephant	1,100
Nilbog	200
Gazer	100

*Listed only for bypassing siege encounter. Do not award XP for these foes if siege combat was run.

Non-Combat Awards

Task or Accomplishment	XP per Character
Rescue the carnies.	100
Rescue Doctor Jubal	100
Escape the mines.	100

The **minimum** total award for each character participating in this adventure is **900 XP**.

The **maximum** total award for each character participating in this adventure is **1,500 XP**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Biff Bitterwood's reward.	50 or 75 each
Bobo's purse.	5
Silver barrette.	20
Bowler hat.	10
Malecite.	50
Jester hat and scepter.	40
Doctor Jubal's reward.	100

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session.

Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item.

If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

MAGIC AWARD

RING OF JUMPING

Wondrous item, uncommon (requires attunement)

This item takes the shape of a ring clouds around the wielder's finger. Wisps of white smoke circle around the user whenever they jump, making them feel lighter than air. A description of this item can be found in **Player's Handout 2**.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DM REWARDS

In exchange for running this adventure, you earn downtime, XP, and gold as described in the D&D Adventurers League Dungeon Master's Guide.

STORY REWARDS

Characters have the opportunity to earn the following story awards during this adventure.

Family Reunion. You helped reunite the halflings Pickles and Jam while also rescuing them from the Ringmaster's sadistic carnival. The twins are forever in your debt and helps you in any way they can during future adventures.

I Got My Eye On You. The gazer, Iris has taken a liking to you and wishes to be your familiar. She enjoys mocking your enemies in a nasally voice while floating just out of their reach. A description of her can be found in the Volo's Guide to Monsters.

APPENDIX B. MONSTER/NPC STATISTICS

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Elephant

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Gazer

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4+6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4 Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sound can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Eye Ray. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in a direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

Giant Poisonous Snake

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hobgoblin Iron Shadow

Medium humanoid (goblinoid), lawful evil

Armor Class 15

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The hobgoblin is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *minor illusion*, *prestidigitation*, *true strike*

1st level (3 slots): *charm person*, *disguise self*, *expeditious retreat*, *silent image*

Unarmored Defense. While the hobgoblin is wearing no armor, and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

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

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Nilbog

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	10 (+0)	8 (–1)	15 (+2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Innate Spellcasting. The nilbog's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*

1/day: *confusion*

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog. The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Fool's Scepter. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage

Poisonous Snake

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+1)	1 (-5)	11 (+0)	3 (-4)

Senses blindsight 10 ft., passive **Perception** 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Swarm of Poisonous Snakes

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., climb 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, 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

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target 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.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (–2)	11 (+0)	8 (–1)

Skills Perception +4

Senses darkvision 60ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

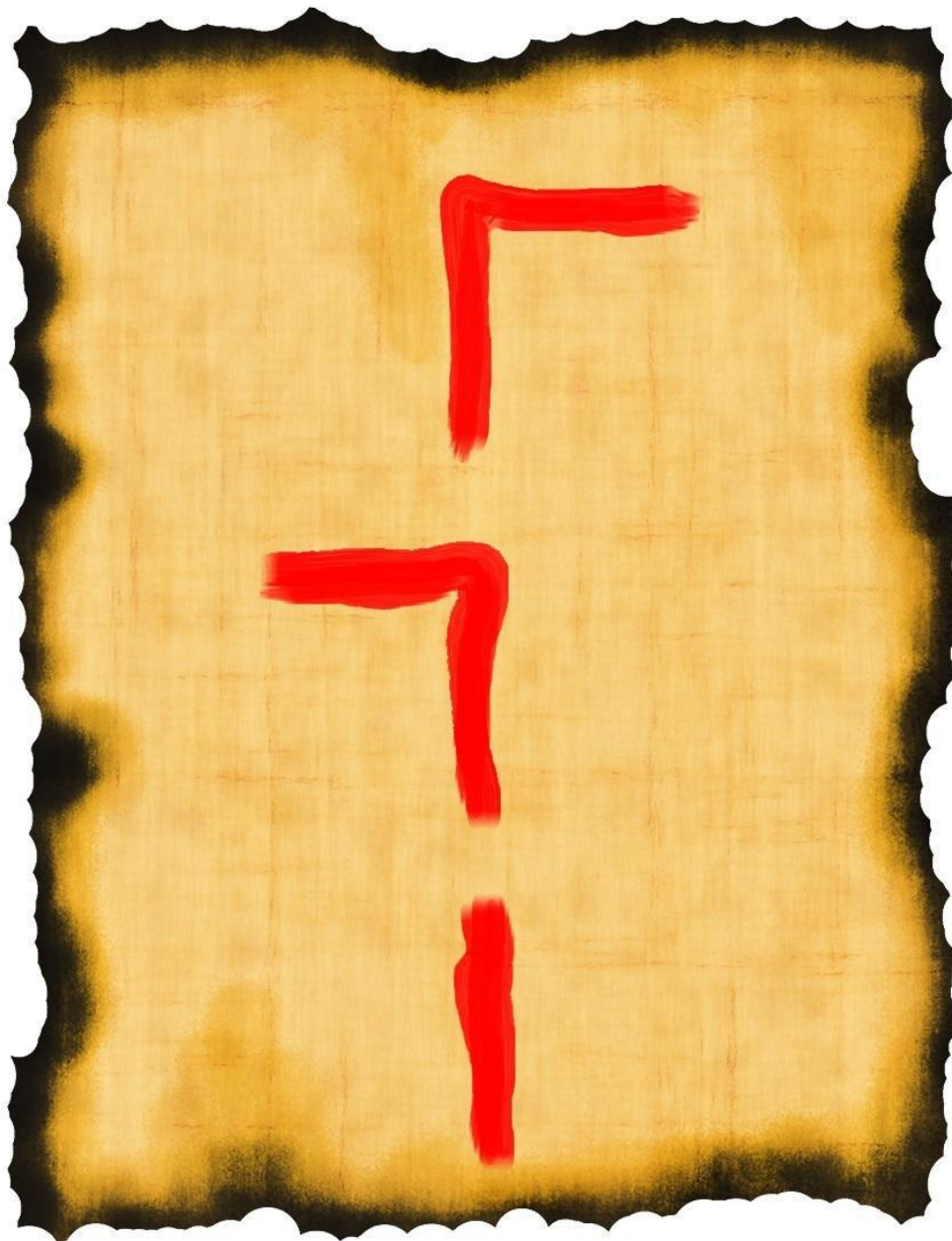
Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

APPENDIX. MAP - RINGMASTER'S WONDERMINE



APPENDIX. PLAYER HANDOUT 1 – BOBO’S NOTE



APPENDIX. PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

RING OF JUMPING

Wondrous item, uncommon (requires attunement)

This ring of clouds wraps around the wielders finger and makes them feel lighter than air. While wearing this ring, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

This item can be found in **The Dungeon Master's Guide**.