

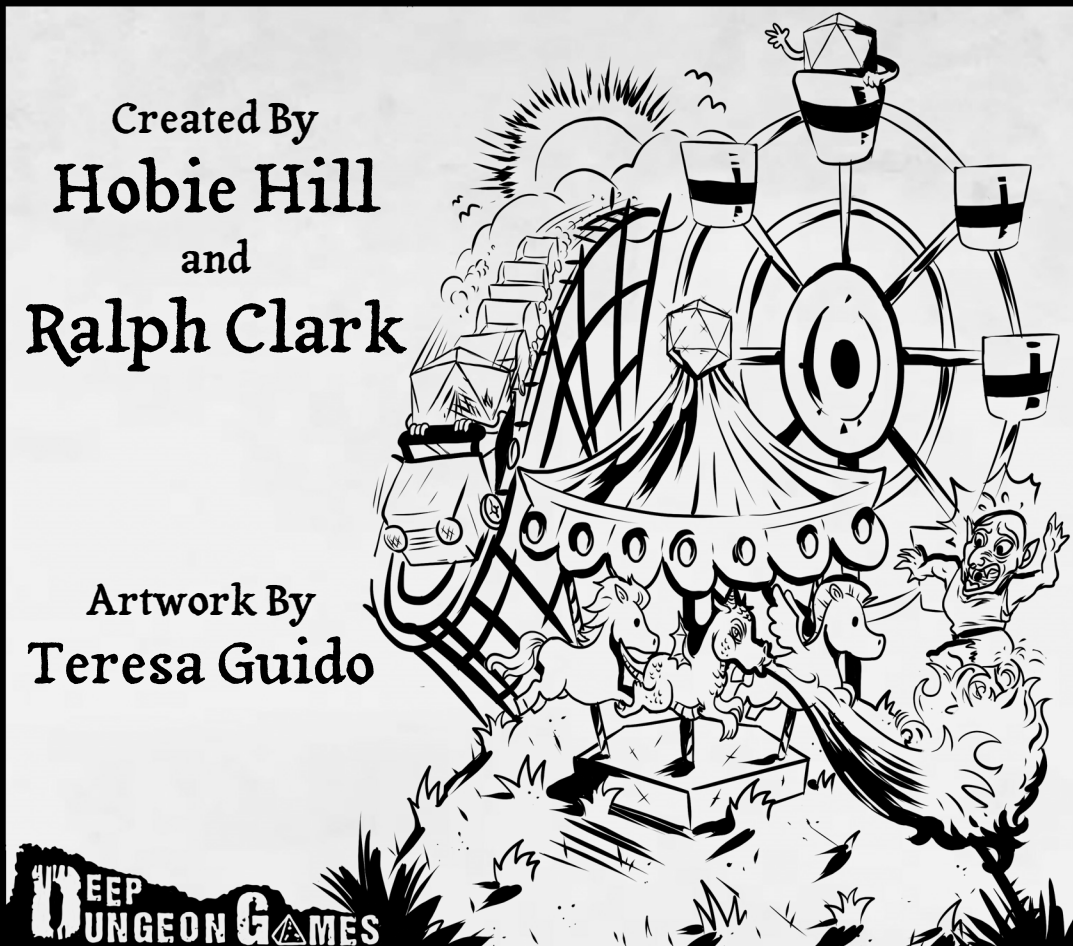
DICEPTION 2

CARNIVAL CONQUEST

30 DICE GAMES FOR YOUR RPG CAMPAIGNS

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**DEEP
DUNGEON GAMES**

Edited by R. Lee Brown



DICEPTION 2

CARNIVAL CONQUEST

30 Ready-to-Play Dice Games
for your Tabletop Role-Playing Campaigns

CREATED BY HOBIE HILL

A GAMER WHO CREATES FOR GAMES



Que of the greatest things about a carnival setting is that a traveling show can appear almost anywhere role-playing characters can gather... *and at any time!*

Now you have a game supplement that adapts a fun fantasy carnival, with all its games and colorful NPC's, for you to play ANYTIME during your table-top RPG campaign!

All you need is a standard set of gaming dice to play all the booth games in the midway, complete with Prize Lists and shifty Booth NPC's! Just add imagination!

**FUN CARNIVAL GAMES
TO PLAY DURING *YOUR* GAMES!**



TABLE OF CONTENTS

The Games

Your Map to Diception2	5	Tic Tac Toe Toss	26
Bearing & Bucket	6	Horse Race	27
Spore Pop	7	Mage Hand Claw Game	28
Hoop Shoot	8	Goblin Tooth Knockout	29
Bust the Bottles	9	Cover the Spot	30
Magic Six Wheel	10	Stash Toss	31
Hand Crossbow Alley	11	Goblin Golf	32
Rogue's Dagger of Choice	12	Mini-Catapult Launch	33
Wizard's Water Blast	13	Hand Axe & Hole	34
Grapple the Castle	14	String Pull	35
Drop the Dwarf	15		
Mallard Melee	16		
Loot Shoot	17		
Barbarian Bell Ring	18		
Feed the Kraken	19		
Shatter Shields	20		
Ring Toss	21		
Skeeball	22		
Plinko	23		
Copper Piece Drop	24		
Whack an Ooze	25		

Appendix

Game Prize List	36
Carnage at the Carnival!	39
--Dark History	41
--The Fun House	43
--Let's Play	46
--Finale	50



YOUR MAP TO DICEPTION2

Welcome to the Carnival! Our goal was to give you brand new games to play *in-character* during your campaigns using just a standard set of gaming dice. No extra pieces or decks of playing cards required!

Number Of Dice per Game

Each game will include an image like this one to list the dice needed. If the game uses more than one of any type of dice, a number will appear next to that dice to indicate how many of them you need.



Enjoy the Midway!

We've included 30 carnival booth games for you to play. The DM can line up these booths in whatever layout he chooses, based upon the location where the carnival sets up (town, roadside, edge of the forest, etc.) There could be five rows of six booths, three rows of ten, two rows of 15, depending on the needs of your layout. However, the booths will always be adjacent to the next based upon the numbers assigned here (in other words, booth 1 next to booth 2 next to booth 3, etc.)

The carnival attractions (listed in the *Carnage at the Carnival!* adventure) are always clustered together at one end of the carnival – whichever suits the DM's purpose – and arranged as shown in the diagram on page 44.

Odds of Winning



Based upon the luck of the roll, every game has specific odds of winning (not including DM cheats!) The percent chance to win is listed with each game.

Your Time is Up!



As they are quick games of “chance,” each Diception carnival game has a limited number of player turns. You can expect each game to last no more than 5 minutes... and probably less.

Have Fun! Make Things Up as You Go!

Only one player at a time can try their luck at a booth game. For Turn Order, we recommend either going clockwise from the DM or having all players roll a D20 to see who starts. It's a safe bet that you may use a different style or flair when you host games! This guide is just a starting point; feel free to change things to fit your table. We want everyone to have a great time!



Bearing & Bucket

31% Chance for Player to Win


Lore

This classic game stems from the history of legendary rogue Ralsh Vicart. It was said that Ralsh was so expert at disarming traps, he could do it with only a simple ball bearing. One evening a group of adventurers found poor Ralsh in a tavern and put his skills to the test.

Rules

DUNGEON MASTER - ³

The DM rolls 3D20 die & then leaves the numbers rolled face up on the table for all to see.

PLAYER - 

The player has 3 chances to hit one of the DM's rolled outcomes. The player is rewarded one prize for every one of the DM's numbers they hit.



Cheat Rules

ODD SHAPED BUCKET BOTTOM - The DM can shift one of the number rolls to the left or right for one of the ball tosses.

Booth NPC

EARL VON ATUL (Human / 6'7" / 185 lbs.)

Earl is an older gentleman whose attire is not quite the right fit. The pants and jacket are about two inches too short and have been patched more times than you can count. His personality is almost playfully condescending if he thinks he is classier than you. He constantly talks down to anyone who comes by his booth, as if they aren't good enough to play his game. If you happen to win, his personality switches quickly and he begins to like you.

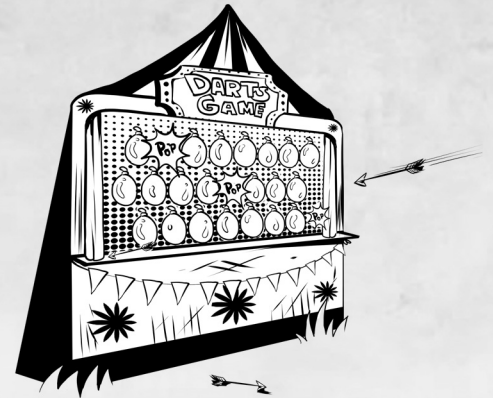


Spore Pop

48% Chance for Player to Win

Lore

The game itself grew from the popularity of pranks played by young elven children with spores that were harvested by the woodland elves and brought into other kingdoms. These spores could be found in couch cushions, hanging from a rope ready to hit a passerby in the head, or other places that would give the elven children a good laugh. Eventually these spores were harvested and sold to carnival and festival owners for this game.



Rules

DUNGEON MASTER - $\triangle 4^9$

The DM rolls 9D4 dice & leaves the results rolled on the table for all to see.

PLAYER - $\triangle 4^5$

The player rolls a total of 5d4 dice, but to get the feeling of throwing darts. One dice should be rolled at a time, and to hit a spore the players rolls must match the DM's rolls. The player must at least pop two balloons to win a prize, and once a die's number is matched the DM takes it off the table.

Cheat Rules

TOUGH SKIN – The DM can harden one spore's outer layers to prevent it from being popped.

Booth NPC

SARTON TRIARE (Half Elf – 5'4" 132 lbs.)

rather decent looking half-elf woman, Sarton will use her looks to lure men and women alike to her booth. She is dressed in green and the heavy outfits have a leaf-like appearance. She is sweet and a smooth talker, but every time a spore pops she jumps and can't contain a frightened shout, although it ends up more like a startled "peep."



Hoop Shoot

44% Chance for Player to Win

Lore


A classic game among the human races, Hoop Shoot grew in popularity as a competitive sport. Although shorter races were at constant disadvantage, they developed their own method of shooting just to prove their accuracy. The game eventually caught the eye of carnival owners everywhere.



Rules

DUNGEON MASTER - ²

The DM rolls 2D20 dice and sums up the total.

PLAYER - ³

The player rolls 3D12 one at a time to simulate shooting baskets. The player will sum up the total and if the players sum is larger than the DM's sum, then the player wins a prize.

Cheat Rules

EGG SHAPED HOOP – The DM can add a D8 if they choose to their total sum.

Booth NPC

RETCHA FIRGIL (Rock Gnome – 3'2" – 49 lbs.)

A gnome with a nasty attitude, Retcha is quite upset to be always stuck at the hoop shoot. Due to her diminutive stature, she has to use a short ladder to retrieve the balls after every game. Don't dare make a comment about height, otherwise she'll do everything in her gnomish power to make sure you lose! She has a toothy grin with oversized front teeth, and the wrinkles of her face covers up most of her eyes. Her outfit is simple but well fitting; it appears she makes her own clothes.



Bust the Bottles

54% Chance for Player to Win

Lore



This game is based upon the legendary story of Gron the Barbarian warrior of the northern tribes. After Gron had finished every bottle of alcohol in an entire tavern, he flew into a rage. As he began throwing anything in sight at the empty bottles, a quick thinking Bard by the name of Yalfarn turned the fit into a game. He eventually calmed Gron into satiating his thirst with a competition.



Rules

DUNGEON MASTER - ³

The DM rolls 3d12 dice and places them in a triangle with the largest two numbers rolled on what one would picture as the bottom of a stack of 3 bottles in a pyramid.

PLAYER - ³ ²

The player rolls 3d12 simulating throwing a ball one at a time. If any number matches one of the DM's numbers, they "strike" that bottle. The player then rolls 2D6 and subtracts that number from the DM's D12 die that was hit. If the die's total drops to zero, that bottle is knocked over. If the bottle happens to be one chosen to be on the bottom, then the top bottle drops as well. The player wins one prize for each bottle knocked over.

Cheat Rules

UNBREAKABLE BOTTLE – The DM can choose to save a bottle that would have been dropped to zero, it instead becomes 1.

Booth NPC

XAHANA FIRGIL (Rock Gnome – 3'2" – 49 lbs.)

Unlike her sister Retcha, Xahana is kind and sweet. While she looks and dresses very much like her sister, she always has a genuine smile on her lips. If Xahana hears Retcha berating the carnival or festival goers, she steps up in their defense, and insists her sister should be less sour... even going so far as to call out Retcha when she cheats players out of prizes.

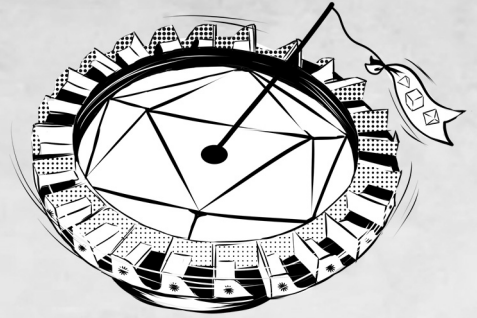


Magic Six Wheel



5% Chance for Player to Win

Lore

The Magic Six Wheel derives its history from a questionable bard's tale. The story is told that a goblin chieftain wanted a legendary weapon for his own and sent his scouts searching. One after one they failed and were killed, until finally a lucky one succeeded and earned a prize.



Rules

DUNGEON MASTER -   (optional)

The DM rolls a D12 die and leaves the result on the table for everyone to see.

PLAYER - 

The player must then match the Dice roll by rolling a D12. If the player's roll matches the DM's roll, the player wins a prize.

Cheat Rules

STICKY GEAR – The DM may choose to roll a D4 die to change the outcome of the players roll. The DM must decide to do this *before* the player rolls. If the outcome is *even* it is added to the dice roll; if it is *odd* then it is subtracted from the dice roll.

Booth NPC

FRANCIS CORNWALLIS (Human – 5'8" – 230 lbs.)

Although normal height for a human, Cornwallis has started to go a bit wide in the middle. He typically wears a red and white striped shirt with black suspenders and brown pants. He is never seen without his round bowler hat. A quiet fellow, Cornwallis can get excited from time to time, especially if you win at his booth. He lets everyone around know that he has a winner at his booth... and that they can be the very next one!



Hand Crossbow Alley

56% Chance for Player to Win

Lore

Legendary Halfling Ranger Rena Larnif was truly an ace shooter with her fabled hand crossbows. It was said she could even clip the wings off a fly at 20 paces. She could often be seen in taverns making money by wagering about hitting outrageous targets with the utmost accuracy. Invariably, she left the establishment with a pocket full of coins.



Rules

DUNGEON MASTER - ⁵

The DM rolls 5D10 and places those dice in any order they choose, keeping them hidden until the player rolls. The DM will reveal one dice at a time after each of the players rolls.

PLAYER - ⁵

The player also rolls 5D10 dice and must hit the exact number of the DM's rolls to score a bullseye. If the player rolls one greater or less, it is considered a hit. The player must either score two hits or one bullseye to win a prize.

Cheat Rules

TARGET SWITCH – The DM can elect to exchange one dice for another in the predetermined order if they so choose.

Booth NPC

GUMAH UNDERFURY (Hill Dwarf – 4' 6" – 167 lbs.)


Bold, boisterous, and 100% dwarf, Gumah sports a long handlebar mustache and a well-groomed beard. A black and white handkerchief barely fits around his thick neck. He is muscular and looks as intimidating as his voice, but his bark is worse than his bite. He wears a standard sleeveless dirty shirt and a nice pair of leather pants.

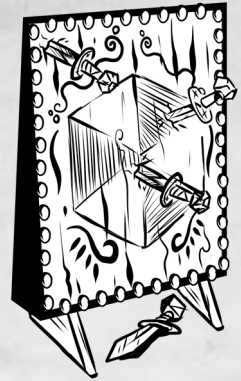


Rogue's Dagger of Choice

43% Chance for Player to Win

Lore

 rogue never can have enough daggers: small ones, big ones, dull ones, pointy ones, and so many more. This game pays homage to the rogues of the world and there affinity to small pointy blades.



Rules

DUNGEON MASTER -      

The DM rolls a D4, D6, D8, D10, D12, and D20 and hides the results.

PLAYER -      

The player can roll any dice they choose up to 3 times. The following rules apply:

D4 - The player must hit the same number as the DM.

D6 - The player must hit one greater than or less than the DM.

D8 - The player must hit one greater than or the exact number of the DM

D10 - The player must hit one less than or the exact number of the DM.

D12 - The player must hit one of the intervals of three. Example: DM rolls a 3. The player must roll a 6, 9, or 12. If the DM rolls a 1, the player must roll a 4, 7, or 10.


D20 - The player must hit in intervals of 5. Example: DM rolls a 10. The player must then roll a 5, 15 or 20. If the DM rolls a 2, the player must roll a 7, 12, or 17.

Cheat Rules

GREASED DAGGER - The DM can roll one D4 against any of the player's throws. If the outcome is even then the number is added to the players roll, if the outcome is odd then the number is subtracted.

Booth NPC

TARV LONGALE (Mountain Dwarf -4'10" - 187 lbs.)

runken but lovable, Tarv makes up for his bald top with an untidy beard and a mustache so big you can't see his lips move. He loves the games and truly hopes you will win... but will gladly make fun of you if you lose. He wears the standard loose-fit clothing of a dwarf.

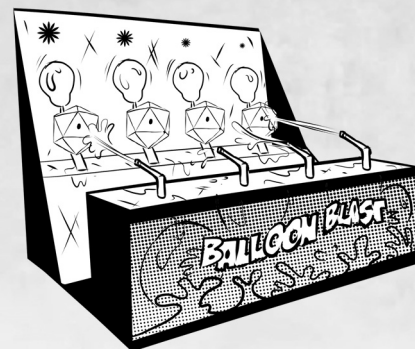


Wizard's Water Blast

48% Chance for Player to Win

Lore

The town of Bouldare once caught on fire and the villagers feared it would burn to the ground. A wizard by the name of Tulish Utopparel was wandering nearby and smelled the burning ash. She immediately began casting and saved the village. This game was made for a festival held in her honor.



Rules

DUNGEON MASTER - 

The DM rolls a percentile dice and leaves the result on the table for everyone to see.

PLAYER - 

The player rolls 7D10 to match or beat the DM's total and win the game.

Cheat Rules

LEAKY VALVE - The DM may cancel out one of the player's dice rolls but must make the choice at random by saying the number out loud before the player starts rolling.

Booth NPC

GALRAW ELRONDAR (Elf - 5'6" 141 lbs.)

This woman's pronounced jaw gives her a hint of an accent. Most bizarrely, she always appears slightly damp, as if freshly emerged from a pool or pond. Her attire is a thread-worn wizard's outfit, complete with a broad hat riddled with cuts and holes. Her rectangular glasses with silver rims fail to cover or hide her very bushy eyebrows. Although an odd sort, Galraw is extremely friendly and accommodating, invites all comers to play her at her booth with open arms. She's full of energy, alert and responsive.

Grapple the Castle

37% Chance for Player to Win

Lore

During the long and difficult siege of Cawic, both sides suffered greatly. In a last ditch effort, the commander of the sieging army collected his best troops and conceived a plan. The next morning they assaulted Cawic using grappling hooks; the defenders were defeated, and the gates opened. During the celebration feast, this was the game the victors wanted to play.



Rules

DUNGEON MASTER -  

The DM rolls 1D20 and 1D4 and leaves them on the table for everyone to see.

PLAYER -   

The player rolls 1D6: it must be a 4 or higher to throw the grapple. If successful, the player then rolls a D4 to see *where* the grapple lands. If the D4 is the same number as the DM's, it is a hit; if not, but is the same odd or even number as the DM's, then it is a *close* hit. The player finally rolls a D20 die; if the player hit, they need to be within 5 of the DM's roll to win; if they had a close hit, the roll must be within 2 of the DM's roll to win.

Cheat Rules

BROKEN STONE - The DM can choose to add or subtract one from their D20 roll.

Booth NPC

ZAGGA (Half Orc - 5'10" - 143 lbs.)


Zagga's golden hair is always kept in a flapper bob, and her lonely gray eyes show the wear and tear of someone carrying a great burden. She wears pastel leather gloves, a pastel jacket, and tight pants and is quite content with her job as a carnival worker. She turns a blind eye to people's behavior, preferring to live and let live. However, she will move mountains if she becomes convinced she is helping someone's true love (and she's easily convinced)!

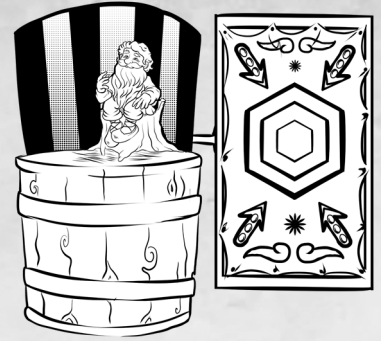


Drop the Dwarf

54% Chance for Player to Win

Lore

 classic game of good humor among dwarves, a short tank was assembled and the leaders of the dwarven clans would gather and allow the youngsters to practice throwing their hammers. A few splashes and a few good laughs could always be heard.



Rules

DUNGEON MASTER - ³

The DM rolls 3D10 dice and places them in any order they choose from left to right. These represent three rings of a circle target.

PLAYER - ³


The player gets to roll 3D10 one at a time. To hit the outmost ring, the player needs to be within 2 of the DM's leftmost dice. To hit the middle ring, the player must be within one of the DM's center dice roll. To hit the bullseye, the player must hit the exact number of the DM's rightmost dice roll. To win a prize the player must hit either three outside rings, two middle rings or one bullseye, or one outside ring and one middle ring.

Cheat Rules

HECKLE - the DM can cause the player to reroll one of the dice rolls.

Booth NPC

WELLA GREENFELL (Dwarf - 4'3")

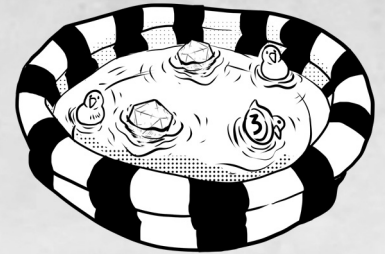
crawny with patchy silver stubble, Wella is a hunchback who dresses in collared shirts and a proper scarf that covers most of her short, silver hair. She wears large thick round spectacles. She goes out her way to put a smile on everyone's face, but that doesn't stop her from doing her job: heckling all those who come to play the games! She's inscrutable, so good luck if you're trying to guess what she's thinking.

Mallard Melee

47% Chance for Player to Win

Lore



During a time of great famine, a young ranger by the name of Parrshar Talon gathered the local townsfolk and led them to a local lake. After using her powerful ranger abilities, scores of ducks began arriving. The townsfolk felled as many ducks as they could, ending their hunger. To this day, the Festival of Ducks is held every year to honor the young hero and this game is played.



Rules

DUNGEON MASTER - ³

The DM rolls 3D8 and leaves the numbers on the table in a row. If any numbers are the same, the DM rerolls them. This is a row of “ducks,” each representing a color and point value.

PLAYER -  ⁴

The player rolls D4 to denote a number of shots. The player then rolls that number of D8 dice. The DM's left dice (facing the player) is “green.” Any dice rolled by the player within 2 from the green dice scores 1 point. The center dice is “red.” Any dice rolled by the player within 1 from the red dice earns 2 points. The right die is “blue.” Any dice rolled that matches the blue dice exactly earns 3 points. 4 points are needed to win a prize! If a roll falls under two colors, the player earns the *higher* number of points.

Cheat Rules

COLOR BLIND - The DM can drop a duck shot by the player down one color once per game.

Booth NPC

MORIN AKLIN (Dwarf - 4'0" - 167 lbs.)

Slender with long red hair, Morin is recognizable by his clean-shaven tattooed face. He wears rags and sports a simple walking cane. He is lazy, selfish, vain, and jealous; he's often confrontational, likely due to being high on some unknown substance. He is not evil, per se, and has never killed nor seriously harmed anyone, but there is a reason why he goes town to town with this group - no town wants the likes of him as a permanent resident.

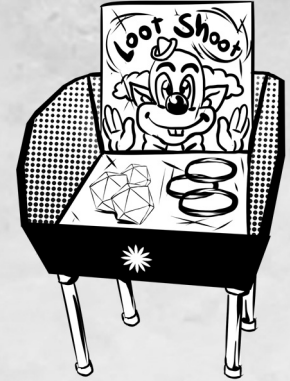


Loot Shoot

59% Chance for Player to Win

Lore

The multi-colored stone trap of a local necromancers den was quite legendary; many an adventuring party met their end inside. A young rogue by the name of Ralsh Vicart brought an end to that legend, making quick work of the trap without seeking any reward. When the next adventuring party came back with the necromancer's head Ralsh admitted his secret. A festival named the Death of Death was announce and Ralsh crowned its hero.



Rules

DUNGEON MASTER -   

The Dm rolls a D6 (red), a D8 (blue), and a D10 (green). The DM leaves them on the table for everyone to see. If any numbers are the same, the DM will reroll their choice of dice.

PLAYER -   

The player throws the same type dice to earn points. If a dice lands on the same color, it is worth 3 points. If a dice lands one color different than the dice size, it is worth 1 point. If any of the numbers land on the same number as any of the DM's dice rolls, then the dice sticks on that color. Dice rolls always award to the higher point value. The player must score at least 3 points to win a prize.

Cheat Rules

COLOR CHANGE - The DM may reroll any of their dice rolls once per game.

Booth NPC

CAHEM (Elf - 5'1" - 135 lbs.)


Cahem keeps a concealed sword beneath his dull tan sweaters, just in case. He wears loose yellow pants and alligator leather shoes; his tied-back hair is brown, his eyes a pleasant green. Soft-spoken and well mannered, Cahem is amazingly patient with a slow-boiling temper. His brief stint in the army made him believe he is invincible and the toughest man alive.



Barbarian Bell Ring

44% Chance for Player to Win

Lore

 favorite among the barbarian tribes of the north, this measure of strength and victory can be seen at their many carnivals and festivals.

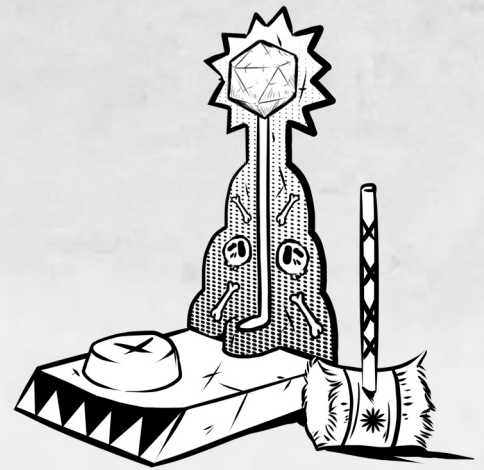
Rules

DUNGEON MASTER -   

The DM rolls a D4, D8, and D12 and leaves the results on the table for everyone to see.

PLAYER -   

The player rolls a D4, D8, and D12; the player must win at least two of the rolls to win a prize.




Cheat Rules

SOFT HAMMER – The DM may reroll the D12 dice but has to keep the result; the DM must do this *before* the player rolls the D12 dice.

Booth NPC

ROTHSAR DARTHOM (Human – 6'4" – 215 lbs.)

bnormally tall, this exceptionally muscular northern man wears well-tailored suits and hats with beautiful decoration. He is almost always dressed for an outing in high society. He considers himself a man of culture and sophistication. He likes a good challenge to his wits. His blonde hair is singed and shortened. Cautious and jumpy, he keeps a constant lookout among the patrons of his booth; his amber eyes dart from person to person. He reacts to every sound and lacks any concept of subtlety, so it's always very obvious what he's doing and upon whom he's casting his suspicions.

Feed the Kraken

51% Chance for Player to Win

Lore


The Kraken is one of the most powerful creatures of the seas, so naturally worshipers of the ocean hold festivals in its honor. Fish caught for this festival were later released back to the ocean to thank the Kraken for the plentiful food that was given to them. This game pays homage to the mighty Kraken with hopes to bring good faith to the travelers of the seas.



Rules

DUNGEON MASTER - ⁵

The DM rolls 5D8 and leaves the results on the table for everyone to see.

PLAYER - ⁵

The player rolls 5D8 ten times (10 “balls” to throw) and must beat the total of the DM’s roll to score a point. Three points are needed to win a prize.

Cheat Rules

GREASED RIMS - The DM can reroll their choice of D8’s *before* the player rerolls their D8’s.

Booth NPC

RELFER TORTHORN (Elf - 5'3 135 lbs.)

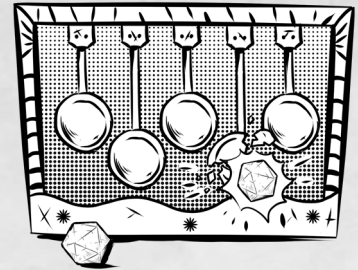
Amid the bizarre and oddball characters populating the carnival, Relfer is indeed a wonderful and beautiful creature to see. First timers to the carnival may be stunned into disbelief; surely one such as her doesn’t belong amid rabble like this? Yet here she is, a pleasant breeze on a warm afternoon, refreshing in her nice clothes and normal features. Her booth is always crowded with those who enjoy her presence... and those who hope to know her better.

Shatter Shields

36% Chance for Player to Win

Lore



The shield warriors of the Stonemaul clan are stubborn and fierce. Their battles against the trolls of the moors are endless. One almost disastrous defeat turned into victory as the shield warriors held until reinforcements could be brought from the halls. To pay homage to their strength, the Festival of Shield is held every year and this game is often the centerpiece.



Rules

DUNGEON MASTER - ⁵ ⁵

The DM Rolls 5D8 and leaves the results on the table for everyone to see. If any numbers are the same, the DM can reroll their choice of D8's. The DM places the D8's in any order then puts a D4 dice on number 4 next to every D8 to symbolize 4 HP per plate.

PLAYER - ⁵ ⁵

The player rolls 5D8 one at a time to symbolize throwing the ball. If any of the numbers match the numbers rolled by the DM, then that plate is hit. If the player hits the plate, the player rolls a D4 to damage to the plate. If the plate is dealt four damage, then it is broken, and the player wins a prize.


Cheat Rules

SWEATY PALM - the DM can choose to make the player reroll one of the D8 rolls.

TOUGH PLATE - the DM can choose to make the player reroll one of the D4 rolls.

Booth NPC

JANE ASLO (Half Elf - 4'11" - 110 lbs.)

 stocky darker skinned woman, Jane prefers to wear normal clothing, though has been known to wear armor. She acts crazy and hedonistic, her gray eyes peering out from beneath her wide-brimmed brown hat. When it comes to her booth, she is a ruthless business women. However, she will genuinely applaud you if you win fair and square.



Ring Toss

23% Chance for Player to Win

Lore


A young tavern owner had placed a vintage bottle of very rare, priceless whiskey on the top shelf. He told patrons that any who could ring the bottle could have it but charged 10g to try. Years passed and his pockets were never empty... until a young rogue came to town. It was that day that the tavern owner discovered the bottle was not actually whiskey but was, in fact, a wish spell to the drinker.



Rules

DUNGEON MASTER - 

The DM will roll a D4 for every time the player successfully hits the bottle's rim.

PLAYER -  

The player rolls a percentile dice to see if they can hit the bottle for a ringer. The range for a ringer is from 40 to 60 on the percentile dice roll. If they hit, they must then match the DM's roll of a D4. If they player successfully rings a bottle, they win a prize.

Cheat Rules

SLICK NECK BOTTLE - The DM can choose to make the player reroll one D4 roll.

Booth NPC

TYMN THUSHFOOT (Halfling - 3' 0" - 84 lbs.)

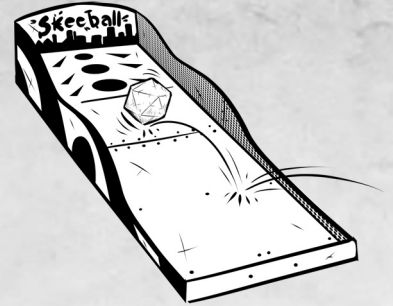
Tymn wears a road-beaten cloak that has seen many travels. He has thick silver hair, bushy eyebrows, and a very pronounced jaw (or goatee). He is very sensitive about his face, which is covered in many scars, so he wears rectangular glasses with silver brims to draw attention away. He is curt in most of his responses and avoids giving away unnecessary information. He loves teas. To blow off anger he lifts weights... a lot.

Skeeball

26% Chance for Player to Win

Lore

Skeeball is a classic game that young ones would play during every spare moment. It is simple fun and eventually grew so popular, it became a regular attraction at the carnival!



Rules

DUNGEON MASTER

Sit back and just watch the disaster!

PLAYER - ⁵

The player rolls 5D10 dice; each D10 represents a ball being rolled to score points.

Roll 10: 4 points

Roll 9: 3 points

Roll 8: 2 points

Roll 7: 1 point

Roll 6: ½ point

The player must score 10 points to win.

Cheat Rules

ROUGH TRACK – The DM can drop one of the dice rolls of the players by 2.

Booth NPC

ELIOUS MELDRUS (Half Elf – 5'7")

Although he's a moderately attractive man, the same can't be said for the poor condition of his suit. It hasn't seen a laundry in months and has been worn during activities when one would not normally wear a suit. His auburn hair is thinning and his eyes a pleasant gray. He shows great compassion to any children who visit his booth and takes great pride in his work.

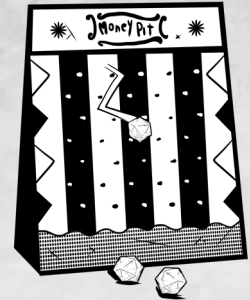


Plinko

24% Chance for Player to Win

Lore

The mines of the Northern Dwarves are thick and tight from the hardness of the stone, making travel there difficult. The ever thinking dwarves eventually came up with a system to drop ore and stones down below to waiting carts.



Rules

DUNGEON MASTER -



The DM will roll a D20 and leave the result on the table for everyone to see.

PLAYER -



The player rolls a D4 six times, adding the even numbers to the DM's D20 and subtracting the odd numbers. If the player goes below 1 or above 20 the number revolves back around to the number 1 or 20. The D20 dice must be in the range of 8 to 12 for player to win.

Cheat Rules

ANGLE SWITCH – The DM at any point can switch the subtraction to even numbers and addition to odd numbers once per game.

Booth NPC

DRUSTIL AMAKAR (Elf – 5'2" – 111 lbs.)

Chunky with angular features, Drustil is an attractive figure with moderate length brown, silky hair. Oddly, she prefers to wear flannel, no matter how warm the temperature. Judging by her bloodshot eyes and the massive bags underneath them, it appears she hasn't slept for days. She's a bit of a prankster, although she knows she is clumsy and knows she's earned that reputation. She entertains gamers at her booth, and lets positive word-of-mouth bring people in.

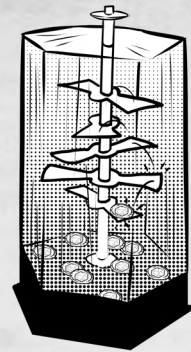


Copper Piece Drop

59% Chance for Player to Win

Lore

A simple game with simple origins. A sweet shop owner knew that often visiting children could not afford the more expensive candy in his store. So he created this game as a way to gift them with pieces of candy... but if they won they got an even greater prize: the entire contents of the liquid-filled container.



Rules

DUNGEON MASTER - ²

The DM rolls 2D10 three times and leaves the results on the table.

PLAYER - ³

The player rolls 3D10. The number must fall *in between* the 2 numbers rolled by the DM's D10's.

Cheat Rules

CLOSED GATE - The DM can change one D10 for another D10 in any order once per game.

Booth NPC

NICHOLAS FIDGET (Human - 5'6" - 168 lbs.)

On the younger side of middle-age, Fidget dresses decently and makes no attempt to hide the wedding ring on his left hand. He wears a mask on his face that doesn't hide his shock red hair.. He fancies himself a trickster and relies on his wits to carry the day. His motto is "repair, not replace," even if it takes longer and ends up being more expensive. Be sure to have plenty of free time if you visit his booth, as he talks at great lengths to anyone within earshot and loves to show off his tricks, whether anyone wishes to see them or not.



Whack an Ooze

59% Chance for Player to Win

Lore

A pesky problem plagued the city of Crossroads. Magic had met with sewage and Oozes began creeping through the grates and cracks. The city guards were witnessed running everywhere trying to beat the Oozes back down into the sewers while adventurers hunted the source.



Rules

DUNGEON MASTER - \triangle^3 \square^2

The DM rolls a 3D4 to show how many times the Ooze will poke its head out. The DM will then put the first D6 on the number 6 to represent the Ooze's HP. Lastly the DM will roll another D6 to show from which hole the Ooze will poke its head out each time.

PLAYER - \triangle^4 \square^6

The player will roll a D6 for the number times the ooze is to poke its head out. If the player's roll matches the DM's roll (not the Ooze HP D6) then the player smacks the ooze. The player then rolls a D4 which the DM will subtract from the Ooze HP D6. The DM rolls again, and the player rolls again for the number of times the Ooze will appear. If the player drops the HP D6 to zero he wins a prize.

Cheat Rules

QUICK OOZE – the DM can cut a D4 roll by the player in half (to a minimum of 1).

Booth NPC

SHOOGA FON (Half Orc – 5'6" – 195 lbs.)

This muscular Eastern man wears a fine chain shirt which he covers with blue cloaks and clothing. Fon draws a lot of attention with his golden mohawk and bushy mustache. His blue eyes are tired and lonely, but he overcomes this by raving about his booth game to anyone who will listen. As you try to whack the Ooze, he will shout out in your victory (or defeat) every swing!

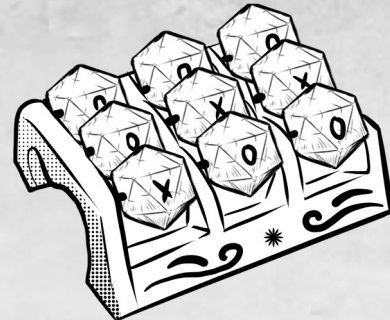


Tic Tac Toe Toss


41% Chance for Player to Win

Lore

This game began as a strategy game amongst children. However, one young child, who was not adept at strategy, sought to better his odds by adding a flavor of luck to it. It has since become even more popular.



Rules

DUNGEON MASTER - 

The DM will roll a D10 10 times in turn with the player. The player always goes first.

PLAYER - 

The player will roll a D10 ten times in turn before the DM. In Tic Tac Toe, there are nine spaces available. Starting from upper left to right the numbers go:

2 3 4
5 6 7
8 9 10

If a one is rolled by either party, then it is a miss. If a number is rolled that is already occupied by another ball, then it is a miss. The first one to get 3 in a row win.

Cheat Rules

SOFT BALL – the DM can add or subtract one or add one to one of their dice rolls.

Booth NPC

KINEDRA FROLD FROST (Dwarf – 4’3” – 165 lbs.)

Kinedra eats *very* well; her nice-though-casual attire can’t cover her moderate pudg. Her red hair shows signs of thinning and falls into her face, over her thin eyebrows rest and beady amber eyes. She takes her game very seriously and is very animated while throwing her own bags. If you beat her she will get your prize and not speak to you again... unless you play!



Horse Race

Win by Luck of the Draw

Lore

This game began as a strategy game amongst children. However, one young child, who was not adept at strategy, sought to better his odds by adding a flavor of luck to it. It has since become even more popular.

Rules

DUNGEON MASTER -  4  5

The DM will roll 4D20 and allow the player to pick their favorite to win. The DM then rolls 5D4 and leaves the outcome on the table for all to see. If the player's pick is closest to the total on the D4 rolled then the player wins a prize.

PLAYER -

You just gotta pick one!

Cheat Rules

5TH HORSE - the DM can add a 5th D20 and if it's closer, the player does not win..

Booth NPC

RORA YALFOOT (Halfing - 3'5")

Rora is a well-trained carnival booth runner and her years of experience show. She firmly believes in the "womanly ideal" and doesn't use gender to attract potential customers. She dresses down in a faded coat, loose pants, and a moderately stylish broad hat. Curls of her golden hair drift from under brim, revealing the grey that is creeping in along the sides.




Mage Hand Claw

33% Chance for Player to Win

Lore

Young Jimmy had fallen in a well. While none of the villagers seemed able to rescue him, a wizard of unknown origin arrived suddenly and fished him out quick. The story travelled across the lands and was developed into a carnival game.

Rules

DUNGEON MASTER - 

The DM rolls a percentile dice roll and leaves the result on the table for everyone to see.

PLAYER - 

The player rolls 6D6. A 1,3, or 6 are added to DM's roll, while 2, 4, and 5 are subtracted. The goal is to keep the percentile dice within 10 of the original number rolled by the DM.



Cheat Rules

SO CLOSE – The DM can make the player roll a 7th D6 at the end of their rolls.

Booth NPC


VAUG STRAVICK (Human – height/weight unknown)

Stravick is an enigma, even for a carnival. He wears a cloak, with the hood up covering much of his face. His hands have a spectral look... almost boney. Some even speculate: could Vaug Stravick himself be the unknown wizard who saved Jimmy so many decades ago? He'll never admit the truth, one way or the other, but he seems to enjoy when patrons of his booth decide to ask him about it.

Goblin Tooth Knockout

46% Chance for Player to Win

Lore


 rather funny story as the Bards tell it, a small goblin clan had invaded an even smaller village. The goblins took it over without much effort, devastating the village. However, one day a young lad not much older than 6 years defied the goblin authority and picked up a rock. With a cry, he flung it at the chieftain, managing to strike him in the mouth and breaking a fang. The goblin swallowed it and promptly died. Encouraged, the villagers took up arms and dispatched the rest of the goblins. Thereafter, they celebrated the young lad as a hero.



Rules

DUNGEON MASTER - ⁶

The DM lines up 6D6 in a row, all on the number 6. From left to right the teeth are 1 to 6.

PLAYER - ⁴


The player rolls 4D6 to simulate throwing balls. After hitting a tooth, the player rolls the D6 again and the DM subtracts the roll from the tooth's HP D6 dice. If any HP reaches zero, the player wins.

Cheat Rules

SWEATY PALMS – The DM can make the player to reroll any D6 throw once per game.

Booth NPC

FARLAR FARL (Goblin – 3'3" – 71 lbs.)

arl wears bulky green clothing that is bristling with hidden weapons – mostly daggers and spears. His head has been shaved and his hair magically removed. He has a dull look in his gray eyes and trusts no one. That's due in large part because Farl is unforgiving and never forgets a grudge. He is also a compulsive liar and kleptomaniac... so booth comers beware!

Cover the Spot

51% Chance for Player to Win

Lore


Another story that bards find hysterical, this one about a young rogue who pillaged a city while actually incarcerated in jail. Every night the rogue removed a well-hidden hole and escaped to rob the rich overnight. Back in his cell by morning, he put the city in an uproar trying to find the thief. After a short 1 year sentence, the rogue left the city richer than ever.



Rules

DUNGEON MASTER - ⁴

The DM rolls 4D6 and leaves the roll on the table for everyone to see.

PLAYER - ⁶

The player rolls 6D4 and attempts to beat the sum rolled by the DM.

Cheat Rules

SLIPPERY STICK – The DM can reroll *one* of their D6's or make the player reroll one of their D4's of the Dungeon Master's choosing.

Booth NPC

FRUMAWAN MAEKKELFERCE (Gnome - 3'2" – 67 lbs.)

He wears an old set of traveler's clothes, nicked and torn by the ravages of time and travel. He walks with a slouch so he doesn't cut a very imposing figure, but he can stand straight to his full 3'2" when asserting himself (which is rarely). He is extraordinarily passive and rarely speaks. His white hair is matted and full of knots; his eyes are a gray that is actually pleasant. Frumawan is rather underhanded and not above using his wealth and body to get others to do his bidding. Which begs the question: what is he doing running a booth at a carnival?



Stash Toss

26% Chance for Player to Win


Lore

There is yet more to the bard's tale of the jailed rogue who escaped confinement by night to steal the city blind. Few ever considered *where he hid his loot while jailed!* He couldn't keep the goods in his cell! The true location of the stash was in a secretive place that took great accuracy to reach.

Rules

DUNGEON MASTER -

Sit back and just watch the disaster!

PLAYER - ⁵

The player rolls 5D10 dice. Each D10 roll represents a bag being tossed to score points.

10 - 4 points

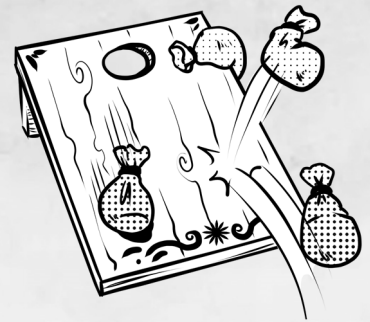
9 - 3 points

8 - 2 points

7 - 1 point

6 - ½ point

The player must score 10 points to win.



Cheat Rules

HOLE IN A BAG - the DM can roll a D4 and subtract it from the player's roll once per game.

Booth NPC

CARA BOOND (Gnome - 2'11" - 57 lbs.)

She loves to tell stories, which makes her perfect for running a booth at a carnival. She exudes charisma, a real *tour de force* of persuasion. Cara wears a black tunic with red trim, and long blue pants that bunch up around her shoes. Her white hair is singed and short. Surprising for one so gregarious, but she is susceptible to being scared and is easily frightened.

Goblin Golf

67% Chance for Player to Win

Lore

Grun, a barbarian of some renown, once slayed a retreating goblin from a distance by bashing his maul against a rock and launching it. The rock soared before smashing into the goblin's skull, killing it instantly.



Rules

DUNGEON MASTER - ²

The DM Rolls 2 D20 dice and leaves the results on the table. If the numbers are the same, the DM rerolls until they are different.

PLAYER - 

The player rolls 1D20. If the player rolls a number in between the DM's roll, they win a prize.

Cheat Rules

TOUGH TERRAIN – The DM can choose to roll a D4 and add the positive numbers and subtract the negative numbers from the players total.

Booth NPC

MARAH CAL (Human – 5'8" – 180 lbs.)

Marah has seen much of the world through her hazel eyes, and it shows in her greying hair and her wrinkled face. She's an average looking Western female just beginning mid-life, but she's always gotten by on her wits rather than her looks. Cocky and sure of herself, she believes she runs the best booth in the whole carnival. No matter her true emotions, she always appears jolly to others; it gives her an advantage. She likes to wear brown tank tops with a grey skirt.

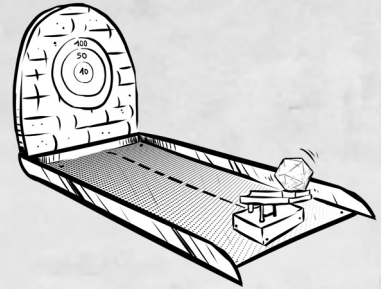


Mini-Catapult Launch

43% Chance for Player to Win

Lore


In an accuracy game of the legions of Cawic, catapult crews would compete for fame and prizes. A father created a small launcher for his children to join in the fun. When he brought it to a local festival, it proved to be a huge hit! It became a “must play” at any festival throughout the lands.



Rules

DUNGEON MASTER - 

The DM rolls a Percentile dice and leaves the total on the table for everyone to see.

PLAYER - ⁴

The player rolls 4D20 dice and attempts to beat the total rolled by the DM.

Cheat Rules

WEAK LAUNCHER – The DM can choose to subtract 10 from the players roll.

Booth NPC

FARANA FLIS (Half Elf – 5’2” – 112 lbs.)

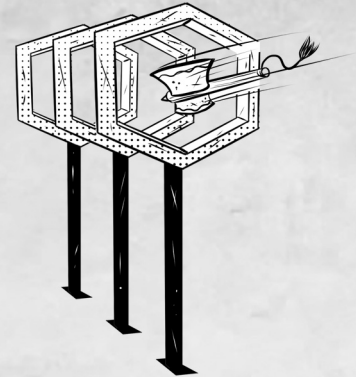
Farana’s mind wanders; she always seems to be somewhere else. Her long auburn hair is drawn into a two-foot-long braid that hangs over her well-pressed and immaculate clothing. The woman speaks with an almost imperceptible accent. Although her amber eyes generally have a joyful gleam in them, she hates Half-Elves with a passion. This leaves her constantly struggling with self-loathing, which often expresses itself in a combative nature to those who try her patience, as if daring them to reproach her. But any who manage to earn her respect will find it unwavering and her loyalty unending, as if she would rather grant it to any more worthy than herself.

Hand Axe & Hole

31% Chance for Player to Win

Lore


Loggers of the woods often are highly competitive with the skills of their trade. In one of the most competitive districts, they set up goals to determine who was the most accurate and precise. The challenge was added to many of the festivals of the region.



Rules

DUNGEON MASTER - ³

The DM rolls 3D8 and puts them in order with the lowest in the center. The DM must reroll until all of the dice are different.

PLAYER - ³

The Player rolls 3D8: if the number matches the middle die, 1 point is scored. If it matches the left or right die, 2 points are scored. The player needs 3 points to win a prize.

Cheat Rules

HEAVY HAND AXE – The DM can make the player's dice change to the middle circle for each toss if the DM rolls a D8 and matched the player's dice roll.

Booth NPC

HOLG SERC (Half Orc – 6'8")

Holg is dark-skinned and physically imposing. And yet, he carries himself as the perfect gentleman. In fact, he prefers to wear the grand gowns of high society and carries his fan with him everywhere. His moderate-length dark hair is pulled back, so it doesn't block the view of the several tiny opal earrings on each ear. He has a tremendously high opinion of himself and dismisses the views of others unless he can profit from them. He can be impetuous and can't always stop himself from doing what he feels must be done.

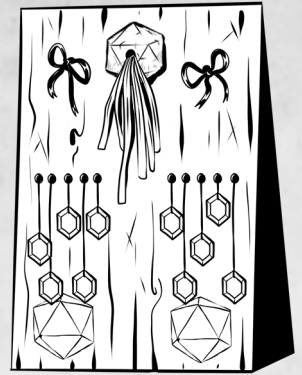


String Pull


21% Chance for Player to Win

Lore


The fame of string pull comes from the infamous tale of the Giants' Fall! A quick-witted bard ended up interlacing their feet together, dropped the giants in one go in a great domino effect! As the story goes he then pulled one string and undid the rope instantly!



Rules

DUNGEON MASTER - ²

The DM rolls 2D20 and hides the results – these numbers represent the long strings that are in the tangle.

PLAYER - 


The player rolls 1D20. If the number matches either of the DM's dice rolls, they win a prize.

Cheat Rules

WRONG ONE – the DM can have the player roll another D20: if the roll is a win, the player keeps the roll; but if it is a loss, they lose. An additional rule – if either roll wins then the player wins.

Booth NPC

VAT DAREZ (Dwarf – 4'7" – 174 lbs.)

 green-eyed older dwarf who wears a feathered hat and a yellow coat over a brown low-cut shirt, Vat is not a threatening figure... although he is not easily forgotten. His unkempt black hair is greasy. He thrives on attention and will do anything in his power to gain it and maintain it. He is ready at a moment's notice to give into his darker urges, including an insatiable desire for pyromania. Sadly, he does not care who his fires hurt. The carnival keeps a watchful eye on Vat... and fire extinguishing materials close by. Just in case.

APPENDIX

Prize List

There are always shelves of stuffed toys and carnival prizes available to winners of the midway booth games. Of course, if you have a story reason to dangle a specific prize in front of a player, by all means do! Likewise, if there is something a DM knows will entice an adventure, feel free to tantalize by pointing out its availability. Otherwise, use this D100 prize list to dole out a wealth of goodies that may or may not come in handy later.

01	Stuffed owl bear	19	Treasure map
02	Fake stuffed unicorn	20	Shiny bell that cures hiccups
03	Voucher to the fun house	21	Balloon animal dog that barks 1D4 hours
04	Random potion	22	Free drink voucher
05	Goldfish	23	Glasses that change your eye color blue
06	Bottle of Honey	24	Everburning torch
07	Balloon that allows you to hover 2" off the ground for 1D4 hours	25	Silver pocket watch that yells the time when you open it
08	Strange looking ring	26	Top Hat with strange feather in it
09	Map	27	Small red speckled egg
10	Stuffed ogre	28	Key with small red stone in the end
11	Set of game dice	29	Wooden mask with red flame like colors
12	Amber stone with something in the center	30	Ringing Stone that goes off when touched
13	Brass dragon scale	32	Frosty Mug that always keeps drink cold
14	Pocket knife that turns into a sword	32	Stuffed hobgoblin plushie
15	Giant turkey leg voucher	33	Hand Mirror that makes you look better
16	Perfume that doesn't smell good but doesn't smell bad	34	Salting Fork that adds the perfect amount of salt to every bite
17	Stuffed goblin plushie	35	Ring with cracked ruby in the center
18	Stuffed red dragon plushie	36	Golden watch that spins backwards

APPENDIX

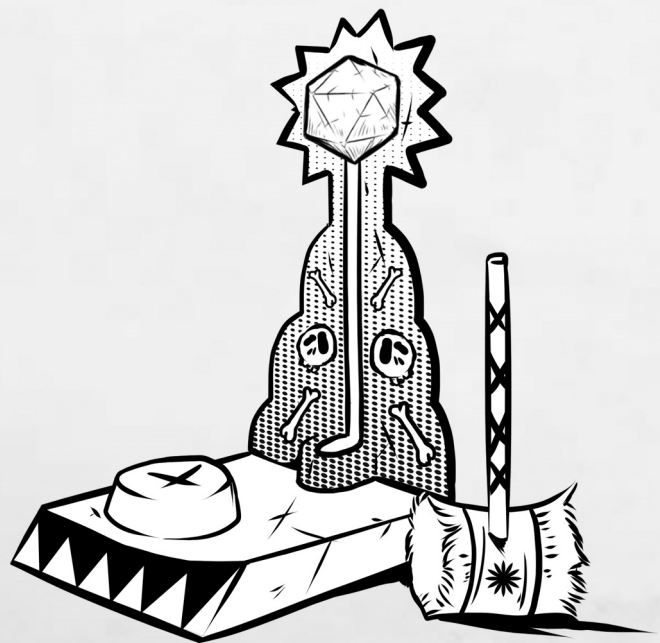
Prize List

37	Stuffed Zombie Plushie	59	Wand that shoots sparks out of the end
38	Small tree in orange and green pot	60	Bronze Dragon Plushie
39	Fine-looking bowtie	61	Umber hulk plushie
40	Fake set of glasses and mustache that transforms your face	62	Ring with green gemstone that lights up if you're about to consume poison
41	Gold dragon action figure	63	Copper coin that always lands on heads
42	Hand carved wooden horse	64	Water stone – cools your beverage
43	Inflatable Scimitar	65	Rat
44	Shiny silver bracelet w/ silver markings	66	Fairy in a bottle
45	Strange looking cube that has multi colored squares	67	Jar of Forever Almonds – if you don't eat the last one, the jar refills next day
46	Handmade leather keychain	68	Elf plushie
47	Handcrafted chainmail bag	69	Gnome plushie
48	Toy hand crossbow	70	Dwarf plushie
49	Plushie Ooze toy	71	Clown shoes
50	Small Ooze in a bottle	72	Poster of the AN20's casino
51	Notebook that dries instantly	73	Drink voucher for casino or local pub
52	Whistle stone – when thrown it lets out loud whistle when it hits	74	Small pet (fish in bowl, mouse, lizard, etc.)
53	Set of shoes that never comes untied	75	Golf balls
54	King plushie	76	Plush beholder
55	Green Snap Light Rock that shines dim green light for 30 ft.	77	Small dragon statue
56	Hamster	78	Bag of ball bearings
57	Mermaid wall scroll	79	Lock pick
58	Bronze dwarf statue that sings	80	Pinwheel

APPENDIX

Prize List

81	Plastic sword (one time 1D4 damage then breaks)	91	Peacock feather tiara
82	Inflatable mallet that does no damage - just annoys whoever you hit with it	92	Cloth bag with 13 marbles of varying sizes and colors
83	Kazoo	93	A large novelty sized comb
84	Merfolk doll	94	Toenail clippings
85	Set of dice	95	Old bag of circus peanuts
86	Shiny ring that leaves a green ring around your finger if worn for 24 hours	96	A journal with only one sentence in it: "Today marks my 37th birthday."
87	Two tickets to paradise	97	Unopened can of tuna
88	Clown nose	98	Small rabbit figurine
89	Prank Flower that squirts water	99	Ornate brass doorknob
90	Lucky rabbit's foot	100	A shot glass with a 7 on it



CARNAGE AT THE CARNIVAL!

Written by Chad Ehrhardt

The Carnival has come to town!

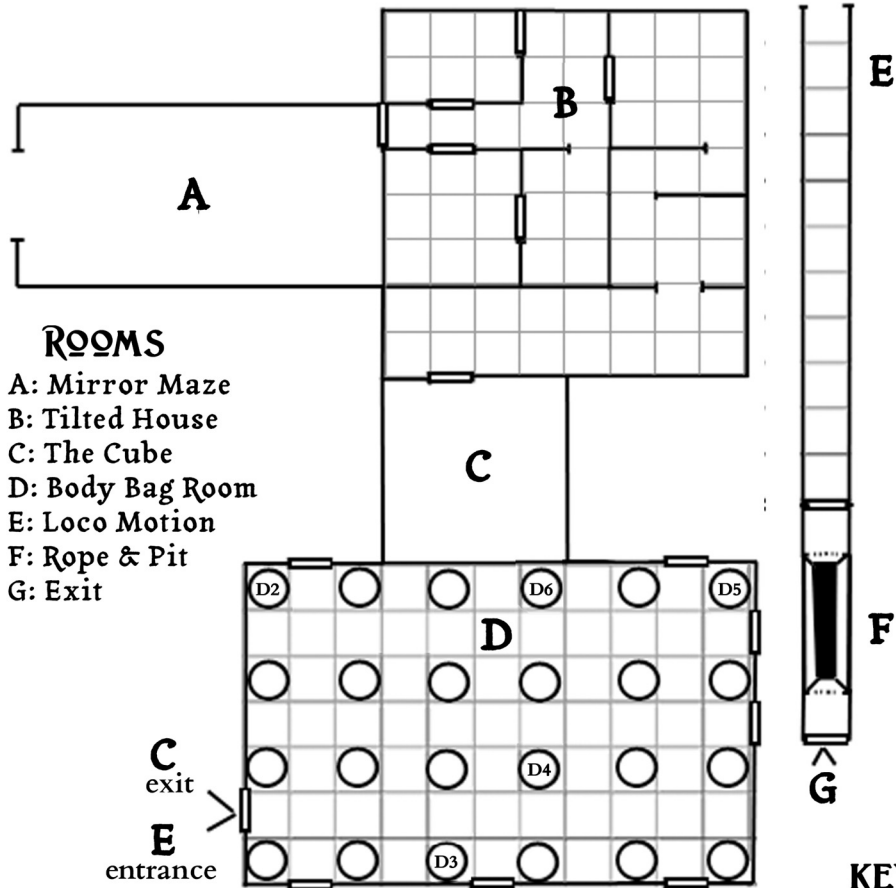
Unfortunately, so too has a great evil that follows it. In this short adventure, players will find themselves trapped in a ghostly dimension where they can't simply fight their way out with swords and magic. They must instead use their wits to solve puzzles and their abilities to survive and escape the nightmare. The main focus is on scaring the players and pushing them forward with less emphasis on combat.

The DM should read through the adventure first to determine which alternative ways to play through will best suit your group. This adventure is for all levels and can be easily adjusted for difficulty. If any player dies during this adventure, they are simply found unconscious on the ground with a point of exhaustion when the next section begins. Any additional stat penalties they were suffering when they died still exist.

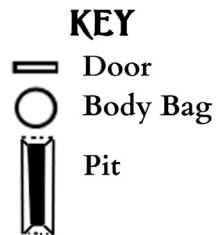
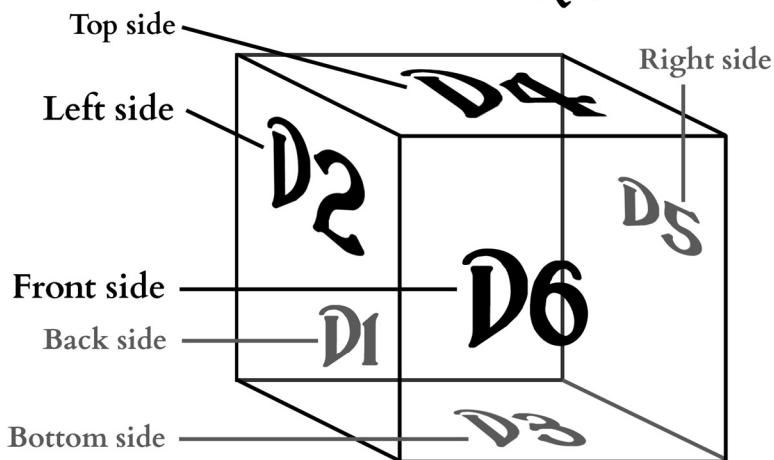
What is lurking behind the attractions of the traveling carnival??

APPENDIX

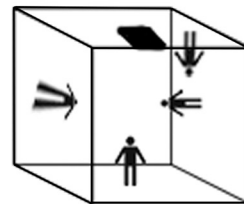
CARNAGE AT THE CARNIVAL



C: The Cubed Room



Example of possible player orientation



APPENDIX

CARNAGE AT THE CARNIVAL

PART 1: DARK HISTORY

Over 150 years ago, Victor Taven was a carnival worker known mostly by his professional name: **Spwathy the Clown**. Spwathy loved dressing up as a clown and making the children laugh. But one day that all changed.

Between shows at the carnival, Spwathy was approached by a salesman who convinced him to buy some new makeup he could use for his clown costume. The next day Spwathy applied this new makeup and went about his day as normal. Little did he know his life would never be the same.

At the end of the day Spwathy went to remove the makeup... only to find out *it wouldn't wash off!* No matter what he did, the makeup couldn't be cleaned from his face.

Spwathy was initially frightened, but because he so loved to make kids laugh, he finally gave in and embraced his new condition. That joviality didn't last, however. As time passed, Spwathy slipped into a depression, as he realized he could never be "Victor Taven" again. He was, now and forever, only "Spwathy the Clown." He couldn't go out into public without people making fun of him; even his beloved children laughed at his misfortune.

Crushed, Spwathy decided to never again leave the carnival grounds. Spwathy eventually succumbed to madness, with his insanity growing worse daily. He became a recluse,

staying in the carnival's fun house and eventually living in there.

One day a group of children who entered the fun house never left either. Not alive. Spwathy was found in the mirror maze, dazed, standing over the mutilated bodies of the children.

He was restrained, taken out back, and promptly burned at the stake without a trial.

Entering the Carnival

"As you approach the carnival, you can hear crowds of people. Sounds of laughter and the smell of smoked turkey legs fill the air."

Near the entrance, players will discover a short line of people waiting to get in. One by one they are asked to turn in any weapons and backpacks at check in, as they are not permitted into the fair. The check in is free, but it costs 5 copper pieces to enter. Players may try to sneak smaller weapons inside with a successful DC 14 sleight of hand.)

Once the players reach the entrance booth they are greeted by **Levi Dragonbeard** (LG **GLADIATOR**), a stocky old dwarf with a long white double beard that hangs to his feet. He shouts "Welcome" with a smile and twinkle in his deep blue eyes. Next to him four young halflings (LG **COMMONERS**) begin to gather the players' weapons and backpacks as they pay to enter.

APPENDIX

CARNAGE AT THE CARNIVAL

Inside the Carnival

Once inside, players may roam around the carnival exploring and playing any games found in the **Diception Carnival Conquest**. During the games players can win a ticket to the fun house as an alternative way to start the second chapter (but is not required).

After playing several of the games on the midway, players begin to hear snippets of conversation between various NPC's. The players won't know whether they're hearing rumors or facts.

Roll a 1D20 after each game (or every other game at the DM's discretion) and the players hear random carnival workers or patrons talking about:

01	"I heard a scary-looking clown with black eyes was hiding out behind a tent whispering for a child to come over."	11	"There used to be a clown here named Spwathy. Some say he was evil. But aren't all clowns evil, really?"
02	There is creepy, hideous laughter coming from a hay pile.	12	"If I couldn't take off my makeup, I think I'd go insane too."
03	"There used to be man who worked here who killed some children."	13	You see a clown standing behind some barrels waving at a small child. (If they investigate, there is no sign of them.)
04	"Did you hear about the cannibal clown?"	14	"Why are clowns no longer allowed at the carnival? It's a <i>carnival!</i> "
05	Off in the distance you see a large clown mascot, almost 9 feet tall, holding a large mallet. Its head turns towards you and it slowly lifts a finger to point at you. Then it shuffles away out of sight.	15	You see a clown in the dark entrance to a small tent. (If they investigate, the clown disappears inside.) In the tent is a large trunk dripping blood from the lid. The trunk is empty... and the blood is gone!
06	"A clown actually used to <i>live</i> in the fun house all the time."	16	There is a laughing whisper in your ear: "Come play in the house of fun...!"
07	"There isn't a fun house anymore because it's haunted by an evil spirit."	17	"A carnival worker was once burned at the stake for some terrible crime."
08	"They took down the fun house because that's where a clown lured his victims."	18	You hear a panicked female human tell a carnival worker that her kids are missing. (The kids are safe and have just wandered off from their mom.)
09	Kids still go missing to this day.	19	"The clown's real name was <i>Victor</i> ."
10	"There's a rumor that a clown ate <i>people</i> - well, only children. But still!"	20	"I don't think there's been an incident in over fifty years."

APPENDIX

CARNAGE AT THE CARNIVAL

When you feel the players have heard enough information or they complete all of the tables:

A short, bald, beardless dwarf walks towards the NPC or players he hears chatting about these rumors and sternly says, “That’s enough talk about that or I will have to ask you to leave.”

This bald beardless dwarf is **Ringmaster Ziunn** (CG COMMONER). If questioned, Ziunn tells them the story from **Dark History**.

When he finishes the tale, Ziunn concludes by saying: “Anything else you may have heard are just rumors. I have much to attend to. Please excuse me and enjoy your time here.” Ringmaster Ziunn promptly walks away.

PART 2: THE FUN HOUSE

During Chapter 2, the players will find themselves in a dimension that seems to be an anti-magic field where all magic is suppressed. They can cross into the dimension either by willingly entering the Fun House *or* after the children approach them with a dilemma. If the players already have a ticket to the fun house and wish to enter freely, you can skip the following and continue at the Mirror Maze.

The Children

After Ringmaster Ziunn leaves, the players hear a small child’s worried voice say, “Excuse me.” You look to see four human children (three boys and one girl) about 7 years of age.

“Can you help us?” the little girl asks. “Our friends went into the Fun House and haven’t come out.” She points to a brightly colored Fun House at the far end of the midway. (If any players have a passive perception of 14 or higher they realize the Fun House was not there moments ago.) The entrance is through the mouth of a giant clown’s face sits at the front of this three story structure. A long red rug that looks like the clown’s tongue leads into the doorway. The Fun House sports a large sign that reads: “SPWATHY’S HOUSE OF FUN”

“They were screaming for help,” she pleads.

You notice the sky has become increasingly dark; you no longer see any other visitors or carnival workers. A hideous, crackling laugh echoes from the Fun House. When you look back, the children are *gone*.

Off in the distance there is a loud *clanking*. You see what looks to be a giant 9-foot-tall Clown Mascot in large, red wooden clown shoes shuffling slowly towards you. It has a large, round wooden head; chipped paint, scraggly green hair, dark mean eyes, and a large evil grin. It wears a yellow onesie with red polka dots, white gloves and long green socks and drags a large sack in one hand and grips a mallet in the other that is so large, a normal man would need two hands and extra strength to wield.

Suddenly, you hear the little girl’s voice scream for help from within the Fun House!

The players must decide whether to confront the Mascot (that won’t go well), enter the Fun House to escape it and rescue the children, or flee the carnival entirely. If the

APPENDIX

CARNAGE AT THE CARNIVAL

players do not enter the Fun House, the Mascot will continue pursuing them. If the players try to leave the carnival, they run into an engulfing void of darkness. What little light they see is comes from the carnival behind them, so they'll have no choice but to return. You can also continue luring them to the Fun House with constant cries for help from the children.



The Mascot						
<i>Construct, chaotic evil</i>						
Armor Class: 14 (natural armor)						
Hit Points: ???						
Speed: 10ft						
STR	DEX	CON	INT	WIS	CHA	
18	4	15	2	20	5	10 0 10 0 10 0
Saves: STR+8						
Skills: Perception+17						
Damage Resistance: none						
Damage Immunity: none						
Immunity: none						
Senses: Darkvision 120			Passive Perception 17			
Languages: Understands common but can not speak.						
Challenge: ???						
TRAITS						
All Knowing Tracker: The Mascot knows when someone is in its domain and knows where they are at all times.						
ACTIONS						
Smash: The Mascot makes a slow but deadly attack as it raises its mallet (maul) high into the air smashing its target. (easy) +2 to hit 2d6 +2, (medium) +6 to hit 2d6+6, (hard) +10 to hit +2d6+10 bludgeoning damage.						
Reckless Swing: The Mascot makes a massive spinning swing with its mallet (maul) from side to side in a five foot radius dealing (easy) -2 to hit 3d6 +2, (medium) +0 to hit 3d6+6, (hard) +3 to hit +3d6+10 bludgeoning damage.						

Mirror Maze: Room A

When the players enter the Fun House, the mouth of the clown instantly closes behind them; from the outside, the clown face has an evil satisfied smile.

Inside, the room is devoid of all light. Even players with darkvision can't see... not the inside of the room nor each other. Finally, after a few worried moments, a small light appears about 60 feet away.

As the players make their way towards the light read the following:

Standing before you is a series of mirrors. As you all look towards them, [pick a player] *you* see your reflection. The reflection smirks at you and beckons you toward what appears to be the entrance to a Mirror Maze.

Once the players start the mirror maze have them roll for initiative (or alternatively they can choose their marching order). This will be the order in which they proceed forward. On each player's turn (depending on the difficulty) have them make a Wisdom Saving Throw (easy) DC 10, or (medium) DC 14. or (hard) DC 18. Do this for each player until that player makes 3 successes to escape; if they make three failures. they take one point of exhaustion. Should the players decide to hold hands so as to not get lost or separated, the player who is first in line will make all the rolls.

APPENDIX

CARNAGE AT THE CARNIVAL

As they take their turns rolling to escape, describe the sounds of the clown Mascot's wooden shoes echoing throughout the maze.

Occasionally a random player might see the Clown Mascot's reflection in one or more of the mirrors, but he never attacks while in this room.

Any player who breaks a mirror takes on a form of short-term madness as a mirrored version of the player leaps from the shattered glass into the mind of the player. However, this allows for one roll of success.

Once they reach the end of the maze they come to a red door with a door knob in the shape of a smiling clown's head. (It is just a regular door designed to create suspense.)

Tilted House: Room B

When the players open this door, they see what appears to be a large home with one major difference: *everything is slanted*. This house tilts at a 20° angle!

While the players are inside this section, it's considered difficult terrain. Every 30 feet a player travels, they must make a Dexterity Saving throw (easy) DC 10, or (medium) DC 14, or (hard) DC 18 depending on the difficulty the DM desires. On a failed save, the player sprains their ankle and suffers the **LINGERING INJURY "Limp."** The players movement speed is reduced by 5 feet. They must make a DC 10 Dexterity saving throw after using the Dash action. If the player fails the save, they fall prone, although they can be healed / stabilized with a DC12 medicine check, spells or potions.

Once the players reach the exit door to the Tilted House it opens up another room of magical darkness devoid of all light.

The Cube: Room C

Once they are all inside the room, it lights up – and the players will be amazed at what they see. The room is a large empty cube, 30 feet on each side, but the laws of gravity have been distorted. Each and every surface – walls, ceiling, and ground – acts like the floor!

Each player rolls a 1d6 to see which side of the Cube they are standing upon, based upon the diagram on page 40. The DM will also roll a 1d6 to see which surface the room's exit door is located. Because each floor has its own gravity, if a player looks to the ceiling or wall they may see another player standing there!

There is no particular way to solve this puzzle. The players must come up with a solution to reach the door.

After the players finally make it by either tumbling through or walking through the doorway, they come to room filled with large blood-soaked sacks dangling from the ceiling.

Bags of Fun: Room D

There are dozens of body bags hanging upside down from the ceiling. Though there appear to be several doors on the walls, the way out is actually the way they came in; the other doors are a black wall that the Mascot can walk in

APPENDIX

CARNAGE AT THE CARNIVAL

as if through a portal, but the players cannot pass through the other way.

The players roll for initiative. (This will be for them to use their turns to move and find a way to escape rather than try to fight the Mascot.) Then read the following:

“The familiar sound of loud clanking wooden shoes can be heard coming from within this room!”

The Mascot is now *in the room* and slowly pursuing the players (the Mascot can make attacks if the DM so chooses; otherwise he just slowly walks through the room chasing the players, possibly grabbing one and carrying them through a random door into a dark void where they are left unconscious until found in the next room.

The hanging body bags contain zombies that break through the sack and use the grapple action to restrain the player(s) if they walk past – making them easy targets for the Mascot.

Once the players deduce that the way out is in fact the way they came in, reopening that door presents a long tunnel: the last room of the Fun House.

Loco Motion: Rooms E & F

“A slowly-spinning tunnel, nearly 60 feet long, stretches out before you.”

OPTION: For suspense, you can have the mascot slowly pursue the players through the tunnel.

The spinning tunnel is considered difficult terrain. Every 30 feet the players must make a Constitution Saving Throw (easy) DC 10, or (medium) DC 14, or (hard) DC 18 or else suffer 1 point of exhaustion.

When the players reach the end of the tunnel, a large bottomless pit blocks their path. A series of netted ropes attached to the ceiling leads across to a door that reads “EXIT.” To cross the pit, players must each make either an acrobatics or athletic saving throw (easy) DC 10, or (medium) DC 14, or (hard) DC 18 to safely climb across the pit. If a player fails the roll, they take 3D6 falling damage and fall into the pit, disappearing. They are later found outside laying on the ground, dazed.

The door on the far side of the pit swings open to reveal a slide that exits the Fun House and the players need jump on to escape!

PART 3: LET’S PLAY

The slide is wet and slick with blood. It twists and turns, eventually ending outside and dumps everyone onto cold, damp overgrown grass.

The ground is shrouded in thick fog; they are surrounded by endless darkness. The slide they escaped down towers upwards at least sixty feet up into the sky before it disappears into the darkness.

Suddenly, out of the quiet and darkness, a spotlight beams onto the ground, highlighting a figure standing at a midway booth. *It’s Spwathy the Clown!* “STEP RIGHT UP!” he bellows with an evil cackle.



APPENDIX

CARNAGE AT THE CARNIVAL

Apple Amounts of Fun

Spwathy demands that one of the players volunteer to come sit in a nearby chair. If no players volunteer, the Mascot can be heard walking; its large shoes slowly thud one after the other.

Spwathy suggests they hurry and chose or “his friend” will choose for them. (Neither Spwathy nor the Mascot can be attacked at this time. If the players try, Spwathy simply vanishes, the spotlight reappears in the distance, and Spwathy begins shouting “Step right up!” all over again.

Once a player volunteers, the clown sits them in the chair and places an apple on their head. Spwathy hands another player a set of three daggers; his evil plan is instantly obvious, but the players should experience the full creepy shock of realization. The clown directs the player with the daggers (the “attacker”) to stand back 20 feet... and throw the daggers at the apple on the head of the “victim”!

The attacker must first make a 1D20 roll to see if they can strike the apple. A roll of 15+ successful knocks the apple off, ending Spwathy’s game. However, a roll of 14 or less means the dagger missed the apple; now the attacker has to roll another 1D20 against the victim’s AC to see if the dagger misses entirely or unfortunately strikes the victim! If the victim’s AC is equal to or higher than the attacker’s 1D20, the dagger sails safely past. If the attacker’s roll is higher, the dagger strikes the victim. The attacker rolls 1D4 damage while apologizing profusely.

There is an exception: if the attacker’s second roll is a natural 20, it’s a critical hit and he must throw 2D4 for damage, much to Spwathy’s delight.

The clown will demand the attacker throw daggers until he either hits the apple or throws all three. Spwathy is an unforgiving evil clown, however... if the attacker misses all three tosses, Spwathy assumes he missed on purpose and punishes the attacker by throwing all 3 daggers *at him*, each roll 1D20 +5 and Advantage (he is an evil clown, after all)! Hits and damage are determined the same way as before.

When Spwathy is satisfied, either by an apple hit, a victim hit, or punishing the attacker for missing, he tires of the apple game. Spwathy’s body fades away, leaving just his smiling face as it floats off in a random direction towards another booth that lights up in the distance. Spwathy’s full body manifests again at the booth (the players get to keep the three daggers).

Spore Pop Game Booth

“**C**ome one, come all!” Spwathy chants, standing next to the same Spore Pop game the players saw earlier on the midway. “I need another volunteer!”

After a player steps forward, Spwathy takes him behind the wall and places the player’s face through a circular cut out among the spores. Then he hands a random player five daggers!

The rules are the same as the **Spore Pop** game with one minor exception: if a player

APPENDIX

CARNAGE AT THE CARNIVAL

pops an even-number spore, they roll 1D20 vs. the victim's AC. If the roll is higher, the dagger hits the player in the face for 1D4 (2D4 if the player's roll was a 20). If the roll is lower, it only pops a spore.

After two spores are popped, Spwathy fades away again, only to reappear behind the players and shout, "BOOO!"

The Wheel of DOOM

Spwathy stands next a large circular board. "Who's ready to spin the WHEEL OF DOOOOOOM? You get three spins!"

Whoever volunteers to spin rolls 1D20 three times. If no one steps up, Spwathy will select a player and spin for them. Both use the following chart.



01	A thunderous roar rips through the sky. Nothing else happens.	11	You're sleepy and suffer one point of exhaustion.
02	All of the sudden, you feel weak and take one point of exhaustion.	12	You hear a child's scream. Nothing else happens.
03	You feel incredible pain and drop to 1 HP.	13	Cursed! You are blinded for 1D4 days.
04	Your mind wanders into darkness and you take a random form of short term madness.	14	Cursed! Fire now does an extra d6 damage to you.
05	You feel weak. Your Strength drops to 5.	15	Cursed! Your movement speed is halved.
06	You feel clumsy. Your Dexterity drops to 5.	16	Cursed! You can't remember your name.
07	Your mind blanks. Your Wisdom drops to 5.	17	Spwathy just points and you and laughs.
08	You not smart. Your intelligence is now 5.	18	Nothing happens.
09	Cursed! Your new fear of clowns prevents you from resting.	19	Cursed! You now constantly hear the laughter of Spwathy the clown.
10	The ground turns to quicksand and you begin to rapidly sink. You cannot be pulled out. Spwathy picks another to finish the remaining spins and save their friend.	20	YOU WIN A PRIZE! Spwathy pulls a large two-handed mallet club out of his pants pocket and hands it to you. He's not happy, but it's free.

All diminished stats return to normal when players leave the Carnival of Carnage.

APPENDIX

CARNAGE AT THE CARNIVAL

Whack an Ooze

Once the players finish spinning the wheel, Spwathy reappears next to the **Whack an Ooze** booth. The clown selects a random player to come with him and straps the player to a contraption underneath the game table.

The game uses the same **Whack an Ooze** rules found on page 25 with *two minor changes*. First, the game *only* ends once the DM's D6 is reduced to zero. More painfully for the player selected, anytime a 3 is rolled it's the player's head that pops up and is whacked, not an Ooze. In that case, the attacking player rolls 1D8 bludgeoning damage.

Magic Trick

After, Spwathy excitedly offers to perform a magic show. The offer cannot be refused.

The Clown Mascot slowly emerges from the darkness and lumbers towards the group. He suddenly snatches up a random player. (The player can *try* to break free with a successful DC 30 Strength check, but on a fail the Mascot's grip tightens, dealing 1D8 bludgeoning damage for each failed escape attempt.) The Mascot heads over to a large glass tank of water. It ties up the victim with rope, then lifts them up and drops them into the tank.

"Watch this amazing escape!" Spwathy says, handing a ring of keys to the Mascot, who slams shuts the tank lid and locks it.

The players roll initiative, including the victim in the tank who can try to struggle free

by making either an athletics or acrobatics saving throw on their turn - (easy) DC 10, or (medium) DC 14, or (hard) DC 18. (If the player gets free from the ropes, they can attempt attacks on their turn.)

The large glass tank of water has an AC of 14 and HP of 20. It is too large to be tipped over. If the players don't break it within 2 rounds, the victim will drown. If the victim drowns on their own turn, they take a failed death-saving throw. Once the tank's HP is reduced to zero, it shatters and spills the victim onto the floor.

Pick a Door... ANY Door

Amused by the outcome, Spwathy points where a set of four doors mysteriously appear from the darkness, numbered 1-4. "Pick a door, any door! Choose right and goodnight! Choose wrong and... stay *forever!*"

The DM rolls a 1D4 (not allowing the players to see the number) which represents the number of the exit door. The players must come to a consensus as to which door they will open. Behind the other doors, one of the following events occurs:

- 1) Spwathy jumps out to scare the players using the fear spell.
- 2) A giant spring-loaded fist smashes the lead player in the face, stunning him for 1D12 minutes.
- 3) A cloud of noxious gas erupts, poisoning the lead player.

APPENDIX

CARNAGE AT THE CARNIVAL

When the exit door is opened, players see a bright light and can hear the crowds and laughter of the carnival...

PART 4: FINALE

The players walk into blinding light as the cheerful sounds and delightful smells of wonderful carnival food fill the air. As their eyes adjust to the glare, their joy becomes horror.

The laughter of patrons turns into screams of pain and agony; the smell of smoked turkey legs turns into the stench of death. Bodies litter the carnival grounds and large fires blaze through attractions and midway booths.

Worst of all, their ears fill with the ominous and inhumane laughter of Spwathy. A large ring of fire roars from the ground and encircles the players, trapping them inside. From beyond the fire, a victorious Spwathy marches forward with the Mascot by his side.

“Did you think I'd let you leave?” asks Spwathy fiendishly “No one ever leaves! You are my entertainment!” He gestures towards you and the Mascot lifts its large mallet. “Make them go splat!”

At this point, everyone rolls initiative to begin the “Boss Battle.” The mechanics to this battle aren't straight-forward combat, as this adventure is designed for all levels and weapons and magic are limited.

Here's how it works:

The Mascot (stats on page 44) wears a chain and padlock around his neck. There is also a large piton on the top of the mask.

The objective is to remove the padlock and take off the large wooden mask. To do so players must drive the piton further into the Mascot's head stunning him for 1D4 rounds. The Mascot can't be damaged any other way.

Stunning the Mascot allows the players to get close enough to remove the lock. The lock can be picked with a successful Thieves' Tools (easy) DC 10, or (medium) DC 14, or (hard) DC 18. The key to the lock is on the keyring Spwathy holds in his hand.

After the mascot is un-stunned, he stands back up and pulls the piton out of its head - but can't pull it from the mask.

Spwathy can be easily damaged (AC 10 with 15 HP) and when his HP reaches zero, he loses a **random limb** or falls unconscious for one round... before regaining full HP and regrowing any lost limbs. *When he's at zero HP and unconscious, the players can steal his keys!*

If the keyring of keys is used, the DM rolls a 1D4 - that number is the key to the padlock on the Mascot. During a player's turn, they can pick a numbered key to open the lock if the mascot is stunned. Each time they pick a



APPENDIX

CARNAGE AT THE CARNIVAL

numbered key it takes an action to try and unlock the padlock.

To give the players hints to this unique combat mechanics you can describe any of the following during combat:

- When a player attacks the **Mascot**, describe that hits to his head make him adjust the piton by pulling as if trying to remove it, but it's stuck.
- When **Spwathy** is attacked he seems protective of his keys.
- The **Mascot** seems to be protective of his head *and* the piton.
- The **Mascot** only appears hurt when attacked on his head – nowhere else.
- **Spwathy's** keys jingle as he dodges and dances around.
- Other descriptive hints as the DM sees fit.

Spwathy doesn't attack on his turn but instead laughs and dances around as if amused. It all seems like fun to him. The Mascot, however, does attack when it's *his* turn.

Once the padlock is removed from the Mascot, the mask can be taken off. This will make Spwathy scream, "NOOO!" and then fade away along with the fires, bodies, and foul smells. The players find themselves with the unmasked Mascot in a large grassy field.

When the mask is removed, the Mascot shrinks down to an average-sized gray-bearded old human male with long scraggly white hair that is marred by a bloody wound atop of his forehead. He appears dazed and confused.

The old man is Victor Taven. At first, he has no idea where he is and doesn't remember much aside from his name and his job as a carnival worker. Victor only has 1 HP and doesn't fight back, so if the players continue to attack him, he's easily killed.

However, if questioned, Victor tries to focus and regain his memory. He recalls being a clown for the carnival and buying some make-up from a strange salesman. He remembers being unable to remove the make-up and slipping into a depression. He even began living in the Fun House and over time, the makeup caused him to go mad.

Taven recalls the day he died. (The DM can choose from multiple endings, A or B.)

Ending A

One day several bratty kids came through the Fun House. They tormented Taven to the point that the madness caused by the makeup overtook him, and he killed the kids in a vengeful fit, laughing and eating them. He didn't *want* to, but a voice in his head was so loud and angry he would have agreed to do anything to make it stop. He was quickly discovered and burned at the stake out back; a large piton was driven into his head.

APPENDIX

CARNAGE AT THE CARNIVAL

Ending B

Victor's permanent clown appearance became so frightening that one day while he was hiding in the Fun House, a gathering of children stumbled across his multiple reflections in the Mirror Maze. Terrified out of their wits, the panicked kids ran for their lives... headfirst into the mirrors.

Tragically, they were instantly killed by large shards of glass. Despite his own misery, Victor never lost his love for entertaining children, and tried desperately to save them... to no avail. When the kids were discovered, so was Victor, covered in their blood. He was immediately accused of killing them but was so devastated he didn't bother to protest.

Victor was found guilty without a trial, taken behind the carnival and burned at the stake; a large piton was driven into his head.

Victor's Encore

Victor doesn't remember much after his death except for a clown that looked like a vile and evil version of the Spwathy he created to bring only joy. The clown entity kept Victor's spirit prisoner in a dark demi-plane of existence and told him what to do; Victor had no ability to resist its commands. Victor does remember the large wooden clown mask that was chained to him, making him unable to remove it.

The DM should note that Victor is no longer covered in clown make-up!

Now that this horrible ordeal is over, Victor can finally reclaim the joy and happiness in his soul that he always used to delight and entertain children; the one thing he truly loved most in this world. Victor thanks the players and tells them he is free now. With tears of joy and remorse Victor fades away.

Surprisingly, the land around the players shifts again. They find themselves standing at the entrance of the Fun House with the Mirror Maze in front of them. 100 Reflections await them inside; every facet of their personalities, every choice they'll ever make and every possible change to their own souls.

THE END?





