

The Circus

A one page encounter by The Dungeon Archive

This April Fool's special pack includes: Circus map, 8 variations, 2 animated tokens and the pre-configured Foundry VTT module with macros for the three acts. Download the pack in our Patreon: patreon.com/TheDungeonArchive

The circus has been performing in town for weeks, but strange things are happening after the circus left. Villagers have reported missing items, strange pranks, and even a few unexplained injuries. The local authorities hired you to investigate. Outside of the Circus there are a few activities people can enjoy. Earn some tickets and earn rewards by succeeding at different saving throws. Test your Strength by hitting with the hammer. Test your Initiative with the moles. Test your accuracy (attack roll) in the archery range. There is also a fortune teller next to the circus entrance.

Three-acts Show (SPOILER ALERT!)

Every act should be introduced in a showmanship manner. Everything is covered in a dense magical darkness except for the circus lights.

Act 1 - Fight against Squeaky until he is 50% HP
A single 15 ft radius light illuminates the center of the circus.

Act 2 - Fight against Chuckles until he is 50% HP
They change positions using the see-saw. All previous lights disappear. From now on, at the start of each round select a player character at random. That character will be the Main Character until the end of the round. A 15 ft radius light follows the Main Character at all times.

Act 3 - Fight against both clowns
Like in Act 2 but at the start of each round, when the Main Character is chosen, spin the Roulette and apply the effect. Both clowns share a common Hit Points pool.

The Roulette

- To spin the Roulette roll a d10 and check on the list:
- 1 - The main character blows fire in a 10 ft radius. Everyone in the area must succeed on a 14 DC Dexterity saving throw or receive 3d6 fire damage.
 - 2 - The Main Character must succeed on a Wisdom 15 DC saving throw or fall asleep (unconscious) until the end of their next turn.
 - 3 - Teleports the Main Character to the seesaw.
 - 4 - A glass tank of water reinforced with chains surrounds the Main Character. (AC: 12; HP:20; vulnerable: physical and sound based damage).
 - 5 - An anvil falls from the sky over the Main Character. DEX Saving: 14; Dmg: 4d10 bludgeoning. Stunned.
 - 6 - A cannon appears from a secret trapdoor and fires feathers to the Main Character. They must succeed on a Constitution saving throw or receive 2d8 damage and be slowed. Double damage if the target is covered in pie. You now also look like a chicken.
 - 7 - The weapon of the Main Character disappears and reappears in the see-saw. Your armor now also look like funny pajamas.
 - 8 - Squeaky can not use his hammer this round.
 - 9 - Chuckles gains 1 size (as in Enlarge/Reduce spell).
 - 10 - It's your lucky day! The Main Character gains +1 gp.



Squeaky

Medium humanoid, chaotic evil

Armor Class 13 (Ridiculously short clown suit)
Hit Points 210 (shared pool)
Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
18	11	13	8	13	16

Saving Throws Str +7, Cha +6
Skills Acrobatics +3, Perception +7, Performance +9
Condition Immunities charmed, frightened, petrified
Senses Magical Darkvision 120 ft
Languages common
Challenge 7 (2900 XP)

I'll disappear! As a reaction, if Squeaky receives 20 Hit Points or more as damage in a single attack, he can disappear in a purple smoke cloud that blocks light for one round. Squeaky then teleports to any unoccupied space between 20/60 ft.

Actions

Durian Pie Attack Squeaky throws a durian pie to the target's face. If it hits, the target is covered in a strong smell and can't distinguish any other smell for one hour.

Ranged Weapon Attack: +7 to hit, range 20 ft./50ft., one target. Hit: 16 (2d8 +4) bludgeoning damage.

The target must succeed on a DC 15 Constitution saving throw or be poisoned.

The Bonker This hammer makes funny noises.
Melee Weapon Attack: +7 to hit, 5ft., one target. Hit: 22 (3d8 +4) bludgeoning damage. This weapon can critically hit with a nat 19.

The target must succeed on a 15 DC Strength saving throw or be pushed 15 feet away from Squeaky. If it's a critical hit then the target is also deafened for two rounds. After the first attack, Squeaky can choose a different enemy adjacent to Squeaky and make a second attack.

Extremely small tricycle: While on his tricycle Squeaky can dash as a bonus action to up to 60 ft.

Legendary Actions

Squeaky can take 1 legendary action per round. Squeaky regains spent legendary actions at the start of his turn.

Bumpity: Squeaky can jump onto one of the sides of the the see-saw and launch the object or creature on the other side to a distance up to (1d6) x 5 feet. The target must succeed on a 16 DC Dexterity saving throw or receive damage equal to the distance traveled on a failed save, or half as much damage on a successful one. The Pranksters do not receive damage this way.

See Chuckles ability Jumpity for more info.



Chuckles

Small humanoid, chaotic evil

Armor Class 13 (Ridiculously large clown suit)
Hit Points 210 (shared pool)
Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
11	16	13	11	8	18

Saving Throws Dex +6, Cha +7
Skills Acrobatics +6, Perception +5, Sleight of Hand +6, Performance +9
Condition Immunities charmed, frightened, petrified
Senses Magical Darkvision 120 ft
Languages common
Challenge 7 (2900 XP)

Juggler Chuckles can attack twice, instead of once, whenever he uses his daggers on his turn. You can also use Balloon Artist instead of one of these attacks.

Sneak Attack | Halfling Nimbleness | Naturally Stealthy | Lucky

Actions

Blueberry Pie Attack Chuckles throws a blueberry pie to the target's face.

Ranged Weapon Attack: +7 to hit, range 20 ft./50ft., one target. Hit: 9 (1d8 +4) bludgeoning damage. If it misses, Chuckles can roll a second time targeting an enemy 5 ft away from the original target.

The target must succeed on a DC 15 Constitution saving throw or be poisoned.

Dagger Melee Weapon Attack: +6 to hit, 5ft or range 20/60 ft., one target. Hit: 12 (3d4 +3) piercing damage.

Your existence is a joke As a reaction when an enemy enters a space at 5 ft of Chuckles, he can shout a bad joke to the target and tie their shoe laces while slipping between their legs. The target must succeed on a 15 DC Charisma saving throw or become restrained until the start of their next turn. Chuckles will then slip between their legs and move up to 15 ft.

Balloon Artist If Chuckles is in total darkness and 5 ft away from the target, Chuckles can try to tie a few balloons to it. The target must succeed on a 19 DC Perception (wis) saving throw or be attached to the balloons. That creature will float 1d10 upwards at the end of everyone's turn. As an action someone can try to untie the ballons with a successful 15 DC Sleight of Hand ability check or pop the balloons (AC:10, HP: 1). The target will then follow the regular fall damage rules.

Cunning Action

Legendary Actions

Chuckles can take 1 legendary action per round. Chuckles regains spent legendary actions at the start of his turn.

Jumpity As an legendary action Chuckles can jump on one side of the see-saw and wait for Squeaky. See Squeaky ability Bumpity for more info.

The Pranksters do not receive damage this way. While in the air, Chuckles can throw a rain of daggers using his Dagger that can hit to up to three targets inside the Circus.