

# Happy Funtown

A three hour adventure for Level 1-3 characters

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## USING THIS ADVENTURE

This adventure is for low level characters. Depending on the size of the party, level 2-3 should do just fine.

The beauty of Happy Funtown is that it goes in any setting where orcs and bugbears are generally considered to be violent and malevolent...which is just about everywhere. However, a world where alignments can be flexible enough so that not every member of a race has to be 'evil' or "good" is preferred.

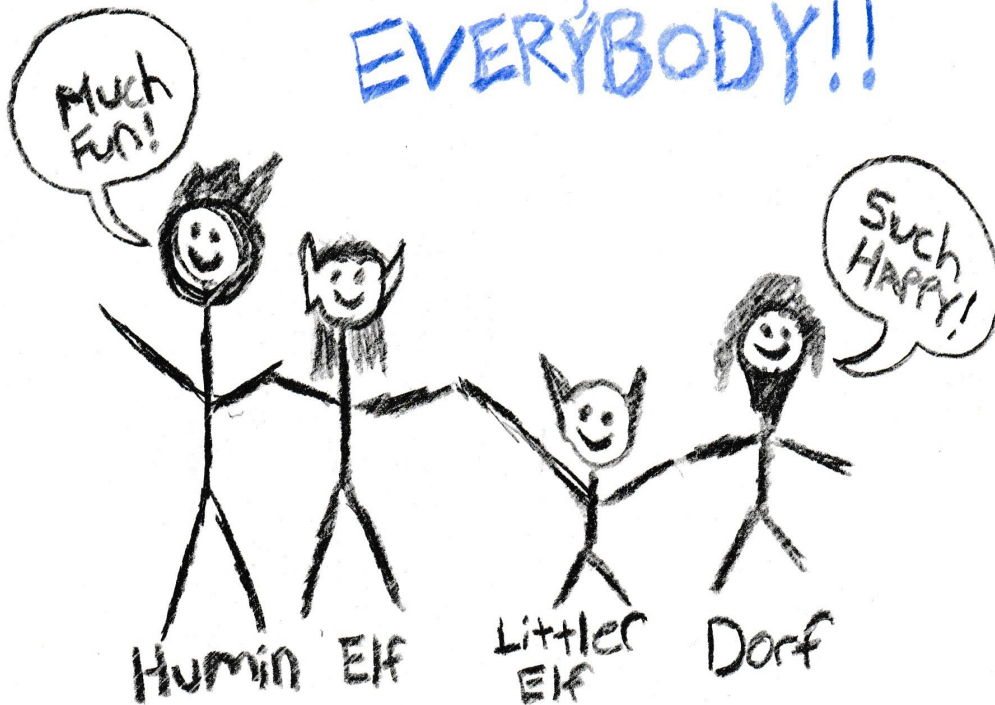
## ADVENTURE HOOKS

Outside of any town or settlement, the party will find a crudely drawn poster advertising a place called "Happy Funtown: A Safe Place For Humins, Elveses, and Everybody" (See page 2).

Once they take the poster off whatever tree or post it's nailed to, the party will find a hand-drawn map on the back. It marks the location of "Happy Funtown." At the bottom, it says "Don't Shoot the Bugbears." There are probably more posters like this , enticing people to visit this strange "town."

# HAPPY FUNTOWN

A SAFE PLACE  
FOR  
HUMINS, ELVES  
EVERYBODY!!



NOW WITH  
MORE FUN!

## LET THE GOOD TIMES ROLL

When the party gets within the vicinity of Happy Funtown, they will find a path that winds through a forest and into a clearing.

From the outside, Happy Funtown looks kind of like a ring fort. It's just an oval shaped palisade wall made from tree trunks. The timber looks like it was cut recently and, judging by the stumps in the area, they used trees from the immediate area. The walls are about 30 feet high.

The party can't see much of what's inside except for a few roofs poking out and the tops of a few other wooden structures.

There is only one door to the inside. Above the 10 foot wide double door is a hand-painted sign that says "Welcome 2 Happy Funtown." The door is closed.

A few feet from the door is a booth. Above it is a big sign that says "Don't Shoot the Bugbears." Inside the booth is a real-life bugbear (Monster Manual pg. 33). It's just sitting in there alone, apparently sleeping. Near the booth is a bell on a post.

Nature Check 12: The bugbear looks like a very old male bugbear. Bugbears usually don't reach "old age" but this one has. He's also heavily scarred.

Even as the party approaches, the bugbear doesn't stir. He softly snores away. There's a name tag pinned to his armor. It says "**Crobb.**"

When the party makes some noise, Crobb will wake up. He'll look unphased by the party's presence as he puts out a box that says "Tickits: 1 gold each."

If the party refuses to pay, Crobb will drift back asleep.

Once they pay, he will get up and leave the booth and pick up a wooden sledge hammer that is leaning against the booth. He will walk over to the bell and strike it twice.

The wooden door opens. Crobb gestures for the party to enter.

## COME ONE, COME ALL

The path leads through the front door and into the center of the enclosure. As the party enters, they can see earthen mounds that rise up to near the top of the palisade on either side of them. On top of these hills are a few Orcs. They are watching the party but that's it.

Happy Funtown consists of a smattering of ramshackle buildings and odd looking contraptions - mostly wooden. The party can see another bugbear running towards them from down the path, periodically waving excitedly as he runs. He's unarmed and wearing a patched up top hat.

He stops just as he reaches the party and speaks in a deep, gruff voice,

"Welcome! Welcome! Welcome to Happy Funtown! As we like to say, "It's a safe place for humins, elveses, dorfs, and everybody! My name is **Jask** and Happy Funtown is my dream!"



JASK, THE SINGING BUGBEAR BY ERIC ZAWROTNY

If the party agrees, he will sing.

*Note: If you would like to sing, this song is to the tune of “Dreidel Dreidel Dreidel.”*

“People, people, people. I want to welcome you.”

He stops abruptly.

“Um, that’s all I have right now.”

He smiles an enormous, toothy smile.

If they party refuses his song, he will nervously say that it’s ok and that the song needs work anyway.

### **Roleplaying as Jask:**

Jask is a black sheep among goblinoids. He grew up practicing his stealth and combat skills, like other Bugbears, but found himself inexplicably drawn to the music, art, and celebrations of other cultures. As a Bugcub, he would sneak into towns to watch musicians and entertainers. He especially liked big festivals with lots of bright lights, music, and tasty food.

When he got older, he would steal clothes in the hopes of disguising himself as a villager to join the festivities. But he grew too quickly and knew that his large Bugbear frame would get noticed. So, he watched from afar and dreamed of joining the fun one day.

He dreamed of making a place that was one big festival, every day of the year. A fun, happy place for everybody. He was such a dreamer that he was shunned and even attacked by other goblinoids. While capable of defending himself, he rarely did so. He preferred to try to win over his detractors with song, dance, and gifts. As you can imagine, this led to a solitary life for Jask.

### **...Continued**

Jask made friends with the elderly Crobb and a female goblin named Nitch. Crobb was once a mighty warrior, but old age took the aggression out him and he now preferred to nap. His tribe just left him behind one day when they moved camp. As for Nitch, well, she was just bored and decided to tag along. Together, they set out to make a fun, happy place for everybody. A place with rides, fun activities, food, music, and more. Jask would call it Happy Funtown...but they’d need help to build it.

Normally Orcs and Bugbears don’t get along but Jask’s odd nature intrigued Karthak, the leader of a small Orc band. Karthak wanted to increase his power and influence through robbing and reaving but Jask was able to convince him that when you murder people, you only get their money once. If they built Happy Funtown, people would freely give them money, then return to give them more - no killing needed.

Jask assumes that, once money starts coming in, Karthak will change his attitude. It’s obvious that he really wants Happy Funtown to work.

“You all are our very first guests. This is so exciting! Let Jask give you the grand tour!”

An insight check of 14 will show that Jask appears to legitimately want Happy Funtown to be a fun and pleasant experience for the guests. He doesn’t seem to have ill intentions toward anybody.

## Jask

Medium humanoid (Bugbear), chaotic good

**AC:** 12 (Clothing) **HP:** 27 **Speed:** 30 ft

**STR:** 15 (+2) **DEX:** 16 (+3) **CON:** 13 (+1)  
**INT:** 10 (0) **WIS:** 11 (0) **CHA:** 14 (+2)

**Skills:** Stealth +6, Performance +4, Survival +2

**Saving Throws:** Dex +4, Cha +3

**Senses:** Darkvision 60 ft

**Passive Perception:** 14

**Languages:** Common, Goblin, Halfling

**Challenge:** 2 (450 XP)

**Cunning Action:** On each of his turns, Jask can use a bonus action to take the Dash, Disengage, or Hide action

**Song of Rest:** His natural bugbear intonations can be soothing, to some, like the purr of a walrus. Jask can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any hit dice to regain hit points during the rest. This benefit works on himself, as well.

**Charm (2/day):** Jask can try to convince a humanoid or beast that he means them no harm. One creature within 30 feet must succeed a DC 12 charisma saving throw or be charmed. Charmed creatures regard Jask with a friendly curiosity for 1 hour or until Jask or an ally harms them.

**Drum Mallet:** Jask can use a drum mallet to defend himself. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target

*Hit:* 2d6 +2 bludgeoning damage

**Slingshot:** Occasionally, Jask has had to hunt birds and rabbits for food. *Ranged Weapon Attack:* +4 to hit, range 40/60 feet

*Hit:* 1d4 +3 bludgeoning damage

## A WORLD OF PURE IMAGINATION

Jask will want to show the party around.

“Firsties first, you already met Crobb. He watches the front door. He’s very old. He used to be a strong warrior, though. So you can have your picture painted with him, if you like.”

He will then show the other attractions.

### Mr. Crobb’s Wild Cart Ride

The hill on the south side of the entrance looks to actually be a natural rocky outcropping with thick slabs of stone. A dirt path zig zags up the hill between gaps in the rock. On top are a few orcs and a pair of mining cars.

Jask will explain that it’s very fun. The part can simply go to the top of the hill and ride one of the mining cars down the steep, winding path. It looks pretty dangerous.

### The Mudslide

The hill on the north side of the entrance is equally as steep, but not rocky. It looks like a large dirt ramp. A pulley system goes to the top of the hill, where a few other orcs are standing. Attached to the rope are buckets. It looks like they use the pulley to run buckets of water from the pond at the bottom of the hill to the top, making a slippery mud slide.

## Splash Duck Bungalow

He gestures to a sort of cabin near the mudslide and a pond. It's on stilts in order to keep it out of the muck.

"We offer two great places to stay while you visit Happy Funtown. First is Splash Duck Bug-a-Low. It has a great view of this nice bog over there. At night you can hear the toads. Very laxing. I had to dig the bog myself. Crobb helped, but Karthak, my business partner, didn't want to help. I caught the toads for the bog myself too. Very hard work but very worth it"

## Ironhammer Lodge and Nitch's House of Meat

"Ironhammer lodge is for our guest who like to get more exercise. It's conveniently located near the obstacle course and wrestling pit. Don't worry, no matter where you stay, you can use the facili...facililbees, facilities....you can use the stuff at the other place."

The party sees a wonky, 2 story building. The top floor has appears to be the Ironhammer Lodge and can be accessed from an outdoor wooden staircase. The bottom floor must be Nitch's House of Meat.

There's a prominent obstacle course out in front of the building too. Apparently, the goal is to balance on logs sticking out of the ground lengthwise, while dodging a series of swinging axes, spinning blades, and traps. You jump from log to log until you reach the end. It's a rickety mess.

Nitch's House of Meat is divided into 2 sections, the first of which is the kitchen and mess hall. A giant slab of meat lays on the table.

"For when you're hungry, our chef Nitch

If a player wants to use the course, have them make a series of athletics and acrobatics checks to simulate hopping over the dangerous obstacles. They aren't deadly sharp, but they could still get 1d4 damage per hit. Jask operates the obstacles by turning a crank that seems to power all the blades as he cheers on the participants. If they complete it, they win a prize: Either an iron dagger or a weird, scarecrow looking hand-made doll.

will cook for you all kinds of gourmet foods."

Suddenly, a female goblin (Monster Manual pg. 166) named **Nitch** hops up from behind the table with a spiked mace and gleefully begins hammering at the slab of meat."

"Oh, here's Nitch. She's here to cook you ALL the classics: She makes burnt meat chunks, raw meat flaps, bug juice, stone soup...I just know you'll love it so, so much."

The next section is the massage and exercise center. There are crude barbells made out of sticks and hunks of metal. There's a large table covered in furs as well. Jask goes on,

"After a hard day of lifting weights, or Orc wrestling, or after some bad hits on the obstacle course, you can unwind with a deep tissue massage from our expert masseuse...Nitch."

Nitch hops up and starts gleefully hammering on the table with the same spiked mace."

"Nitch has many skills."

## Scary House

On the Eastern side of Happy Funtown is Scary House. Painted signs say “Home of **Gruesome Gus**” Other signs promote Gruesome Gus’s 2 lovely ladies, **Leeza** and **Liza**. Jask will explain that this attraction is still a work in progress. If the party asks to go inside, he will nervously say that Gruesome Gus is a little temperamental and that maybe tomorrow will be better.

The facade of the building is covered with spikes and barbed chains that will cause 1d4 slashing damage per turn to anybody who tries to climb them.

## The Tempest

To the North of Scary House, the residents of Happy Funtown have devised some sort of ride. Basically, they have rigged up a wooden longship inside a triangular frame, or scaffold. The ship swings back and forth like a pendulum, simulating a ship sailing through huge waves. It goes surprisingly high and Jask is particularly proud of it.

Athletics check of 14: A player can use the momentum of the ride to sort of catapult themselves onto the roof of Scary House.

## The Barracks

This is the place where most of the “employees” of Happy Funtown Sleep. It’s a shabby shack in the Northeast section of the enclosure.

“That’s where the Orcs sleep. I’m not allowed in there. I think it’s because...since I’m kind of like the boss, the workers need their own safe space to relax and be their selves. I want this to be a happy place to work too, so I don’t bug them. Plus one of

them kicked me in the face when I tried to bring them pie.”

## STEP RIGHT UP..

After Jask points out all the attractions of Happy Funtown, he will go to the center of town. He wants to know how he can make the party’s stay as terrific as possible.

A lean, but fierce looking orc with long braids exits the bunkhouse, flanked by 2 other orcs. He has a quiver of javelins on his back and a sword at his side. He approaches the group and addresses Jask.

“So. This it? These the ‘customers’ you talked about?”

Jask is visibly nervous around him.

“Oh, hi Karthak. Yes. These are our first customers!”

“How much money did you get off them?” Karthak snaps at Jask.

“One gold coin each. And that covers one night’s stay and meals.” Jask says.

“Meals? We’re fleecing them, not feeding them.” Karthak doesn’t the patient sort.

Jask tries to calm him down.

“No, Remember? It’s hospitality. We show them a nice time and they give us money because we did such a good, fun job. We feed them, sing them some good songs...” Jask takes out his concertina.

“I found this and fixed it...I think it’s really nice.” Jask smiles at Karthak and starts to sing a song about goblins trying to fish or something .



Karthak snatches the concertina out of Jask's hands and throws it into the dirt, breaking it. Jask's ears go back and he looks sad.

"Give? Give us money? We're supposed to lure people here and take their money. Not do...whatever this is."

Jask looks at the party,

"This is just a little misunderstanding. Karthak, we talked about this many times. We don't have to kill anything anymore. We can make money, sure, but we can also make people laugh, and make friends, and, and..."

Karthak begins to storm off towards Scary House as Jask tries to plead with him that Happy Funtown will work out. That everybody can be happy.

Karthak turns back to the group and curses at Jask. He then signals to his fellow Orcs to attack.

## HAPPY FIGHTOWN? DEADLY FUNTOWN? WHATEVER...

The two orcs (Monster Manual pg. 246) that were with Karthak will charge in and attack while Karthak himself will throw a javelin before running towards the Scary House.

The orcs on top of the water slide will stay up there, throwing javelins, trying to get the party to assault them. The muddy hill is difficult terrain.

If the party tries to climb the waterslide, they'll need to make a 14 acrobatics check at the start of every turn when on the mud. Failure leads to sliding back down the hill, but doesn't cause any damage.



The orcs on top of the cart ride hill will jump in a cart and ride it down, which allows them to move 60 feet without using their movement. Towards the end of the ride, one of the orcs will launch a javelin, the added momentum from the speed of the cart will add an extra 1d4 damage if it hits. If the party gets in the way of the cart, it will do 1d6 bludgeoning damage. Once stopped, the orcs will get out and attack.

Throughout all this Jask will beg both groups not to fight, but will not attack anyone.

## INSIDE SCARY HOUSE

If the players did not subdue the orcs outside, then they will follow the party inside within 1d4 turns. There are also a few traps, so collecting the players' passive perception scores may be a good idea.

The walls of Scary house are made from odd planks, scraps of wood, and a patchwork of boards. There are lanterns dimly lighting up the area. The floor creaks with every step. Crude paintings on the walls depict skulls, spiders, monsters, and other things meant to make the place seem “spooky.” It’s difficult to tell whether the cobwebs are real or not. Weird, slow, circus music is playing from somewhere. The hallway goes about 60 feet before hitting a dead end. There is a hallway to the left nearby and another to the right a little farther down the hall, but no indication as to which way Karthak ran.

Let the party go whatever way they’d prefer. See the following key for specific area descriptions.

1. Approaching this room, the door is crudely designed to resemble the gate of a graveyard. Lots of gravestone decorate the inside of the room. Inside are two orcs (Monster Manual pg 246), dressed as ghosts, with sheets of their bodies.

2. This room looks like some kind of demonic altar. There’s a statue to some horned creature along the back wall. There are all sorts of demonic looking symbols painted on the walls. In front of the statue is a sacrificial table with the body of a goat on it. Upon closer inspection, the goat is real. Apparently, some of the orcs got confused and took this “attraction” a little too far from a realism perspective.

3. This room is called “The Wizaruds Bedroom.” It’s got a bed, a big wooden wardrobe, a dresser and is decked out with all sorts of odd decorations like magical symbols, beakers and vials of colored liquid, and lots of poorly taxidermied animals. Upon searching the room, the party will find a vial of yellow liquid with a black swirl in it. Upon a closer examination, it’s a Potion of Speed, which grants “haste” on the person who drinks it for 1 minute.

If one of your players opens up the wardrobe, it looks dark and full of coats. There is a very difficult to find trap inside. If a player enters it, the door will snap shut and a panel will fall off of the front panel, revealing a sign that says “Teleporter.” The door will unlock and open again after 30 seconds, and whoever was in there will be gone. The players inside the room won’t know what happened unless they pass a DC 18 perception check, and they’ll notice that there’s a false top to the wardrobe which leads to some kind of chute. The person inside will know that they’ve been “ejected” via a spring in the floor from the Scary House. The player will fall into the bog and take 2d4 falling damage. If they are extremely hurt, Jask will pull them from the water and stabilize them so that they don’t die.

4. This area seems Pirate themed, sort of. There are ships and nautical decorations and there are even signs that say “Pirate Treasure.”

A perception check of 12 reveals that the door seems strained. The latch is very difficult to move.

When the door is opened, a deluge of water rushes out of the room. The force of the water will slam anybody in the 10 foot area in front of the door against the back wall for 1d4 damage unless a strength check of 14 is made. A live shark will also be washed out from within the room and will attempt to bite 1 player in its path, with disadvantage. +5 to hit and 1d6+3 piercing damage if it successfully hits. After that initial attack, the shark will no longer be able to move and is helpless.

After the water rushes out of the room, there is a wooden chest left inside. Unfortunately, it’s filled with pebbles painted gold to look like treasure.

5. This is a dead end

6. This is a long stretch of hallway, about 10 feet wide, that slopes slightly downward. There appears to be a left turn at the end. The area has a spooky castle dance party motif going on. A sign says "Scary Ball" and there are a lot of mannequins in masquerade masks in the hallway dressed in fancy looking clothing. Many are posed like they are dancing with one another. Some are suspended from ropes from the ceiling to give the impression that they're floating, perhaps?

DC 12 Intelligence Check: Many of the mannequins seem to be pieced together, like they have been smashed at one point in time.

Other scenarios are depicted inside alcoves cut into the sides of the walls and blocked off with crude chain fencing. They all seem fake and show things like dogs eating what appear to be human remains around a table. A skeleton guzzles "beer" from a keg, but the liquid flows into its mouth, through its ribs, and onto the floor (This one took some surprising engineering as there's a continuous flow of water flowing through the skeleton and down through a drain on the floor). Another scene shows a nondescript monster playing an organ made out of bones. Clearly, the designer of this section ran out of original ideas with that one.

DC 15 Perception Check: The player notices a black tripwire, about an inch off the ground. across the hallway 10 feet passed the left hand turn to the dead end hallway (See 5). Just before that same left turn, there's a large hole cut into the ceiling.

If the players trigger the tripwire, a 10 in diameter ball of packed mud and clay will drop and begin rolling down the hall. Everyone must roll initiative. The ball gets +8 to initiative and rolls at 60 feet per turn in a straight line. The boulder can move through other creature's spaces and creatures can move through its space, treating it as difficult terrain. It will smash through the mannequins with ease. When the ball enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 dexterity save or take 3d10 bludgeoning damage and be knocked prone.

As an action, a creature within 5 feet of the ball can attempt to slow it down with a DC 20 strength check. On a successful check, the sphere's speed is reduced by 15 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat. The ball also stops moving when it hits the wall at the end of the hallway. The ball can be moved with a DC 20 strength check.

7. This is a hidden passageway. Some players may find themselves trapped in the small hallway while fleeing from the giant rolling ball. A DC 12 perception check and the players will find a tunnel that connects the small offshoot hallway of #6 to the end of the hall opposite of point #9.

8. This is a hidden room.

A Passive Perception check of 16: If the player is in the nearby hallway, they can hear muffled whispers from behind the wall. It sounds like one person is trying to shush somebody else.

DC 14 Investigation check: The wall here seems to be a facade. It wouldn't take much effort to break through it.

Inside the hidden room are 2 orcs (Monster Manual pg. 246), hiding behind the same 10 foot wide shield that's painted to look like a wild boar's head. The shield takes up nearly the entire width of the hallway and is tall enough that only the orcs heads are visible over the top. The orcs will wait until the party passes by the fake entrance to their room before breaking out through the false wall. They use their outer arms to hold the boar head shield and use their inner arms to poke spears through a hole cut out of the boar's "mouth." When behind the shield, the orcs are in three-quarters cover, giving them each +5 to their AC and dexterity saving throws. The orcs move 20 feet per turn when behind the shield and will attempt to drive anyone in their path towards location #9. If the orcs are "discovered" by an investigation check, they will launch their attack early. They cannot attack anybody behind them when using the boar shield but if one dies, the other will drop the shield and attempt to defend himself.

9, Even from down the hall, it's obvious that there is a large hole in the floor that takes up the entire 10x10 ft. corner of the hallway. The hole drops about 15 feet into a murky pool of water.

DC 15 athletics check: Players can leap the pit.

DC 15 intelligence check: A player can see that some of the planks on the wall are loose. One can be ripped off and used as a makeshift bridge.

DC 15 athletics check: A player could try to leap over them and attack from behind.

DC 12 athletics check: A player could thrust a sword or other weapon down into the floor, which would block the path for 1d4 turns.

The orcs will not attempt to cross the pit and will wait at the other end of the hallway, out of initiative, if all players are out of reach. If any players fall into the pit, see the "Lady's Lair" section.

10. Approaching this area, the party will see a sign painted above the door that says "House of Bugs (Not Bugbears. Different Bugs)." Inside are shelves with jars and glass terrariums filled with all kinds of creepy crawlies. There's an ant farm and an earthworm farm. In one terrarium is a peculiar glowing insect.

A DC 12 Nature check reveals that this is a Giant Fire Beetle.

On a wooden stand, there's another glass terrarium. Inside, the players can see several finger sized maggots inside, squirming away. The mere sight of them is enough to turn one's stomach. If the container is opened for any reason, the creatures inside will attack the nearest living creature.

DC 12 Nature check: This is a Swarm of Rot Grubs (Volo's Guide pg. 208).

11. The first thing the PCs notice is the 15 foot high platform at the back of the room. Maybe it's a stage? Or some kind of seating for a show? There are 2 lit braziers on top. Rows of boards along the sides would make climbing the platform pretty simple, except for the fact that Karthak is up there and, judging by the way he's holding his javelins, he doesn't seem like he'll welcome company.

A big, fat Ogre stands in the center of the room holding a club (Monster Manual pg. 237). This must be Gruesome Gus. He's on a section of floor that's surrounded by a ring of water. Grates allow Gus, or whoever else is brave enough, to walk around the room without falling in, however.

12. This is a dead end. The number is there so that your players don't think that every number is significant, in case you're projecting the map and can't hide them.

### ...WINNER EVERY TIME

Room #11 is the final fight.

Karthak will stay on the raised platform, throwing javelins at the party until somebody climbs to the top, in which case he'll engage in melee.

Gruesome Gus will try to block players from running directly to Karthak, but he'll always stay close to the ring of water.

Once Gus is engaged in melee, Leeza and Liza will pop up from the water, through the grates (which are hinged) to assist him. They are Giant Constrictor Snakes (Monster Manual pg. 324) and their primary tactic is to grapple players and attempt to drag them into the water.

Even though they're trained, Leeza and Liza are still animals. Once one is taken down to around 20 hit points, it will try to escape by slipping back into the water and disappearing, even if Gus is still alive.

If Karthak is still alive but Gus and his snakes have been defeated, he may try to kick over one of the lit braziers to set fire to the building, especially if it's looking like he will definitely lose the fight.



GRUESOME GUS, AND HIS LADIES BY RONALD ARTOS

Since the Scary House is made of wood, it will go up in flames quickly. Depending on how deadly you want your game to be, you can handle the burning building in a few different ways:

Roll a d20 but do not show the players the result. The players have that many minutes. The players have that many turns to escape from the building before the fire causing the building to collapse - killing them.

Have the fire spread VERY quickly and the players begin to take 1d4 of “smoke inhalation” damage per round until they escape.

Combine the first two: Roll 1d8. The players have that many turns to escape before the fire overtakes them, dealing 1d6 damage per turn.

## THE DAY THE CIRCUS LEFT TOWN

When the party escapes, Scary House will most likely be up in smoke. The bodies of orcs are strewn about Happy Funtown as a result of the battle. Jask sits on a log, near the pond, slumped.

He doesn't look at the party if they approach, he just sits and fiddles around with his concertina.

He'll ask if the players are ok when they get near.

“Jask didn't want people to get hurt. I'm really really sorry you had a bad time.”

Jask is genuinely sad.

“It's all ruined. Jask is dumb. I can't make nice things for people.” He drops his concertina in the mud.

### Karthak, Orc Leader

*Medium humanoid (Orc), chaotic evil*

**AC:** 15 (studded leather)

**HP:** 50

**Speed:** 30 ft

**STR:** 16 (+3) **DEX:** 16 (+3) **CON:** 15 (+2)

**INT:** 9 (-1) **WIS:** 11 (0) **CHA:** 12 (+1)

**Skills:** Perception +3, Intimidation +4, Survival +2

**Senses:** Darkvision 60 ft

**Passive Perception:** 12

**Languages:** Common, Orc, Some Goblin

**Challenge:** 3 (700 XP)

**Cunning Action:** On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action

**Slayer:** In the first round of a combat, Karthak has advantage on attack rolls against any creature that hasn't taken a turn yet. If Karthak hits a creature that round who was surprised, the hit is automatically a critical.

**Multiattack:** Karthak makes 2 scimitar or javelin attacks

**Scimitar:** *Melee Weapon Attack: +5 to hit, reach 5 feet, one target*

*Hit: 3d6 +3 slashing damage*

**Javelin:** *Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft or range 30/120 ft, one target*

*Hit: 1d6 +3 piercing damage*

**Command:** Up to 3 allies within 120 feet of Karthak that can hear him can use their reactions to each make one weapon attack

Nitch strolls up with an armful of junk. It looks like she wasted no time in looting what was left behind by the orcs. She will calmly stand by Jask and even pat him on the back in an awkward attempt at consoling him.

Crobb will also mosey over to the area. But he'll soon sit down and fall asleep, the surrounding violence that ensued doesn't seem to phase him much.

### Roleplaying as Jask: After the Fight

Jask is depressed. Your players interaction with him and their own creativity will determine how he proceeds. The conversation could go any number of directions, so you'll need to come up with your own dialogue. Just remember, Jask is good natured and earnest and his motivation is to bring joy to people, despite not having ALL the skills and wherewithal to do it.

Some probably conversation directions, and responses, may include:

The players try to convince Jask to rebuild and try again - Have the player roll an intelligence or persuasion check. A 20 or higher could succeed in convincing Jask to keep Happy Funtown going. Anything below that and Jask will say that it's impossible. He doesn't have enough helpers, he doesn't know what he's doing, and there are dead bodies everywhere. Who would want to visit this place?

The players try to just generally inspire and cheer up Jask - A persuasion check of 14 could convince him to try to hatch a new plan.

The PCs could go negative and try to convince him to abandon his dream, an intimidation check of 12 or a persuasion check of 10 should do the trick since Jask has hit rock bottom.

*If Jask has been convinced to rebuild:*

Jask, Crobb, and Nitch will attempt to rebuild Happy Funtown. The PCs can also participate. Tasks they can participate in, along with how to perform them, can include:

- ◆ **Disposing of the dead bodies** - 12 hours of time spent
- ◆ **Help Nitch with the Menu** - Requires Cook's Utensils, Nature Check of 10 to gather better ingredients
- ◆ **Clean Up Scary House Rubble** - 1 day spent
- ◆ **Rebuild Scary House** - 3 days, Intelligence check of 20
- ◆ **Build a stage in place of Scary House** - Intelligence check of 14, 12 hours of time spent (This will be Jask's default if the party does not actively help him)
- ◆ **Build a petting zoo in place of Scary House** - Survival check of 18 to find specific animals, and an animal handling check of 16 to keep them in pens, 2 days of time spent (This one has lots of potential for fun side adventures in the hands of a creative DM. Imagine catching an owlbear!)
- ◆ **Build another ride in place of Scary House** - Intelligence check of 18 and 2 days of time spent to design a new attraction
- ◆ **Set up games in place of Scary House** - Intelligence check of 12 and 1 day of time spent to design a series of fun, simple carnival games

Here you can be creative with your players and tailor make a unique experience. The Barracks can be used as a hideout for the PCs. You could send them on a quest to recruit employees or to convince people to visit once Happy Funtown is up and running again. Maybe Jask asks for an investment of 1000 gold and will pay the players back double the money by level 7? Be creative.

How the world reacts to an amusement park owned and operated by a Bugbear is up to you and your setting as well.

The people of the surrounding areas were wary at first but learn to love and trust Jask. Children could love the carnival games you helped design. Acting troupes could flock to perform on Jask's new stage. Maybe an animal escapes the petting zoo?

Maybe neighboring communities fear Happy Funtown and try to burn it to the ground. Your players could decide to help Jask out once again in a series of new adventures.

What is for certain is that Jask will continue to provide a fun vacation for anybody who gives him half a chance and he'll be forever grateful to the party. For the first time ever, Jask feels like he has a home - and he loves to share it with anyone who will visit.

*If the players try to cheer Jask up or to try a new approach:*

Jask will realize that, at least for now, that Happy Funtown is too big of a concept to pull off. This doesn't deter him, though. He now knows that he has to establish himself as a trusted and skilled entertainer - and he has a new idea that he's very excited about. He'll thank the party and promises that one day soon, he will reward them for their kindness. He gathers up Nitch and Crobb and they head into The Barracks to plan.

Some months later, the players could hear rumors of a Bugbear who travels from town to town, putting on shows the townspeople. Jask, Crobb, and Nitch have constructed a large wagon that can be opened up into a colorful, well-designed stage. They even found a few oxen to pull it. Jask plays songs. He and Nitch perform sketches and

comedy routines. Crobb makes toys for children.

They park their wagons outside of towns usually and wait out in the open so that townsfolk can see them and approach cautiously. Then, when they realize Jask is not there to harm anyone, they perform in the town square for everybody. Donations are asked for but never demanded.

While people are cautious at first, word of Jask, the friendly Bugbear, spreads. Nobles invite Jask and company to their manors for parties. Crobb gets to nap in exotic locations. Nitch enjoys a level of comfort and adulation that few Goblins in history have experienced. Children love to hug Jask and he is all too happy to hug them back. For the first time ever, Jask feels the warmth and comfort of knowing that he has a purpose in the world.

*If the players convince Jask to abandon his dream:*

Jask will give Nitch a hug. She looks confused, as hugging isn't a big part of Goblin culture. He tells her to head back to her village. He puts a blanket over his old friend Crobb, who is napping again. Then he turns to the party,

"Please don't hurt my friends," he says.

"You're smart people. And smart people are always right. There's no place in the world for a monster like me."

He starts to leave and turns back to the party one last time,

"Thank you. I hope that maybe you find some fluffy warm things. Nice things. Uhh, I mean.. I don't know what good, smart people like you are looking for. I just hope you find it and it makes you very happy."



Jask leaves Happy Funtown and disappears into the wilderness. Nobody ever sees him again, for sure. But every once in a while, some kid in some town that just so happens to be having some kind of festival will look at a rooftop in the night, or into the nearby woods. They'll catch a glimpse of what looks like a large, hairy creature watching the celebrations. The parents will tell the child that they've had too much sugar and that their imaginations are running away with them, or that somebody is wearing a funny costume - and nothing ever comes of it. If it were some kind of monster out there, surely it would have attacked or at least damaged something, because that's all monsters care about, right?

*If Jask is killed for any reason:*

When it was all said and done, Jask went out like most of his kind. Just another nameless monster carcass, rotting on the ground. The Happy Funtown sign will fade and fall. The forest will retake the grounds. The Tempest will collapse and look like just another pile of junk. Anybody who finds the ruins will think that Happy Funtown was just another hideout full of monsters waiting to attack and kill the good people of the civilized towns of the area. Good thing some group of "heroes" put a stop to it, they'll say. Maybe they're right. Maybe the world is no place for monsters.

## LOOT & REWARDS

I don't like to prescribe specific rewards. Some DMs want to keep gold and magic items under control while others have a "the more the merrier" policy. Happy Funtown does not have a lot of gold on hand, probably just a few hundred copper pieces collectively. Here are some other ideas that you can use if you want:

**Bonebreaker** - Previously belonging to Gruesome Gus, this +1 Great Club also decreases an enemy's movement speed by  $\frac{1}{2}$  on a successful hit. The effect can only be used once per enemy and the penalty to movement speed lasts until a long rest. It looks like a knotty, twisted hickory branch that's been crudely stripped. Black charring shows that Gus must have hardened the wood in hot coals. Requires attunement.

**Quick Wit** - This knife is a reward for completing the obstacle course. It's a single edged Seax style of knife. When equipped in it's sheath, the wielder sometimes feels like the tips of their fingers itch, sometimes, especially when there's danger present. The handle is made from ram horn. After attunement, the knife is +1 and grants the wielder +4 to initiative.

**Odds and Ends** - A dozen javelins and an assortment of axes and scimitars that are worth about 140 gold can be found around the grounds. At the House of Meat, 3 potions of healing can be found.

**Experience** - Somewhere between 2850 and 3200 depending on if you like to distribute XP based on enemies defeated or if it includes creative solutions. For example, using the Rot Grubs in the fight against Gus could grant the grubs' XP to the party, even though they didn't "fight and kill" them.

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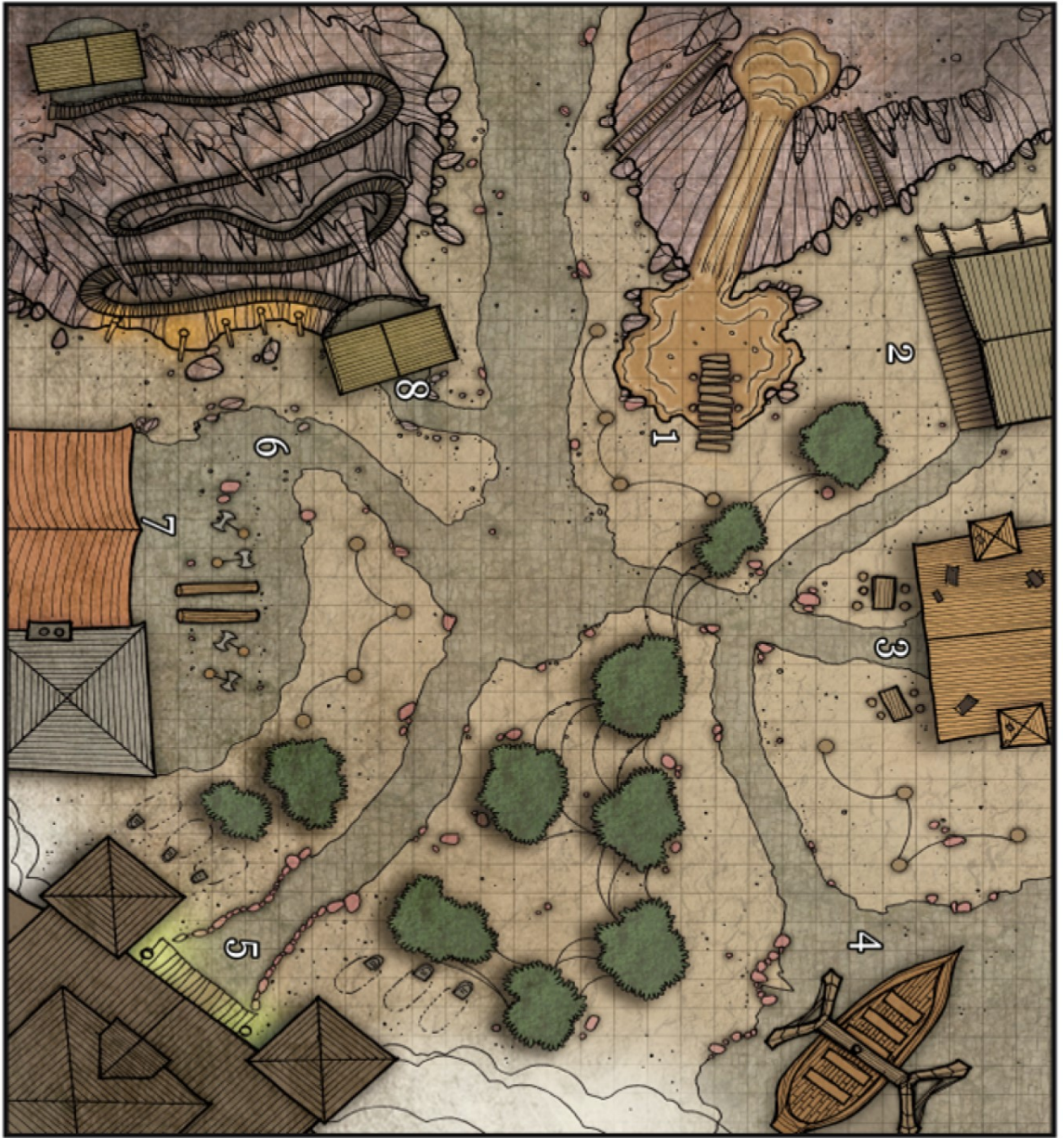
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## LEGEND

- 1 The Mud Flop
- 2 Splash-Duck Bungalow
- 3 Barracks
- 4 The Tempest
- 5 Scary House
- 6 Obstacle Course
- 7 Ironhammer Lodge /  
Nich's House of Meat
- 8 Mr. Crobb's Wild Ride

