



# FESTIVAL AT REDWATER

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LEVEL  
2

A 5e Compatible One-Shot  
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**EACH YEAR, THOUSANDS** of travelers flock to the town of Redwater to participate in the Festival of the Red Dragon—a great celebration honoring those who defeated the red dragon that terrorized the town many years ago. The tradition is observed on the last day of the harvest. Strong ale, mouthwatering food, and carnival games all breathe life into the otherwise mellow, country village. This year, the 25th anniversary, is expected to have the largest attendance to date. It will be a year to remember! After all, who will forget the year an unexpected guest arrives with an outrageous appetite for human flesh and a particularly poisonous plan to consume them all.

## OBJECTIVE

This adventure module is separated into two acts: (Act 1) Participate in a variety of classic carnival games and win prizes; and (Act 2) Find out who poisoned the people of Redwater after the night of festivities is over. Work quickly to uncover the source of such malice and put an end to it before the townsfolk are picked off like sitting ducks.

## HOW TO USE THIS GUIDE

This guide is intended to act as inspiration for both new and experienced DMs. It

provides an adventure that can be used as a standalone one-shot, a side quest for an existing campaign, or as an introductory adventure for new players. Its purpose is to give you a foundation upon which to build your story, so feel free to take what you want and leave behind the things you don't need.

In the next section (titled “The Story So Far”), you'll find all the information you need to help tell the story of Festival at Redwater. This contains secrets for you (the DM), so you can give the right amount to your players as they discover it. Allow the players to uncover these secrets and mysteries by asking questions to NPCs and exploring the setting.

## THE STORY SO FAR

The quaint town of Redwater is known for two things: (1) its harvest and export of barley that makes the finest of brews; and (2) the festival of the red dragon that brings citizens from all over the nation to celebrate and guzzle down said brews. It's the perfect recipe for economic success and a jolly good time, or at least, it has been for the past few decades.

The day before the red dragon festivities, a familiar carriage arrived at the local brewery carrying bales of barley from the nearby fields along with a barrel of yeast strapped to the back. The freight was unloaded by two burley men who hauled it into the



warehouse for processing. *"Hold up there! I don't remember putting in an order for more yeast,"* one of them barked. *"Must be a mistake?"* questioned the other. They took a moment to review the paperwork nailed to the nearby wall but ultimately shrugged it off when they realized how little they actually cared as long as it didn't affect their wages. *"Hmm,"* the first man grumbled, *"roll it over there but make sure it's not spoiled like the last one we got, alright? Boss wasn't too happy about that spoiling his profits."*

Upon opening the barrel to inspect its contents, they were instantly met with a terrible sight. Two sets of scattered eyeballs and three gaping mouths were twitching anxiously in a pool of what appeared to be fleshy ooze. The stench alone was enough to knock them flat on their backs, but before they had a chance to even cover their noses, two viscous, amorphous arms lashed out engulfing each of their faces. Like hot wax dripping down a candlestick, the creature slowly consumed their shoulders, torsos, legs, and feet. It continued its feeding frenzy until every present worker at the warehouse was devoured. Then it rested for the night in one of the second story offices where its poisonous slime soaked through the floorboards dripping into the wooden barrels of brew below.

The following morning, the next shift of brewers arrived at the brewery to pick up the numerous barrels of ale that surprisingly hadn't been loaded onto their respective carriages yet. *"Do they really expect us to cap, load, and distribute all this ale before the festivities begin at noon?"* snapped a very frustrated dwarven lass named, Myrdeth. *"What lazy bas..."* but she stopped mid-sentence as one does when catching a glimpse of a slimy, amber ooze dripping down from the wooden planks in the ceiling. *"Odd."* she muttered. But as strange as it was, there was work to be done and a lot of it. So Myrdeth and the few remaining brewers labored away capping, loading, and distributing the ale as quickly as possible.

## SETTING THE SCENE

Before proceeding to read the following narrative, ask the players, *"Who has the highest strength score?"* Once you've

identified the individual, use that player character's (PC's) name as outlined below. If there are multiple players with the same strength score, then settle it over a quick arm wrestling match IRL (in real life). The winner of the match will be awarded the honor of being featured below.

[PC's name], a bead of sweat breaks free from your brow, as you grip your opponent's hand more firmly. You're nervous. You attempt to stare her down with an awful glare, but the dwarven lass confidently stares back with a slight smile escaping from her right cheek. *"Looks like this one is really putting up a fight,"* interrupts Barney the Carny in an update to the spectating crowd. *"Come on! Let's give it up for [PC's name]!"*

The people surrounding the arm wrestling booth begin to applaud with even more zeal than before. The player's senses are overwhelmed with the excitement that can only come from random folks chanting their name like a local celebrity. Roll contested strength checks at this point between Myrdeth and the PC to see who will win the arm wrestling match (see: Carnival Games section for how to play).

If the PC wins the arm wrestling match, Barney the Carny will announce their victory in deafening bellow to the crowd though perhaps with a hint of surprise in his tone. He'll then hop on top of the arm wrestling table, hand the player two tickets, and explain that they can be redeemed for various rewards at the prize booth. He may even ask if they'd be up for another round, double or nothing.

If Myrdeth wins the arm wrestling match, Barney will also jump up onto the arm wrestling table but instead of congratulating the player he'll almost condescendingly say, *"Sorry, kid. Better luck next time! Would you like to play again? It's only 1 gold piece for subsequent attempts. What do you say?"*

After the player has finished arm wrestling, whether they decide to rematch or not, take a moment to provide more context about their surroundings. One long cobblestone street divides the town almost equally down

the middle. Wooden booths hug the curb while an endless string of vibrant, red flags zig-zag across the tops of the buildings. The flags are met with plumes of red chalk filling the air in unsupervised quantities from the children. It dusts the sidewalks, people, and even the river that will eventually be dyed to deep crimson hue by morning. But the most prominent features of the festival have to be the carnival food, drink, and games.

The smell of high-quality meats, breads, and ale fills the air. Games of every kind captivate the attention of the crowd. Loud laughter can be heard from those who won big prizes and disappointing grunts from those who lost it all.

## ACT 1: THE FESTIVITIES

(1-1.5 hours)

### WHAT IS THE FESTIVAL OF THE RED DRAGON?

It's a town tradition that takes place during the final days of the harvest to celebrate the defeat of the red dragon nicknamed Behornad Eldorm, being interpreted as "horned fire serpent".

The legend dates back almost 100 years ago when Redwater was a mere ranch with rich farming soil. Eldorm ruled the eastern skies and mountain highlands driving fear into anyone or anything that disturbed its domain. So naturally, when settlers began to cut down trees to make room for farmland and buildings, the dragon decided to send them a heated message by burning down their establishment. And the great beast did just that, or rather, it would have if it hadn't accidentally choked on a chunk of metal debris it dislodge during its attack. Poor Eldorm.

Obviously, legendary events like defeating a great fire-breathing dragon shouldn't be shared as an accidental victory, so the settlers may have stretched the truth to outsiders claiming they slayed the dragon tactically and after laborious hours of fighting for their lives. So yeah, now you know. That's the impressive tale of the fearsome red dragon. But please, don't spoil it for the children.

### HOW IS IT CELEBRATED TODAY?

Red geranium petals, red hanging banners, and red-dyed powders litter the streets to create a vibrant contrast between the muted tones of the village stonework. Plumes of color from the children throwing the chalk-like powder into the air poorly imitate the more prominent fireworks blasting off into the night sky. Rows and rows of wooden booths line the single street offering tasty treats, delicious drinks, and captivating carnival games. Be sure to present food, drinks, and games through the night for a variety of fun.

FOOD	PRICE
Artisan Bread with Butter	5 cp
Candied Apple	3 sp
Cheese Curds	1 sp
Duck Kabobs	1 gp
Oversized Turkey Leg	2 gp
Pickled Cucumber (Fried)	3 cp
Seasoned Corn on a Stick	5 cp
Traveler's Stew	5 sp
Twisted Brine Bread (Soft Pretzel)	3 cp
Other Common Foods	3 cp - 2 gp

DRINK	PRICE
Dragon's Breath Whiskey	8 sp
Goat Milk	5 cp
Goblin Grog	5 sp
Goodvine Wine (Bottle)	10 gp
Hard Apple Cider	2 sp



DRINK (CONT.)	PRICE
Redwater's World Famous Ale!	2 gp
Sorcerer Sangria	3 sp
Spring Water	3 cp
Wildberry Juice	8 cp
Other Common Drinks	3 cp - 10 gp

*\*prices for one serving, or tankard, unless otherwise specified*

All the carnival games present at the festival are run by Barney the Carny (see: NPC section for more detail). Barney, with the help of his magical tophat, is able to clone himself enough to cover all the booths, so whenever the adventurers approach a new stand to play a game, out pops the same person who was hosting the last game. Here are the games available to play:

CARNIVAL GAMES	COST	REWARD
Arm Wrestling (STR)	2 gp	2 Tickets
Dunk Tank (DEX)	1 gp	1-3 Tickets
Fortune Teller	3 gp	No Tickets
High Striker (STR)	2 gp	2 Tickets
Meet the Ends	1 gp	2 Tickets
Pie-eating Contest (CON)	1 gp	5 Tickets
Pseudodragon Races	1-3 gp	2x Tickets
Ring Toss (DEX)	2 gp	1-5 Tickets
Shell Game (WIS)	1 gp	3 Tickets
Other Carnival Games	1-3 gp	1-5 Tickets

*\*see detailed rules and info in the "Carnival Games" section*

PRIZES	TICKETS
Dragon Egg Plush	1
Souvenir Tankard	1
Horned Headband	2
Fey Forest Terrarium	3
Phoenix Feather Quill	4
Wizard Spellbook Notebook	5
Magic Crystal Ball	6
Enchanted Mask	7
Mystery Potion Set	8
Bottled Wish	9
Miniature Magical Creature	10
Dragon Hide Sleeve	20
Other Carnival Prizes	1-10

*\*see detailed rules and info in the "Carnival Prizes" section*

Whenever the players have had enough time to play the games they've wanted or if time is running short, move on to Act 2 of the adventure. A simple way to transition, is to present the group with one or more questions along the lines of, "What would you like to do the remainder of the night: stay out with the crowd, take to the tavern, or sleep away the night?" Quickly roleplay those scenarios in a summarized montage sort of way then continue to the following Act.



*Barney the Carny's Carnival Ticket*

## ACT 2: THE CULPRIT

(1.5-2 hours)

### HOW HAS THE SETTING CHANGED?

From the moment the sun rises the following day, there will be a complete shift in mood throughout the town: loud music turns to breezy wisps, grinning faces to emotionless glares, and lively townsfolk to mundane routines. Historically, it's expected to see empty booths, trashed streets, and hungover people the day after the big celebration. And it's expected to see the river running through the town dyed a deep red hue from all the chalk (aka Redwater), however there is something "off" this year—something about the people's behavior.

Almost everyone who consumed the World Famous Ale (see section: "The Story So Far") is now experiencing the overpowering side effects of a mind-deadening poison. People slowly and mindlessly walk the streets with blank expressions, staring without blinking. The only sounds they make are incoherent gibberish noises. While in this zombified state, those affected may become overly irritated when approached or questioned, and lash out at others with their fists or an improvised weapon. Otherwise, they go about their daily routines like robotic creatures. There are very few who seem to be completely conscious and aware of their surroundings including Sol the mayor, Myrdeth the warehouse worker, Barny the Carny, and a couple of other city workers.

Let the adventuring party explore their new setting by interacting with NPCs affected and unaffected by the poison until they discover the source. If any of the unaffected NPCs are questioned, they will mention how they've never seen anything like this before and that it's very out of the ordinary even post-festivities. They will try to be as helpful as they can in relaying information. Here are a few helpful scenarios you can plant in front of the adventuring party to give them clues about the poisoned ale:

- An NPC has been sweeping the streets in the same spot for over an hour and appears to have a large, amber stain on their otherwise white blouse.

- A group of NPCs sit on a bench staring off into the distance at the same curious spot (no blinking), and in each of their laps they are holding a souvenir tankard featuring the red dragon.
- An NPC sits in a fetal position on the ground surrounded by a puddle of spilled ale from a tapped wooden barrel. All that can be heard are gibberish whispers coming from their mouth. None of it makes any sense.
- Sol, who was too busy playing fortune teller during the festivities that she didn't drink, can be found being hit by an affected citizen who she was adamantly trying to attend to. That person attacking her was one of Sol's friendly neighbors and she's certain she's acting this way because of how much she drank last night.
- Myrdeth, who didn't drink the night before, stands out from the crowd as one of the only villagers acting herself as she chops wood outside her home. If approached, she'll mention that weird things were happening at the brewery yesterday too because none of the workers from the previous shift were there. Maybe the two events are connected somehow?

### HOW DOES THE POISON AFFECT THE PLAYERS?

If the players had some of "Redwater's World Famous Ale" at any point during Act 1, they will need to roll a DC 10 CON saving throw at the very beginning of Act 2 or become subject to the poison's effects, that is:

- Intelligence score drops to 3 temporarily. Your mind goes blank but your body continues to "go through the motions"
- Disadvantage on all skill checks and saving throws
- Movement speed is halved
- Language becomes incoherent babbling

You may also choose to increase the DC based on how much a specific player drank the night before. For example, add +2 to the DC for each tankard of ale consumed. Successful saves don't experience any



effects. Affected players may re-roll the saving throw every hour to try to snap out of it. Alternatively, a spell of Lesser Restoration can restore anyone affected.

### **IF NONE OF THE PARTY IS AFFECTED**

If no one in the party is affected, the next morning they will notice random festival-goers looking a little more than just hung over. They will be aimlessly walking in the street or going through the motions of their day jobs, but all these NPCs will have glazed-over eyes, zero expression, and babble incoherently.

Within a few minutes of noticing this, Barney the Carny will approach the adventurers proactively. He has never seen anything quite like this in his 25 years of running the carnival games here. Barney will express his concern for the people and beg for the party's help to figure out what's going on for his livelihood and the town's safety is at stake. If an incentive is needed, he'll offer up some of his most expensive carnival prizes as a reward.

### **IF SOME OF THE PARTY IS AFFECTED**

If some of the party is affected, take the impacted PCs aside separately and explain to them the state that they are in. Mention that they don't feel themselves, they have become sluggish, expressionless, and unable to speak. Back in game, immediately call out the fact that one or more of their companions appear to have glazed-over eyes and a lack of expression when they awake the next morning. If those players try to speak to the others, jump in to "translate" for them saying instead of actually hearing what they said, they really hear babble, babble, babble.

Proceed by roleplaying the scenario above in the "If NONE of the party is affected" section. The only additional element is that Barney will encourage you all to visit Orion, the local priest, who might be able to heal the affected party members using a spell of lesser restoration. Upon meeting with Orion, he is able to heal them but doesn't have enough experience or stamina to heal all the townspeople. He will again ask the adventurers to find out what happened and why.

### **IF ALL OF THE PARTY IS AFFECTED (VERY RARE)**

If all party members are affected, they will wake up surrounded by three individuals: Barney the Carny, Sol the Mayor, and a younger gentleman with a holy symbol worn around his neck, Orion the local priest. Orion will start off by healing the entire party of adventurers with a Lesser Restoration spell then proceed to give them a spoonful of honey to help them recover more quickly. It turns out he chose to heal the players first before all the other people in the town only because they happened to be mindlessly wandering closest to his church building the following morning. Thank the heavens! Proceed to roleplay the scenario above in the "If NONE of the party is affected" section once all players are healed and ready to go.

## **THE BREWERY WAREHOUSE**

Eventually, the adventurers should deduce that the Ale was the common denominator, and that it's brewed locally at the brewery on the northwest edge of town. If not deduced within a considerable amount of time, the creatures found within the brewery will make their way outside, preying upon the poisoned and easily caught townsfolk.

The front door entrance to the brewery is locked, but can be broken into or picked with a successful DC 10 Strength or Sleight of Hand check. The sliding bay doors on the opposite side of the building can be opened freely. As the adventurers enter, the first thing they'll notice is a musky, rotting stench that stimulates their senses making them sick to their stomachs. Upon examination of the room, they'll see an elevated platform, with stairs straight ahead leading down to the loading zone. To one side there are four large cylindrical containers positioned in a row against the wall. Industrial pipes protrude from the front of each that appear to be equipped with a valve for filling the empty wooden barrels nearby with ale. Every so often the group will hear the drip, drip, drip of a viscous liquid as it seeps from the floorboards above to the wet foundation below.

## FIRST FLOOR

The main floor is home to three Fleshy Oozes, the byproduct of the Gibbering Mouther. They'll take shape from the wet foundation as described above, and attack the adventurers unexpectedly once within reach. Roll initiative after the first surprise attack.

There's also a small office space where the floor manager would be working out of. It's here the adventurers could find the shipping log where the last shipment and the Gibbering Mouther could have come from. Notes from the remaining crew members may be found on the log as well pointing out the oddities of the last shipment.

## SECOND FLOOR

The staircase leading up to the second floor has rotting wood that'll collapse when the first adventurer ascends. Have them roll a DEX saving throw (DC 12) or take 1d6 falling damage. The damaged staircase will leave a 5-foot gap between one stair to the next so the adventurers will need to think creatively to cross unscathed. If they opt to jump the gap, they will need to make a successful DC 12 Athletics check or take the same level of falling damage.

Once on the second floor, the first thing the party will notice is how intense the smell of rotting flesh actually is. The second thing is the trail of dried slime leading into each of the first two doors down the narrow hallway.

The first door appears to be a break room for the crew who works there, although, only remnants of those workers can now be found.

The second door is no more than a utility closet equipped with a sturdy mop, bucket, gloves, and other maintenance supplies. However, it appears that one of the walls has been broken down and a trail of muck leads into the third of the upstairs rooms. Incoherent babbling can be heard from the other side of the opening.

The third and final door down the hall is locked. It's not magically sealed and can be picked or broken into with enough force. Inside is the former office of the brewery's

owner and operator, however, its new superintendent is the very large and intimidating Gibbering Mouther.

*At the back of the office, a large mass of mucky ooze pulsates—in and out, in and out, in and out. Recycled human eyes, teeth, and muscle tissue fill the fleshy figure to the point that you're unsure where to focus your attention. It's obvious this is the source of that putrid smell, incoherent babbling, and poisoned ale from the festival. And it's even more obvious that the creature is experiencing an intense hunger as it drools uncontrollably from its seven visible mouths.*

## CONCLUSION

Upon defeating the Gibbering Mouther, Barney, Sol, and Orion show up at the brewery to ask or deduce what happened—the creature's slime was dripping into the barrels of ale that was then distributed during the festival. The adventurers will be rewarded by Barney the Carny with any prizes he promised, and the mayor of the town will announce the construction of a new statue at the northern entrance of the town featuring the brave adventurers who saved them all from the horrifying monster.

Later, in a summarized fashion, narrate that the town alchemist uses the creature's slimy residue to create and administer an antidote to all who were affected. It takes a day or two before the people fully detox from the poisoned ale but everyone eventually recovers. Three cheers from the townsfolk will send the adventurers on their way out of Redwater, at least, until they are needed once again to save the village from yet another terrorizing creature. Third time's the charm?



## CARNIVAL GAMES

### ARM WRESTLING

(2 gp to play, 2 tickets reward)

A contest of upper body strength where the winner has their opponent's arm pinned to the opposite end of the table. Barney the Carny will add commentary throughout. How this works mechanically goes as follows: Have both competitors roll contested STR checks (be sure to add strength modifiers). The highest number makes progress in their favor by one notch. Three notches or successful strength checks are needed to officially win the tickets and bragging rights. Natural 20's count as two notches forward while natural 1's move one's arm two notches back. A line of muscular, drunk dwarves anxiously await anyone crazy enough to challenge them.

### DUNK TANK

(1 gp to play, 1-3 tickets reward)

A game of accuracy and precision where the participant tries to hit a small target with a ball, and if successful, will trigger a mechanism that'll drop a person into a tank of water. Very satisfying to say the least. To play, the player will roll a Dexterity check to see if they're able to hit the target. If they roll a 20 or above, it's a hit. You have three attempts to hit the target. One ticket per hit is rewarded so you can potentially walk away with three tickets per round.

### FORTUNE TELLER

(3 gp, no ticket reward)

A brief connection with fate allows your palm to be read and the future revealed in varying degrees. Mayor Sol, dressed up in silky clothes and excessive jewelry, plays the role of Madam Mystic the fortune teller. Once welcomed into the tent, she'll sit you down, read your palm, and "predict" one of the following four fortunes:

- *"In the ethereal tapestry of your palm, I see a brilliant future unfolding. Your heart, pure as a crystal spring, will guide you to paths uncharted, where courage and compassion shall be your compass. Your*

*hands, strong and steadfast, will craft a legacy of kindness and love. Embrace the whispers of destiny, for they promise a life filled with endless adventures and a radiant light that will illuminate the darkest corners of your journey. The stars themselves envy the brightness you'll bring to this world."*

- *"In the tangled lines of your palm, I discern a fierce battle with a strange and formidable creature. Fear not, for your hands bear the mark of a warrior, and your spirit is unyielding. In the heart of this encounter, you will unearth hidden strengths and unlock ancient wisdom that will aid you in this daunting clash. Victory, though uncertain, shall be yours, and in its wake, you will emerge as a legend, celebrated for your valor and remembered as the one who triumphed over the unknown. Embrace the challenge, for your destiny is entwined with the thrill of conquering the enigmatic."*
- *"Within the delicate lines of your palm, I perceive a journey of profound connection, as intricate as the most beautiful tapestry. Love, in its purest form, is the treasure you seek, hidden within the labyrinth of life's twists and turns. Your heart, a compass that forever points to true north, will lead you to a love that transcends the ordinary—a love like a rare and radiant gem, waiting to be discovered. Trust in the winding paths of fate, for love's intricate design will weave its way into your life, filling your days with warmth, and your nights with the gentle glow of a thousand stars."*
- *"In the cryptic runes of your palm, I decipher the allure of wealth and opulence, as elusive as moonlight dancing on water. The journey ahead holds secrets of riches hidden within the folds of destiny's cloak. Seek not only material abundance but also the treasures of the soul, for true opulence lies in the richness of your experiences and the luxuries of the heart. As you navigate life's labyrinth, the enigmatic keys to prosperity will be revealed, leading you to a realm where comfort and abundance intertwine, and your desires flow like a river of endless splendor."*



## HIGH STRIKER

(1 gp to play, 2 tickets reward)

A test of strength where you swing a greathammer down at the base of a mechanical tower and launch a heavy object as high as you can. If the object reaches the top of the tower, you win. If not, there's always next time! To play, have the party member roll a simple Strength check. If the result is 18 or higher, they win! They have three attempts to hit the top and earn their prize.

## MEET THE ENDS

(1 gp to play, 2 tickets reward)

A game of chance layered with a little strategy to try to reach as close to a target number as possible without going over. Up to eight players can participate at a time with a minimum of two players. Barney the Carny will first roll 2d12 to determine the target number for the round. Then each participant will take a turn rolling a d6 up to six times. The closest player to the target number without going over wins! If there's a tie, all of the winners can play again against each other, but without having to contribute more money. If nobody meets the ends, the player closest to the predetermined number wins. If everyone manages to roll over the number and disqualify themselves, the house keeps the winnings and the gold.

## PIE-EATING CONTEST

(1 gp to play, 5 tickets reward)

The finest of food competitions. Eat as many pies as possible and beat the other contestants. It's recommended to have 1-3 NPC contestants to keep the competition interesting, but try pre-rolling NPC outcomes to make the game move more quickly. These pies were baked in an enchanted oven that has imbued them with random, magical properties. Each round the contestants are given a pie to eat and must make a DC 5 Constitution saving throw (+2 per pie already consumed). If the saving throw is a fail, the player is eliminated from the competition. If successful, roll a d12 with no modifiers to determine which magical effect is activated as shown in the table below.

d12	MAGICAL EFFECT
1-6	No magical effect, move on to next round
7	You are magically induced with a bad case of the hiccups, +1 to the DC on next roll
8	Super spicy pie filling gives you the sweats, add +1 to your DC next round
9	Your body shrinks in size temporarily by one foot, next round add +2 to DC
10	The illusion of maggot-infested pie crust fills your eyes, increase next rounds DC by +3
11	You suddenly turn into an animal (roll 1d4: 1-rat, 2-dog, 3-horse, or 4-chicken) and take on the stats of that creature instead for the next round, before reverting back into yourself
12	The flavor changes mid-bite to undesirably rich manure, roll with disadvantage on the next round as you try not to throw up

## PSUEDODRAGON RACES

(1-3 gp to play, double tickets reward)

A foot race between four colored pseudodragons with wings restrained to their bodies. First, spectators place bets on the winning creature. There are red, green, white, and blue pseudodragons to bet on. Then the DM or players roll(s) 1d4 for each tiny dragon three times. The one with the highest total roll wins and those who bet on it double their bet as winnings in the form of tickets.



## RING TOSS

(2 gp to play, 1-5 tickets reward)

How many rings can you lasso around the bottle tops? You are given five rings to toss at the three rows of bottles that vary in size and difficulty: Row one is the closest to the participant and has the smallest bottle neck thus making it easier to throw a ring around. Row two sits just beyond that and has slightly bigger bottle necks. And row three is the farthest away with the biggest sized bottles, but among them rests one golden bottle worth double points. To play, the adventurer will roll a Dexterity check for each ring thrown. Use the tables below to calculate how many points are earned and what prize level it equates to.

1d20	OUTCOME
1-10	Ring misses (0 pts)
11-13	Ring lands on row 1 (1 pt)
14-16	Ring lands on row 2 (2 pts)
17-19+	Ring lands on row 3 (3 pts)
Natty 20	Ring lands on golden bottle! (6 pts)

TOTAL PTS	TICKETS REWARDED
0 pts	2 Tickets
1-5 pts	1-3 Tickets
6-9 pts	No Tickets
10-12 pts	2 Tickets
13-15 pts	2 Tickets
16+ pts	5 Tickets

## SHELL GAME

(1 gp to play, 3 tickets reward - maybe even 6)

The classic game of picking the shell with the hidden ball after someone has shuffled them around the table. There are three shells, one ball, and three rounds of gameplay to win the tickets. Round one (easy), the player needs to roll DC 10 perception check to find the ball. Round two (medium), the DC increases to 12. Round three (hard), DC 15. If the player manages to find the ball all three rounds, Barney the Carny will then challenge them to a fourth and final round of double or nothing. This time, Barney will cheat by subtly dropping the ball onto his lap during the shuffle. Have the player roll a DC 17 perception check to see if they notice this happening.

## CARNIVAL PRIZES

### DRAGON EGG PLUSH

Soft, colorful plush toys that resemble dragon eggs, complete with fuzzy scales and shimmering patterns. Heat it over or in a fire for five minutes to hatch the plush dragon inside. Completely flame proof. Collect all five colors!

### SOUVENIR TANKARD

A shiny metal tankard with a red dragon etched into the side that magically wriggles and gets you half off on refills of Redwater's World Famous Ale!

### HORNED HEADBAND

Headbands adorned with either glittering unicorn horns or sparking dragon horns, perfect for creating an instant costume. For the unicorn headband, the horn lights up magically and produces super small fireworks around the wearer's head every time the wearer neighs like a unicorn. For the dragon headband, each horn smolders like hot coals in a fire and sparks at the roar of the wearer.

### FEY FOREST TERRARIUM

Miniature glass terrariums containing tiny plants and mystical, toy creatures like sprites or miniature dryad. A magical cloud will randomly appear inside and start raining in a miniature thunderstorm.



### PHOENIX FEATHER QUILL

Quill pens made from phoenix feathers that never run out of ink and write with vibrant colors, sometimes alternating colors mid stroke. It writes not only on paper but also in the air lasting up to ten minutes.

### WIZARD'S SPELLBOOK NOTEBOOK

Leather-bound notebooks that look like ancient spell books but are completely blank, perfect for jotting down magical ideas. Although, the book may give you unsolicited, cheeky feedback in a written response to your note taking.

### MINI CRYSTAL BALL

Small crystal balls filled with swirling, colorful mists and glitter that can be used as decorative ornaments. Ask it a yes-or-no question then watch it closely for the answer, although it's just a toy so don't base important life decisions on it. Roll a d6 after asking a question:

1d6	OUTCOME
1	Absolutely!
2	Yep, most likely.
3	Perhaps.
4	If you're lucky.
5	Wouldn't count on it.
6	Nope!

### ENCHANTED MASK

Wooden masks imbued with magical properties, such as the ability to change the wearer's appearance, sound like the creature, or create illusions. Pick one of the following:

**Goblin** - makes it look like you have pointy ears, sharp teeth, and scrappy hair like a goblin; it's only an illusion though.

**Dragon** - it lets you growl like a dragon, only not as loud; the dragon eyes glow at night with a flickering effect and sparks appear to come randomly out of its nostrils.

**Fairy** - fairy wings pop out of one's back but don't actually fly, and a trail of sparkly glitter is left in your wake but disappears after one minute.

**Demon** - aside from giving the wearer a pair of horns, everything that comes out of your mouth sounds like you're speaking Demonic, however, it's far from it but who would ever know?

### BEGINNER POTION SET

A set of colorful vials filled with non-toxic, sweet-tasting "potions" in various flavors and effects. The set comes with four minor potions whose effects last for various durations:

**Dancing Queen** - the drinker is compelled dance for one minute

**Levitation Station** - once consumed, they begin to levitate one meter off the ground but cannot move in the air unless another force moves them; lasts for one

**A New You** - changes hair color and length to anything you desire for one hour

**Artificial Aging** - one immediately becomes elderly in appearance, although, you still feel your age; lasts for one hour

**Fake Disease** - dark, bruise-like patches spawn on your skin giving the appearance of a contagious skin disease; lasts for ten minutes

### BOTTLED WISH

Tiny, corked bottles filled with sparkling, glowing liquid, each containing a paper scroll with a handwritten wish. The wish is realized when the bottle is thrown and smashed on the ground resulting in a theatrical explosion of black smoke. Its effects last one hour. Roll a d4 to determine which bottle is selected (one bottle per nine tickets):

**"I wish I had a pet cat"** - a cat familiar follows you around and obeys your commands within reason

**"I wish more people liked me"** - gain +2 to any Charisma related skill checks



**"I wish I was as strong as an ogre"** - gain +2 to any Strength related skill checks

**"I wish I was faster"** - your movement speed doubles whether it's walking, climbing, or swimming

### MINIATURE MAGICAL CREATURE

Tiny figurines of mythical creatures like owlbears, centaurs, and pegasi that fit in the palm of your hand but like to perch on your shoulder. Each has its own unique personality and life-like movement. They must be taken care of like a real pet with food and water, but also come along with some magical properties for the caretaker. If neglected for more than a day, the effects are nullified. The creature can't die because it's a figurine but take good care of it and it will take care of you.

**Centaur** - grants +1 to the caretaker's damage output when an attack hits.

**Pegasus** - increases the caretaker's movement speed by 10 ft. and jump distance by 5 ft. three times per long rest.

**Owlbear** - the caretaker gains +1 to perception checks that rely on sight or smell.

**Red Dragon** - grants the caretaker resistance to fire damage once per long rest

### DRAGONHIDE SLEEVE

Made from faux dragonhide, these scaly slip-on sleeves are the talk of the festival, and are imbued with magical abilities related to the dragon species selected. Each of the following sleeves allows the wearer to cast the correlated spell at will:

**Red Dragon Sleeve** - Fire Bolt

**White Dragon Sleeve** - Ray of Frost

**Green Dragon Sleeve** - Poison Spray

**Black Dragon Sleeve** - Acid Splash

**Blue Dragon Sleeve** - Shocking Grasp



*Dragonhide Sleeve*

## CHARACTERS

These NPCs use Commoner stats, unless otherwise specified.



### BARNEY THE CARNY

*Chaotic Good*

The owner of the carnival that comes every year for the Red Dragon festivities. His magical top hat grants him the ability to host every carnival game himself by self-cloning and being present at every booth. The only booth not run by him is the fortune teller's booth that's run by Mayor Sol herself. Barney is so full of energy he'll almost scare you with how enthusiastic his greetings are. Nothing could make his day more than engaging in conversation with complete strangers.

**Appearance:** Halfling male, age 52. Sporting a matching, three-piece suit and top hat, Barney is an easy one to spot. And if he wasn't wearing his carny clothes, you'd easily be able to pick him out in a crowd by his silvery hair, sharp jawline, and cheek-to-cheek smile; although, his short stature might make that quite a bit more difficult.

**Special note:** Because he was working the entire night at the festival, he never had a sip of ale (not affected by the poison).

### MYRDETH GRUMNECHEK

*Neutral Good*

A warehouse worker at the local brewery in Redwater. Her biggest pet peeve is when others cut corners at work so she has to pick up the slack. Doesn't mind hard work but doesn't want to do more than her fair share. She is also the initial contestant for the adventurer's first arm wrestling match as described in the intro narrative (add +3 to her contested STR rolls).



**Appearance:** Dwarven female, age 34. She has jet black hair with tight curls and hazel eyes. Her clothes are modest and of neutral colors with the exception of a vibrant, red-dyed apron when at work. She's considered a little on the skinny side for a mountain dwarf but her strength is unmatched.

**Special note:** Since working in a brewery, she has despised the taste of ale so she prefers sipping on other drinks during the festival (not affected by the poison).

### ORION AMMOLITE

*Lawful Good*

Redwater's resident priest who spends most of his time preparing sermons at the church. He's passionate about helping and healing others in need, but is sometimes held back by his own insecurities being fairly young in age and profession.

**Appearance:** Dwarven male, age 20. Orion has thick brown hair tied back into a bun, hazel green eyes, and a freshly shaven face. His short stature is paired with oversized clothes that he's hoping to grow into over the next few years.

**Special note:** Because of his beliefs and status with deity, Orion doesn't drink. In

fact, he has never tasted alcohol and isn't a fan of the festival all that much because of it (not affected by the poison).

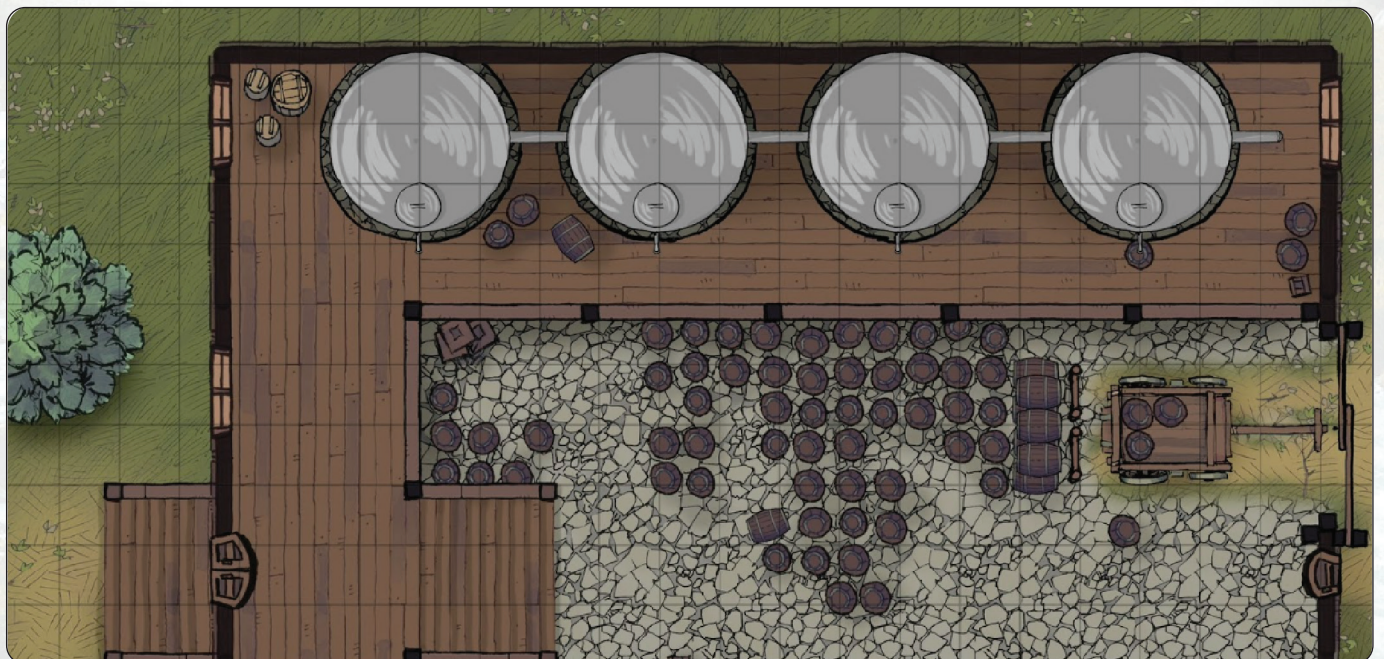
### SOL THUMU

*Lawful Good*

The current mayor of Redwater. She looks intimidating coming from orcish descent, but when you get to know her, she's a very kind person. She'll do anything she can to help others in need because it's the right thing to do. She is also a sharp thinker and quick on her toes which makes her the perfect candidate to run the fortune telling booth during the festival. While she's not a true fortune teller, she desires the best of fortunes for all and that keeps people coming back year after year.

**Appearance:** Half-orc female, age 49. With coarse, blonde hair and bright blue eyes, Sol would be described as a cheery and rather plump woman. Dressed in a poofy, laced-embroidered gown and jingling jewelry, she plays the part of fortune teller very well. Most other days you can find her in a white blouse and trousers working alongside her beloved citizens.

**Special note:** Sol is also on the job the night of the festival so she never had a drink of ale, similar to the other NPCs listed here (not affected by the poison).





## CREATURES

### COMMONER (POISONED)

Medium Humanoid, any alignment

**Armor Class.** 10

**Hit Points.** 4 (1d8)

**Speed.** 15 ft. (halved)

STR	DEX	CON	INT	WIS	CHA
10	10	10	3	10	10
(+0)	(+0)	(+0)	(-4)	(+0)	(+0)

**Senses.** Passive Perception 10

**Languages.** Any one language (usually Common)

**Challenge.** 0 (10 XP)

**Under the Influence.** Affected by the Gibbering Moulder's poisonous ooze consumed through Redwater's World Famous Ale, the commoner becomes numb to emotion and careless about others and they're surroundings. They may even lash out unknowingly if disturbed from their routines. Roll a d20 to determine whether or not this happens. If the roll is an even number, they continue as is. If it's odd, they lash out with either an unarmed strike or improvised weapon. They will only try to harm, never kill.

#### ACTIONS

**Unarmed Strike.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Improvised Weapon.** *Melee Weapon or Ranged Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

### FLESHY OOZE

Medium ooze, unaligned

**Armor Class.** 8

**Hit Points.** 22 (3d8+9)

**Speed.** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12	6	16	1	6	2
(+1)	(-2)	(+3)	(-5)	(-2)	(-4)

**Skills.** Stealth +2

**Damage Immunities.** Acid

**Damage Immunities.** Poison

**Condition Immunities.** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

**Senses.** Blindsight 60 ft. (blind beyond this)

**Languages.** None

**Challenge.** 1/2 (100 XP)

**Amorphous.** The fleshy ooze can move through a space as narrow as 1 inch wide without squeezing.

**False Appearance.** While the creature remains motionless, it is indistinguishable from a puddle of amber ale or a wet surface.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage and 7 (2d6) poison damage.

**Poison Stream.** The ooze can project a stream of poisonous liquid at one target within range (20/60 ft.). That creature must make a DC 12 Constitution saving throw or take 1d8+1 poison damage. If the CON save is a five or lower, it also becomes poisoned. A poisoned creature has disadvantage on attack rolls and ability checks.



## GIBBERING MOUTHER

Medium aberration, neutral

**Armor Class.** 9

**Hit Points.** 67 (9d8+27)

**Speed.** 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10	8	16	3	10	6
(+0)	(-1)	(+3)	(-4)	(+0)	(-2)

**Condition Immunities.** Prone

**Senses.** Darkvision 60 ft.

Passive Perception 10

**Languages.** None (babbles incoherently)

**Challenge.** 2 (450 XP)

**Aberrant Ground.** The ground in a 10-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

## ACTIONS

**Multiattack.** The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittle.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouter.

**Blinding Spittle (Recharge 5-6).** The mouter spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouter's next turn.



 **RUNE FOUNDRY**

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