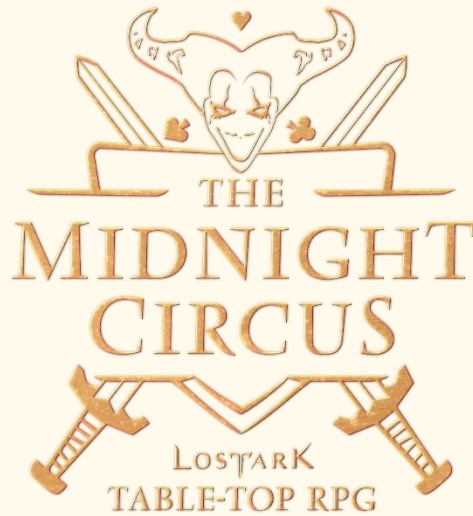


# LOST ARK: THE MIDNIGHT CIRCUS TTRPG



## INTRODUCTION

Lost Ark: The Midnight Circus is a TTRPG adventure created by [Noah Downs](#) for Amazon Games, based on the video game *Lost Ark* created by Smilegate RPG and published by Amazon Games.

The party has been tasked with defeating Kakul-Saydon, the maniacal Demon Legion Commander who relies on a menagerie of clownish minions and evil tricks to confound his foes. Queen Ealyn is calling on the heroes of Arkesia to rally with her against Kakul-Saydon.

This adventure can be run using the three core rulebooks for Fifth Edition Dungeons & Dragons, which are [available online through Wizards of the Coast](#). Both the full campaign and one-page dungeon are optimized for four players, and are designed for four characters with an average party level of 1 to 3. However, these are scalable depending on party level. Suggested classes can be found in the Suggested Class Appendix.

While this TTRPG adventure is themed after Kakul-Saydon's Midnight Circus and the Kakul-Saydon Legion Raid within *Lost Ark*, please note that the following module content should not be considered a part of *Lost Ark*'s official lore or story.

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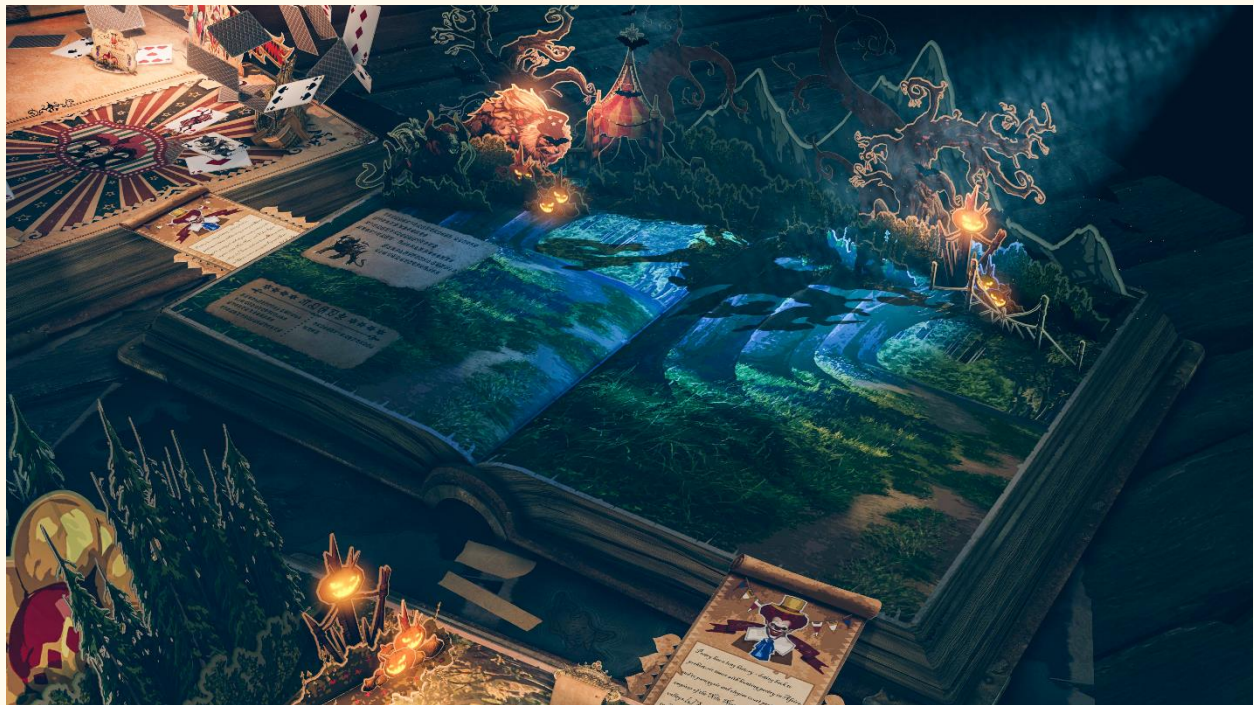
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## ADVENTURE PRIMER

### Hook and Initial Setting

After an audience with Matriarch of Punika, Nia, and the Queen of Vern, Queen Ealyn, the characters have learned that the Demon Legion Commander Kakul-Saydon has returned, and his Mayhem Legion is once again posing a threat to Arkesia. Nia and Ealyn have requested the party's help, and have sent the party to Neria's Tavern to meet with Sidereal Shandi. It is here that we find the party discussing Kakul-Saydon's return with Shandi through his avatar, an illusory bird.



Neria's Tavern is your standard tavern, replete with odd food, strong drink, and eclectic company. The party is seated at a table with Shandi's Illusory Bird, and a large storybook lies before them, unopened on the table. There are other adventurers in the tavern, some of which may have heard tell of Kakul-Saydon and defeated adventurers who have gone before.



Shandi will advise the players of the following:

*"Kakul-Saydon, he must be plotting something. He is an extremely deceptive demon - he acts weak, hiding*

*his powers, and shows his true force only in critical moments."*

*"The storybook on the table contains a portal to Kakul-Saydon's location, but we don't know what kind of sinister plot he's come up with. Whatever it is, the party must be prepared to face the Mayhem Legion's forces."*

Other adventurers in the tavern may have stories that offer insight into Kakul-Saydon's plot, hinting at clownish designs and rumors of a dark circus. With enough investigation, the characters may even learn of one of Kakul-Saydon's special abilities (see Kakul-Saydon's stat block in the [Enemy Appendix](#)) from other adventurers or Shandi. When the characters are prepared, Shandi opens the storybook and the party is transported to Kakul-Saydon's Midnight Circus.



### The Midnight Circus Carnival

Kakul-Saydon's Midnight Circus Carnival is dark and beguiling, full of ostentatious attractions designed to lure, trap, and inflict suffering upon any who dare attempt to pass through to face Kakul-Saydon.





Surrounding the red-striped big top tent in the center of the carnival are carnival sideshows and features, operated by minions in Kakul-Saydon's employ. These minions have been selected for their skill at enticing adventurers with the attractive delights of the carnival, only to soften them up for eventual defeat by their master Kakul-Saydon. Many who enter the gates of the carnival do not even gain entrance to the big top, disappearing to their deaths... or to be converted to servitude by the seduction of the carnival.



Except where otherwise stated, all areas of the Carnival have the same following features:

***Darkened Sky*** - A blanket of starless darkness stretches from horizon to horizon where clouds and blue sky would normally rest. This gives the eternal impression of night and necessitates illumination from many sources, both mechanical and magical. Long, flickering shadows keep the characters company as they traverse the Carnival.

***Weathered Fairgrounds*** - The Carnival's grounds are well-traversed by minions, denizens, and adventurers alike. Grass grows in spurts, but the impacted brown earth is covered by dry, thinly-spread straw. This makes stealth difficult, and tracking fairly simple.

***Room to Work*** - The various attractions around the big top tent are not closely packed together - there is ample space between them to move around.

***Tents*** - Each attraction has a tent behind or adjacent to it, where the minions keep supplies, provisions, or other demonic necessities within easy reach. These tents are made of sturdy dry canvas.

***Laughter on The Wind*** - Occasional soft cackles can be heard as the adventurers move around the Carnival, emitted by the minion clowns employed by Kakul-Saydon. Some of these cackles can be traced back to their source, while others seem to emanate from thin air.



## KEYED LOCATIONS

Creatures identified in **bold** use the stat block described. Some specific stat blocks appear in the Enemy Appendix – otherwise, use the stat block found in the Fifth Edition Dungeons & Dragons core rulebooks. If the players enter combat, minions in the vicinity will look on with interest but will not interfere.



**Area 1.** The ticketing entrance to Kakul-Saydon's Midnight Circus Carnival appears to be like any typical ticket stand – except it is manned by a two-faced clown (**Cult Fanatic** stat block). This clown wears two masks, one each on opposite sides of her head, in the form of the classic comedy/tragedy personas. She rotates between them depending on her mood. The party must gain entry to the carnival here, as there is a magical barrier surrounding the remainder of the grounds. One solution is to convince the clown to allow entry. The clown will grant entry with a DC 15 Persuasion to the comedy mask or a DC 15 Intimidation to the tragedy mask. She will provide one ticket to each attraction within the carnival, but may venture forth from ticketing to offer additional tickets if any adventurer appears lost or disinterested.

**Area 2.** The Hall of Mirrors is a large, wooden building with peeling and cracked paint. It can hold one adventurer at a time and is guarded by a solemn-looking clown (**Cultist** stat block). Upon entry, the entrance disappears behind the adventurer and they are presented with a number of reflections of their back. Stepping forward in any direction causes other reflections to fall away as the adventurer progresses down alternate subclass paths they could have taken. Some appearance on each path gives a clue as to how the fight against Kakul-Saydon would have gone, as if there are multiple alternate realities where the adventurer went through this same quest and either succeeded or failed. Upon leaving the Hall of Mirrors after following any path to completion (death or immortality, in the GM's discretion), the adventurer is given the Clubs suit.

**Area 3.** The Cup Game can service one adventurer at a time. Manned by a solitary clown, the Cup Game presents three cups on a table, one of which will hide the Diamonds suit (**Cultist** stat block). The player will be given the best of three cup shuffles to distinguish which cup hides the suit, based on a DC 18 Insight. Guessing correctly on any try grants the player the Diamonds Suit. Following the three tries, if the player failed on any try, the clown will magically collect one of the player's eyes as the clown's prize, causing a -5 to all checks that rely on sight. Attempts to attack the clown following the loss of the eye will reveal they are incorporeal and immune to damage. If the player succeeded more than once in guessing the proper cup, they will be given a Marching Flag that can be used during the fight with Kakul-Saydon to give the party advantage for one full round by rallying them to attack with speed.

**Area 4.** The Horse Race can service two players at a time and is operated by a massive, jovial clown (**Clown Carny** stat block). The goal is simple – use the water cannon to depress a metal plate, advancing a mechanical horse toward and across a finish line. The players will be opposed by four other clowns, using cannons of their own, as well as the game operator, who doesn't play fair with any of the contestants. Successfully winning the mechanical horse race will grant the winning player the Spades suit.

**Area 5.** The Hammer Game is a classic game of strength, operated by a muscular clown (**Clown Carny** stat block). The player must wield a carnival hammer,

slamming it into a plate which will cause a scale to temporarily rise. The higher the Strength roll, the better the player scores on the scale. The clown will challenge the player to three rounds, wherein the highest aggregate score wins. If the player wins, they will be granted the Hearts suit.

**Area 6.** The Big Top Tent, where **Kakul-Saydon** awaits the players in ambush. The players cannot enter the Big Top Tent until they have collected all four suits, one by each player. Upon entry, the players see an enormous stage where Kakul-Saydon stands front and center to lead the Midnight Circus. With a grand gesture, he exclaims *“Thank you, thank so much, everyone! Thank you! Everyone, let me introduce you to the fools who appear like a comet!”* before attacking the party. He is assisted by four unicycling clown minions (**Cultist** stat block) and a **Clown Cannoneer**.





## RANDOM EVENT TABLE

Random Encounters found in the table below can be used to intersperse any player activities at keyed locations.

Roll 1d4	Encounter
1	A unicycling halfling clown ( <b>Cultist</b> stat block) speeds past the party while trying to steal one item they are carrying. The targeted character must make a DC 15 Dexterity saving throw, losing a random item on a failed save as the clown wheels away into Area 6. The clown will use the item against the party when they gain access to Area 6.
2	A tearfully angry clown ( <b>Cultist</b> stat block) approaches the party and gives them a Healing Potion, but does not tell them what it is before disappearing. This clown responds with angry hostility to any questions asked, indicating only that she is quitting the circus. Players can ascertain what it is with a successful DC 20 Medicine check.
3	A <b>dwarf</b> runs screaming from Area 6, chased by a sea of rolling, cackling clown heads. If the party does not intervene, he will be tripped by the heads and rolled away on top of the heads. The clown heads do not attempt to carry away the characters. If the party saves the dwarf, he will reveal that he doesn't know who he is or how he got there.
4	The ticketing clown met in Area 1 approaches the party to ask if they are enjoying their visit. She may give them additional tickets depending on her mood and the conversation.



## SUGGESTED CLASS APPENDIX

While players may create their characters as they wish, the following classes have been adapted from *Lost Ark* and are suggested for use in this adventure.

### Machinist

(Ranged Class)



The Machinist fights with a combination of cutting-edge technology and cutthroat combat. Using drone attacks, they take their time to analyze their aim, ensuring they hit their target – deadly, and deadly accurate.

**Armor Class:** 14 (Natural Armor)

**Hit Points:** 40 (5d8+15)

**Speed:** 30 ft. walking speed

<b>STR</b>	12	(+1)
<b>DEX</b>	18	(+4)
<b>CON</b>	16	(+3)
<b>WIS</b>	8	(-1)
<b>INT</b>	14	(+2)
<b>CHA</b>	10	(+0)

**Saving Throws:** CON, DEX

**Skills:** Acrobatics, Perception, Sleight of Hand, Stealth

**Languages:** Common, 1 other language

**Suggested Level:** 3

**Abilities/Attacks:**

*Bullet Hail.* 1 action. (+3 to hit, range 60/120 ft., one target) Hit: 2D8+2+Dex Modifier, Piercing Damage.

*Command: Flare Beam.* 1 Bonus Action. You must use *Bullet Hail* as your action to use *Command: Flare Beam*. You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A

flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

*Command: Active Pulse.* 1 Bonus Action. You must use *Bullet Hail* as your action to use *Command: Active Pulse*. A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

*Command: Babby Drones.* 1 Bonus Action. You must use *Bullet Hail* as your action to use *Command: Babby Drones*. Swarming, small drones fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

*Overcharged Battery.* 1 Action. You throw out an overcharged battery that splits in three exploding parts of magical force. Each part hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The parts all strike simultaneously, and you can direct them to hit one creature or several. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.



## Glaivier

(Melee Class)



The Glaivier has two distinct skill sets, each one is represented by one of their weapons, the spear and the glaive. The best way to leverage their eloquent, yet deadly form of martial arts is to find balance between their two fighting stances.

**Armor Class:** 11 (Natural Armor)

**Hit Points:** 55 (5d10+18)

**Speed:** 30 ft. walking speed

<b>STR</b>	18	(+4)
<b>DEX</b>	12	(+1)
<b>CON</b>	16	(+3)
<b>WIS</b>	10	(+0)
<b>INT</b>	14	(+2)
<b>CHA</b>	8	(-1)

**Saving Throws:** STR, CON

**Skills:** Athletics, Intimidation, Survival

**Languages:** Common

**Suggested Level:** 3

### Abilities/Attacks:

*Half Moon Slash* 1 action. (+1 to hit, melee, one target)  
Hit: 1D10 +Str Modifier, Slashing Damage.

*Thrust of Destruction*. 1 Action. A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

*Dragonscale Defense*. 1 Reaction. You can use your reaction to deflect or catch a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 15. If you reduce damage to 0 and have a free hand you can immediately make a ranged attack with a range of 20/60. You may use this ability a

number of times equal to your proficiency bonus per long rest.

*Starfall Pounce*. 1 action. A wave of thunderous force sweeps out from you. Each creature in a 15-foot radius centered on you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

*Thrust of Destruction (Healing)*. 1 Action. A beam of crackling energy streaks toward you. Once per long rest as an action, you can regain HP equal to your Glaivier level plus your proficiency bonus and dexterity modifier.

*Flash Kick*. 1 Action. Thrusting forward with your melee weapon, you advance 10 feet in any direction, striking with your melee weapon, followed by a strong kick (unarmed strike).

## Sorceress

(Mage Class)



The Sorceress wields powerful magic based on three elements with spells that can deal area damage. They can easily handle multiple enemies helping them dominate the battlefield.

**Armor Class:** 10 (Natural Armor)

**Hit Points:** 40 (5d8+15)

**Speed:** 40 ft. walking speed

<b>STR</b>	8	(-1)
<b>DEX</b>	10	(+0)
<b>CON</b>	16	(+3)
<b>WIS</b>	18	(+4)
<b>INT</b>	14	(+2)
<b>CHA</b>	12	(+1)

**Saving Throws:** CON, WIS

**Skills:** Arcana, Investigation, Persuasion

**Languages:** Common, 1 other language

**Suggested Level:** 3

### Abilities/Attacks:

**Blaze.** 1 Action. Range: 80 feet. You hurl a bolt of fiery energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

**Ice Arrow.** 1 Action. Lances of freezing energy emanates from you in a 30-foot cone. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its

speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice. When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 3rd.

**Explosion.** 1 Action. Range: 100 feet. Select a point within range. An explosion of flame blossoms from that point, creating a 40-foot sphere of fiery destruction. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 4d10 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 5th.

**Inferno.** 1 Action. Range: 50 feet. You create a solid vertical wall of fire centered on a point within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 10 feet in diameter, 10 feet high, and 1 foot thick. The wall is opaque and lasts for one minute. When the wall appears, each creature within 5 feet of it must make a Constitution saving throw. On a failed save, a creature takes 3d8 fire damage, or half as much damage on a successful save. A creature takes 6d8 fire damage if it enters the wall on a turn or ends its turn there. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

**Enviska's Might.** 1 Action. Range: 100 feet. A 30-foot-radius sphere of churning winds springs into existence centered on a point you choose within range. The sphere remains for one minute. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d10 bludgeoning damage. On your turn, you may move the sphere up to 20 feet as a bonus action. The sphere's space is difficult terrain. When you cast this spell using a spell slot of 5th level or higher, the damage increases for each of its effects by 1d10 for each slot level above 4th. You may use this ability once per long rest.

## Paladin

(Support Class)



Paladin are directly connected to the powers of the Gods. They channel this ancient power by using holy skills and buffs with the holy book to support their team behind-the-scenes. They also are known to wield a sword on the frontline.

**Armor Class:** 14 (Natural Armor)

**Hit Points:** 25 (5d8-5)

**Speed:** 30 ft. walking speed

<b>STR</b>	16	(+3)
<b>DEX</b>	18	(+4)
<b>CON</b>	8	(-1)
<b>WIS</b>	10	(+0)
<b>INT</b>	14	(+2)
<b>CHA</b>	12	(+1)

**Saving Throws:** DEX, INT

**Skills:** Acrobatics, Insight, Investigation, Stealth

**Languages:** Common, 2 other languages

**Suggested Level:** 3

**Challenge:** 3

***Charge.*** 1 Action. Thrusting forward with your melee weapon, you advance 10 feet in any direction, striking with your melee weapon, followed by a strong kick (unarmed strike).

***Executor's Sword.*** 1 Action. Make a melee attack with your melee weapon against a single target. The target must succeed on a Strength saving throw or be knocked prone.

***Holy Protection.*** 1 Action. Warm healing energy emanates from you. Every non-hostile creature in a 30-foot-radius sphere centered on you regains hit points equal to 4d6 + your spellcasting ability modifier. This spell has no effect on undead or constructs. When you

cast this spell using a spell slot of 6th level or higher, the healing increases by 1d6 for each slot level above 5th.

***Aura of Protection.*** 1 Action. For one hour, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus. You may use this ability a number of times equal to your proficiency bonus per long rest.

***Alithane's Judgment.*** 1 Action. Range: 100 feet. A bright sphere of light appears centered on a point you choose within range. It can be free floating, or it can rest on a solid surface. The sphere can have a radius of up to 30 feet. The sphere blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet. When the sphere appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 3d10 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A creature that comes into contact with the sphere's area takes 3d10 radiant damage. On your turn, you may move the sphere up to 20 feet as a bonus action. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th. You may use this ability once per long rest.



## ENEMY APPENDIX

### Kakul-Saydon (Medium Fiend, Chaotic Evil)



Kakul-Saydon is the Mayhem Legion Commander, granted the position after he demanded it from the Archdemon Kazeros when he was selecting his Demon Legion Commanders. Behind his playful clownish façade, he hides an evil, maddening power. While Kakul-Saydon is most often referred to as a single demon, he is actually made up of two entities; Saydon is the larger of the two demons, while Kakul is the smaller doll that is usually found on Saydon's shoulder.

**Armor Class:** 14 (Natural Armor)

**Hit Points:** 45 (5d8+20)

**Speed:** 40 ft. walking speed

<b>STR</b>	12	(+1)
<b>DEX</b>	16	(+3)
<b>CON</b>	18	(+4)
<b>WIS</b>	10	(+0)
<b>INT</b>	14	(+2)
<b>CHA</b>	8	(-1)

**Saving Throws:** CON +2, DEX +6

**Skills:** Acrobatics +3, Perception +3, Performance +2

**Condition Immunities:** Exhausted, Sleep

**Senses:** Passive Perception 13

**Languages:** Common

**Challenge:** 3

#### Lair Action

**Roulette.** After any character's turn, Kakul-Saydon may transform the floor of the stage into a roulette wheel and then spin it. The characters must succeed

on a DC 14 Investigation check to find the sections of the wheel matching their received suit. On a success, the character may make a ranged or spell attack against Kakul-Saydon as a reaction. On a failure, the character takes 1d4 psychic damage.

#### Traits

**Find Saydon.** As an action, Kakul-Saydon will create four clown clones, each taking their action on his turn. Players must succeed on a DC 12 Wisdom saving throw to identify Kakul-Saydon from the clones. On a failed save, characters have disadvantage on attack rolls and saving throws against the clones and Kakul-Saydon until their next turn.

**Simon Says.** As a movement action, Kakul-Saydon may perform a dance (as described by the GM). The characters must succeed on a DC 12 Performance check or have disadvantage on their next saving throw.

**Madness.** Whenever a character misses on an attack roll against Kakul-Saydon, they receive one Madness token. If any character receives four Madness tokens, they must immediately attack another character chosen by the GM. On a hit, the character removes all Madness tokens from themselves and the character they hit.

#### Actions

**Fear.** (*range 60ft., one target*) A beam of energy springs from Kakul-Saydon toward the target. That target must succeed on a DC 12 Dexterity saving throw or be frightened of Kakul-Saydon until their next turn.

**Pick a Card.** (*+4 to hit, range 60ft., one target*) Kakul-Saydon conjures an enormous playing card and makes a ranged spell attack against any character. That character must roll a 1d4, with each potential result corresponding to a particular card suit (1 = Clubs, 2 = Spades, 3 = Diamonds, 4 = Hearts). If the suit of the attack matches the character's suit, the character is immune to damage from the attack. If the suit does not match the character's suit, on a hit, the character takes 1d4 damage.

**Flames!** (*+4 to hit, range 30ft., one target*) Kakul-Saydon fans flames towards up to three targets it can see within range. The targets must succeed on a Dexterity saving throw or take 1d6 fire damage.

**Clown Cannoneer**  
(Medium Fiend, Chaotic Evil)



**Armor Class:** 10 (Natural Armor)  
**Hit Points:** 8 (1d6+2)  
**Speed:** 15 ft. walking speed

<b>STR</b>	10	(+0)
<b>DEX</b>	18	(+4)
<b>CON</b>	14	(+2)
<b>WIS</b>	8	(-1)
<b>INT</b>	10	(+0)
<b>CHA</b>	8	(-1)

**Saving Throws:** None.  
**Skills:** Perception +3  
**Condition Immunities:** None.  
**Senses:** Passive Perception 13  
**Languages:** Common  
**Challenge:** 1/2

**ACTIONS**

**Cannon Blast.** (+4 to hit, range 20/60 ft., one target) Hit: 4 (1d4+0) bludgeoning damage.

**Clown Carny**  
(Medium Fiend, Chaotic Evil)



**Armor Class:** 12 (Natural Armor)  
**Hit Points:** 9 (2d8)  
**Speed:** 15 ft. walking speed

<b>STR</b>	11	(+0)
<b>DEX</b>	12	(+1)
<b>CON</b>	10	(+0)
<b>WIS</b>	11	(+0)
<b>INT</b>	10	(+0)
<b>CHA</b>	10	(+0)

**Saving Throws:** None.  
**Skills:** Deception +2, Performance +3  
**Condition Immunities:** Advantage on saving throws against being charmed or frightened.  
**Senses:** Passive Perception 10  
**Languages:** Common  
**Challenge:** 1/8

**ACTIONS**

**Hammer Bash.** (+3 to hit, reach 5 ft., one target) Hit: 4 (1d6+1) bludgeoning damage.

# THE MIDNIGHT CIRCUS ONE-PAGE DUNGEON

The one-page (front and back!) dungeon version of the Midnight Circus TTRPG is a module that may appeal to players interested in a quicker adventure with more limited exploration and a focus on combat against **Kakul-Saydon**.

## Intro

The party has been tasked with defeating **Kakul-Saydon**, the maniacal Demon Legion Commander who relies on a menagerie of clownish minions and evil tricks to confound his foes. Queen Ealyn is calling on the heroes of Arkesia to rally with her against Kakul-Saydon. Sidereal Shandi has located a portal to Kakul-Saydon's realm, namely, a mystical storybook, and can be found at Neria's Tavern through his Illusory Bird. Shandi has gathered with the adventurers at Neria's Tavern, and while he cannot travel with them, he can enable them to travel through the storybook gates to begin their quest to defeat **Kakul-Saydon**. Other envoys of the Queen have failed to return, so be wary.

## Areas to Explore

**Area 1.** The tavern is your standard tavern, replete with odd food, strong drink, and eclectic company. The party is seated at a table, along with Shandi's Illusory Bird, and the storybook lays before them. There are other adventurers in the tavern, some of which may have heard tell of Kakul-Saydon and the defeated adventurers who have gone before. Nice spot for an initial scene-setting and character development prior to diving into the storybook and the Midnight Circus.

**Area 2.** The ticketing entrance to Kakul-Saydon's Midnight Circus appears to be like any typical ticket stand – except it is manned by a two-faced clown. This clown wears two masks, one each on opposite sides of her head, in the form of the classic comedy/tragedy personas. She rotates between them depending on her mood. The party must gain entry to the carnival here, as there is a magical barrier surrounding the remainder of the grounds. One solution is to convince the clown to allow entry. The clown will grant entry with a **DC 15 Persuasion** to the comedy mask or a **DC 15 Intimidation** to the tragedy mask. She will provide one ticket to each attraction, but may venture forth from ticketing to offer additional tickets if any adventurer appears lost or disinterested.

**Area 3.** The Hall of Mirrors can hold one adventurer at a time and is guarded by a solemn-looking clown. Upon entry, the entrance disappears behind the adventurer and they are presented with a number of reflections of their back. Stepping forward in any direction causes other reflections to fall away, as the

adventurer progresses down alternate subclass paths they could have taken. Some appearance for each path gives a clue as to how the fight against Kakul-Saydon would have gone, as if there are multiple alternate realities where the adventurer went through this same quest and either succeeded or failed. Upon leaving the Hall of Mirrors after following any path to completion (death or immortality, in the GM's discretion), the adventurer is given the Clubs suit.

**Area 4.** The Cup Game can service one adventurer at a time. Manned by a solitary clown, the Cup Game presents three cups on a table, one of which will hide the Diamonds suit. The player will be given the best of three cup shuffles to distinguish which cup hides the suit, based on a **DC 18 Insight**. Guessing correctly on any try grants the player the Diamonds Suit. Following the three tries, if the player failed on any try, the clown will magically collect one of the player's eyes as the clown's prize, causing a **-5 to all checks that rely on sight**. Attempts to intimidate or attack this clown following the loss of the eye will reveal they are incorporeal and immune to damage. If the player succeeded more than once in guessing the proper cup, they will be given a Marching Flag that can be used during the fight with Kakul-Saydon to give the party **advantage** for one full round.

**Area 5.** The Horse Race can service two players at a time and is operated by a massive, jovial clown. The goal is simple – use the water cannon to depress a metal plate, advancing a mechanical horse toward and across a finish line. The players will be opposed by



four other clowns, using cannons of their own, as well the clown, who doesn't play fair with any of the contestants. Successfully winning the mechanical horse race will grant the winning player the Spades suit.

**Area 6.** The Hammer Game is a classic game of strength, operated by a muscular clown. The player must wield a carnival hammer, slamming it into a plate which will cause a scale to temporarily rise. The higher the **Strength** roll, the better the player scores on the

## Final Boss: Kakul-Saydon

(Medium Fiend, Chaotic Evil)

Kakul-Saydon is the Mayhem Legion Commander, granted the position after he demanded it from the Archdemon Kazeros when he was selecting his Demon Legion Commanders. Behind his playful clownish façade, he hides an evil, maddening power.

<b>Armor Class:</b> 14 (Natural Armor)			<b>Saving Throws:</b> CON +2, DEX +6		
<b>Hit Points:</b> 45 (5d8+20)			<b>Skills:</b> Acrobatics +3, Perception +3, Performance +2		
<b>Speed:</b> 40 ft. walking speed			<b>Condition</b>		
<b>STR</b>	12	(+1)	<b>Immunities:</b>		
<b>DEX</b>	16	(+3)	Exhausted, Sleep		
<b>CON</b>	18	(+4)	<b>Senses:</b> Passive		
<b>WIS</b>	10	(+0)	Perception 13		
<b>INT</b>	14	(+2)	<b>Languages:</b> Common		
<b>CHA</b>	8	(-1)	<b>Challenge:</b> 3		

### LAIR ACTION

**Roulette.** After any character's turn, Kakul-Saydon may transform the floor of the stage into a roulette wheel and then spin it. The characters must succeed on a DC 14 Investigation check to find the sections of the wheel matching their received suit. On a success, the character may make a ranged or spell attack against Kakul-Saydon as a reaction. On a failure, the character takes 1d4 psychic damage.

### TRAITS

**Find Saydon.** As an action, Kakul-Saydon will create four clown clones, each taking their action on his turn. Players must succeed on a DC 12 Wisdom saving throw to identify Kakul-Saydon from the clones. On a failed save, characters have disadvantage on attack rolls

scale. This clown will challenge the player to three rounds, wherein the highest aggregate score wins. If the player wins, they will be granted the Hearts suit.

**Area 7.** The Big Top Tent, where Kakul-Saydon awaits the players in ambush. The players cannot enter the Big Top Tent until they have collected all four suits, one by each player. Upon entry, Kakul-Saydon confronts the players at first with four unicycling clown minions and a clown cannoneer, then directly.

and saving throws against the clones and Kakul-Saydon until their next turn.

**Simon Says.** As a movement action, Kakul-Saydon may perform a dance (as described by the GM). The characters must succeed on a DC 12 Performance check or have disadvantage on their next saving throw.

**Madness.** Whenever a character misses on an attack roll against Kakul-Saydon, they receive one Madness token. If any character receives four Madness tokens, they must immediately attack another character chosen by the GM. On a hit, the character removes all Madness tokens from themselves and the character they hit.

### ACTIONS

**Fear.** (*range 60ft., one target*) A beam of energy springs from Kakul-Saydon toward the target. That target must succeed on a DC 12 Dexterity saving throw or be frightened of Kakul-Saydon until their next turn.

**Pick a Card.** (*+4 to hit, range 60ft., one target*) Kakul-Saydon conjures an enormous playing card and makes a ranged spell attack against any character. That character must roll a 1d4, with each potential result corresponding to a particular card suit (1 = Clubs, 2 = Spades, 3 = Diamonds, 4 = Hearts). If the suit of the attack matches the character's suit, the character is immune to damage from the attack. If the suit does not match the character's suit, on a hit, the character takes 1d4 damage.

**Flames!** (*+4 to hit, range 30ft., one target*) Kakul-Saydon fans flames towards up to three targets it can see within range. The targets must succeed on a Dexterity saving throw or take 1d6 fire damage.