

Blood Lords RPG

DIMMINGEYES



THE PRANCING CLOWN



Compatible

Written by D. Estep of Blood Lords RPG

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Photos: Clipart; clipart.com

INTRODUCTION

This adventure was designed to introduce everyone's favorite killer clown into your campaign setting. **IT** was written for my table group for our annual Halloween Game this year and I thought others may enjoy it as well. This small module is laid out so that you can utilize this story inside of your own campaign with ease, and made available to you in case you're short on time, and need a great, quick solution to your holiday game this haunting season.

Thanks,

D. Estep

LORE AND SETUP

Long has **(Insert town in your setting)** been plagued with the curse of its oldest resident.

Every **26** years the being known as "**That**" awakens to feed after an act of extreme violence occurs in the **(town you mentioned above.)** While awake "**That**" takes the form of **Dimmingeyes he Prancing Clown**, and hunts and lures children in to scare them and eat them. Dimmingeyes has massive control over **(your town)** whilst awake. He controls the weather, the collective memory of the town's inhabitants and can only be seen by those he wishes to be seen by.

Georgie Wingurick, son of the High Lord of **(your town)** seems to be the latest victim in a string of disappearances. He is 1 of 4 children to have gone missing from **(your town)** in the last fortnight. The peculiar thing is, that once

another child goes missing, the town's people seem to forget about the children that have gone missing before.

The party after being hired by Lord Wingurick to find young Georgie will seek information on the town's dark past, and uncover a slew of disappearances dating back to the establishment of **(your town)**. To combat the "*Eater of Children and Worlds*", the party must revert themselves to the former and put the beast back to sleep before more children go missing.

You can seed this adventure hook into your campaign's story any number of ways, you know how to insert it into your world far better than I do. **For authenticity sake, you may want to mention an extreme act of violence that has recently occurred in your world, or link "That's" arrival to one that has already happened in your story.**

Dimmingeyes will only return to his slumber either by being defeated, or if another gruesome act of violence occurs after he wakes.

** Based on past deeds of the party, a messenger will approach them and present them with a scroll bearing the black wax seal of House Wingurick. The scroll includes a summons to the Lords home. The scroll is very non-descript, which will have the party wondering what a high lord would want with them.*



"You now find yourselves in the great hall of a great, stone tower. As you sit at the long oaken table, shaking off the cold from your journey across town, you note the silence of the room, all except for the ticking of a grand time piece on the west wall of the room. As you wait for the Lord, your minds concoct terrible reasons for having been summoned by the most powerful man in the region."

**At this point open it up to the party, and let them banter about the situation.*

"The doors open, and the Lord enters holding fast to his wife Lady Ellia, who is obviously distraught. She fights a hysterical outburst behind a black veil. The Lord gingerly walks her to her seat beside his, and then looks at you all before taking his own. He is a striking man, a bit more fashion forward than a typical man of his age. He sits in silence for a moment. You notice he looks a bit tired, the bags under his eyes match the wine in his glass."

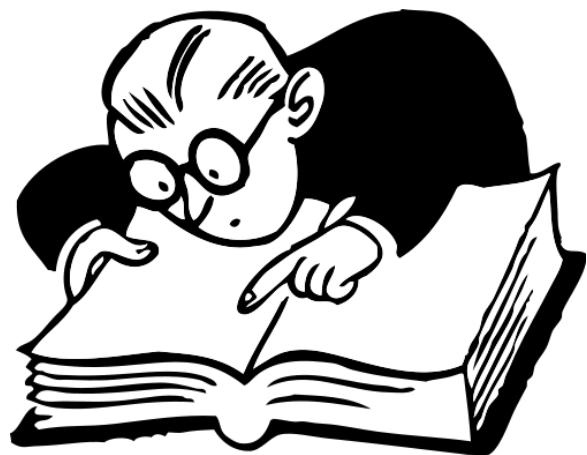
"My Wife Lady Ellia and I welcome you as favored guests this evening to our home. Thank you for answering my summons with such haste. Our son, Little Georgie has gone missing. (Lady Ellia has an outburst of sobbing.) He was playing on the street accompanied by his nanny. She said she only turned her back for a brief moment and he was gone. She is being kept alive only because Lady Ellia fears she may have more information."

"I would ask you to aid me in finding our Georgie. The guards are searching for him, but I come to you now because of your collective reputation. Some believe this chain of vanishings to be the work of a supernatural evil. Although I do not subscribe to such superstitions, I wish no stone unturned until our boy is home safe."

"As for compensation...." (DM insert lucrative loot here based on party interest/whatever you want them to have.)

"You make your way out of the Wingurick Estate, back into the cool autumn air, making your way to the *(library/place of knowledge where the histories of the town are kept.)*"

**Allow the party to spend about 20 minutes searching the history texts of the town. After which give them each a fragment of the history as listed below, then allow them to role play piecing the information together after their search of the texts.*



KNOWLEDGE ABOUT DIMMING EYES

**After searching the library/histories, reveal 1 of these to each player.*

- 300 years ago, the first settlers of **(your town)** mysteriously vanished. More than 600 men, women and children were believed to have been butchered, hundreds of smeared blood trails all lead to the town' well.
- 26 years after that, many children vanished after a gruesome massacre was committed involving a man named **Klad Maro** when he allegedly poisoned his whole family with the deadly *Night Kap* mushroom before eating a crossbow bolt, and killing himself.
- Observing a timeline in a tome of histories, you begin to piece together that every 26 years, acts of violence and vanishings have occurred since recorded history in **(your town.)**
- 52 years ago, a human lumberjack from (your town) locked the doors of a tavern, mostly patronized by Elves, and set the place ablaze killing all inside. Shortly after, a slew of child disappearances began to occur. The strange disappearances stopped after the towns fold hunted down 37 women accused of consorting with the Abyss and were burned alive.
- 26 years ago, another string of juvenile disappearances began after a man known as Blood Claude set out on a gruesome killing spree with a

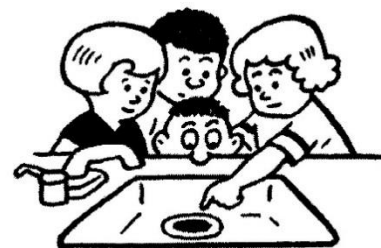
blacksmith's hammer, and ended after an orphanage in the town exploded killing 108 people, 84 of them being children.

- The old town well linked to the first massacre, would be located under a now shanty house that is the center of many frightening ghost stories told to children of the town. You also discover through looking over maps that all occurrences seem to have taken place along and above the city sewer ways.

BECOMING CHILD-LIKE

**The group should deduct, or be lead to the fact by the DM that Dimmingeyes' favored targets are children, and to effectively locate and destroy him, they will need to become such.*

**The mechanism you use to revert the party into children should be whatever feels most organic to you for your setting. One idea is to allow them to find a Scroll of Age Reversal within the library. But the means in which they obtain the ability is up to you. The magic should revert them into children for 24 hours to allow them to lure Dimmingeyes to them so that they may confront him.*



**After being age reverted by magic, each player will roll on, or be assigned a selection from the "Childhood Predisposition" table below, giving the adolescent version of their character a common youthful obstacle to deal with, and providing flavor, and the party with a laugh at their expense. Let's face it being a kid isn't easy. Predispositions will remain active as long as the character is in their child form.*

Childhood Predisposition Table

D8	Predisposition
1.	Hey Fat Boy! You are a little husky; -5 to movement speed.
2.	You have a St-St-St-Stutter; -2 to Charisma.
3.	You have big buck-teeth, and poor vision; Disadvantage on Perception (sight) checks, and -1 Charisma
4.	You are a hypochondriac. You spend your next action vomiting after seeing the first sight of blood.
5.	You're a hearty lad, but not the smartest member of the gang. -1 INT
6.	You're as skinny as a rail, and weak as water; -2 STR
7.	You are a Scare-D-Cat. Roll twice on the Worst fear table.
8.	Metal Mouth! You have a state-of-the-art head contraption attached to your dome to regulate your horrendously crooked teeth. The contraption encompasses your entire head. The DM chooses 1 other party member, s/he is the only character that can understand a word you say.

**After receiving a Childhood Predisposition, the players will now roll for their "Worst Fear" Dimmingeyes will transform into these forms, and scare them, unraveling their minds. When a player encounters their worst fear at any time during the session, the DM may force them to run away, or inflict a negative effect on the player as they face their Worst Fear. They may also be forced to roll on the Madness Chart in the DMG.*

**Dimmingeyes will harass the party by revealing himself as a player's Worst Fear, attacking them in that form just before retaking his clown form, saying something terribly hilarious and vanishing. The table's contents below can be substituted for anything the DM desires.*

Worst Fear Table

D8	Worst Fear
1.	Snakes
2.	Werewolves
3.	Vampires
4.	Spiders
5.	Zombies
6.	Sharks (appears in the sewers)
7.	Skeletons
8.	Ghosts



“As soon as you get your bearings in your new form and look around at your companions in theirs...”

Perception Check: Highest spots the red balloon floating nearby first.

- **If indoors:** *It moves very slowly*
- **If outdoors:** *it floats slowly against the breeze.*

**An audible voice emanates from the balloon.*

“You’ll die if you try! If you try, you’ll die!!”

“The voice stops as the balloon bursts, splattering the room/ area with thick wet blood, and the smell of metal”

*Dealing **2d10** psychic damage to all.

WORST FEAR ROLLS

At any time the DM may force a “Worst Fear” roll. The DM may choose one of the Worst Fears of the PC’s rolled earlier in the session, or roll on the chart and let fate decide. When this event triggers, Dimmingeyes will appear in that PC’s “Worst Fear” Form, and attack that PC, forcing them to roll on the Madness chart, or suffer another ill effect decided upon by the DM. Dimmingeyes harasses the PC in this way, hits once or twice, reverts into clown form, says something witty, and then vanishes. The DM

can trigger these events as much or little as he sees fit throughout the session. This mechanic is used to keep the players on their toes, and breed paranoia throughout the session.

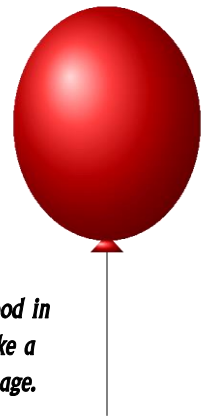
“You make your way through the streets of (your town) and you notice that the disappearances have frightened the common folk of the town. You see no children playing, no one flogging their wares, every shutter is fastened, and every shade pulled. It appears as if the town as a whole has been abandoned. The only thing in abundance is eerie silence.

You stop in front of an old creepy dilapidated house surrounded by old grave stones, the old house predates more modern architecture of the town. You feel chills climb your spine and resting as tension in your shoulders as you look upon this house of evil.

BALLOONS

When a balloon enters the play space/scene, all PC’s that can see it must make a DC 14 Charisma savings throw or be *frightened* by it for the duration of its presence in the scene, repeating the save at the beginning of each of their turns. They also suffer Disadvantage on Ability Checks, and saving throws, and attack rolls while the balloon is present.

**Players can shoot it down, splattering blood in a 60ft. radius. All in the affected area make a DC 14 DEX save or take 2d10 psychic damage.*



*Outside the creepy shack is a great place for a Worst Fear roll, but can be skipped to save time because there will be one inside the house shortly after.

"You step inside the house, pushing back the creaky old storm door. Inside you see furniture on its sides, papers laid about the floors, and even some dead weeds that had taken root during the grow season. You search around cautiously. Suddenly..."

***Worst Fear Roll**

**Let the group beat on him a couple rounds and then have him retreat down a flight of stairs into the basement.*

"Against your better judgement you peruse Dimmingeyes down into the dank, dark basement. Bones litter the floor laying across dried blood pools, the sight is horrific. Standing out to you, you notice a trail of fresh, and old blood alike leading down into the well."

**The players may now roll a climb check with the rules your group normal uses for such a situation. The depth of the climb can be however long you think would be interesting.*

THE SEWERS

Sewer Mechanics

Stench: When players first enter the sewers, and every round of combat afterwards, the PC's (at the DM's discretion) are forced to succeed on a DC 12 CON save or use their next bonus action to vomit. After 4 such rounds of failed saves, your stomach is

empty, and you are feeling weak. That PC must subtract -1 from their Strength ability score.

Grey Water: While in the sewer water, PC's are only allowed to move 5ft. at a time. This is assuming there are walkways in the sewer on either side of the water.

- It takes a full movement to enter or exit the water.
- If the water touches open wounds (if the PC is below full HP, the PC loses 5HP at the beginning of their turn when they begin it in the Grey Water. 5x2 on the second turn, 5x3 on the third turn and so on.

**Whilst traversing the sewers the DM can finish triggering Worst Fears if there are any left or through in any encounters s/he sees fit.*

"The further you travel through the sewers in search of Dimmingeyes, the more bodies you begin to see "floating" in the water. As your path leads to a dead end, you see a boy."

"Can you help me? I'm Georgie. I can't find my parents anywhere, but that nice clown did give me this balloon! Look it floats! You can too!"

"While the boy finishes his voice transforms into that of Dimmingeyes. You watch as the boy transforms into the clown, and then he attacks."

DIMMINGEYES THE PRANCING CLOWN

Medium, aberration; chaotic evil

Armor Class 15

Hit Points 200

Speed: 45ft., swim 45ft., climb 45ft.

<u>STR</u>	<u>DEX</u>	<u>CON</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
14 (+2)	16(+3)	18(+4)	16(+3)	22(+6)	20 (+5)

Saving Throws Dex +10, Cha +10, Wis +10

Skills Perception +10, Performance +10, Intimidation +10

Damage Resistances fire; necrotic

Damage Immunities psychic

Senses darkvision 120ft., passive Perception 19

Languages All

Challenge 9 (5,000 XP)

Friendship. When a PC heals another PC Dimmingeyes takes that much damage.

Mock the Dying. Death saves made within 60ft. of Dimmingeyes are made with Disadvantage.

ACTIONS

Multiattack. Dimmingeyes makes two attacks, he may perform any combination of Cleaver of Merriment and Pieface.

Cleaver of Merriment. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* (2d8+4) piercing damage. The target must then make a DC 13 Constitution saving throw, on a failure Dimmingeyes tells a sinister joke laced with vile magic forcing you to laugh so hard you drop your weapon.

Pieface. *Ranged Weapon Attack:* +8 to hit, range 60ft./120ft., one creature. *Hit:* (2d6+4) acid damage. The target must then make a successful DC 13 Constitution saving throw, on a failure the target is blind for his next turn and the duration of this one.

Unbridled Polymorph. As an action Dimmingeyes can turn into any creature at will, but he must take on all aspects of that creature, and its weaknesses while in that form.

Float. As an action, Dimmingeyes may float any object or creature size large or smaller.

Joker's Shuffle. (Recharge 5/6) one target within sight is forced to make a DC 14 Charisma savings throw. On a failure, Dimmingeyes and the target exchange places via seamless teleportation, and an illusion causes them to swap appearances. The target looks and sounds like Dimmingeyes, and Dimmingeyes looks and sounds like the target for 1 1d4 rounds or until dismissed by Dimmingeyes as a bonus action.

*When Dimmingeyes takes alternate forms, it is up to the DM's discretion whether to run Dimmingeyes with his standard 200hp, or whether to give him additional HP from his alternate forms similar to a Druid when taking Wild shape.

DIMMINGEYES' FORMS

Below is a list of recommended forms that Dimmingeyes could take based on the Worst Fear table above. Dimmingeyes is an incredibly powerful being capable of transforming into virtually anything, the DM is free to use his/her imagination when having his shapeshift. Including the stat card for the following creatures would be redundant information. I'm sure any good DM will be able to locate these cards within a book he/she most likely owns if they are running this game.

- Vampire Spawn
- Werewolf
- Ghost
- Ogre Zombie
- Giant Shark
- Giant Spider
- Skeleton
- Giant Constrictor Snake



EPILOGUE

“As Dimmingeyes is struck his final blow, you watch in amazement as his flesh begins to crack and turn to dust, he screams “This is only a nap, I will return! Just as he is seemingly destroyed. As you exit the sewers through a large drain pipe emptying into the river you make your way back up into the streets above and see a large crowd gathered around a gallows pole. You see a young boy of no more than 10 with the noose around his young neck.”

“Billiot Bringsby you have been convicted of the murder of 31 innocent souls, the punishment for which is death by hanging. Have you any last words?”

The boy shakes his head yes. As you watch, the boys head transforms into that of the demented clown.

“THEY ALL FLOAT! They all float down here!!

The lever is pulled and you see the young boy sway in the breeze, finally freed of all torment.

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DIMMINGEYES



THE PRANCING CLOWN