

# The Goblin County Fair

## A D&D 5th Edition One-Shot Adventure for Characters Level 1-3

### Adventure Overview

Every autumn, the eccentric goblin merchant Grizelda Gigglesbottom hosts the most unusual county fair in the realm. What started as a simple trading post has grown into a week-long festival featuring bizarre competitions, questionable food vendors, and attractions that defy both logic and safety regulations. This year, however, something has gone terribly wrong—the fair's magical attractions have run amok, and chaos reigns supreme.

The party arrives as festival-goers looking for fun and perhaps some easy coin, only to find themselves the fair's last hope for survival. Between a berserk carousel of living wooden horses, a pie-eating contest where the pies fight back, and a house of mirrors that actually leads to other dimensions, the heroes must restore order before the entire fair collapses into magical mayhem.

**Adventure Length:** 3-4 hours **Party Level:** 1st-3rd level **Party Size:** 3-6 players **Tone:** Light-hearted adventure with comedic elements and heroic moments

### Adventure Hooks

- **Festival Fun:** The party heard about the famous goblin fair and came seeking entertainment and bargains
- **Merchant Mission:** A local merchant hired the party to investigate reports of chaos disrupting trade
- **Personal Interest:** One character has a connection to Grizelda or the fair's history
- **Accidental Arrival:** The party stumbled upon the fair while traveling and got caught up in the crisis

### Chapter 1: Welcome to the Fair

#### Arriving at the Scene

**The Fairgrounds Description:** *Colorful banners flutter wildly in the wind, some torn and others floating free entirely. What should be cheerful carnival music plays at double speed from a magical music box that's spinning out of control. Smoke rises from various food stalls—some from normal cooking, others from small fires that no one seems able to extinguish. Goblins run in all directions, some laughing maniacally, others screaming in genuine terror. Above it all, a massive Ferris wheel turns backward while its seats randomly change colors and occasionally vanish entirely.*

**Initial Chaos:** As the party enters, they witness several problems simultaneously:

- A group of children are trapped on a carousel where the wooden horses have come to life and are bucking wildly
- Food vendors are fleeing from their stalls as animated pies, hot dogs, and cotton candy chase customers
- A strongman competition has gone wrong, with contestants accidentally hurling objects in random directions
- The dunking booth has become a portal to an underwater realm, with confused fish flopping on the ground

## Meeting Grizelda Gigglesbottom

### The Fair Organizer (Goblin Noble)

- AC 12, HP 32, Speed 30 ft.
- **Appearance:** Rotund goblin wearing a magnificent coat covered in bells, badges, and festival ribbons. Her pointed hat sits askew, and her normally cheerful face shows signs of panic.
- **Manner:** Speaks rapidly, gestures wildly, alternates between apologetic and defensive about the situation.

**Initial Encounter:** Grizelda spots the party and rushes over, bells jingling frantically.

*"Oh, wonderful! New visitors! Perfect timing! Well, actually terrible timing, but perfect for helping! You see, we're having a tiny, minuscule, completely manageable magical emergency! Nothing too serious—just that EVERYTHING IS COMPLETELY OUT OF CONTROL!"*

**Grizelda's Explanation:** *"It started this morning when young Pipkin decided to 'improve' our magical generator. He thought adding extra pixie dust would make everything more exciting. And it did! Too exciting! Now all our attractions have minds of their own, the food is fighting the customers, and I think the porta-potties have achieved sentience!"*

**The Central Problem:** The fair's magical generator—a crystalline device that powers all the attractions—has been overcharged with unstable pixie dust. Instead of providing controlled magical effects, it's creating chaotic magical surges that animate objects, open random portals, and generally cause carnival catastrophe.

**Grizelda's Plea:** *"I'll pay each of you 50 gold pieces if you can help restore order! Plus free fair food for life! Well, assuming we survive long enough to have a 'life,' and that the food stops trying to eat us instead of the other way around!"*

## Chapter 2: The Fairground Attractions

### Attraction 1: The Carousel of Chaos

**The Problem:** The wooden horses have animated and are bucking off riders while the carousel spins at dangerous speeds.

**The Scene:** *Six children (ages 8-12) cling desperately to their now-living mounts as the wooden horses rear, buck, and attempt to break free from their posts. The carousel's music plays a frantic, off-key tune that seems to agitate the horses further. Sparks fly from the central mechanism, and the whole structure shudders with each revolution.*

**The Challenge:**

- Rescue the children without being trampled by the horses
- Calm or disable the animated horses
- Stop the carousel mechanism safely

**Encounter Statistics:**

- **6 Animated Horses:** Use **Riding Horse** stats but with AC 15 (wooden) and immunity to charm
- **Environmental Hazards:** Moving platform (DC 12 Acrobatics to move safely), flying debris, loud distracting music

**Possible Solutions:**

- **Combat:** Defeat the horses, but risk harming the children
- **Animal Handling** (DC 15): Calm individual horses with soothing words or actions
- **Sleight of Hand** (DC 16): Manually stop the carousel mechanism
- **Performance** (DC 14): Play counter-music to calm the magical agitation
- **Athletics** (DC 13): Help children safely dismount from bucking horses

**Rewards:** Grateful parents offer healing potions and information about other fair problems.

**Attraction 2: The Funhouse of Infinite Mirrors**

**The Problem:** The house of mirrors has become a maze of interdimensional portals, with visitors getting lost between realities.

**The Scene:** *What appears to be a simple mirrored tent from the outside contains an impossible labyrinth within. Reflections show different realities—some mirrors reflect the viewers as different races, others show them in different time periods, and some don't show reflections at all but instead display entirely different locations. Voices call for help from deep within the maze, but it's impossible to tell which direction they're coming from.*

**The Challenge:**

- Navigate the mirror maze without getting lost in alternate dimensions
- Rescue 1d4+2 trapped visitors
- Find and disable the dimensional anchor at the maze's center

**Maze Mechanics:**

- **Wrong Turn:** DC 15 Investigation to avoid taking a portal to a harmless but confusing alternate dimension
- **Dimensional Confusion:** Failed Wisdom saves (DC 13) result in temporarily taking on characteristics of alternate selves
- **Reality Anchors:** Certain mirrors serve as stable reference points (Arcana DC 14 to identify)

#### Encounters:

- **Mirror Duplicates:** 2d4 illusory copies of party members that attack (use party stats but half HP)
- **Confused Visitors:** NPCs who've been trapped so long they don't remember which reality is real
- **The Maze Guardian: Doppelganger** that tries to trick the party into staying lost forever

#### Possible Solutions:

- **Investigation** (DC 16): Map the maze by identifying pattern in mirror placements
- **Arcana** (DC 15): Understand the dimensional magic and find counter-spells
- **Insight** (DC 14): Distinguish real trapped people from illusions
- **Survival** (DC 13): Use adventuring skills to mark paths and avoid getting lost

**Rewards:** Rescued visitors include a wizard's apprentice who gives the party a **Wand of Magic Detection**.

### Attraction 3: The Pie-Eating Contest Gone Wrong

**The Problem:** The pies have achieved sentience and are now hunting contestants instead of being eaten.

**The Scene:** *The contest area looks like a food fight battlefield. Tables are overturned, contestants hide behind hay bales, and aggressive pies of all varieties bounce, roll, and fly around the area. A massive apple pie wearing a tiny chef's hat appears to be commanding the others, while custard pies sneak around trying to splat unsuspecting victims. The smell is actually quite delicious, which makes the situation even more surreal.*

#### The Challenge:

- Defeat or pacify the animated food items
- Rescue contest participants and judges
- Restore the contest to normal (optional bonus objective)

#### Food Enemies:

- **Pie Battalion:** 8 **Animated Pies** (use **Awakened Shrub** stats, but deal bludgeoning damage and can blind with filling)

- **Pastry General:** 1 **Large Animated Apple Pie** (use **Brown Bear** stats, but vulnerable to fire)
- **Sneaky Custards:** 4 **Custard Pies** (use **Sprite** stats, but ground-based and deal no damage, only attempt to blind)

#### **Environmental Features:**

- **Slippery Surfaces:** Spilled pie filling creates difficult terrain
- **Food Ammunition:** Characters can throw food items as improvised weapons
- **Contest Tables:** Provide cover and elevated positions
- **Oven Fires:** Can be used to heat weapons or cook aggressive food

#### **Possible Solutions:**

- **Combat:** Fight the food with weapons (feels silly but effective)
- **Performance** (DC 15): Challenge the Pastry General to an eating contest to defeat it honorably
- **Survival** (DC 14): Use knowledge of cooking to identify food weaknesses
- **Persuasion** (DC 16): Convince the pies that being eaten is their purpose and calling

**Rewards:** Grateful contest organizer gives each party member a **Potion of Heroism** and the recipe for "Never-Miss Pie" (always hits target when thrown).

### **Attraction 4: The Strongman Test of Doom**

**The Problem:** The strength-testing game has been supercharged, causing contestants to launch objects with dangerous force in random directions.

**The Scene:** *The traditional strongman hammer-and-bell game has been transformed into a ballistic nightmare. Each swing of the hammer doesn't just ring the bell—it launches the bell like a cannonball in a random direction. Contestants who were just trying to impress their dates now possess supernatural strength and can't control it. A gnome who weighed 90 pounds this morning just threw a hammer so hard it embedded three feet into a nearby tree.*

#### **The Challenge:**

- Prevent the supercharged contestants from accidentally hurting bystanders
- Safely discharge the accumulated magical energy
- Restore normal strength levels to the affected participants

#### **Mechanics:**

- **Random Projectiles:** Every round, flying objects require DC 14 Dexterity saves from random party members
- **Supercharged NPCs:** Contestants have temporary Strength of 20 but no control over it

- **Magical Overload:** The strongman device glows brighter each round, building toward explosion

#### Encounters:

- **Panicked Contestants:** 6 **Commoners** with Strength 20 who accidentally attack while trying to get help
- **Runaway Equipment:** 2 **Animated Objects** (hammers that attack on their own)
- **The Device Itself:** Must be disabled before it explodes (Investigation DC 16 or Thieves' Tools DC 15)

#### Possible Solutions:

- **Athletics** (DC 15): Physically restrain out-of-control contestants
- **Arcana** (DC 16): Understand and counter the strength enhancement magic
- **Medicine** (DC 14): Treat magical strength overload as a medical condition
- **Intimidation** (DC 13): Convince contestants to stop trying to use their temporary strength

**Rewards:** The strongman barker gives the party a **Belt of Giant Strength** (sets Strength to 15) that only works at carnivals and fairs.

### Chapter 3: The Central Crisis

#### The Magical Generator

**Location:** At the fair's center, housed in a colorful tent decorated with stars and lightning bolts.

**The Device Description:** *The magical generator resembles a large crystal snow globe filled with swirling, multicolored mist. Normally, it would pulse gently with soft light, but now it strobes frantically like a disco ball having a seizure. Crackling energy arcs between the crystal and various copper pipes that lead to different parts of the fair. The whole contraption sits on a pedestal surrounded by warning signs in multiple languages, most of which have been ignored.*

**The Problem:** Young Pipkin Gigglesbottom (Grizelda's nephew) added experimental "Super Pixie Dust" to boost the generator's output for the fair's opening day. Instead of controlled enhancement, the device now generates chaotic magical surges every few minutes.

#### Meeting Pipkin: Pipkin Gigglesbottom (Goblin Child)

- AC 10, HP 7, Speed 30 ft.
- **Appearance:** Small goblin around 12 years old, covered in colorful dust, wearing oversized inventor's goggles.
- **Manner:** Enthusiastic but guilt-ridden, speaks very fast when nervous.

*"I just wanted to make the fair extra special! The regular pixie dust made things glow and sparkle, so I thought SUPER pixie dust would make everything SUPER good! But instead it made everything SUPER crazy! I'm really, really, really sorry! Please don't tell Aunt Grizelda I broke her entire life's work!"*

## **Pipkin's Information**

**What Went Wrong:** *"I got the Super Pixie Dust from this traveling merchant who said it was 'guaranteed to exceed expectations.' It looked just like regular pixie dust, but when I poured it in... BOOM! Well, not boom exactly, more like ZZZZAP! And now everything's all wibbly-wobbly and magic-y!"*

**The Solution:** *"I think... I think if we could reverse the polarity of the thaumic resonance... or maybe add some stabilizing agent... or we could try turning it off and on again? That works with most magical devices, right?"*

**The Merchant:** *"Oh! The merchant! He said his name was... um... Cornelius Chucklebane? He had this really fancy wagon with pictures of explosions on it. That should have been a warning sign, probably."*

## **The Real Villain**

### **Cornelius Chucklebane (Halfling Chaos Mage)**

- AC 14 (Mage Armor), HP 58, Speed 25 ft.
- **Appearance:** Cheerful halfling in flashy robes covered with symbols of explosions, chaos, and general mayhem. Always smiling, even when causing problems.
- **Manner:** Genuinely friendly and helpful, but completely amoral about the consequences of his magical experiments.

**Cornelius's Motivation:** He's not evil—he's a researcher studying "Applied Chaos Theory" and saw the goblin fair as a perfect test environment. He genuinely believes the chaos he's caused is scientifically valuable and educational.

**When Confronted:** *"Oh, splendid! You must be here about the experimental results! Fascinating data! The chaotic magical resonance exceeded all projections! I never imagined pixie dust could achieve such magnificent unpredictability! You're not angry, are you? This is advancing magical theory by decades!"*

## **Chapter 4: Resolving the Crisis**

### **Option 1: The Diplomatic Solution**

**Requirements:** Successfully negotiate with Cornelius and convince him to help fix the problem.

**Persuasion Challenges:**

- **Appeal to Science** (Persuasion DC 15): Convince him that controlled experiments yield better data
- **Appeal to Ethics** (Insight DC 14, then Persuasion DC 16): Help him understand the harm he's caused
- **Appeal to Self-Interest** (Deception DC 17): Convince him that angry goblins might ban him from future "research"

**Cornelius's Cooperation:** If convinced, Cornelius provides a **Chaos Stabilization Formula** that can neutralize the Super Pixie Dust safely.

## **Option 2: The Technical Solution**

**Requirements:** The party works with Pipkin to reverse-engineer a solution.

### **Technical Challenges:**

- **Arcana** (DC 16): Understand the magical theory behind the malfunction
- **Investigation** (DC 15): Analyze the generator's construction and identify fix points
- **Tinker's Tools** (DC 14): Make necessary mechanical adjustments
- **Sleight of Hand** (DC 13): Carefully remove the contaminated pixie dust

**Pipkin's Assistance:** The young goblin provides advantage on all technical checks but also has a 10% chance per check of accidentally making things temporarily worse.

## **Option 3: The Magical Solution**

**Requirements:** The party uses their own magical abilities to counteract the chaotic energy.

### **Spellcasting Challenges:**

- **Dispel Magic** (3rd level): Removes chaotic energy but requires concentration saves each round
- **Counterspell:** Can be used to negate individual magical surges
- **Identify:** Reveals the exact nature of the problem and potential solutions
- **Prestidigitation:** Can be used creatively to manipulate small magical effects

**Ritual Requirements:** Multiple spellcasters working together can perform a 10-minute ritual to safely drain the excess energy.

## **Option 4: The Heroic Solution**

**Requirements:** If other options fail, the party can manually shut down the generator, but this risks a magical explosion.

### **The Shutdown Process:**



- **Round 1:** Approach the generator (Constitution save DC 15 or take 1d6 force damage from energy discharge)
- **Round 2:** Begin shutdown sequence (Athletics DC 16 to turn massive manual override wheel)
- **Round 3:** Complete shutdown (Constitution save DC 18 or take 2d6 force damage as generator overloads)

**Explosion Risk:** If the shutdown fails, the generator explodes in a 30-foot radius. All creatures in the area make DC 17 Dexterity saves, taking 4d6 force damage on failure, half on success.

## Chapter 5: The Resolution and Rewards

### Immediate Aftermath

**If the Party Succeeds:** The magical chaos subsides over the course of 10 minutes. Animated objects return to normal, dimensional portals close, and the fair's attractions resume their intended (safe) functions.

**Grizelda's Gratitude:** *"You magnificent heroes! You've saved the Goblin County Fair! This calls for celebration! Free fair food, carnival games, and of course your promised payment! Plus, you're all honorary members of the Goblin Fair Association! You'll always have a place here!"*

**Pipkin's Apology:** *"I'm really, really sorry about everything! But it was kind of exciting, wasn't it? I learned so much about advanced magical theory! Don't worry—I promise to test all future improvements on small, uninhabited areas first!"*

**Cornelius's Research Notes:** If the party befriended him, Cornelius shares his research notes, which contain several useful magical formulas and spell variants.

### Rewards and Recognition

#### Monetary Rewards:

- 50 gp per character (as promised by Grizelda)
- 25 gp per character (from grateful fair vendors)
- Various small valuable items from rescued fairgoers

#### Magic Items:

- **Pipkin's Improved Bag of Tricks:** Functions like a normal Bag of Tricks, but animals summoned are unusually colorful and friendly
- **Fair Prize Wand:** A **Wand of Magic Missiles** disguised as a carnival game prize
- **Grizelda's Lucky Coin:** Grants advantage on one Persuasion check per day when dealing with merchants

### **Ongoing Benefits:**

- Free admission and food at the Goblin County Fair for life
- Positive reputation among goblinoid communities
- Potential future adventures involving Grizelda's extensive merchant network
- Access to Cornelius's experimental magical services (at the party's own risk)

### **Optional Extended Ending**

**The Victory Celebration:** If the party has time, they can participate in the restored fair activities:

#### **Carnival Games (All DC 12):**

- **Ring Toss** (Dexterity): Win stuffed animals and small prizes
- **Test of Strength** (Athletics): Win strength-based prizes and admiration
- **Duck Pond** (Investigation): Find hidden prizes in magical floating ducks
- **Pie-Eating Contest** (Constitution): Win eating contest and gain temporary HP bonus

#### **Entertainment:**

- Goblin folk music and dancing
- Puppet shows featuring heroic adventures (suspiciously similar to the party's recent actions)
- Fortune telling (may provide hints about future adventures)
- Racing pig competitions (betting optional)

#### **Social Interactions:**

- Meet other fairgoers and hear their stories
- Learn about other festivals and events in the region
- Make connections with traveling merchants and performers
- Enjoy well-deserved celebration after heroic deeds

## **Appendix A: Quick Reference**

### **Key NPCs Summary**

**Grizelda Gigglebottom:** Fair organizer, pays the party, provides information about fair layout

**Pipkin Gigglebottom:** Young goblin who caused the crisis, helpful but accident-prone

**Cornelius Chucklebane:** Chaos mage researcher, potential ally or obstacle depending on party approach

### **Attraction Quick Reference**

1. **Carousel of Chaos:** Animated horses, rescue children, multiple solution approaches

2. **Funhouse Mirrors:** Dimensional maze, rescue trapped visitors, navigate carefully
3. **Pie-Eating Contest:** Food fight with sentient pies, combat or creative solutions
4. **Strongman Test:** Super-strength chaos, prevent accidents, disable safely

### **Magic Item Rewards**

- **Pipkin's Improved Bag of Tricks:** Colorful, friendly animals
- **Fair Prize Wand:** Wand of Magic Missiles in disguise
- **Grizelda's Lucky Coin:** Daily advantage on merchant Persuasion
- **Belt of Giant Strength:** Sets Strength to 15, carnival-only

### **Scaling for Different Levels**

#### **Level 1 Characters:**

- Reduce enemy HP by 25%
- Lower DCs by 2 across the board
- Provide more direct guidance from NPCs
- Allow creative solutions to bypass combat entirely

#### **Level 3 Characters:**

- Add additional enemies to combat encounters
- Increase DCs by 2 for more challenge
- Include more complex problem-solving elements
- Add time pressure to decision-making

### **Alternative Hooks for Different Campaigns**

#### **Serious Campaign Integration:**

- The chaos magic attracts attention from planar entities
- Cornelius is actually researching defenses against a greater threat
- The fair serves as cover for important political negotiations
- Strange magical effects might be signs of larger regional instability

#### **Recurring Elements:**

- Grizelda becomes a reliable quest-giver and information source
- Pipkin's future inventions create new adventure opportunities
- Cornelius's research leads to more experimental magical situations
- The fair's annual return provides a familiar location for future adventures

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### **Adventure Credits**

- **Design:** Light-hearted one-shot emphasizing problem-solving and creative thinking
- **Estimated Play Time:** 3-4 hours
- **Recommended Party Size:** 3-6 characters
- **Level Range:** 1-3

**DM's Notes:** This adventure is designed to be forgiving and fun, perfect for new players or as a break from serious campaigns. Encourage creative solutions and don't be afraid to let players' wild ideas work if they're entertaining. The goal is heroic success and memorable moments, not challenging tactical combat. Feel free to adjust the chaos level based on your group's preference for silly vs. serious moments.