



HAPPY JACK'S RARE SUBCLASSES



JESTER (ROGUE) & COLLEGE OF THE CLOWN (BARD)

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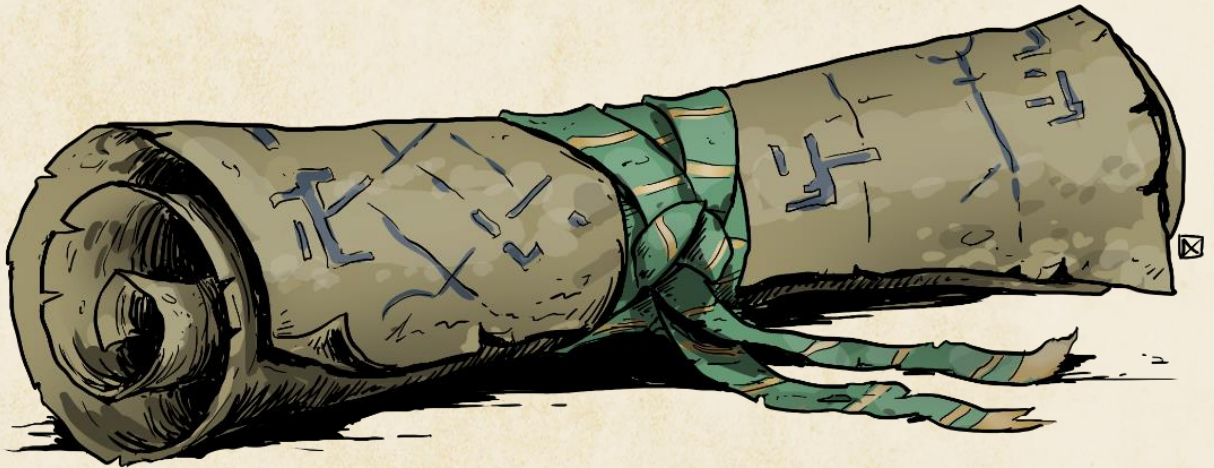
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A BRIEF HISTORY

The clown known as Happy Jack has procured many rare things during his life and travels. These two subclasses and four magic items are just a sampling of what brave adventurers may find within Happy Jack's Funhouse.



ROGUE

THE JESTER

Most who live the hard life in the underworld take to thieving or murder for hire. Their grim demeanors show the harsh reality of their lives. Not the Jester. A Jester listens to the grand joke that is life and laughs maniacally at its fatal punchline. With flashing blades and a razor-sharp wit, the Jester spends their life showing others the truth: that eventually, everything is funny...if you just keep laughing. Some Jesters find their way to the high courts, their dark humor being appreciated by pampered court royals, while others take a more evangelical approach to spreading the laughter.

Jesters tend to dress their part, wearing a mix of dark and bright colors to highlight the duality of their sense of humor. Many wear brightly painted masks as well, showing the world an unwavering smile. The Jester is a master of goading their enemies into making mistakes and striking when an enemy is at their weakest.

JESTER ABILITY

Your save DC is 8 + your proficiency bonus + your Charisma modifier.

EVERY JOKE NEEDS A BUTT

When you choose this archetype at 3rd level, you learn to follow the golden rule of humor: *it's only funny if someone doesn't think so.*

You gain proficiency in the Charisma (Performance) skill. If you are already proficient, you gain expertise.

SET 'EM UP

Also at 3rd level, you gain the ability to *set up* targets. As a Bonus Action, you choose a creature that you can see within 30 feet of you. The creature must have an Intelligence score of

6 or higher, but you do not need to share a language with the creature as physical humor is universal. You begin a particularly clever insult at their expense.

The target makes an Intelligence saving throw against your Jester DC. On a failed save, the creature is considered *set up* until the end of your next turn. If you attempt to *set up* the same creature on your next turn, they have disadvantage on the save.

A creature that is *set up* has disadvantage on weapon attack rolls made against any creature other than you.

PUNCHLINE

Starting at 3rd level, as an Action, you can drop the punchline to a joke at your target's expense.

You may cast the *vicious mockery* spell twice per day.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

If the creature is *set up*, you add your sneak attack bonus as psychic damage if the creature meets the requirements for sneak attack. This does not end the *set up* condition.

KNOCK 'EM DOWN

When you choose this archetype at 3rd level, you learn to goad your enemies into unbalanced attacks. As an Action, you make an intentionally clumsy melee attack against a target to goad them into exposing themselves. You roll a melee attack against a target that you can see within range subtracting 10 from the result. If the attack hits, resolve damage normally. If the attack misses, the target must use its action on its next turn to make a melee attack against you. If it is *set up*, it makes the attack with disadvantage. If the creature misses this attack, it falls prone and its movement is reduced to 0 until the start of its next turn.

Regardless of the result, this ends the *set up* condition.

You cannot use this ability again until you finish a short or long rest.

DARK COMEDY

Starting at 9th level, you find humor in even the grimmest moments. You see death as the greatest joke of all and are not afraid to laugh in its face. If any member of the party is reduced to 0 hit points, you may use your Reaction to make a bleak joke about the party's chances. All allies within a 30-foot-radius of you gain temporary hit points equal to twice your Jester level and may add the Jester's proficiency bonus to their next spell or weapon attack in addition to their own.

You cannot use this ability again until you finish a long rest.

JOKE'S ON YOU!

Starting at 13th level, your skill at goading enemies into attacks and your combat experience allow you to manipulate enemies into inadvertently attacking each other. As a Reaction, when a creature misses a melee attack against you, you can deflect that attack at another creature you can see within 5 feet. If the original attack roll would hit the new target, damage is resolved normally.

If the new target is *set up*, both creatures are knocked prone, regardless of the result of the attack. This ends the *set up* condition.

LAST LAUGH

A Jester always gets the last laugh. At 17th level, when you critically strike a creature that is *set up* and Sneak Attack is available, you may immediately make an additional attack. If the attack hits, you may use your Sneak Attack dice again. This ends the *set up* condition.

BARD

COLLEGE OF THE CLOWN

The subtle feigned incompetence of the College of Clowns brings its members the greatest reward: having their enemies underestimate them. Though their peers in other colleges may laugh at the ostentatious face paint or gigantic shoes, a Clown knows that a true performance is the one you never know you're watching. Clowns master the art of feigned ineptness. They use their unparalleled balance and acrobatics for intentionally falling, dropping things, or causing accidents without putting themselves at risk. And, by doing so, lull their enemies into a false sense of confidence; all while bringing a smile to the faces of others.

MASTER TUMBLER

When you choose this college at 3rd level, you become proficient in the Dexterity (Acrobatics) ability. If you already proficient, you gain expertise.

I MEANT TO DO THAT

Also at 3rd level, when you choose this college you learn to pass off your mistakes as intentional jokes. When you fail an ability check, you can choose to reroll the check and add a Bardic Inspiration die to the result without expending one of your die. You must take the second result. You cannot use this ability again until you finish a short or long rest.

ROLL WITH THE PUNCHES

Also at 3rd level, when you are wearing no armor or light armor and not carrying a shield, as a Bonus Action on your turn, you enter into a masterful tumbling routine that lasts for 1 minute. You flail and fall, appearing to be barely able to stay on your feet for even a moment, all the while maintaining perfect control. When you enter this routine, you expend a Bardic Inspiration die. For the duration, all

weapon attacks against you suffer a penalty equal to the result, but your movement speed is halved. As a masterful performer, the tumbling routine does not impact your ability to take actions such as attacking or casting spells. You can use your Bonus Action to end this routine.

BALLOONOMANCY

Starting at 6th level, you learn a secret sect of magic known only to the College of Clowns, Balloonomancy. This nearly lost magical art utilizes an amazing alchemical component capable of stretching far beyond its original size while remaining airtight. You learn the following spells. They are always prepared and do not count against your prepared spells for the day. However, you must use a spell slot to cast them.

Additionally, you gain proficiency with the Balloon Maker's Kit. This special kit can be purchased in most major cities and costs 10 gp. You can use this kit to craft materials for balloonomancy using alchemical supplies equal to 1 silver for each balloon created.

Balloon Animals

3rd level balloonomancy, 1 Minute, self, concentration up to 1 hour, (S, M a single balloon)

Tying your balloons using intricate twists and knots, you create a magically animated creature roughly the shape of a dog or a giraffe, but only 1 foot in length. For every additional minute you spend casting this spell, you can create an additional balloon animal, up to a maximum of 5. The creature is sentient and can understand your commands but cannot speak. You can order your balloon animal to perform simple tasks such as going to a place, waiting, or retrieving a small object.

When the balloon animal is reduced to 0 hit points, it releases a cacophonous noise. Each creature in a 10-foot radius originating from the balloon animal must make a Constitution saving

throw. On a failed save, a creature takes 1d10 thunder damage, or half as much damage on a successful save.

BALLOON ANIMAL

Tiny construct, unaligned

Armor Class 10 (natural armor)

Hit Points 1

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	4 (-3)	8 (-1)	8 (-1)	16 (+3)

Damage Immunities poison

Condition Immunities exhaustion, blinded, charmed, deafened, poisoned

Senses blindsight 60 ft, the construct cannot see beyond this distance

Anyone Can Float

2nd level balloonmancy, Action, touch, concentration up to 1 minute, (S, M three balloons)

You pull three large balloons from your pocket and make a melee spell attack against a creature you can see within range. On a hit, you clip the balloons to the creature as they begin to magically inflate.

The creature is lifted 10 feet into the air. On the start of each its turns, the creature rises 10 feet to a maximum of 10 feet x the spell slot level used to cast the spell. A creature may either use an action to attack a balloon, or, at the end of each of its turns, make a Dexterity saving throw to attempt to escape. If it frees itself, it immediately drops to the space it previously occupied space. At the end of the fall, the creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

If that space is now occupied, the occupying creature takes half the original falling damage and is pushed to the nearest unoccupied space.

When the spell ends, the balloons slowly drift back down to the closest unoccupied space before disappearing. If the creature is still attached, they are unharmed.

BANG!

Starting at 14th level, your mastery over buffoonery extends to your spellcasting. When a creature within 60 feet of you casts a spell requiring material components, you can use your reaction to disrupt the spell's magical energies. The creature makes a Charisma saving throw. On a failed save, the spell fails, and the spell's effect is replaced with clownish sight-gag props.

For example, a spellcasting focus that would have fired a *magic missile* may instead simply shoot out a flag with the word bang on it, a *shield* spell may appear as a totally ineffective tiny shield, or a *haste* spell may only affect the creature's vocal chords so that they speak in a high pitch.

At the start of the creature's next turn, the disrupted magical energies in their spell casting focus produce immense feedback dealing 6d6 force damage to the target. You cannot use this ability again until you finish a long rest.

MAGIC ITEMS

THE HANDSHAKE

Wondrous item, rare, (requires attunement)

These gloves have a small magically charged gem in the center of each palm.

When the gem is touched it emits an electrical charge, dealing 1d4 lightning damage. The wearer is protected from this charge by the lining in the gloves. While wearing these gloves your unarmed strikes deal an additional 1d4 lightning damage.

CLOWN CARRIAGE

Wondrous item, very rare

This brightly colored, two-person carriage is small enough to be pulled by a single donkey or other comparable animal.

Opening the door to the carriage reveals a large, lavish chamber capable of comfortably seating 10 people. The sitting area has a small dining area, as well as a sleeping car, in which one person can comfortably rest.

Several enchanted windows allow passengers to see outside the carriage without permitting outsiders a view of the interior. From the outside, the carriage always appears empty.

The carriage can hold up to 10 Medium-sized creatures along with their basic traveling supplies. The carriage has a weight limit of 2,000 pounds. If this limit is exceeded, the carriage cannot be moved.

HAMMER OF BONKING

Weapon (warhammer), very rare, (requires attunement)

A large, squishy red hammerhead attached to a long, white handle.

This magical warhammer is a finesse weapon which deals 1d8 bludgeoning damage.

You gain a +1 bonus to attack and damage rolls made with this weapon. In addition, on a successful hit, the warhammer deals an additional 1d6 thunder damage as the hammerhead lets out a loud squeak.

On a successful hit, you may use a bonus action to cast the *thunderwave* spell, with the target being the point of the spell's origin. This ability may be used once per day and recharges at dawn.

FABULOUS FLOWER

Wondrous item, uncommon (requires attunement)

A brooch in the shape of a large, colorful flower.

This brooch has 3 charges. As an action, you can speak the brooch's command word and expend 1 charge to cast one of the following cantrips (spell Save DC 13); though, each has a range of only 15 feet:

Poison Spray
Acid Splash
Frostbite

The brooch regains 1d3 expended charges daily at dawn.

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