



A Day at the Circus



A One-Round Living City Tournament

by David W. Baker

Come one, come all to see the astounding and amazing Jack Mooney & Sons Circus! Tired of thwarting the plans of evil priests, stopping nefarious mages, or slaying vile monsters? Perhaps a day of happiness and levity at the Circus is just what you need.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38+

GM's Background

This Living City adventure takes place entirely within the Jack Mooney & Sons Circus. The supplement *LC2 Inside Ravens Bluff, The Living City*, will be very helpful, and would greatly aid you in fleshing out this module. However, it is not necessary, and all of the games, rides, and vendors in that supplement are summarized herein. The Big Top events are not included, as the adventure concludes just prior to the commencement of the show.

Note that this adventure is intended to be non-linear. Certain encounters will happen at specified times, but others can happen at any time. Between encounters, allow the characters to wander around the circus as they wish. At the beginning of the scenario,

give them the Players' Map, which details the circus grounds. For your reference, the DM's Map shows the circus layout and some pertinent information.

The adventure begins when the party arrives at the entrance gates to the Jack Mooney & Sons Circus, it having just arrived in Ravens Bluff for its winter season.

Three of the NPCs who work in the circus, as the Flying Ringken, also work as thieves. They steal only from the upper class residents of the cities they visit, and after each theft, Ringken sends a note indicating that "The Hand of Justice" committed the act. While in Waterdeep, Ringken stole a *rope of climbing* from a chaotic evil wizard, Magatrix the Mage. Magatrix, infuriated at the insult, has finally figured out the culprits and has caught up to the circus.

The encounters are described below:

Encounter One: Part A of this encounter occurs soon after the party enters the circus, when a cute little puppy approaches them. The second part occurs whenever the PCs decide to patronize Glitz & Klax's Potions & Elixirs, when the puppy has an urgent message to convey. Please do not force the characters towards this shop.

Encounter Two: One of the unique events at this circus is the Annual Jack Mooney & Sons Circus Charity Auction. The PCs can attend this event if they wish, but allow them to skip it. For items that the PCs can afford and show interest in, keep the bidding competitive—remember, this is for charity. There are some valuable and unique items up for auction, but they must not be sold for less than the amount listed, which are generally high prices. Also, there are items worth very little, but this is not revealed nor necessarily known by the auctioneer. In most circumstances, a successful Appraisal check won't reveal useful information, because the collectors' value of the items is very difficult to impossible to determine.

Encounter Three: During the auction, Magatrix has cast *invisibility* upon himself, quaffed a *potion of animal control*, and released the tigers from their cages. He directs the tigers to attack the crowd at the auction, and if there, the PCs are also attacked. If the PCs decided to forgo the auction, mention that a loud commotion is heard and allow them to decide whether or not to get involved. Improvise the situation if the PCs get to the battle late.

Encounter Four: If the party helped defeat the tigers that attacked in Encounter Four, Jack Mooney himself asks for a meeting with the party after the auction. He is willing to pay the PCs 100 gp a piece if they agree to

find out who released the tigers, and he gives them a note indicating that more incidents may be planned. Apparently, someone is seeking revenge against "The Hand of Justice." Allow the PCs to refuse the job if they wish, and slightly modify the encounters as necessary as the PCs spend their day at the circus.

Encounter Five: This encounter can happen at any time while the PCs wander throughout the circus. They find a little boy crying, who has lost a statue that he won at Pick a Prize. He would be most happy if they could find it.

Encounter Six: Again, this encounter can occur at any time. A hungry old beggar comes up to the PCs and asks for a handout. He might have some information for the PCs, if they help him out.

Encounter Seven: The Piper's Pest Control Agency parades the rats infesting the circus, when Magatrix casts a *dispel magic* on the piper's pipes of the sewers. The rats scatter, panicking the crowd gathered, and a little girl is hurt.

Encounter Eight (optional): As the party wanders through the circus, they come to a magic show. However, instead of teleporting in her assistant, a number of monsters appear during the magician's trick. Magatrix decided to cause Delishe some trouble, and used his *monster summoning* spell(s) to wreak havoc.

Encounter Nine: Magatrix has finally located his *rope of climbing*, hidden in the Flying Ringken's wagon. His henchmen have lit the wagon on fire, and they all brace for defense, wanting to delay any attempt to arrest the fire's progress.

The members of "The Hand of Justice" are the three NPCs who make up the Flying Ringken acrobatics act. Their act won't go on until after the adventure, as the Big Top show isn't until the evening. Ringken himself is a suave, debonair man. His wife, Delishe, assists him. The third member of the team is a female korred, Mockingbird. However, Mockingbird's true nature is hidden from all except her partners. Everyone else knows her as Lady Enots, a bearded female dwarf.

Unless bluntly confronted that they are "The Hand of Justice," none will reveal any information, but rather will pleasantly entertain the PCs with other information and suggestions that they check out their big top show. If they do reveal their nature, they will ask that the PCs don't unveil their secret identities. Ringken believes that he is actually doing good—he steals only from the very rich and gives often to charity. They have no idea who might be after them,

and truthfully don't know that it is Magatrix that is after them.

Player Introduction

Early this morning, you were walking down one of the major streets through Ravens Bluff, when a young crier stood up on a wooden box and began to yell:

"Hurry, hurry, step right up to the grandest, most glorious circus in Faerun! The world famous Jack Mooney has once again returned to the great city of Ravens Bluff, and will be presenting for your delight, the Jack Mooney & Sons Circus. Come one, come all to see the most fantastic and unique sights in all the world. Dare you brave the thrilling rides, such as the Flight into the Dragon's Jaws? Or perhaps you have a pressing engagement with the future, and her Madam Laurinda Brozik can show you the way at Fortune's Lady.

"For those who believe that the only good orc is one five feet under, and I'm certain that describes most of the good people of Ravens Bluff, try dunking one at Dangar's Dunk Tank. Or take flight on the most famous galleon Ravenstar, as the Byrrd brothers show you the glorious skyline and cloudbanks surrounding the city. In the evening, enjoy the Big Top show, where a captive beholder will be slain, ferocious bears will be wrestled, and the Flying Ringken dazzle you with their aerial acrobatics.

"But to start out the opening of this wondrous affair, an attraction quite unique will be sponsored by a variety of generous paladins, clerics, and other noble adventurers for charitable benefit. The first ever Jack Mooney Benefit Auction will be held promptly at the stroke of ten, where lavish and unique items will be auctioned off for the benefit of several orphanages and soup kitchens within this generous city. If enough kind persons take part in this charitable event, a trust fund will be established, the interest from which will benefit the needy for years to come.

"So come to the circus, where you can feed your souls as you fill the stomachs of the hungry. Bring your friends, and all your hearts will be enlightened. All this for a mere sum of three coppers, one for children! Located in the fields just outside the city's north gate, please don't let this most wondrous opportunity pass you by!"

And with that, the most enthusiastic young man left to spread his news on some other street corner. The thought of taking a break from your daily routine was a welcome one, but the thought of a charity auction especially perked your interest. You've heard that fantastic and magical items are

often available, donated by adventurers whose hearts' richness is rivaled only by their personal wealth.

So you stand now, waiting in the long, but quick moving line into the circus grounds. It is about half-past the hour of nine, and you should get in with plenty of time to find the auction.

Tell the players to describe their characters to each other, as they meet while standing in line.

The Circus Midway

The rides, games, and vendors, as described in the supplement *LC2 Inside Ravens Bluff, The Living City*, are summarized below. If you have access to *LC2*, please refer to it. However for those who don't have the module, enough information to bring the circus alive to the players is given here.

Refer to the DM's Map to show the layout of the circus. As the PCs enter, a young boy working for the circus offers to sell them a map for 1 gp. If they refuse, a patron exiting the circus gives the PCs his copy of the map. Give the party the **Player's Map**.

Allow the PCs to wander about, perhaps investigating the mystery presented to them by Jack Mooney.

COLLAR THE BEAST

For only 1cp, a participant receives three rings to throw at a variety of clay statues shaped like monsters. To successfully collar a beast, a player must hit AC 0, and success brings a reward of one token. Tokens may be exchanged for cheap trinkets, more expensive trinkets costing more tokens. The place is run by "Lucky" Shandor, a slightly devious half-elf, who will tilt the statue table and/or give a very successful player smaller rings. Each hindrance penalizes the player by -2 on the "to hit" roll, and can only be detected by rolling under 100 minus the player's intelligence on percentile dice. If discovered, "Lucky" quickly ducks out the back, and escapes using his *ring of invisibility*.

DANGAR'S DUNK TANK

As the party passes this booth, the very ugly half-orc Dangar Grunth spews forth the most heinous insults. Dangar will mock a cleric's deity, call a wizard a "sissy," or tell the most fearsome fighter he'd look better in run-free stockings. Dangar spares no mercy, and lost his right eye after getting in a fight started by one of his insults. Once thoroughly enraged, Dangar offers to give the PCs a chance at dunking him. For one copper, a participant gets three tries to hit a target shaped like an orc's head. To hit the target, the player must succeed at a Dexterity Check made at +2 because

the balls are quite waterlogged. If the target is hit, the player must make a Strength Check to have enough muscle to trigger the mechanism that sends Dangar from his seat into the dunk tank. For particularly strong customers, Dangar can secretly adjust the tension in the mechanism, incurring a +1, +2, or +3 penalty to the Strength Check.

Though a half-orc, Dangar appears to be a full-blooded orc. Despite his hostile circus personality, he is generally a decent person, with a pessimistic view of life and how prejudice permeates it. His business is rather successful, and Dangar knows that this is so merely because of the deep-seated hatred of him, merely because of his lineage.

PICK A PRIZE

The beautiful Aetheltheofa Wilfora attends this booth, chattering away pleasantly with the circus-goers, always remarking that every participant is a winner. A number of trinkets and some valuable looking prizes, about 1,000 in number, lie on shelves within the booth. A string is attached to each prize, and these numerous strings exit from one of three sleeves in the front of the booth. To pull a string from Sleeve 1 costs 1cp, Sleeve 2 costs 1sp, and Sleeve 3 costs 1 gp. As a string is pulled, one of the prizes rises, the value being proportional to the money risked. The strings to the really expensive prizes do not exit any sleeves, and the prizes won are usually worth one-quarter the price paid. Most are cheap statues, but make up trinkets as you see fit.

Aetheltheofa is a pure and innocent woman, whose redheaded beauty is rivaled only by her naiveté. In the years running the booth, overseen by her mother, Eadwyn, she has yet to notice that the expensive prizes never get picked. She is very honest with customers, and enjoys talking with all who come by. Eadwyn is a cunning woman of 55 years.

Eadwyn is always looking out for herself, and will exploit any advantage she sees. She is very protective of her daughter, though, and would risk just about everything for her.

ARTHUR'S ARCHERY

A former archer in the Lord Mayor's guard, James Arthur, runs this establishment. Three levels of difficulty are available, each costing more money to enter. *Contestant* is the easiest level, and costs 1sp to enter. Given three arrows, the player must get a total of 6 points. The target has three areas: AC 6 outer circle worth 1 point, AC 4 inner circle worth 2 points, and the AC 2 center worth three points. Prizes are cheap, worth about 10sp, and a free pass to the next level can be opted for. *Bowman* is the next level, costing 5sp to enter. The target is worth the same points, and is only

smaller and harder to hit (AC 2/ AC 1/ AC 0). Prizes are worth about 4 gp, and a free pass to the highest level can be taken instead. *Archer* costs 1 gp to enter, and is comprised of three swinging glass statues. Each statue must be struck with only three shots, the statues being AC -2. Prizes are worth 10 gp: a silver arrow pin with a pearl or a glass figurine. Contestants must use the normal bow and arrows provided by James.

If any of the players choose to compete at the *Archer* level, a crowd quickly forms. A winner is cheered, and gains a certain bit of notoriety (+1 fame point in Lower Class), as very few people ever win at this level.

FOR THE BYRRDS

Two identical twins, Ramen and Reman Byrrd take circus-goers on a fabulous journey through the skies over the Living City in their spelljamming galleon, Ravenstar. The expensive ride costs 2 gp for adults, 2sp for children, but is deemed well-worth the cost by all who have experienced the thrill of soaring amongst the clouds. Each day, one of the twins mans the spelljamming helm, hidden below decks. They do not know the ship can go into space, and very few PCs ought to be familiar with spelljamming. Ones who are will be unable to convince either of the twins of the capabilities of the Ravenstar.

Ramen will be working the helm this day, so the circus-goers will be welcomed aboard by Reman. They are 29 years old, and have blonde hair with blue-green eyes. Both are very friendly to customers, and Reman will describe the sights as they dance through the clouds over and around Ravens Bluff.

TUMBLE TOWER

For one copper piece, brave souls can enter the Tumble Tower, a large structure of wood and rope. Patrons can climb to one of three levels on the wooden tower, and then jump to the stone floor below. The floor is really a *permanent illusion*, and just below it, participants are gently caught by magical safety nets.

THE WHITEWATER

Two parts make up the Whitewater ride: a water slide, costing one copper, and the raft ride, which costs one silver piece. A *decanter of endless water* and two captive water elementals facilitate the ride. Customers pay the fee, and climb up two separate ladders to the top of a tower. From there, each ride is exciting and exhilarating.

THE DRAGON'S JAWS

Amos Polgate, a crafty human wizard, designed this ride, similar to a zip line. Patrons pay one copper

piece and climb to the top of a wooden platform. Amos turns away anyone who is not at least three feet tall, and makes no exceptions. From the platform, customers are attached to a harness and jump off the platform, sliding down the long, winding cable. The ride ends as the patron slides into the mouth of a large wooden dragon.

Amos is a friendly and giddy personality, and often enjoys his taking a turn on his ride or the others within the circus. He is aided by a comely young woman, Linda Grettich.

Linda takes any weapons or sharp objects from the patrons, since such could cause an accident upon landing. At the end of the ride, Linda helps each rider up, and returns all items.

THE LEAPING LIZARD

Two copper pieces grants a circus-goer a ride on this metal contraption, decorated to appear like a young green dragon. A tiny gnome engineer, Archie Meadeeze designed this ride, similar to a mechanical bull. Three verbeeg laborers, Logroller, Darkpuss, and Darkpuss, pull the lever, crank, and rope which operates the lizard. To determine if the rider stays on the lizard, average the rider's Strength and Dexterity. For each of the five rounds of the ride, the patron must roll this number or less on a d20. If the rider succeeds in staying on the lizard for all five rounds, one copper is refunded. Riders who fall off are bucked into the plush mounds of hay and shredded cloth; injuries are very rare.

Archie has finally found a profession that he truly enjoys, and he takes great pride in his contraption. Logroller is the dominant verbeeg, and thinks of himself as the leader of the whole Leaping Lizard operation. Darkpuss and Darkpuss are twins, who stay with the circus only because of their loyalty for Logroller.

JAWS OF DEATH

Jaws of Death is a very unique fun-house. The whole building is shaped like a blue dragon, and for one silver, patrons crawl into the mouth of the dragon and throughout its innards (see DM's Aid Diagram). The path goes through the Jaws, down the Esophagus, and into a water-filled Stomach. Attendants help patrons find the exit out into the Furnace, up the Furnace pipes, through the Windpipes and into the Lungs. Breaking through a self-healing membrane, patrons enter the Pulmonary Artery and Vein, through the Heart, up the Cranial Blood Vessels and into the Brain. Lights dance throughout the Brain, and through two circular eyes, a *programmed illusion* shows the dragon taking off and flying through the clouds. Exiting the Brain, patrons go through the Spinal Cord

and slide out down the Tail, falling down in to a few cushions behind the dragon. Various illusions and magical effects provide for realistic, moist interiors, and fluids such as blood and stomach juices, which are breathable by the patrons but do not dampen clothing or hair.

Merill Vill is a high level wizard who constructed and maintains this ride. He is one of the foremost experts on dragons in Faerun, and will be happy to discuss his knowledge with any adventurers.

MERRY-GO-ROUND

A youthful looking male gnome, Tarrontuttle, runs this merry-go-round and charges one copper piece. Finely crafted wooden animals bob up and down on the merry-go-round, as a pipe organ plays a cheerful tune. Most of the patrons are children, and one of the major attractions is the several horses that take turns powering the ride: Trigger, Sally, Ned, Tom, Wilbur, and Dolly. The children flock near the horses' pens, and feed the grateful horses.

Tarrontuttle is especially approachable by adventurers, and loves to swap tales of heroic proportions.

Though he possesses no adventuring skills, he would love to one day join a band of adventurers, and knows that his heart is true and courageous.

FORTUNE'S LADY

Just outside a small black-, orange-, and red-striped tent a small sign reads: *"Fortunes Told, Destinies Predicted, Laurinda Borzik Sees All."* Laurinda varies her fee depending on what she thinks the client can afford. She is very observant, and will ask any PC to pay 10% of his/her wealth, but not more than 25 gp.

Laurinda, a very attractive sorceress, usually uses an ordinary crystal ball and her illusion spells to provide a dramatic effect, before giving a rather general bit of advice, such as "Beware of a short, barefoot halfling that will bump into you next week."

Laurinda has no true ability to see into the future. However, if a PC can convince Laurinda there is a very pressing need for specific information about the future, she may pull out her magical *fortune telling cards*. She charges nothing for the use of these cards, but since she has a limited supply, she rarely uses them. She instructs the customer to pick a card from the deck, and place it on the table. The card then becomes three-dimensional, and shows a scene from the future. Roll a d12, and the result is the number of months in the future the scene is from. The scene plays for 3 minutes, and through the proper actions, can be avoided.

TERRIFIC TS

The human artist, Martel Desden, runs this shop which sells painted tunics. Prices are fairly reasonable for the quality: 2 gp for a tunic with a slogan; 3 gp for a tunic with a scene painted on it; 4 gp for a custom designed tunic; and 5 gp for a tunic with a portrait painted on it. Though Martel is a very capable artist, most of his sales are of tunics with catchy slogans like "My other mount is a griffin." This generally disgusts the artist, who enjoys most painting items that truly display his talent, like scenes of wildlife or fantastic creatures.

Martel is a bit gruff and terse when dealing with others, but he enjoys his profession which utilizes his artistic talents. He is 34 years of age, and stands 5' 8" tall, weighing 140 pounds. He is assisted by his 17-year-old nephew, who has the business sense that Martel lacks. The 6' tall youth knows how to best promote the sales of Martel's wears, which are seen on many patrons throughout the circus.

CARICATURES

Daren Aster, a chubby and cheerful bard, draws portraits for prices between 2 gp to 13 gp, depending on the size, quality of paper, and other specifications.

Aster (he never goes by his first name) is a very capable artist, and draws his patrons in specified costumes and backgrounds. Aster is very friendly, and chatters incessantly with his customers as he draws.

GLITZ & KLAX'S

As the party approaches this shop, Savilon Glitz is beginning his pitch and a crowd is quickly forming. Read Savilon's pitch to the players:

"Gather close, good ladies and fine gentlemen. For I am about to demonstrate to your amazed eyes the virtues of the potions and elixirs constructed by my very good friend, G'Ned Klax. Born and raised amongst that wonderfully magical gnomish race, G'Ned mixes philters which will enhance your appearance, lead you to treasure, increase your height, and generally enhance your enjoyment of life. Prices are reasonable and affordable. Please don't let this opportunity pass you by, gentle people.

"But, perhaps you say, that while I, Savilon Glitz, sound like a true and honest person, only interested in the well-being of those around him, maybe he is just attempting to deceive you gentle and quick-witted folk. Maybe his so-called potions are just mixtures of water, sugar, and a bit of vegetable coloring. Certainly, I could not blame you one bit, for you all are fine and decent folk, and good fortune should always be approached with caution.

"So, to assuage your justified and wise trepidation, I shall demonstrate one of the potions I have here. Let me see, how about this yellow one here. Now, using rare and magical ingredients, my very fine business partner, G'Ned Klax, this particular potion here has been carefully crafted to increase one's height. To avoid any concerns that I might have some other magical dweomer clandestinely effecting my person, I shall pick a volunteer from one of you good persons. Let me see, how about you, my good halfling?"

A short halfling in ragged clothing steps up to the salesman, looking both excited and anxious.

Savilon speaks, "So, my good man, what is your name?"

"Tucker, Bramblefoot Tucker," replies the smiling halfling.

"Well, Mr. Tucker, Mr. Bramblefoot Tucker, place this fine crystal vial to your lips, and let the sweet elixir flow down your lips. Miss not a drop, and stand in amazement, as you instantly grow taller."

The halfling cautiously drinks the potion, and waits for a few seconds expectantly. Suddenly, he grows to about six feet tall, and shouts in delight. The halfling walks off into the crowd, proudly strutting away at his new stature.

The salesman again speaks, "Now, I must warn you folks that the effects are temporary and the potions lose potency after a day, but as you can see, they're certainly well worth the investment. So come forth, and I shall point out the cost of each item in our limited supply."

Savilon Glitz is a 25-year-old half-elf, standing 6' tall and weighing 172 pounds. He has shoulder length blond hair, and speaks with a silver tongue. He sells potions mixed by the absent-minded gnome, G'Ned Klax. G'Ned is a brilliant thinker, but often misplaces things and has a very cluttered workshop. If introduced to the PCs, at some point he gets a brilliant idea, grabs his quill, and reaches for the nearest writing surface, which happens to be one of the PCs' cloaks. The business manager of Glitz & Klax's Potions & Elixirs is the young halfling, Simon Kladin, who also serves as the "random" volunteer during most of the demonstrations, since the short halfling's size increase is very dramatic.

The potions manufactured by G'Ned are "minor potions," which have one-tenth the power of a normal potion and have only one-half the duration (1d2+2 turns, unless otherwise stated). These potions lose their magical dweomer after 24 hours, so no certificates are provided - they expire at the end of this adventure. The potions available, and the prices, are listed below. There are three of each type of potion available:

- *Beauty* (1 gp) - the imbiber's physical beauty is increased, and confers a +2 to Charisma.
- *Climbing* (5 sp) - provides a +10% bonus to climbing checks.
- *Diminution* (8 sp) - shrinks the imbiber by 10% for 1d2+4 turns.
- *Growth* (8 sp)—the imbiber grows 2.5'.
- *Heroism* (5 sp)—this potion effects only zero-level NPCs, and imbues them with a single level of experience in the warrior class.
- *Rainbow Hues* (5 sp)—the imbiber can turn into any one color thought of during the duration of the effect.
- *Treasure Finding* (1 gp)—this potion points the imbiber in the direction of the nearest mass of coins worth 10 gp or greater, within 24 yards. The effect lasts for 2d4 rounds.

PORTRAIT BALLS

This shop, run by wizard Jantz Thozzil and his fighter wife, Joli, caters to the affluent circus-goer. Jantz is a very friendly man, and tries to assure potential customers that his works of art are well worth the price to pay. The customer selects a costume and a background. Jantz uses his Wand of Portraiture to capture the scene in a crystal ball. The price varies depending on the size of the ball: two-inch balls cost 25 gp and six-inch balls, 100 gp.

Jantz is a kind person who hates the adventuring life his wife dragged him into. The circus is an occupation that he loves, which was also acceptable to Joli. Joli is a proud, domineering woman who tolerates circus life. When the circus winters in Ravens Bluff, she often goes out and adventures for a bit.

STARBRIGHT

A very comely female gnome welcomes patrons into this big blue tent, and a sign stands out front which proclaims: "Starbright the Knight, A Play with Feeling." Admission is two coppers for adults, one copper for children. If the party enters, read the following description of the play:

Each seat within the blue tent is filled before the lights slowly dim. You wait expectantly for the play to begin, and you hear others around you creaking in the uncomfortable chairs. Then, the mystical tones of a melodious harp filter throughout the audience.

The story beings at the knighting of a young squire, who has returned from a horrible battle. He is being rewarded for his valiant performance, and a feast is held in his honor. You are surprised when you can smell the roast beef, turkey, and pork from the table. The hubbub of those at the feast surrounds you, and you feel a part of the scene. You are amazed

as this sensation of actually being within the action continues throughout the play.

The knighted Starbright catches the eye of an extraordinarily beautiful maiden at the feast, the daughter of the king of a nation to the north. Too shy to approach, Starbright inquires about the woman the next day from one of his comrades. He learns that her nation is about to be attacked by a horrible red dragon, and that the princess has agreed to sacrifice herself to the beast in exchange for the safety of the nation.

Starbright abandons his knighthood order to save his love. As he travels through the forest, a gentle rain falls which you feel on your face, yet your clothing does not dampen. The knight finally reaches the castle where the princess lives, and stands outside on the snow-covered ground. A cold breeze blows through the audience, and you clutch your cloaks closer. The knight is refused admittance, and sets out to slay the foul wyrm. Locating the beast's lair, a battle ensues. The dragon breathes its fiery breath at the valiant hero, and warm air fills the tent. The air grows stuffy, and you can smell the harsh scent of smoke oppressing the atmosphere. After a thrilling battle, the dragon is slain by Starbright. The final scene depicts the hero and the princess joining in marriage, and you feel the rice being thrown falling upon your heads.

A family of gnome illusionists provide the special effects for the show, which are the true stars of the show. Martha Flintsteele is a tiny old gnome, and is very protective of her family. Her son Thoug is very subservient to his mother, and loves his wife, Twig, very dearly. Twig loves her husband, but dislikes his mother's oppressive nature and longs for her adventuring life. She encourages her daughter, Grace, toward an adventuring life, something Martha adamantly opposes. If the party stays to converse with Twig, she introduces her daughter to them and suggests that her stealthy abilities might prove useful to them; Martha interrupts, and sends Grace away and dismisses the party.

LIVING TATTOOS

Flame Groth is a skilled dwarven female who runs this establishment, where finely crafted and colorful tattoos can be bought. Two types of tattoos can be purchased, normal and magical. Normal tattoos cost between 5 sp and 20 gp, depending on the size, complexity, and number of colors in the tattoo. Flame is very talented, and makes any design requested a work of art.

Magical tattoos cost between 100 to 600 gp, and are purchased by very few people. Magical tattoos can move and change, and are a permanent magical effect.

The secret to these tattoos, Flame maintains, are the special dyes she uses only for these tattoos: "Yes, the vibrant color provided by my specially crafted, magical dyes animates these tattoos," she says to each customer. The truth is that Flame uses a special needle, a magical *needle of lively tattoos*, whose command word is "couleur."

Flame is a 140-year old female dwarf with long white hair. She has a long white beard, in which she braids beads and baubles. She is very fond of her art, and is a pleasant person. She chats with her customers as she creates her works of art.

Encounter One

This encounter occurs in two parts. The first part is when the party meets with a little dog. Just as the party enters the circus, before going to the action, have the puppy come up to one of the party members.

The second part of the encounter occurs when (if) the party visits Glitz & Klax's Potions & Elixirs; don't force the party in this direction, but allow them to choose to go to that shop.

PART A

As the party enters the Jack Mooney & Sons Circus, a little dog will approach them. The puppy is a small, shorthaired dog. He has white fur with black and brown spots, and is apparently a mixed breed. The puppy yaps a bit, and tries to gain affection from the PCs. If any of the party members pets the puppy or feeds it, the dog will follow the party wherever they go. However, if the party ignores the puppy or makes a concerted effort to get rid of the dog, he wanders off, whimpering with his tail between his legs.

The puppy is really a halfling by the name of Cromsted Brimblethorpe. A few weeks ago, when the circus was in Sembia, Cromsted bought a potion from Glitz & Klax's Potions & Elixirs. He paid one gold for a potion that would lead him to treasure, however, when decided to quaff the mixture, he suddenly changed into this dog. Cromsted caught up with the circus, and has been trying to get G'Ned Klax to reverse the process. Unfortunately, G'Ned doesn't speak dog, and Cromsted's efforts have been in vain.

Cromsted has decided that maybe one of the circus-goers is more astute than the disorganized gnome, and thus wants to befriend the party. He won't waste any effort leading the party to G'Ned's shop—he's too frustrated trying to communicate with people, and will save his efforts for when they decide to patronize the potion shop.

If the party questions any of the other shop owners and circus employees, they mention that the puppy has

been wandering around the circus for awhile. Aetheltheofa of "Pick a Prize" is particularly affectionate towards the puppy, and would love to have a pet; Cromsted doesn't want to stay with her, since he wants to eventually get to G'Ned's shop, but if the party insists, he will remain. Tarrontuttle of "Tarrontuttle's Merry-Go-Round" will mention that the puppy has been pestering G'Ned particularly over the last week.

PART B

When (if) the party decides to visit G'Ned's shop, Cromsted will try to get his message across. Please don't force the party in this direction, but let them choose to go into this shop. Once the party has approached the potion shop, and heard Savilon Glitz's pitch, Cromsted tries to get the party into the back of the shop. He grabs the pants of one of the quietest player characters, and he tries to convince that character to go back into the tent to find G'Ned.

Savilon will be busy with the excited customers that surround him, and won't notice if the party tries to enter G'Ned's workshop. G'Ned will be busy mixing up potions, but will stop his work when the party enters the tent. G'Ned is described earlier in the module.

He mentions that this puppy has been bugging him for about a week. In fact, the puppy once disturbed him and he ruined a whole batch of potions. G'Ned can't figure out what the puppy wants—he's fed the thing and given it water, but it still isn't satisfied.

Throughout this, Cromsted will do whatever he can to convey the message that he drank one of the potions and wants G'Ned to cure him. Role-play the dog however you can think of to communicate the situation to the party. Cromsted understands Common and halfling, and while he has the body of a dog, he has the mind of a keen halfling. Cromsted will alternately bark at the potions on the counter, go to the water G'Ned has left out for him to drink, and then stand expectantly in front of the party. Cromsted will also work out a system for answering "yes" and "no" to questions, such as one bark for "yes" and two for "no."

If the party isn't able to make any progress after a few minutes, Cromsted gets frustrated, and leaves to find more observant people. However, if the party is able to explain to G'Ned that perhaps the puppy was once a customer who drank a poorly-made potion, G'Ned will suddenly understand. G'Ned quickly mixes up an antidote. He puts the mixture in a saucer, and the extremely excited Cromsted laps up the mixture.

The excited little puppy eagerly laps up the sickly green mixture before him, and as the last drop is consumed, suddenly he transforms into a halfling. The halfling stands three and a half feet tall, and appears to be middle aged. He has green trousers,

and a plaid vest. The halfling stands amazed, examining his body.

After a few moments, he turns to face you all, smiling. His smile quickly melts into a frown. "You idiot! You complete moron!" he yells at the alchemist G'Ned. "I've been stuck in a mutt's body for weeks, trying to get through to your thick skull. I paid good money for that damnable potion, and never once was I told, 'Caution, this potion which you bought to find hidden treasure may unexpectedly change you into some random smelly animal!'"

"N-now, calm down, Mr. ahhh, Mr."

"Brimblethorpe. I purchased a so-called treasure finding potion from you in Sembia."

"Ah, yes, of course, well, I'm sure that I can reimburse you for your inconvenience."

"Darn right, you are. You'll reimburse me for the inconvenience, my lost wages, and also for the reward I'm giving to these kind folks that finally hammered through your thick skull what was going on," the angry halfling says, turning to you. "I'm sorry to be in such a foul mood, but you can't imagine how awful it is to be a mutt for three weeks, eating scraps that children throw at you. You've been a tremendous help, so let me give you this ring I found a few years ago. It is, ah, sort of an insurance policy for when I decide to climb a smooth wall. I haven't needed it since I've retired, so why don't you take it?"

Cromsted gives the party a *ring of feather falling*. Both will answer a few questions if the party asks, but they really want to be alone to talk about compensation for the problem. The shop's business manager, Simon Kladen, will eventually walk in and demand that the shop's business be conducted in private.

Encounter Two

After the puppy incident, the auction will be about ready to begin. If the PCs wish, they could spend a few minutes amid the shops and games before the bidding commences. Don't force the party to go, but remind them that its starting after they visit at least one shop. If they decide not to attend the auction, proceed to the tiger attack in Encounter Three as the PCs walk around the midway.

About two hundred people gather within the area set aside for the auction. Several paladins, clerics, and adventurers have donated treasures rare, magical, and ordinary for charity. If a PC seems particularly interested in a certain item, keep the bidding going and try to stretch to the limit of what a PC is willing to pay (but you should go a little easier on low level characters who don't have much money). This auction

is a good opportunity to shrink the hoards of gold some particularly rich player characters possess. If such rich PCs get into the bidding, affluent NPCs will feel no qualms about making outrageous bids for charity and for personal pride. Next to each item is the minimum amount of gold that will be accepted for it. If the PCs don't seem interested in the auction, proceed rapidly through a description of the event until they see an item of interest or the tigers attack in Encounter Three.

Savilon Glitz, the well-spoken salesman from Glitz & Klax's Potions & Elixirs, runs the auction:

"Welcome good citizens of Ravens Bluff, to the Jack Mooney and Son's Circus First Annual Charity Auction. A number of generous souls have donated a number of items and services to make this momentous occasion possible.

"Some of the items you are about to see are magical, many are very rare, but all are special. All of the items are special because the hard-earned money you all will spend to purchase them will go to the orphanages and soup kitchens of this fine city. Hungry mouths will be fed, cold bodies will be clothed, and abandoned children will be found a place to live. If enough money is raised, a fund will be set up, the interest from which will pay for these good services for years to come.

"So please, as the bidding begins, don't judge how much to offer merely by the material items you see before you. Think about the dozens and hundreds of people you will help. Don't clutch your purses closely to your breasts, but bring some goodness to this world and be generous. Each of these precious baubles you will cherish for the rest of your lives, as you think of what light you have given to the needy.

"The first item we have up for bid has been donated by one of my comrades, here at the Jack Mooney & Sons Circus, Flame Groth. Mistress Groth has an extraordinary gift with the tattooing needle, and has abilities seen nowhere else in all of the Realms. For Flame has the incredible ability to create living tattoos! Yes, my friends, these tattoos can move and change once drawn upon you. Think about it, noble warriors, your valiant steed galloping perpetually on your shoulder. Or perhaps to you practical wizards, an hourglass that tells accurate time. Again, this would be a most pious purchase to you gracious priest—consider your holy symbol nobly emblazoned on your body. Think about it, priests of Tyr, his Lord's scales set upon your arm, always staying level with the ground no matter how you move, for his Lord's wise and compassionate justice knows no limitations. For this most precious item, Flame Groth must ask a minimum bid of 100 gold pieces."

If the PCs cannot afford the minimum bids listed, let the bidding go by quickly and continue on with the adventure. However, if some PCs seem interested, try to roleplay out the bidding to create a lively scene. After the last item is sold, go directly to Encounter Three.

The items available and the any set minimum bids are described below:

1.) A **living tattoo** from Flame Groth's Living Tattoos. The minimum bid will be 100 gp, and Flame will design as intricate and large a tattoo as the purchaser wishes. If the PCs don't get involved, the tattoo will sell for 450 gp, but this could go much higher if they become interested.

2.) Savilon describes this **dagger** as being quite ancient, and is believed to have been wielded by the foul orc overlord, Ologh. The dagger was rescued from his tomb, which had remained hidden for several centuries. The dagger has an ivory pommel, but otherwise is normal. The dagger's minimum bid is 20 gp. It will be sold for at least 150 gp, but it is a normal dagger. Its origin cannot be proven, and on the open market it is worth only 50 gp.

3.) Vernon Condor, the city's Regent of the Exchequer, has tried his hand at pottery for charity, and created a **beer stein**. The stein is worth maybe a gold piece, the minimum bid. But it carries the prestige of having been made by Vernon Condor himself. Unless the party starts bidding, it will go for 10 gp.

4.) One free **portrait ball** from Portrait Balls in the circus midway. It will go for at least 15 gp.

5.) A set of **full plate armor**, worn by an ogre general several decades ago. It has little collector's value (25 gp, the minimum bid), and only an **ogre-sized** PC can wear the huge armor. Sold for at least 190 gp.

6.) The **bracers worn by Charles O'Kane** during the warrior games that awarded him the mayorship. Worth little to collectors (10 gp, the minimum bid), the item is popular nonetheless, and will go for at least 80 gp.

7.) A **singing sword**, with a minimum bid of 500 gp. When unsheathed, the finely crafted sword glows and sings a beautiful love song. Other than the permanent *magic mouth* and *continual light* cast on the sword, it has no other magical properties and is worth only 350 gp. The origin of the sword is not known.

8.) Aster from Caricatures will draw a **portrait** of any person with up to a dozen friends on full-sized canvas,

with his special "smudgeproof" ingredient sprayed upon it, so that it will last for years and years. Six of these will be auctioned off. The items will be sold for at least 10 gp.

9.) A suit of **elven chain mail**, especially made for a halfling, has a minimum bid of 250 gp. It will fit any **halfling, gnome, or dwarf**. It will be sold for at least 10,000 gp.

10.) Laurinda Brozik will give a very **special session** to one client, accurately showing him or her a specific event in their future. Laurinda won't reveal this, but she will be using one of her Fortune Telling Cards for this reading. This item will go for at least 25 gp, the minimum bid.

Encounter Three

During the middle of the auction, the prime antagonist in this module has cast *improved invisibility* upon himself from a scroll, and quaffed his *potion of animal control*. He went to the tiger cages, and released some of the animals, the number dependent upon the total levels in the party. Magatrix the Mage then commands the tigers to attack the crowd.

Just as the bidding completes on that last item, you hear a woman scream and a number of people behind you suddenly run away. You turn to see what has caused the disturbance, and you notice [insert number] tiger(s) approaching. Their ears are tucked back, and their muscles ripple as they prowl directly toward you. To your right, you realize that another tiger has attacked elsewhere in the crowd. You hear in the distance, a man calling out, "Don't hurt them! Something is terribly wrong!"

Tier 1 (character levels totaling 4-13):

Tiger (1): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 25; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8; SA nil; SD Surprised only on a 1; MR nil; SZ L (6' long); ML 20.

Tier 2 (character levels totaling 14-25):

Tigers (2): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 30; THAC0 15; #AT 3; Dmg 2-5/2-5/1-10; SA nil; SD Surprised only on a 1; MR nil; SZ L (7' long); ML 20.

Tier 3 (character levels totaling 26-37):

Tigers (3): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 40; THAC0 15; #AT 3; Dmg 2-5/2-5/1-10; SA rear claws (see below); SD Surprised only on a 1; MR nil; SZ L (8' long); ML 20.

When a tiger strikes successfully with both forepaws, the rear claws rake for 2-8 points of damage per paw.

Tier 4 (character levels totaling 38+):

Tigers (4): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 40; THAC0 15; #AT 3; Dmg 2-5/2-5/1-10; SA rear claws (see below); SD Surprised only on a 1; MR nil; SZ L (8' long); ML 20.

When a tiger strikes successfully with both forepaws, the rear claws rake for 2-8 points of damage per paw.

When the battle is over, the PCs notice that one other tiger attacked the crowd, and it has been successfully subdued. Isbeau Navarne quickly attends to his animals, and has numerous circus hands carry the bodies back to the cages. Isbeau, a burly man, chastises the party vehemently if they killed any of the tigers. If they have cut them, but they are still alive and merely stunned, held or subdued, he is displeased. Other than a terse word, he says nothing. If the party manages to stop the tigers without cutting them (either held, or subdued with bludgeoning weapons and the flats of blades), Isbeau is impressed and thanks the party heartily for their courage and restraint.

Left on the ground amongst the tigers' bodies is a ripped white silk glove, with the word "Justice" embroidered upon it.

After this disturbance, return to the wrap-up of the auction, where the auctioneer tries to calm the crowd and thank them for their fine contributions.

Just as the PCs start to walk away, a circus worker delivers a note to the party. The note says: *"I would like to thank you personally for your assistance. Please meet me at my tent. Jack Mooney."*

Encounter Four

If any of the PCs ask the circus workers where to find Mr. Mooney or his tent, they receive a response of "Who wants to know?" Only if the party presents the note or proves to be exceptionally glib will the correct tent be pointed out. Jack Mooney's place is a large orange and white striped tent, and he waits inside for them to approach:

As you approach the tent of Jack Mooney, you can see him sitting inside. "Come in, come in, please."

Let the party state that they enter.

You enter the large tent, and Jack Mooney, a well-muscled middle-aged man, is sitting at a large oak

table. Behind him stand two men who look similar, and both share a resemblance to Jack.

"I am Jack Mooney, owner of this circus, and these are my two sons, Lockwood and Edan."

Give the party the chance to introduce themselves, with Jack prompting them if they are hesitant.

"I want to thank you for what you did during the auction. Something like that has never happened before, and unfortunately we weren't able to react quickly enough to stop that disaster. It seems that this incident might not have been an accident, and others are to come. Yesterday, I found this note at my door."

At this time, give the players the **Player Handout**.

"It seems that someone has taken the law into his or her own hands, and has decided that my circus should suffer. I've contacted the city, and they say they're very busy and it will take several days before they can send a special investigator. The clerk I talked to suggested that if I paid him, I might be able to get more prompt attention. Well, I'd rather pay someone who has proven themselves to be courageous and helpful than to pay the city guard for what my taxes already ought to cover. So, what do you say? I'll pay you one hundred gold each for finding out who's responsible, and stopping this person."

If the party decides not to accept the offer, Jack thanks them and offers to refund their admission, hoping that they will enjoy the circus on him. Don't discourage the PCs from refusing, and if they do, just continue with the events that occur as they visit the circus. If they accept, Mooney hands them all metal badges that resemble stars with "Jack Mooney & Sons Circus" emblazoned on them. These badges will allow them into restricted areas of the circus grounds, and gets them into any area that normally needs admission. Once the party completes their task, Mooney will give them their pay.

After this encounter, let the party investigate the mystery or wander around the circus. Most circus workers have no specific knowledge about the mystery at hand, and if the PCs question such persons, roll on the Circus Rumors table. Note which rumor each NPC knows as the PCs ask, so if they return to that person again, the NPC has the same information.

NPCs who have more information:

- **The members of the Flying Ringken** (Ringken, Delishe, and "Lady Enots" who is really Mockingbird) all know about "The Hand of Justice." As was said before, The Hand of Justice

is Ringken's signature on the notes he sends to those upper class persons from whom he steals. However, none of the Flying Ringken will reveal this fact at first, since it is a secret from the rest of the circus.

- **Grace Flintsteel**, from the Starbright the Knight show, has learned about The Hand of Justice. She has been searching for a way to get out of the circus and into an adventuring party. While keeping her eyes open for possibilities, she noticed the Flying Ringken sneaking away from the circus. The next day, she watched Ringken closely, and wandered into his wagon. She noticed him signing a note as "The Hand of Justice," before he could shuffle other papers on top of it. Grace has asked Ringken about it, but he refuses to say anything: "Mind your own business, girl." Grace might be convinced to reveal this by an adventuring party, if she thinks they might take her away from the circus.
- **Eadwyn Wilfora**, owner of Pick a Prize, also knows Ringken's secrets, but will not voluntarily reveal such information. She believes that the circus workers who deal with the illegitimate should stick together.
- **Lucky Shandor** of Collar the Beast knows as well, and his feelings are the same as Eadwyn's. Unless the party uses magically coercive means, the party will not gain any information from these two.
- **Dangar Grunth**, who has survived by his wits, has also learned that Ringken is a master thief who calls himself "The Hand of Justice." Dangar is disgusted with most of society, and will reveal this only to PCs who make a concerted effort to befriend him and assure him that discrimination against half-orcs is wrong. He will be very wary of any PC who participated in his circus game to try to dunk him.

CIRCUS RUMORS

If the PCs ask any of the circus workers about The Hand of Justice, the disturbances going on in the circus, or any other unusual happenings, roll a d10 and consult this table.

1: A customer insulted by Dangar Grunth has decided to exact revenge upon the entire circus.

2: One of the Lords of the lands surrounding Ravens Bluff wanted the circus to be set up on his lands, but Mooney refused and wanted the circus just outside the city. The Lord is punishing Mooney for the insult.

3: Ramen and Reman Byrrd have a family relative who wants a piece of the action. They refused, and so this guy has started trouble.

4: The wife of the former owner of the circus believes that Mooney tricked her now-dead husband out of his only possession of value. She now wants a share of the profits, and has hired thieves to ruin the circus unless Mooney gives her what she wants.

5-6: Some of the circus workers obtain some "extra earnings" by thieving the residents of the city the circus visits. Perhaps one of the victims has decided to punish the whole circus for the activities of one person.

7-8: The tigers are trained by Isbeau Navarne, and never before have attacked anyone else. Someone must have used magical means to get the tigers to attack the crowd.

9: A strange man in purple robes was seen two nights ago wandering around the animal cages, where only circus workers should be. When he was approached, he ducked behind a wagon and disappeared.

10: A hex was placed on the circus by a gypsy who wanted to become a part of the show. The bad luck the circus has experienced results from this curse.

Encounter Five

Anytime the characters are wandering around the circus, throw in this encounter. A small human boy, Jimmy Rigglesbee, stands off to the side crying. Jimmy's parents are elsewhere in the circus, and he says he's old enough to be by himself. His parents agree with him, and they've agreed to meet him by the Merry-Go-Round at sunset.

Jimmy Rigglesbee is a 9-year-old human boy who stands 4' 3" tall. He has sandy brown hair and hazel eyes. His father is a cobbler, and his mother is a part-time cook for the tavern the Bard & Swill. He has a high pitched voice, and has a slight lisp.

Jimmy is crying because he lost his statue. He won the statue of a lion at "Pick a Prize," and had named it "Growler." He won the statue early in the morning, and put it in his pocket. He just noticed that the statue is missing, and has no idea where he lost it. If the party asks, he mentions that he's been to the following rides and games, in this order: Tarrantuttle's Merry-Go-Round, Pick a Prize, Whitewater, Tarrantuttle's Merry-Go-Round, Jaws of Death, Tarrantuttle's Merry-Go-

Round, and finally he has been watching Aster making caricatures of people.

Jimmy's statue fell out of his pocket when he went through the Jaws of Death. If the party goes through the Jaws of Death, stating that they are looking out for a small lion statue, they will find the statue stuck in the corner of the "heart." Jimmy will agree to wait around any place the party chooses if they say they promise to find his statue.

If the party returns the statue to Jimmy, he will be delighted. He hugs the small ceramic statue and cries. After a few moments, he turns to the party and reaches into his pocket. He's decided to give them his lucky rock, which he found many years ago. The rock is a deep red sphere, and Jimmy thinks it's very pretty. However, he's glad to have his statue back and wants the party to have his rock. Unknown to Jimmy, the "rock" is an *ioun stone* (deep red, +1 Dexterity, 18 Dex maximum).

Encounter Six

An old beggar, known only as McKay, has wandered into the circus. He is asking for handouts, and the circus workers don't have the heart to escort him out. Besides, the beggar isn't causing any harm, so he's been allowed to wander around.

McKay is 5'11" tall, but is hunched over and appears much shorter. He wears brown rags, and is blind in his left eye. He speaks with a scratchy voice, and sometime during the party's wanderings around the circus, he approaches them. McKay asks for some spare change, and extends his hand. If he gets some from the party, he thanks them and walks on.

If the party wants information, they must first give him some money. McKay saw a tall man in purple robes wandering along the border of the circus. The man had long white hair, and he had a wooden staff. The man then made some strange gestures and spoke weird phrases. McKay would guess that the man was casting a spell, because then the man suddenly disappeared. McKay was amazed, and could only stand frozen for many minutes. Then he heard a noise, and noticed the lock on the tiger cages was suddenly unlocked. The latch and door opened themselves, and McKay ran away as the tigers lunged out of the cage.

McKay will agree to keep on the lookout if the party asks and he suspects there may be some more money in it for him.

He will notice the strange man one more time, just before the next encounter with the Piper's Song Pest Control. The man was sneaking around behind the tents, and McKay quickly lost sight of him.

Encounter Seven

Let this encounter happen just about any time during the party's search throughout the circus. They should meet McKay before this encounter, but other than that, it can happen any time before the final encounter.

A lilting music slowly seeps into your ears, almost imperceptible at first, but it gradually grows louder. A crowd seems to be forming behind you, and you get caught up in it. Ahead of you, you can see a most unusual parade:

A man in gray clothing stands at the front of the curious procession. He is playing a set of pan pipes, and is quite proficient at the instrument. Next to him, his strange companion carries a stick that it waves in time to the music.

The strange drum major is a small grey rat, which seems to have a strange ability to use small tools like the stick. Behind the two leaders, hundreds of brown and grey normal-sized rats walk in time to the music. Many are doing tricks: some walk on their hind legs for short spurts, and others do flips in the air. Lights dance throughout the parade, and smoke swirls around the area.

Children laugh at the humorous scene before them, and adults stand amazed. This is the notorious way that the Jack Mooney & Sons Circus disposes of the inevitable problem with rats.

Just as the parade comes closest to you, the music stops. The piper seems to blow desperately at his pipes, but no sound is emitted. Suddenly, all the rats scurry away. The crowd panics, and screams surround you.

Magatrix has successfully cast a *dispel magic* upon the piper's pipes. The rats, no longer under control, want only to escape to their hiding places in the circus. None of the rats attack, but a little girl, Josephine, was knocked down and has a nasty gash on her head. She will be all right, but has only 1hp left out of 2 total. If the party heals her, her father, Killian, is very thankful.

The party will not be able to gain sight of Magatrix through the crowd. Hamlin, the piper, is very distressed, and will thank the party profusely if they try to keep the crowd under control. Also thankful is Hamlin's partner, Squeaky the Wonder Rat. Squeaky was originally a human magic-user who was strangely altered when he drank a *potion of delusion* and a *potion of polymorph* at the same time. Now, he thinks and acts just like an intelligent, literate, magic-slinging rat that can talk. A third partner eventually appears, Shazgrap, an attractive redhead. She is really a wererat, but generally transforms out of sight.

Each week, the Piper's Song Pest Control Agency rids the circus of the rats that always come. Hamlin

uses his *pipes of the sewers* to gather the rats, and they make a parade out of them. Shazgrap uses her *ring of mammal control* to get the rats to do tricks, and Squeaky casts spells for special effects. After leading the parade throughout the circus to the delight of the patrons, they go off into the fields, and Squeaky casts a *teleport* spell to take him and the other rats into the wilderness. Squeaky then uses his *ebony fly figurine of wondrous power* to come back.

Encounter Eight (optional)

If you are running short on time for the event, or if the PCs are relatively weak in their melee capabilities, this encounter can be skipped.

This encounter can happen at any time during the party's wandering throughout the circus, prior to the final encounter. Delishe of the Flying Ringken performs her own magic act somewhere in the midway, called "Madame Tensing's Mystical Moments." She doesn't perform any "real" magic, but instead uses sleight of hand and trickery to amaze the crowd. She is assisted by the Masked Mute, really Mockingbird in disguise.

Describe a normal magic show to the party. In the final trick, Madame Tensing will cause the Masked Mute to *teleport* from one booth to another. However, when the second booth is opened, a monster jumps out immediately followed by several more that burst out from behind the booth. Seeking revenge, Magatrix has cast a *monster summoning* spell, and the monsters come out, ready to attack the crowd.

If the party doesn't stay for the end of the magic show, they hear a commotion near where the magic show was. Before the party can arrive, 1d4 bystanders are killed. Should the party decide not to investigate, 1d8 bystanders are killed before Delishe can put a stop to them herself.

Tier 1 (character levels totaling 4-13):

Orcs (3): Int Average; AL LE; AC 6; MV 9; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M (6' tall); ML 20.

Tier 2 (character levels totaling 14-25):

Orcs (6): Int Average; AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M (6' tall); ML 20.

Tier 3 (character levels totaling 26-37):

Large Spiders (5): Int Non; AL Neutral; AC 8; MV 6; Wb 15; HD 1+1; hp 9; THAC0 19; #AT 1; Dmg 1; SA Poison; SD nil; MR nil; SZ S (2' diameter); ML 20.

Each time a large spider successfully bites a victim, s/he must save vs. poison at +2 or suffer 15 points of damage.

Tier 4 (character levels totaling 38-56):

Giant Frogs (12): Int Non; AL N; AC 7; MV 3, Sw 9; HD 3; hp 24; THAC0 16; #AT 1; Dmg 2-8; SA Tongue and swallow whole; SD nil; MR nil; SZ M (6' long); ML 20.

Each round, the giant frog tries to grab one victim with its tongue, getting a +4 on the attack roll. Once hit, the victim has one chance to hit the tongue before being reeled into the frog's mouth (unless the victim weighs more than 250 pounds, in which case it takes the frog two rounds to reel him or her in). If the tongue is hit, the frog releases the victim. Otherwise, the frog attempts to eat the victim. If it successfully bites on the next round, it automatically scores maximum damage. If the frog's tongue is hit, the victim is released, and the frog tries to grab him or her again. On an attack roll result of 20, the frog can swallow whole any victim shorter than 3' tall. The swallowed victim has three rounds before dying from asphyxiation. To cut him or herself out of the frog, the victim must use an edged weapon and score a hit on an 18 or better (thus escaping and killing the frog). Any attacks on the frog from the outside have a 33% chance of damaging the swallowed victim as well as the frog. Giant frogs fear fire and always retreat from it.

Encounter Nine

This is the last encounter of the adventure. If you have only 20 minutes of available playing time left, you can skip directly to this encounter from wherever the PCs might be in the adventure. Magatrix the Mage has finally found the item that was stolen from him, his *rope of climbing*, hidden in the roof of the Flying Ringken's wagon. Magatrix has now directed his monster henchmen to set the wagon on fire. One of the circus workers will notice, and shouts out. The party will hear a cry of "Fire!" and a scream, as the circus hand is killed.

The party can easily locate where the scream came from, and see that the wagon is on fire. Magatrix will make a stand for a few rounds, long enough to ensure that Ringken's wagon will burn completely. Magatrix is accompanied by some henchmen, the monster type dependent on the strength of the party.

Ringken himself will arrive at the scene soon after the party does, and will join in the battle. Later, Delishe will arrive and cast the few spells she has memorized. Mockingbird won't arrive until after the battle.

To prevent the wagon from burning down completely, at least two person-rounds must be spent prior to round four. (i.e. one character working for two rounds, or two characters working just one round.) Just beside the wagon is a large barrel full of rainwater, but the character(s) must improvise a bucket—let them come up with something suitably creative, like a shield or helmet.

Ringken, hm T8: AL NG; AC 4; MV 12; hp 36; THAC0 15; #AT 1; Dmg 1d8 (long sword); SA backstab (triple dmg); SD nil; Str 14, Dex 18, Con 13, Int 13, Wis 15, Cha 15; MR nil; SZ M; ML 14.

Magical items: *bracers of defense AC 8*

Ringken is a charming rogue, with a cavalier attitude. He has ebony hair, with a well-waxed and styled mustache.

Delishe, hf W(I)6: AL N; AC 6; MV 12; hp 16; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD spells; Str 9, Dex 16, Con 10, Int 17, Wis 14, Cha 17; MR nil; SZ M; ML 10.

Spells: 1st level - *cantrip* (x2), *audible glamor*; 2nd level - *blindness*; 3rd level - *spectral force*

Magical items: *ring of protection +2*

Delishe is a beautiful bronze-skinned redhead. She, like Ringken, is lithe and in fantastic shape.

Battle Plan:

- **Round 0**—Magatrix's henchmen finish lighting the fire, slay the circus hand, and set up for the battle. A number of circus hands cautiously gather, but will back off as soon as the party arrives. If Magatrix is of high enough level, he has cast, and is standing in, a *minor globe of invulnerability* (only precast for tier 5).
- **Round 1**—The party arrives and can attack. The henchmen attack the PCs in melee combat, attempting to allow Magatrix to use his spells without being disrupted. Magatrix casts *Melf's acid arrow* at one of the PCs, the one he determines to be the strongest (but for a weak party on tier 1, you can assume that he misses the to-hit roll with it), or casts his *minor globe of invulnerability* (for tiers 3 and 4), or might cast his *Bigby's interposing hand* (on tier 5).
- **Round 2**—The party and henchmen melee until Ringken arrives and backstabs one of the henchmen with his long sword. (Magatrix has his back to a wagon.) Magatrix casts *web* if he can capture at least two PCs without trapping his henchmen. Otherwise, Magatrix casts another

Melf's acid arrow at the strongest PC (except on tier 1, when he will cast *magic missile*).

- **Round 3**—Delishe arrives and casts *blindness* on Magatrix. Magatrix makes his save, and casts *Melf's minute meteors* (flinging 5 meteors this round, the remaining ones next round) if the party's levels total 26+. Otherwise he casts *magic missile*. The party, henchmen, and Ringken melee.
- **Round 4**—Magatrix flings his remaining *meteors* or casts another *magic missile*. Delishe casts a *spectral force* mimicking *Melf's minute meteors*, flinging 5 at Magatrix. The party, henchmen, and Ringken melee. At the end of the round, the coach will be completely on fire, and will burn to the ground in 3 more rounds.
- **Round 5**—Magatrix drinks his *potion of invisibility* and attempts to run away. (If Magatrix is of high enough level (party levels totalling 57+), he casts a *dimension door* to escape, drinking the *potion* afterwards only if necessary.) Delishe attacks any remaining henchmen with her staff, as well as attacking Ringken. The henchmen try to flee, with one of them throwing down a chemical smoke bomb to better their escape. If the monsters cannot flee, they will fight to the death.

Tier 1 (character levels totaling 4-13):

Troglodytes (3): Int Low; AL CE; AC 5; MV 12; HD 2; hp 12; THAC0 19; #AT 3; Dmg 1-2/1-2/2-5; SA nil; SD Stench; MR nil; SZ M (6' tall); ML special.

Each character who joins the battle (close enough to fight hand-to-hand) must save vs. poison or lose 1d6 points of Strength due to the horrible stench that the troglodytes exude. This effect lasts for 10 rounds.

Magatrix The Mage, hm W5: AL CE; AC 2; MV 12; hp 14; THAC0 19; #AT 1; Dmg 1-6 (staff); SA Spells; SD *potion of invisibility*; Str 9, Dex 18, Con 16, Int 18, Wis 12, Cha 11; MR nil; SZ M (5' 8" tall); ML special.

Magical items: *bracers of defense AC 6*, *rope of climbing*, *potion of invisibility*.

Spells: 1st level - *magic missile* (x2), *unseen servant*; 2nd level - *Melf's acid arrow*, *web*; 3rd level - *dispel magic* (already cast)

Magatrix is a tall man with long white hair. He wears purple robes and carries a wooden staff.

Tier 2 (character levels totaling 14-25):

Troglodytes (6): Int Low; AL CE; AC 5; MV 12; HD 2; hp 16; THAC0 19; #AT 3 or 1 (see below); Dmg 1-

2/1-2/2-5 or 2d4 (javelin); SA nil; SD Stench; MR nil; SZ M (6' tall); ML special.

Each character who joins the battle (close enough to fight hand-to-hand) must save vs. poison or lose 1d6 points of Strength due to the horrible stench that the troglodytes exude. This effect lasts for 10 rounds.

Four of the troglodytes carry one javelin each, and can throw them with a +3 bonus to the attack roll.

Magatrix The Mage, hm W5: AL CE; AC 2; MV 12; hp 22; THAC0 19; #AT 1; Dmg 1-6 (staff); SA Spells; SD *potion of invisibility*; Str 9, Dex 18, Con 16, Int 18, Wis 12, Cha 11; MR nil; SZ M (5' 8" tall); ML special.

Magical items: *bracers of defense AC 6*, *rope of climbing*, *potion of invisibility*.

Spells: 1st level - *magic missile* (x2), *unseen servant*; 2nd level - *Melf's acid arrow*, *web*; 3rd level - *dispel magic* (already cast)

Magatrix is a tall man with long white hair. He wears purple robes and carries a wooden staff.

Tier 3 (character levels totaling 26-37):

Gargoyles (6): Int Low; AL CE; AC 5; MV 6, Fl 12 (C); HD 4+4; hp 25; THAC0 15; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; MR nil; SZ M (6' tall); ML special.

Magatrix The Mage, hm W7: AL CE; AC 2; MV 12; hp 30; THAC0 19; #AT 1; Dmg 1-6 (staff); SA Spells; SD *potion of invisibility*; Str 9, Dex 18, Con 16, Int 18, Wis 12, Cha 11; MR nil; SZ M (5' 8" tall); ML special.

Magical items: *bracers of defense AC 6*, *rope of climbing*, *potion of invisibility*.

Spells: 1st level - *detect magic*, *magic missile* (x2), *unseen servant*; 2nd level - *Melf's acid arrow* (x2), *web*; 3rd level - *dispel magic* (already cast); *Melf's minute meteors*; 4th level - *minor globe of invulnerability*

Magatrix is a tall man with long white hair. He wears purple robes and carries a wooden staff.

Tier 4 (character levels totaling 38-56):

Trolls (8): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 45; THAC0 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4; SA nil; SD Regeneration; MR nil; SZ L (9' tall); ML special.

Starting three rounds after first blood, trolls regenerate 3 hp per round until fully healed. Only fire and acid cause permanent damage to them, and a troll reduced to less than 0 hit points is slain when either of these are applied to the body. Otherwise, they continue to regenerate and lost limbs scuttle back to the body, the troll standing up again when back to positive hit points.

Magatrix The Mage, hm W8: AL CE; AC 2; MV 12; hp 36; THAC0 19; #AT 1; Dmg 1-6 (staff); SA Spells; SD *stoneskin* (blocks first six attacks), *potion of invisibility*; Str 9, Dex 18, Con 16, Int 18, Wis 12, Cha 11; MR nil; SZ M (5' 8" tall); ML special.

Magical items: *bracers of defense AC 6*, *rope of climbing*, *potion of invisibility*.

Spells: 1st level - *detect magic*, *magic missile* (x2), *unseen servant*; 2nd level - *Melf's acid arrow* (x2), *web*; 3rd level - *dispel magic* (x2, one already cast); *Melf's minute meteors*; 4th level - *minor globe of invulnerability*, *stoneskin* (precast)

Magatrix is a tall man with long white hair. He wears purple robes and carries a wooden staff.

Conclusion

After the battle is over, the Flying Ringkens' assistant Mockingbird shows up. She is a female korred, but appears as Lady Enots, the bearded female dwarf.

Should the party manage to arrest the burning of the wagon in some way prior to the fourth round, Ringken and Delishe are very, very happy. Even if the wagon burns down, Ringken will thank the party for their help nonetheless.

Magatrix possesses three magical items: the *rope of climbing* (which he just recovered from Ringken's wagon), *potion of invisibility* (which he will have tried to use during the battle), and the *bracers of defense AC 6*. Ringken will allow the PCs to take the potion (if it is still unused) and bracers, but he claims the rope as his own. He and Delishe also agree that the valuables found on the henchmen and Magatrix (if slain) should go to the party: two aquamarines worth 50 gp each on the henchman, and 25 pp 10 gp on Magatrix.

As mentioned before, Ringken will be very reluctant to admit to the illegal activities of "The Hand of Justice." To explain Magatrix's motivations, Ringken tells a story of how he bumped into the mage when he was doing a show on the Midway back in Waterdeep. The mage spilled a drink on his silk robes and was unwilling to accept an apology. Should the PCs discover Ringken's secret, he'll ask that it be kept in confidence. If they choose to turn Ringken over to the City Guard for his illegal activities, Jack Mooney will agree to the arrest. The City Guard will interview each member of the troupe, determine that they weren't involved in any crimes within Ravens Bluff, and release them into Mooney's custody.

Jack Mooney finally arrives on the scene, and circus workers put out the fire if it is still going. Mooney is very pleased with the party's work, and gives each the payment agreed upon—100 gp each. He has no objection to the party taking any of the

valuables that were found on Magatrix and his henchmen.

He then invites them to enjoy the Big Top show, which has been delayed and is just about to start. If they agree, describe to the player characters a fantastic, but uneventful, circus show. They leave for home, having spent an enjoyable and profitable day.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38+	Tier 4

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Also note that if the party completely avoids Encounter Eight, they will lose 1d8 x 25 xp.

Encounter One

Befriending the puppy:	25 xp
Solving the puppy mystery:	75 xp

Encounter Three

Defeating the tigers without harming any:	150 xp
OR	
Defeating the tigers without killing any:	100 xp
OR	
Defeating the tigers while killing at least one:	50 xp

Encounter Four

Learning about the Hand of Justice from Grace Flintsteele:	25 xp
Befriending Dangar Grunth and learning about the Hand of Justice:	25 xp

Encounter Five

Finding Jimmy's statue: 25 xp

Encounter Six

Gaining information from McKay: 25 xp

Encounter Seven

Healing the little girl: 25 xp

Encounter Eight

Defeating the monsters: 100 xp.

However, subtract 25 points xp for every bystander killed. Yes, the PCs can lose experience points for not saving the innocents.

Encounter Nine

Defeating Magatrix's henchmen: 100 xp

Defeating Magatrix: 200 xp

Preventing the wagon from burning down: 100 xp

Total Experience for Objectives: 875 xp

Roleplaying Experience: 0-500 xp

Total Experience Points Possible: 1,375 xp

Tier 2: 2,750 xp

Tier 3: 4,125 xp

Tier 4: 5,500 xp

Tier 5: 6,875 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

There are many items that the party can pick up in the circus at the many vendor stalls. Those are not listed below, but are described earlier in the adventure. The PCs were welcome to purchase as much of that stuff as they want (with a few exceptions noted at some stalls). Remember that the potions on sale at Glitz & Klax's Potions & Elixirs are "minor potions" that expire at the end of this adventure. All other items that can be gained throughout the adventure are listed below.

Encounter One

- *Ring of feather falling*

Encounter Two

These were available if successfully bid on.

1.) A **living tattoo** from Flame Groth's Living Tattoos. The minimum bid will be 100 gp, and Flame will design as intricate and large a tattoo as the purchaser wishes. If the PCs don't get involved, the tattoo will sell for 450 gp, but this could go much higher if they

become interested. The tattoo will appear to move, but the object portrayed cannot be pulled off the body of the wearer. This cannot be traded, sold, or given away.

2.) Savilon describes this **dagger** as being quite ancient, and is believed to have been wielded by the foul orc overlord, Ologh. The dagger was rescued from his tomb, which had remained hidden for several centuries. The dagger has an ivory pommel, but otherwise is normal. The dagger's minimum bid is 20 gp. It will be sold for at least 150 gp, but it is a normal dagger. Its origin cannot be proven, and on the open market it is worth only 50 gp.

3.) Vernon Condor, the city's Regent of the Exchequer, has tried his hand at pottery for charity, and created a **beer stein**. The stein is worth maybe a gold piece, the minimum bid. But it carries the prestige of having been made by Vernon Condor himself. Unless the party starts bidding, it will go for 10 gp.

4.) One free **portrait ball** from Portrait Balls in the circus midway. It will go for at least 15 gp.

5.) A set of **full plate armor**, worn by an ogre general several decades ago. It has little collector's value (25 gp, the minimum bid), and only an **ogre-sized** PC can wear the huge armor. Sold for at least 190 gp.

6.) The **bracers worn by Charles O'Kane** during the warrior games that awarded him the mayorship. Worth little to collectors (10 gp, the minimum bid), the item is popular nonetheless, and will go for at least 80 gp.

7.) A **singing sword**, with a minimum bid of 500 gp. When unsheathed, the finely crafted sword glows and sings a beautiful love song. Other than the permanent *magic mouth* and *continual light* cast on the sword, it has no other magical properties and is worth only 350 gp. The origin of the sword is not known.

8.) Aster from Caricatures will draw a **portrait** of any person with up to a dozen friends on full-sized canvas, with his special "smudgeproof" ingredient sprayed upon it, so that it will last for years and years. Six of these will be auctioned off. The items will be sold for at least 10 gp.

9.) A suit of **elven chain mail**, especially made for a halfling, has a minimum bid of 250 gp. It will fit any **halfling or gnome**. It will be sold for at least 10,000 gp.

10.) Laurinda Brozik will give a very **special session** to one client, accurately showing him or her a specific event in their future. Laurinda won't reveal this, but

she will be using one of her Fortune Telling Cards for this reading. This item will go for at least 25 gp, the minimum bid.

Encounter Five

- Deep red *ioun stone*, +1 to Dexterity-related checks

Encounter Nine

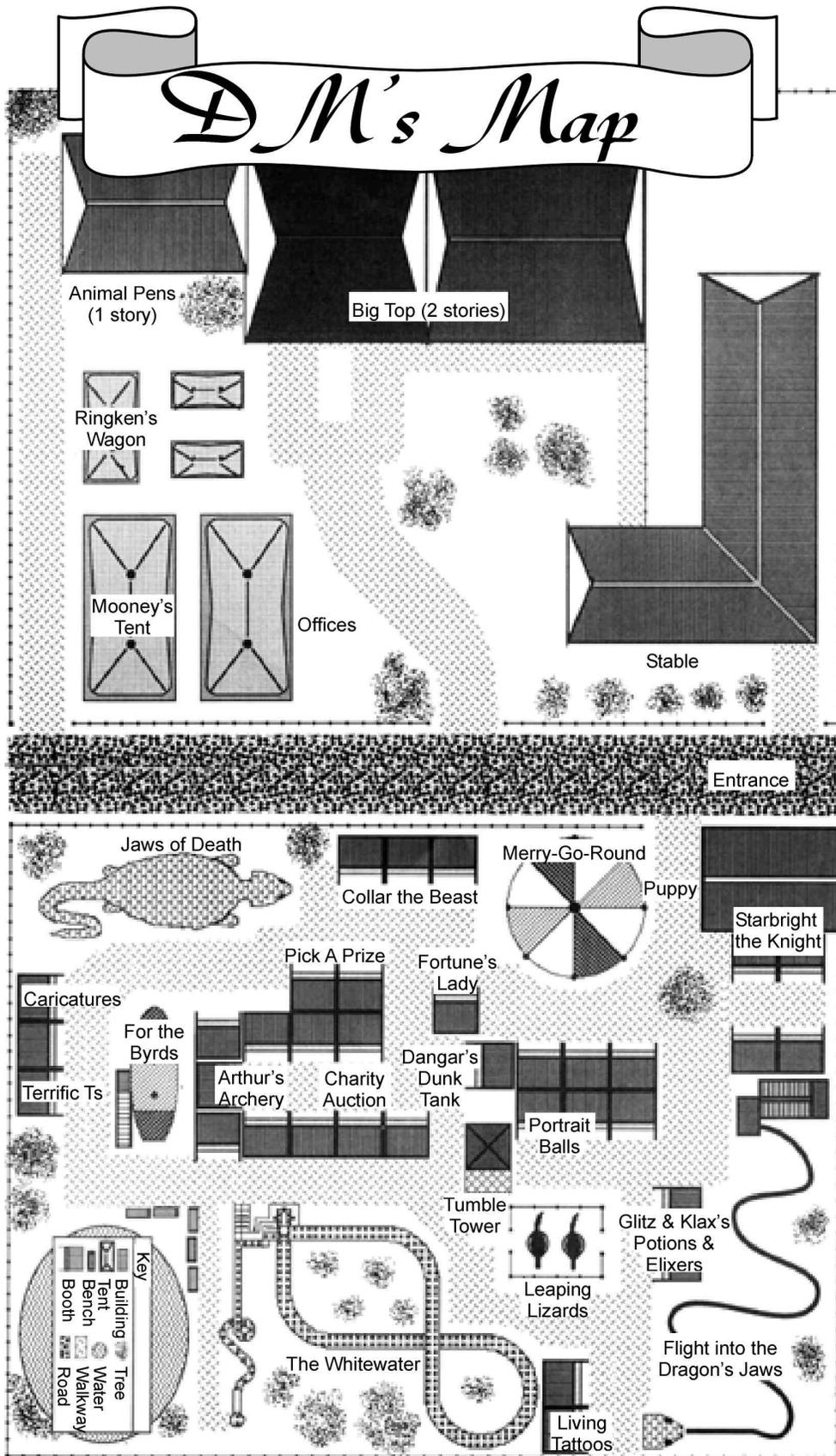
- *Bracers of defense AC 6*
- *Potion of invisibility*
- 25 pp, 10 gp
- Two aquamarine gems worth 50 gp xp

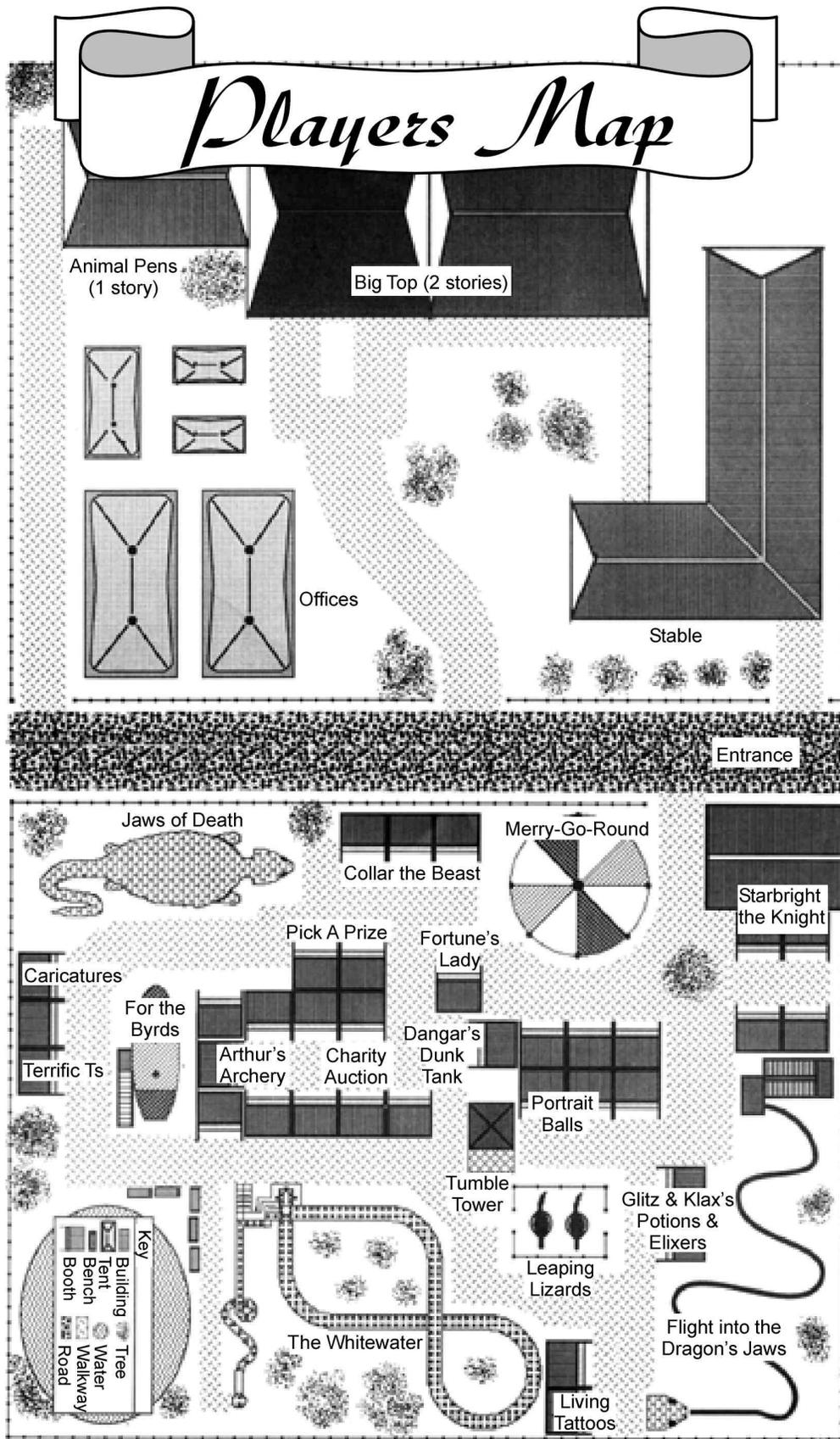
Conclusion

- 100 gp apiece

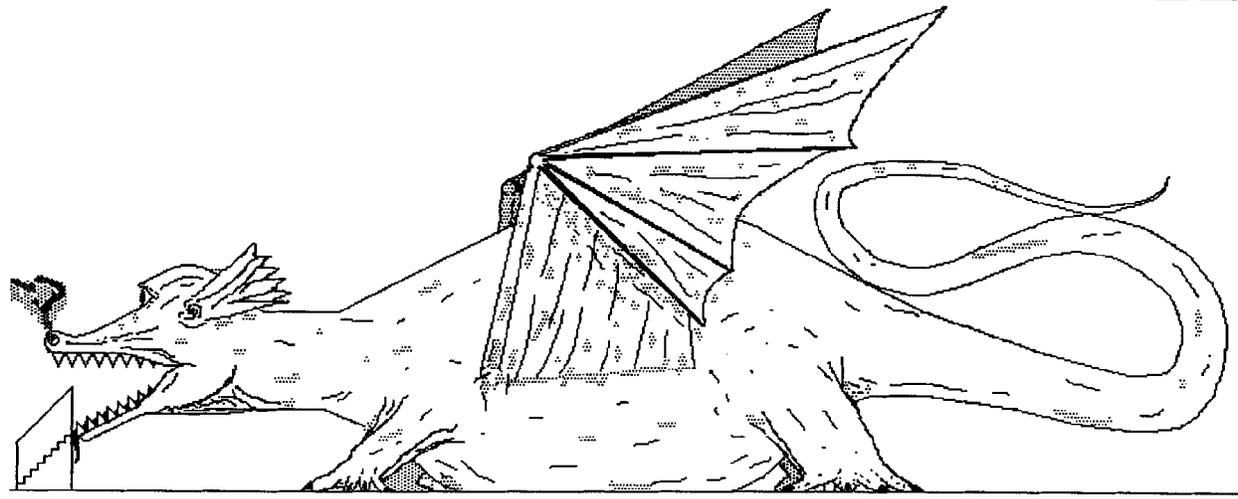
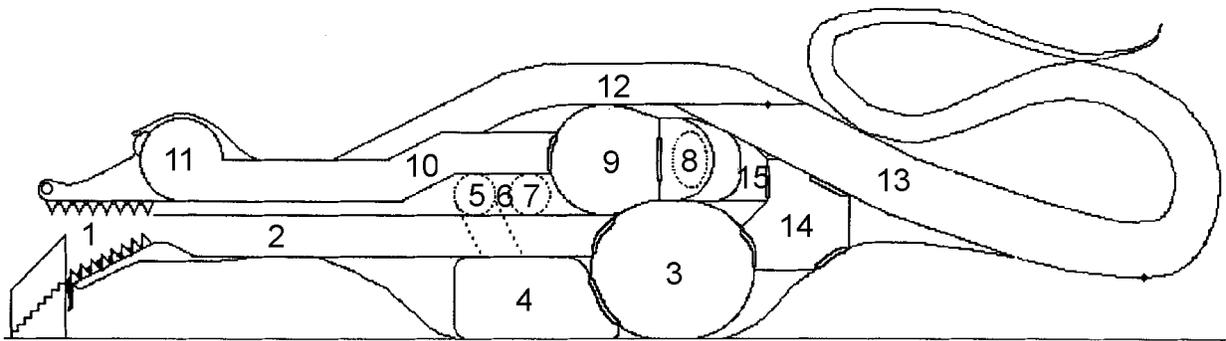
Fame Point Summary

Any PC who competed and won at "Archer" level at Arthur's Archery on the midway receives one fame point in Lower Class.





Jaws of Death



- | | |
|---------------------------------|---------------------------|
| 1. The Jaws | 9. The Heart |
| 2. The Esophagus | 10. Cranial Blood Vessels |
| 3. The Stomach | 11. The Brain |
| 4. The Furnace | 12. The Spinal Cord |
| 5. Furnace Pipes | 13. The Tail |
| 6. The Windpipe | 14. Control Room |
| 7. The Lungs | 15. Service Corridor |
| 8. Pulmonary Artery
and Vein | |



Player Handout

