

# CARNIES

## An adventure for 4-6 100-point characters

### **Adventure Organization-**

This adventure is organized into scenes. We try to describe what should happen next in the adventure. This allows you to keep the party on track, while allowing them to spend as long as they need on any particular portion of the adventure.

When there is text that should be read to the players, it is boxed in. This is usually speeches or some important information that the players must receive. The exact text may be changed, but the idea behind it should remain the same.

Any text that is italicized is included as insight material. When there is an organization, bad guy, legend, etc. driving the story, we include this information to give the Game Master some insight as to why this is happening, and how this entity might react to different situations.

### **Party info**

The entire party is members of a circus. They are of different races and have, not only skills for the circus, but regular adventuring skills.

Before the adventure, the characters have all had some interaction with a gypsy that is part of the circus. She has seen some things that were going to happen and told them. Everything that she has foretold came true, but they were minor things. The things she foretold were things like they were going to lose something find something, etc.

### **Back-story**

Telis was traveling with a band of gypsies, and she saw a vision of them being killed. She didn't think it was real, she thought her vision was a dream. She was a sham before, but now has true powers. She didn't say anything to anybody about vision, and then they were all killed save her. Then the circus came in town, and she needed someone to travel with, and she joined the circus hoping that the visions would go away, and that she could get away from where her band was killed. She has had other minor visions of people getting sick, animals hurting themselves, etc.

Every time she tries to get people to help, they ignore her. They don't think she is telling the

truth. Before the adventure, she tells each of the party members about an event that she sees happening. Everything that she's told them has come to pass. Now she has a bigger vision, and she gets them all together and tells them.

### **Circle of the Red Dagger Information GAME MASTER ONLY!**

The Circle of the Red Dagger is the 'bad guy' in this adventure. This information is provided to give some insight into the organization.

*The circle of the Red Dagger is based in the mountains near Aceber. It is lead by a prophet by the name of Maelenar. He is a very powerful man, and is becoming more powerful by the day. Maelenar's goal is to become a god.*

*The Circle has 5 high priests, these were Maelenar's original worshipers. They have very powerful abilities granted by Maelenar. The priests always wear the symbol of the Circle. It is 5 daggers pointed end to end, in a circle.*

*The Circle kidnaps people, and those that have been kidnaped are sometimes seen again, wearing the symbol of Maelenar. Other times, those kidnaped are never seen again. Those kidnaped are given a choice, to join, or to die. Those who join don't seem the same afterwards.*

*The Circle is expanding its' power throughout the region. There have been rumors of kidnaping all around. Also, people have seen the symbol of the Circle quite a ways East and West of Aceber. Maelenar is trying to gain more worshipers to help his rise to god-hood*

*There is a test to join the Circle of the Red Dagger. This test involves walking over an open pit, with a large dagger in it. Those who believe will walk, in midair, over the pit without falling. Those who do not truly believe will fall onto the dagger, thus making themselves a sacrifice to Maelenar. Either way, Maelenar is pleased.*

*The priests of the Circle are able to turn their hands into daggers, and use these to attack. They are also able to charm others easily, in order to get them to follow, and join the Circle.*

*Actually, Maelenar's power isn't his own. He*

*is getting his powers, and the powers he grants his priests from Rowis. Maelenar does not know of his powerful helper. It is unknown why Rowis has decided to grant this man powers, for she enjoys keeping these things to herself.*

### **Intro**

The party is setting their wagons and tents up for a show in a couple of days. They have the big top to set up, as well as some smaller tents, and stages. The circus isn't a really big affair.

They are helping the gypsy woman get her tent all setup. She has lots of trinkets that she puts on display inside the tent. While they are putting everything in place they are talking. As they are getting everything in place, Telis, the gypsy woman, stops as she is about to set up one of her crystal balls. She stares into it for a few moments and then drops it and passes out.

### **Re-awakening**

It takes a good while before they can bring Telis back. When she comes back, she is very groggy and it takes her a while to really be able to tell them anything. When she can finally talk, she tells them that she had a vision.

"I had a vision. It was the most powerful one that I have had yet. I saw many people dying in a cave-in nearby. I don't know any more details. If I have any more visions I will let you know what I see."

Telis doesn't know much else.

### **In search of the cave**

It shouldn't be too difficult for the party to figure out where there is a mine nearby. They can ask just about anybody in town, and they will be able to tell them about the abandoned mine that is just north of town.

### **At the mine**

When the party arrives at the 'abandoned' mine they will see that it isn't abandoned any longer. There are men hauling dirt out of the cave, and they can distinctly hear men inside the cave working. They can ask any of the nearby men about who they

should talk to about their concerns.

Joclar is the man in charge of the cave. He is a stern fellow, and rather burly. He will listen to what the characters have to say. If they tell him that they heard that this was going to cave in from a gypsy, he will laugh in their faces, and loudly tell the rest of the crew what they said, much to the amusement of the workers.

If the party gives Joclar a convincing story about how they know that this mine is going to cave in, he will stop work for the day.

### **Back in bed**

The rest of the day will be fairly uneventful. In the middle of the night, some hooded men will attack the party. If the party is paying attention, they will notice that the people that are attacking them have daggers as hands (Muahahahahaha!).

### **Fight ensues**

After the battle, if the party looks at the bodies, they will see the symbol of the red dagger on their inner arms. It is a circle of five daggers chasing each other's in blood red. After the bodies die, their hands will return to normal.

### **Asking around**

The party will probably ask around about this symbol. People will get really edgy and anxious when the party asks about the symbol. Nobody seems to be willing to openly talk to them about the symbol. They can gather bits and pieces of information, but not much from any one person. They will simply get the name, Circle of the Red Dagger, and that they are an evil organization.

### **Back at the circus**

Need to finish setup of the circus.

When they go back to the circus. Telis finds them and tells them of another vision that she had. She tells them that she had the vision again. But, this time she saw more. She sees a really big dagger.

It is getting kind of late now.

### **At the mine**

If the party goes back to the mine that night there are guards posted (2). If the party attacks, the guards at the entrance ring an alarm and more come

out. The guards are not members of the Circle; they are only guarding the mine. The guards are town guard. If they attack, they will get arrested. They will be let go in the morning.

If they get arrested, they are told not to go back to the cave.

### **Circus**

Telis has another vision. This time she sees a wizened man. She recognizes him as a local man.

'He is middle aged, with a cane. He has a long beard, and bushy eyebrows.

He can help you find out more about this mystery. I see many books around him. Perhaps he is a sage of some sort.'

### **Finding the sage**

Asking around town, they can easily find the man that Telis talked about. His name is Arlin. He is the local sage.

When they open the door to Arlin's shop, they hear a little bell ring. The shop is dark, and filled with books. There seems to be a door leading into another room. It is hard to tell if this is a door in a wall, or just the bookcases moved apart to make a doorway. Inside it is dusty and old smelling.

They will hear a call from the back of the store. 'Be there in a minute.' The voice sounds miles away.

Arlin's personality: Stern, grumpy. He hates to be bothered. The party came at a bad time. He was in the middle of researching some stuff, and had almost figured it out when they came in. When they ask about the Circle, he will become cold, and tell them that they should avoid them if at all possible. They are 'bad news'.

If they insist that they are already involved, and need the information, he will help them out. Arlin will tell them that he had lost his wife to them years ago. They will find out that the Circle sacrifices a large number of people to 'Christen' their new pit. This is where they make sacrifices to their 'god'.

### **The mine, again**

The party should figure out that this large pit is being dug in the mine. When they go back, they will find Joclar still in charge of the digging. If they tell him what they think is going on, he will tell them that he doesn't know anything about what is going

on.

He will get his people out of there if they warn him. If they come in and fight the miners, many of them will simply run. They don't want to die over a hole in the ground. Joclar will try to stop them, unless they can prove what they think is going on.

### **Battle with Circle**

The party can make it into the mine a ways before they meet with the circle. They can get in further if they simply get the miners out without fighting them. They will be able to fight their way into the big room with the pit and the large dagger.

### **Ending**

The local guard will come at the end of the fight. They heard that something was going on in the mine. (This happens whether the party empties the mine of the miners first, or if they start to fight the miners.) They will take away the man in charge. His name is Islad. He is a high priest of the Circle. He is venomous, angry, and proud. He will declare that Maelenor's wrath will be brought down upon them.

The city will hold a trial to determine Islad's fate. He is to be hung for his crimes. The rest of his crew is to be jailed for quite some time. Many of them seemed to be under a spell. When they hang Islad, some of the men that are in custody will snap out of their spell, and wonder what is going on.

Those who were brainwashed will remain locked up, but start speaking to some of the local mages, and priests to try to bring them back. Many of them will be able to be brought back to live normal lives.