

The Flatcoat Circus Comes to Helmfield

Description:

The Flatcoat Circus has been planning on coming to Helmfield for a while and that time has finally come. The Flatcoat Circus is very well known on the West Side of Minaria, and the trade town of Helmfield is no exception. The people of the city are very excited to meet the Flatcoat Crew, the town makes a whole spectacle of the occasion. The city uses the day of their arrival to set up the entire city for a fun time for everyone of all ages, with food, games, and drinks! Once the Circus arrives everything seems to be a good time but who knows what can be happening in the shadows.



Town:

Once the Evening of the Arrival of the Flatcoat Circus the town opens up.

Food & Drinks

- ***The Aroma Pig - The Town Restaurant Stand***

○ Cooked Wolf Steak	6cp
○ Roast Chicken and Potatoes	3sp
○ Eggs and Smoked Sausage	3sp
○ Rack of Lamb Platter	1gp
○ Greenleaf	10gp
○ Sageleaf	10gp
○ Etheralshrooms	10gp

○ Ale	1cp
○ Martini Sour	6cp
<hr/>	
● Teace's Vineyard - Mom and Pop Stand	
○ Frogs On Skewers	3cp
○ Hot Beet Soup with Fresh Bread	6cp
○ Grilled Wild Boar Chops	3sp
<hr/>	
○ Ale	1cp
○ Bourbon	4cp

Games

- **Roll for 21**
 - You have a dealer and at least one other player. The dealer and each player put 5cp in the pot then the dealer rolls a d10 then each player rolls 2d10. Now the dealer will go around and ask if they want to stay or continue to roll. If one player attempts to continue to roll and they pass 21 then they are considered out. Once all the players have gone then the dealer will continue to roll until they reach at least a 16 once that number is reached. Once that number is reached, every player who matches the dealer, including the dealer, splits the pot. If a player or dealer hits 21 exactly then they take the whole pot.
- **Liar's Die**
 - To participate each player puts 5cp into the pot. All participating player then rolls 5d6 dice and keep all their rolls hidden. Then each player will go around for a round of betting, they can either call the bet, raise, or fold their hand. Then they choose to get rid of one of their dies and show that die you got rid of. Then another round of betting occurs. Once the final round of betting is completed then the player with the highest total wins, if there is a tie then whoever showed the higher die in the beginning wins.
- **Gyp**
 - When choosing to play the player puts in 1sp then the player rolls 2d6 if they roll either a total of 7 or 12 they win and get 2sp. They can choose before their roll if they want to make 5sp, then they can roll 3d6 to try and get the same numbers.

Circus:

Once the Circus opens up at Midnight circus offers a few festivities prior to the show beginning. While the townspeople and party are walking into the tent, they are offered a few more snacks for their enjoyment all of which have fun magical effects on them!

- **3x Gnashvyle Hot Beholders** 1sp
 - Roll a d8 for a random eye-popping belch
 - 1. **Charm Ray**: DC 16 WIS Save
If they fail, the target says, "I love you, you big hairy baboon." to a random being close to them.

2. **Paralyzing Ray:** DC 16 CON Save
If they fail, the target cannot move one limb for one minute.
3. **Fear Ray:** DC 16 WIS Save
If they fail, the target throws their weapon and tells everyone it was going to hurt them
4. **Slowing Ray:** DC 16 DEX Save
If they fail, the target takes something on their person, slams it to the ground, and does an awkward victory dance. All in slow motion.
5. **Enervation Ray:** DC 16 CON Save
If they fail, the target says, "I am so tired." and slowly slumps to the ground for one round.
6. **Telekinetic Ray:** DC 16 STR Save
If they fail, the target's weapon moves, on its own, 1d12 feet to the left.
7. **Sleep Ray:** DC 16 WIS Save
If they fail, one side of the target's body falls asleep for one round.
8. **Disintegration Ray:** DC 16 DEX Save
If they fail, a small hole is burned in a piece of the target's clothing or if they have eyebrows, pick one. It's gone.

- **The Ominous Apple** 1sp
 - Just a regular apple, that looks really, really suspicious. Assumed poisoned or otherwise cursed at first glance, must pass a DC20 Insight or Arcana check (or through some sort of detecting magic) to learn that this apple has a charm put on it just to make people suspicious of it. It is completely ok to eat...or is it?
-

- **Shamrock Shake** 1sp
 - This drink forces the drinker to perform a DC15 Con Save, if the target fails that target gains 1 [Intoxication Level](#). This drink has three sips or three uses before it's empty.
- **Amplecrown Shot** 1sp
 - This shot forces the user to roll from the [Blue Wild Magic Table](#).
- **The Flaming Dragon** 1gp
 - This drink gives the drinker 1 use of lower strengthened [Dragon's Breath](#). This gives the same range, but its attribute is automatically chosen to be Fire, and if the user desires to target an area the damage is 1d6 per sip. This ability lasts for only 1 hour of the initial drink. This drink has three sips or three uses before it's empty.

In-Game:

While in the town, the party can spot a few things, there are many more people here than are just native to this town. It seems that people come from far and wide for the Circus, people of all races and ages come by to experience the fun times that is the Flatcoat Circus.

Looking at the Restaurant stands nearby there seem to be 2 of them one is from the well-known Restaurant in the town, the Aroma Pig, which seems to have many customers, as well the party

notices from the corner of their eyes a few “extra green” deals going on. The other one has a small sign with a sign saying Teace’s Vineyard. Some of the party recognize the big red hat and the halfling that stands behind it as the man the unrobbed a few days prior. This stand has no customers around and the man behind it is just preparing the food.

The majority of the crowd though is deeper through the area near what you can only assume is the place where the games are taking place. When getting closer in you can see that the games seem to be with a huge crowd solely there to see people play the game but with no intention of playing themselves, but quite a few are here to win.

Over on the left is a crowd cheering and booing all at the same time, this is where the game known as Roll for 21 is being played. The players have contradictory expressions. One is cool, calm, and collected with high-end clothing and sits on his chair as an evil prince sits on a throne, his name seems to be Artur Kendrick, a human. The other seems to be in shambles or on his last legs, wearing normal long robes with his eyes wide open from fear of losing again, another human who is named Tokhis Laumee.



The dead center is a crowd of quiet and anxious people watching the game and the players closely this is Liar’s Die a game of deception and no expression. Both players dead set on outplaying their opponents. One of the players is an old (224 years) Hill Dwarf named Reirak Glanhig. Reirak seems to be the epitome of an old Hill Dwarf, with a long dangly white beard with pockets of moss and dirt, hunched back with small slow hands, simple clothing, and a nice small familiar frog wearing a little crown on his head who seems to speak for Reirak, his name is Looph. The other is a light blue skin seemingly spry Water Genasi who has very extravagant hair being a mix of baby blue and pink. Wearing some nicer clothing than average and seem to be very set on winning this game and beating Reirak, her name is Arveene Amplecrown.



On the right is a game that is old as time but people will watch to the day they die, Gyp, a quick game of luck. 2 older people are currently playing the game and nothing seems to faze the players but the seemingly smaller crowd seems to energized watching the game all the same. The two players playing are a humble older (45) gentleman named Luth Helder, and the other is a (39) Halfling woman named Symma Murnig. Luth is a very well-put-together person seemingly super calm and not showing any distress, with nice hair and mustache goatee combo! He seems to be winning quite well in this game. Symma, on the other hand, is quite young with un-wrinkled white skin dark purple hair, and eyes to match wearing beautiful traveler's clothes to match her aesthetic and she's trying to match the old mans winning streak.



Once everyone gets the refreshments and settles down then the Circus lights dim and the Flatcoat Circus begins. Once that happens a booming voice comes out from a big burly man known as Adrik who comes out with three animals to lure the crowd into focus explaining what is to come. First is a fun crowd activity, and next is an acrobatics act performed by Ander and Milo, during which Adrik will be performing tricks with his pets. Next is a magic show performed by Myev, and lastly a musical number played by his wife Antinua and with a beautiful dancer named Eke. He then lets the show commence.

The circus begins with a recently seen character Arveene Amplecrown coming out from the other end of the tent. She flies out with a very similar Blue Wild Magic Orb as her arcane focus floats around her. She then, similar to Adrik, speaks louder than normal and presents that the first act will be a Wild Magic Blueberry Pie Eating Contest and that the reward for this competition is 10gp and a Perfect Blueberry Pie, no wild magic included. She will call upon 3 NPCs to join and will ask anyone else to join. Once the lineup is created she will create a long table and chairs for the players to sit at and once they are seated will ask if everyone is ready when they are, she will create the pies and will say 3...2...1...GO!

Pie Eating Contest Game Rules:

Each turn a player can eat one pie by making a DC 5 Con save (+2 per pie already eaten). They also roll a d100 and deal with the results. If they fall unconscious or are forced to stop eating they lose. There is a cleric nearby to heal them of any injuries sustained.

Die Roll	Result
0 - 60	A normal pie, nothing happens.
61 - 65	The pie doubles in size as you swallow it. Instead of a +2 DC, this time it is a +4 DC to pass.
66 - 70	The pie is mixed with energy from another plane. This check is at disadvantage.
71 - 75	The pie bursts into flames as you put it in your mouth. No CON save is needed but take 1d4 fire damage and make a DC 10 Medicine check to cool your mouth and continue, if the target fails they need to leave to get their mouth healed and are disqualified.
76 - 80	The pie casts grease as you swallow it. This check is at advantage.
81 - 85	You turn into a goat for 1 minute. You may continue eating but your stats become that of a Goat (CON 11).
86 - 90	Your pie begins yelling painfully personal insults at you. Make a DC 10 WIS save to continue eating otherwise you are too emotionally hurt to continue and you leave the pis in tears and are disqualified.
91 - 95	The pie disappears as you swallow it. No check is needed and do not add the +2 to the DC this round.
96 - 99	The pie explodes as it hits your stomach causing a rupture. Take 1d4 damage now and at the start of each turn until you are healed, and make a DC 10 Medicine check to see if you can not begin bleeding and continue, if

	the target fails they need to leave to get their wound healed and are disqualified.
100	You are teleported to a random location within 5 miles.

NPC 1: Has a CON of 15 (+2)

NPC 2: Has a CON of 8 (-1)

NPC 3: Has a CON of 11 (+0)

After the contest the players are asked to go back to their seats so that the Circus can continue. The Circus then continues in order of Animal handling and Acrobatics, a Firework Show, and Beautiful Song and Dance.