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## WHAT IS HAPPENING?

A circus has just arrived outside of a small town. It is run down and in bad shape. The artists wander around as soul-less holsters. **Sally Lennox**, the circus director, sacrifices the souls of the living to a devil because of a pact she has made. Only **Sally's** brother, **Liston**, still has his soul.

Two persons have gone missing from town, and the heroes need to save them before their souls are lost forever.

## BUT HOW?

The heroes encounter **Sally** in the Big Top tent (7) where she has just opened a vortex and called the devil to sacrifice the two townspeople. The heroes can:

- 1) Fight **Sally** and the **artists** she draws into the fight. If they push her into the vortex, the devil devours her, and the vortex closes again.
- 2) Or – they can place the True-Speaking mirror from the fortune tellers' tent (1) before the vortex. When the devil arrives, the mirror speaks its true name and the devil is destroyed, ending the pact, and closing the vortex.

## WHO ARE WE DEALING WITH?

**Sally Lennox** (circus director): Female dwarf (also performs as The Bearded Lady on show-nights). She is a skilled mage. She can see through the eyes of the artists and can command them to do simple tasks (attack, capture someone, make coffee etc.)

**Liston Lennox** (clown): Male dwarf, Sally's brother. Soul intact but lives in terror. If approached with kindness and display of good intentions he will help. Threats or hostility will not work.

**Circus artists and animals:** All are soul-less holsters walking around with bleak expressions. They hold on to a fraction of their lives by performing the acts they did in the circus. But in a mechanical, emotionless way. **Sally** controls them.

### A WORD TO THE GM

This adventure is system- and setting neutral. Adjust it to fit your needs.

#### Nice to know

**Sally's wagon (6):** If searched they will find lore about destroying a devil (say its true name) which also indicates her desire to break free of the pact. They will learn that she controls the soul-less and that her weakness is a *Divine Light* charm.

**Fortune tellers' tent (1):** The mirror that speaks true names is a means of destroying the devil.

**Liston (2):** If approached correctly will tell the heroes of the protective trinket imbued with *Divine Light* and that it can be found in the snake charmer's wagon (5).

**Sally** controls the soul-less artists and watch through their eyes. That way she keeps an eye on the heroes. Except for the blind snake charmer, she cannot see through him. Should the heroes enter the big top (7) too early – let it be empty. You decide when **Sally** is there with the captives. If the heroes obtain the *Divine Light* trinket the carrier are immune to **Sally's** low-level spells.



## MAP KEY

**1** Fortune teller's tent: Musty smelling and dusty. There are three mirrors here. A) True-Speaking Mirror – will speak your true name, B) Wish Mirror – will reveal a secret desire, C) Fear Mirror – will show your greatest fear.

**2** Liston Lennox' wagon (the clown): Liston is hiding in a closet. If treated with kindness and display of good intentions he will tell the heroes about his secret clown figurine in the Snake Charmers wagon (5) and that it offers protection against **Sally**. He can also hint that **Sally** can see through the eyes of the soul-less artists.

**3** Artists tents: Simple living quarters for the artists. They are: Knife thrower, Fire eater (and breather), Acrobats (fast and deadly hand to hand), Strong Man, Tall man (on stilts), Juggler (juggling exploding balls). Encounter them around the grounds, alone or in groups. In a larger, dark tent – a ventriloquist with his wood golem doll shouting insults from the shadows. The ventriloquist can imbue charm or fear in the minds of the heroes.

**4** Animal wagons: Holds the following animals: Brown bear, three tigers and an elephant. A caretaker stands idly by.

**5** Snake charmer: Inside the blind snake charmer sits on a stool. A basin covering the floor wall to wall holds a slithering mass of poisonous snakes. On the other end on a small shelf there is a potion (control snakes) and a small clown figurine imbued with a *Divine Light* charm.

**6** Sally Lennox' wagon (the circus director): Is a mess of books and scrolls. Investigation will learn the heroes up to three things: 1) She controls the artists and can see through their eyes 2) Her low-level magic will be negated if the target holds a *Divine Light* charm 3) To destroy a devil you must speak its true name.

**7** The big top tent (endgame): **Sally** stands here with the tied down captives. She has just created a vortex and summoned the devil. The devil is approaching to receive its sacrifice of souls.

When fighting **Sally** will use magic and avoid close combat. She will also summon artists to fight the heroes.

## THE END

If **Sally** is pushed into the vortex, she is devoured by the devil and the vortex closes. The captives are free, and the town will reward the heroes with a little silver, gratitude and a celebration in their honor.

If the devil is destroyed the mirror breaks into several, glowing shards – each depicting the face of a sacrificed soul. Each shard flies out and enters the bodies of the soul-less artists, restoring them to their former selves – without recollection of their sacrifice.

**Sally**, still alive, will be thankful but somewhat sheepish. She will give the heroes season tickets to the circus (popcorn included!). That night the circus puts on a show and the whole town is invited thanks to the heroes.

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