

The many rings on **ANTON SCURLOCK'S** (young, ambitious) fingers clack as he traces an incision on a taxidermy eel's head. The door to the cramped room closes behind you as you step forward. In glass cabinets, you can spot feathered ritual masks, delicate musical instruments, and faded parchments.

*"I don't fault you with admiring my collection. This cabinet of curiosities will be the most prestigious assortment in all of Duskvol—even my lord uncle will have no choice but to acknowledge my achievement. Soon enough, I'll have the respect I deserve."*

Anton turns and theatrically flexes his fingers above the taxidermy eel, popping his knuckles and slightly denting the eel's head. His eyes flick disappointedly to the dented taxidermy before continuing.

*"I've gotten news of rather strange creatures on display at Rosalind's Circus down at the Spark Grounds. Get your hands on one for me and you'll get your coin."*

#### APPROACH & OBSTACLES

Rosalind's Circus on the Spark Grounds consists of several wagons around a big central tent. Exotic creatures are brought out of their cages by handlers to perform routines.

Each area of the circus contains possible challenges and opportunities.

**CENTRAL TENT:** Rosalind herself directs several performances.

- ❖ Boisterous crowd
- ❖ Dangerous animals perform tricks

**WAGON TRAIN:** Performers live in some wagons. Others are used to store live animals.

- ❖ Bloody iron chains indicate mistreatment
- ❖ Suspicious handlers

**SPARK GROUNDS:** On a field beneath a lightning tower, talented acrobats draw crowds.

- ❖ **THE LOST**—lightly armed local militia stand guard
- ❖ Kite riders do daring stunts

*"I don't care if you bring the creature back dead or alive. Just don't damage its skin."*

#### SCENES & COMPLICATIONS

*In the central tent, **ROSALIND** (energetic, arrogant) introduces an Iruvian knife-thrower.*

- ❖ The Iruvian picks you to volunteer
- ❖ Rosalind reveals a target: a scared, shaggy-furred animal glowing with arcane energy
- ❖

*A locked wagon painted with a mural of a furry, fanged beast is locked with a padlock.*

- ❖ A suspicious **CARAVAN GUARD** confronts you
- ❖ Rosalind is alerted, and sends more guards and performers to investigate
- ❖ The wagon is empty, the animal is gone!

*The animal bristles when it sees you. It seems mistrustful of your presence.*

- ❖ The animal lunges and tries to bite you!
- ❖ It fades into the **GHOST FIELD**, disappearing
- ❖ At your touch it transfers its feelings into you
- ❖ The animal flees, knocking over a lit brazier

*Two gloved animal handlers spot you leaving with the animal. They demand you return it!*

- ❖ An animal handler hits you with a stun baton
- ❖ A metal chain is wrapped around your neck, choking you unconscious
- ❖ A whip crack drives animals into a frenzy

Anton Scurlock claps his hand excitedly at the sight of his prize. He sweeps papers off his desk and unfolds a bundle of vicious looking knives and surgical implements.

*"Bring it—bring it here! This will serve as the centerpiece of my collection. I don't know how to thank you. Oh, your payment. Now leave me, there is work to be done."*