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 tight 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. It’s going to be the most prestigious assortment in all of Duskvol—soon even my lord uncle will acknowledge it. Soon enough, I will have the respect I deserve.”

Anton turns to you and theatrically flexes his fingers on the taxidermy eel’s head, popping his knuckles and slightly denting the eel’s head. His eyes briefly flick to the dent in the eel’s head 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 and you’ll get your coin.”

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| Approach & Obstacles |
| Rosalind’s Circus on the Spark Grounds consists of several wagons around a big central tent. The animals are brought out from their cages by their handlers for their 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: P**erformers 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.”* |

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| 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  ❖ | *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 | | *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! | *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 | |

**Lord Rowan** *(perceptive, shrewd) is a shrewd businessman.*

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| Word Bank |
| **Items:** item — item — item — item — item — item — item — item — item — item — item — item item — item — item — item — item — item — item — item — item — item — item — item — item |

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| ****Place Name**** |
| *Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget egestas purus. Neque gravida in fermentum et sollicitudin ac orci phasellus.*  **Landmarks**   |  |  | | --- | --- | | **The Rowdy Rockfish.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****1**** | **Wrin’s Wonders.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****2**** | | **Tamily’s Fishery.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****3**** | **Menhemes Manor.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****4**** | |

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| ****Notable Inhabitants**** |
| |  |  |  | | --- | --- | --- | | **Jira.** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.  *(Bold, Tough)* | **Jira.** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.  *(Bold, Tough)* | **Jira.** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.  *(Bold, Tough)* | |

**Scene:** Electric lights in a riot of colors advertise the market stalls of the vendors. Several devout acolytes bow in silent prayer at the statues of the Night Queen, the district's adopted forgotten god. The city's elite, hidden behind masks, slip into the underground to partake of strange pleasures in the private clubs.

**Streets:** Multi-level wooden platforms and boardwalks. Landscaped parks of petrified trees from the Deathlands. High-class subterranean avenues. *Song Street, String Street, Paper Street, Bell Street.*

**Buildings:** Wooden market stalls. Underground stone shops and clubs. Newly constructed private townhouses for the Nightmarket elites.

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| ****Traits**** |
| |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | Wealth | ●●●● | | Safety | ●●●● | | Crime | ●●●● | | Occult | ●●●● | | Nightmarket is the best place to trade illicit and arcane goods in the city, but the darker corners are full of strange horrors.  You can take +**1🎲** to acquire an asset here, at the cost of **2 stress**. | |