

# Documentation

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## The Circus of Lost Souls

*A One-Shot Adventure for 4-6 Players, Level 8*

### OVERVIEW

45 years after the Catastrophe, the Nightshade Circus travels the countryside, leaving reality distortions in its wake. Its performers unknowingly create ritual patterns through their acts, while the circus route maps powerful ley lines. Behind the colorful tents lurks a darker purpose.

### THE CIRCUS

**Main Attractions**   *Ritual Performance Spaces* - Grand Big Top - Hall of Mirrors - Fortune Teller's Cart  
- Carousel of Dreams

#### Support Areas

- Performer's Camp
- Animal Cages
- Storage Wagons
- Workshop Tent

#### Hidden Areas

- Pattern Generator
- Reality Engine

- Ley Line Tap
  - Entity Cage
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## KEY NPCS

**Ringmaster Constantine** *Circus Master* - Reality conductor - Pattern weaver - Charismatic leader - Hidden cultist *Secret: Actually an entity construct*

**Madam Luna** *Fortune Teller* - Pattern seer - Reality sensitive - Truth keeper - Reluctant participant *Secret: Knows the circus's true purpose*

**The Laughing Man** *Lead Clown* - Pattern disruptor - Chaos agent - Reality breaker - Unknown ally *CR 8*

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## PERFORMANCES

### Acts

- Aerial Reality Weavers (CR 7)
- Pattern Dancing Troupe (CR 6)
- Reality Bending Strongman (CR 8)
- Entity Beast Tamers (CR 7)

### Show Elements

- Reality warping music
  - Pattern light shows
  - Consciousness affecting acts
  - Time bending performances
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## KEY SCENES

**The Grand Show** **Features:** - Pattern performance - Reality distortion - Audience trance - Ley line activation

**Behind the Curtain** **Features:** - Hidden machinery - Pattern generator - Reality engine - Entity containment

**The Final Act** **Features:** - Pattern completion - Reality breach - Performer revelation - Entity manifestation

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## INVESTIGATION ELEMENTS

### Circus

- Performance schedules
- Route maps
- Ticket patterns
- Show designs

## **Supernatural**

- Ley line readings
  - Reality distortions
  - Pattern traces
  - Entity signs
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## **MECHANICS**

### **Show Navigation**

- Performance tracking
- Pattern recognition
- Reality anchoring
- Audience protection

### **Circus Investigation**

- Route analysis
  - Pattern mapping
  - Reality measurement
  - Performer observation
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## **COMPLICATIONS**

### **Performance**

- Audience influence
- Show timing
- Pattern completion
- Reality warping

### **Environmental**

- Carnival atmosphere
  - Crowd management
  - Weather effects
  - Reality zones
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## **DISCOVERIES**

### **Circus Purpose**

- Ley line mapping
- Pattern generation
- Reality manipulation
- Entity summoning

### **Performance Effects**

- Consciousness alteration
- Reality warping
- Pattern creation

- Energy harvesting
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## **DM GUIDANCE**

### **Atmosphere**

- Carnival horror
- False cheerfulness
- Hidden darkness
- Reality distortion

### **Pacing**

1. Show observation
  2. Pattern discovery
  3. Reality revelation
  4. Final confrontation
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## **VICTORY CONDITIONS**

### **Essential**

- Stop performance
- Save performers
- Disrupt patterns
- Protect audience

### **Optional**

- Map ley lines
  - Document methods
  - Free performers
  - Contain entity
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## **RESOURCES**

### **Circus Assets**

- Show props
- Performance schedules
- Route maps
- Pattern designs

### **Knowledge**

- Circus lore
  - Ley line data
  - Pattern information
  - Reality readings
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## REVELATIONS

### Cult Methods

- Mobile operations
- Pattern generation
- Ley line mapping
- Reality manipulation

### Future Implications

- Network expansion
  - Pattern distribution
  - Energy harvesting
  - Reality destabilization
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## CONCLUSION OPTIONS

### Success

- Show stopped
- Performers saved
- Patterns disrupted
- Reality stabilized

### Partial Victory

- Limited performance
- Some performers lost
- Pattern leaked
- Reality damaged

### Failure

- Show completed
  - Performers transformed
  - Pattern spread
  - Reality breached
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## CONNECTION TO SERIES

This adventure reveals how the cult maps and manipulates ley lines through seemingly innocent entertainment. The circus's route creates a vast network of reality-weakening points, while its performances serve as mobile ritual sites. The patterns and methods discovered here explain the cult's ability to affect reality on a continental scale.