

A Super Day at the Carnival

An Adventure for Supers in Heroic Earth

Helix Saga #4

Introduction	1	Characters	13
Use	1	Interaction Summary	14
Status	1	End of Scene	14
Background	2	Scene #5. The Clown's Laboratory	15
Adventure Summary	3	Scene Set-up	15
Plot Characters	4	Characters	15
Between Scenes (Live-Action)	4	Information	15
Scene Descriptions	5	Interaction Summary	15
Prologue	5	End of Scene	16
Scene #1. The Midway	6	Scene #6. The Gene Splicer	17
Scene Set-up	6	Scene Preparation	17
Characters	6	Characters	17
Interaction Summary	7	Interaction	18
End of Scene	8	End of Scene	18
Scene #2. Owner's Pavilion	9	Scene # 7. Tunnel of Love	19
Scene Set-up	9	Scene Set-up	19
Characters	9	Characters	19
Interaction Summary	10	Interaction Summary	20
End of Scene	10	End of Scene	20
Scene #3. The Fun House	11	Scene #8. Under the Big Top	21
Scene Set-up	11	Scene Set-Up	21
Characters	12	Characters	21
Interaction Summary	12	Interaction Summary	21
End of Scene	12	End of Scene	21
Scene #4. Quarantine Zone	13	Epilogue	23
Scene Set-up	13	Properties List	24
		Characters	25
		Handouts And Signs	28
		Information Sheets	31

Introduction

A suspicious Carnival has come to town. People have been disappearing all weekend. With a little checking you discover people have been disappearing when attending this carnival all summer. Walk the midway, play the games of chance, visit the Fun House, see the Freak Show and ride the stunning new ride known as the Gene Splicer. All the while trying to discover the reason behind the disappearances.

Use

A stage master may run this adventure using DICE-PLAY! around a table top stage by reading the scene descriptions and roleplaying all of the cast parts. Figures are used on the stage to represent characters.

This adventure can be run using LIVE-ACTION! in one large room, such as those found in a hotel convention room or college conference room. Player characters will move into the room, roleplay the scene and then move out of the room. While player characters are out of the room the stage properties in the room will be rearranged to set the next scene. The introductions for each scene are read at the two minute warning before the adventurers enter the next scene.

In this manner characters are completely in-game when in the play area, but are considered quasi in-game during the scene changes. During these quasi in-game periods they may roleplay, regain mana and if needed step out of character to leave the area. No combat or important roleplaying is allowed. Scene changes **MUST** take no more than five minutes. Ten scene changes mean PCs wait 50 minutes! A very long time.

Status

This adventure is worth 2 status for player characters (an extra .5 is available for service) and 4 status for stage master and cast members.

Background

The Owner of the Carnival is an old showman. He's invested his life's savings into this carnival and ran it for more than 20 years. The carnival is the traditional kind that travels from town to town. His trouble started at the beginning of the season when they hired a new concessionaire- a clown who never took off his make-up. The clown brought three thrilling attractions the Hospital of Fun (a fun house), the Quarantine Zone (a freak show) and the Gene Splicer (a while ride) into the Carnival. Noone in the carnival likes the eccentric clown or the black uniformed workers that operate the clown's concession. The other Carnival Workers will explain, "They're just not Carnie people."

At the Carnival's first show of the season a person disappeared. At the next town, another person disappeared, two disappeared in the next. All told about thirty people have disappeared throughout the season so far. Police investigations and media attention has taken their toll on the show. The midway was practically empty. Most of the better performers have left; there are not enough roughs to strike the midway. Unless the mystery is solved, the bank will soon foreclose on the Carnival.

Unknown to the Ringmaster and other performers in the carnival the Clown is working for Dr. Helix. Dr. Helix is a genetic manipulating madman who creates super villain to fund his genetic experimentation which he believes will prove a benefit to humanity. Dr. Helix's work is outlawed by most governments of the world. To fund his experiments Dr. Helix turned to a life of crime. The most well known of his Genetic Deviants (or just Deviants) are Boris, Beefy and Brain- A trio of bank robbers. He's aided by his lover Slezzy and a host of other lesser known Deviants.

Dr. Helix is well known for mutating his enemies into throw-away servants. On this occasion Dr, Helix mutated a group of biology professors who criticized his work in genetics as dangerous to the human race. Dr. Helix kidnaped the professors and turned them into mutant clowns so they could join various carnivals to conduct Project Carnival Cross Species Splicing. They called themselves The Gene Clowns.

This Carnival is just one more unfortunate event in a series of terrible mishaps at various carnivals all over the United States. The mutated clown professors are splicing DNA strands to mutate people and animals as part of Dr. Helix's grand plan for improving humanity. Careful records are being kept to determine the most effective cross species splicings. Tests are conducted to determine breed ability, temperament and most importantly combat effectiveness. All of the laboratory work is done in the Clown's trailer which is a large motor home painted to look like an ambulance.

The Supers will spend most of the adventure trying to track down the Freaks and the Clown.

Adventure Summary

The Supers arrive and spend time on the midway playing games, meeting each other and talking with the Carnies. (Scene #1). The Ringmaster will approach the Supers and ask them to meet with the Owner who will ask them to find out what is happening. (Scene #2). He explains that all of their problems started when a new concessionaire joined their show, clown called <name>. He suggests they let the Ringmaster lead them to the Hospital of Fun. The Supers will go through the Hospital of Fun (Scene #3) and capture two workers. The workers will admit the Clown is having them capture humans to be part of Project Carnival Cross Species Splicing.

While at the Hospital of Fun a Carnie enters saying that the Freaks have all been freed and are running around the Freak Show eating people. (Scene #4). At the Freak Show the Supers discover that the mutated beasts are running through the Carnival and that everyone saw the <name> the Clown set the Freaks free!

The ringmaster leads the Supers to the Clown's double wide trailer. (Scene #5). In the trailer they find a crazy bioengineering laboratory and Goons shredding research results. They interrupt the mutation of a hapless victim (Beetle Boy) and find Project Carnival Cross Species Splicing research sheets for various test subjects. They learn that the Clown is one of Dr. Helix's Deviants who was creating and breeding the freaks from the captured people!

After the Supers investigate the trailer a Carnie enters and informs everyone that a group of riders on the Gene Splicer just disappeared. They've shut the ride down and are inspecting the ride. They are waiting for the Supers before the ride is restarted. The Supers rush to the Gene Splicer. (Scene #6). They find a group of obnoxious patrons on the ride demanding the ride start. The Ringmaster will allow it because nothing appears to be wrong with the ride. When they start the Gene Splicer robots come out of the machine and try to shock the riders to death. They have tentacles and claws.

After the Gene Splicer the Supers are called to the Tunnel of Love because of people being killed on the ride. (Scene #7). When they get on the ride they get a note from the Clown and the Clown send his Freaks (Mr. Oli Gator and the Froggy Children) to destroy them.

At the end of the Tunnel Ride a Carnie says they saw <name> the Clown go into the Big Top. The Supers will chase the Clown into the big top. The final confrontation occurs under the big top where the characters encounter the Deviant's, some subservient Carnies and the rest of the monstrosities. (Scene 8).

Plot Characters

Ringmaster

You've got a lot of personality, charm and charisma. After the old Ringmaster quit last week, the Owner gave you the job. You're going to do a great job to justify his faith in you.

Helix Goon

You used to have another life . . . your memories are hazy. They end with some bald guy in a lab coat injecting you with a serum and placing you in a radiation chamber . . . When you woke up everything was crystal clear. You lived in GeneTown for a while where you learned to master your new powers. Everyone talked about Dr. Helix and the good he was trying to do for the world.

Dr. Helix is trying to cure all sickness and disease. To make humanity perfect, but there are laws against this. Governments don't want the average person being helped. They want to keep all genetic research secret and use it for the military. Dr. Helix is working for the average person. He wants to better everyone, not just the upper class. He's a good person forced to a life of crime by self serving government officials.

You've got your first assignment- Project Carnival Cross Species Splicing. Genetown needs a defense force. You're kidnaping people who enter the Fun House so that the Clown can perform his research.

Between Scenes (Live-Action)

During the Live-Action! game the characters must be entertained between the scenes while the play area is being changed. In this adventure the Ringmaster travels with them throughout the adventure leading the from scene to scene. During the intermissions, the Ringmaster remains with the characters and discusses the previous scene by restating what information they learned and commenting on the characters they encountered. He may talk about the next scene giving general descriptions of the location, but no specifics which are left for the introduction at the two minute warning.

It is very important to entertain the Characters during these scene changes. Its important to encourage healing and other skill recoveries to be done during the scene changes and not allowed to take place during the scenes which will slow the adventure down.

Scene Descriptions

The section details each scene. Stage Masters or Producers and Cast Members must read each scene very carefully. For DICE-PLAY! games the Stage Master should read or paraphrase the descriptive passages. In LIVE-ACTION the descriptive passages could be read or paraphrased during the scene changes. If the play area does not require scene changes the paragraphs should not be read, because they will interrupt the in-game flow.

Prologue

You see the following Special News Report: [The camera appears on an attractive blond reporter holding a microphone. She is standing in front of a large carnival tent] “Last night little Tommy Jones came to enjoy the sights and sounds of the carnival.” [Footage shows images of the carnival rides and attractions.]

“Some time last night Tommy became separated from his mother and disappeared. In fact, Tommy is the thirtieth person to disappear while attending this carnival since the carnival began the season.”

[The blond newswoman offers the camera her most serious face.] “Someone needs to do something. The police and FBI have thoroughly investigated the carnival but the disappearances continue. If you have seen anything suspicious or have any information please come to the carnival tonight.”

Scene #1. The Midway.

You arrive on the Midway. The sights, sounds and smells of the Carnival are all around you. Barkers yell for their games shouting above the music and the noise of the rides. The smells of cooking food, popcorn, hot dogs, sausages and more swirl around in the air.

Despite this exuberant atmosphere there is an undercurrent of fear and despair. You can see people are not enjoying themselves as you would expect. You can look more closely and see that many of the booths are closed. There are not a lot of people at this carnival and those that have come stay close together.

As you walk deeper into the Carnival the midway looks almost deserted. You can see the gypsy fortune teller dressed in her silks and satins. You can see the strong man lifting heavy bar bell, and the bearded lady on her stage, but none have crowds around them. There some Carnies barking their games to a few patrons who wander past.

Scene Set-up

LIVE-ACTION! Tables are arranged to create the gaming booths. Carnival lights are hung behind the tables. The fortuneteller is set up with silk cloth over hung from wall and two chairs and a table placed beneath. A pit is set for the Wild One. The strong man and contortionist take turns performing on a stage made of collapsed tables. The lights are dim and a carnival background music plays. The Supers should move onto the midway where they are greeted by the Ringmaster.

DICE-PLAY! The Stage Master should place the midway as he describes the fortuneteller's booth, the Wild One's pit and the stage where the strong man and contortionist perform. These figures should be placed. Carnival background music should play throughout this scene. The Supers should place their figures on the edge of the midway where they will be greeted by the Ringmaster.

Characters

Fortune Teller

You are descendant from a long line of gypsy fortune tellers. The only life you have known in the Carnival. You love the freedom and the crowd. You do your best give positive readings, but lately all you see is danger and death. Today's readings are the worst ever. You are scared for these people. Some sample readings, "I see you spinning around and around and around. There is danger for those who ride, but the danger is greater for those who don't!"; I see water . . . There are little fish swimming in the water . . . Its not a fish tank! Maybe a swimming pool . . . no its dark . . .The fish eating the people around you! Don't get in the water!"

Bearded Lady

This dang beard itches. You hate wearing it. You hate the Carnival. You hate Carnie people, but a job a job and all you have to do is wear this stupid beard and pretend to be a Carni. You joined the Carnival a month ago. You're and under cover FBI, investigating the disappearances across state lines. You've got FBI ID and a gun . . . and you're hoping one of these freakin' weirdos gives you an excuse to blow them away. You've got your theories on the case. You'll share them with the Supers in secret: 1) You think the Contortionist is a serial killer who is kidnaping and carving women. You think he killed the Fat Lady. You

base your suspicion because most people know that he was dating her before she disappeared. You don't like the way he looks at you . . . You can't explain why men are also disappearing. 2) You suspect that the Wild One's act maybe eating the victims. You have found bones near their trailer. (You have a bone. It is human.)

Contortionist

You love the carnival. You ran away from home to join the carnival. You love carnival women. You had been dating the Fat Lady. She left without warning, breaking her contract. You've kept her secret, she told you she was leaving to find another gig because sales were so poor. She didn't tell anyone else. You miss the Fat Lady, but now your attentions have shifted to the Bearded Lady. You think she is really hot! A woman with whiskers. (You are a freak!)

Strongman

You're a smart and sensitive guy, but you have a temper. . . A terrible temper. People think its from the steroids, but it's from the years of spending your time acting like a big, dumb lug. It is not your fault your fault people expect strong men to be dense, so you give them what they want. You talk about pumping up your chest and biceps, but all you want to do is read a romance novel. You hate hecklers, especially jerks who claim your heavy barbell is fake. One of these days, you're going to beat one of those hecklers to a pulp with your bar bell. Today is the day! Think "roid rage" on anyone that gets in your way! Especially those Supers prancing around stealing your crowd!

The Wild One

You've been working the Carnival for three years and have developed quite an act. You grew up on the New York Streets where as street tough you got into trouble with law. The gig started as a way to hide from the cops, but now you like working the Carnival. You dress up in furs and pretend to be an authentic savage from the frozen north. You will fight any comers in your pit. You'll only use your fists, but you'll let anyone fight you with any weapon they want. You fight for money or you'll fight for fun. You really like fighting Supers.

Barkers

You guys run the games. There is the ring toss where the mark throws a ring over a stake, the bottle drop wear the marks through a bean-bag to know over heavy bottles, the basket toss where they through balls into tilted baskets and target shooting with machine guns.

Faith Healer

You can heal people through the power of prayer. You'll be happy to help the Supers if they need some assistance. You're sure your services will be needed during the investigation.

Obnoxious Customer

You're the worst mark ever. You are loud and noisy, and maybe drunk. You'll argue that the games are fixed and maybe you'll be that jerk that shoots the machine gun into the crowd just for kicks. You are going to cause trouble, lots of trouble, but you'll always back down before they throw you out. You're going to make the mistake of heckling the Strongman by saying, "Hey, that barbell is not real!" (Does your medical insurance policy cover beatings with a barbell?)

Interaction Summary

Ringmaster's Welcome

This will set the tone for the entire adventure. The Ringmaster approaches the Supers as they enter and welcomes them to the show, “Welcome to the Carnival! Welcome to the Show! Meet the strongman, the bearded lady, the contortionists and the fortune teller. If you think you’ll tough, you can fight the wild one in his pit of war!

Bearded Lady-Contortionist Relationship

This scene will mislead the Supers into believing the Freaky contortionist is a serial killer. The freaky contortionist does not help his case. It’s easy to suspect his involvement. He won’t tell what happened to the Fat Lady. He will say stuff like, “She’s gone . . . I’m not sayin’ where.” Maybe this scene will develop with the Bearded lady falling in love with the Contortionist, or maybe she’ll shot him between the eyes. Encourage the scene to develop. Play off one another.

Strong Man - Obnoxious Costumer

This scene needs to build throughout the scene. The costumer will heckle and move away, then later come back and heckle some more. Each time the Strong Man needs to get visibly more angry, until he explodes. Remember the room is small and your actions need to be controlled. Let your voice carry and use your body language to convey your anger, but take care when you swing your big barbell.

End of Scene

The Ringmaster concludes the scene by saying, “May I have the attention of all the Supers on the Midway. The owner of the circus would like to meet with you. Would you please accompany me to his pavilion.”

Scene #2. Owner's Pavilion.

You leave the sounds, sights and smells of the Midway behind as you follow the Ringmaster into the area behind the midway that no one sees. This is where the Carnies' live, an area sectioned off from the marks where a motley assortment of worn down motor homes, trailers and tents are arranged in rows.

In the center of this area a large pavilion rises above the smaller tents and vehicles. The red strips on the cloth are faded from the sun and you can see the pennants that once proudly flew in the wind are nothing more than torn little rags. This carnival has fallen on hard times and it's not just been one bad season.

The Ringmaster motions you along toward the pavilion. He says, "This is the owner's pavilion he is waiting inside. Please follow me. The Ringmaster pushes the front flap aside and you can see the owner inside seated behind a table. He waves you in."

Scene Set-up

LIVE-ACTION! This room is well lighted space with a table and chair in the middle of the back wall.

DICE-PLAY! Place the owner near the back of the stage and allow characters to place their figures in the entrance.

Characters

Owner

You are an emotional wreck. You worked so hard on this carnival. It's been in your family for generations. Your grandfather founded the circus in the 1940's and your father worked it all his life, until his death a few years ago. You have to convince these Supers to investigate the Carnival. You'll tell the whole background story and you will loudly voice your suspicions regarding clown. "Most of the people have been disappearing from the Hospital of Fun. I think you need to go there first. Maybe you can visit the Gene Splicer afterward. Both attractions are owned by the Clown. I rue the day I hired the clown!"

Obnoxious Customer

You want retribution the strong man kicked your butt. You want to ride all the rides for free.

Strong Man

You feel bad about losing your temper, but if that little punk keeps pushing there's gonna be another go round.

Reporter

You want to interview every Super there. Name, background and adventures. This story is your big break. You don't want to mess it up.

Photographer

You want to take lots of pictures at least two of every Super there. Lots of super posed shots against a white background. You want to be very careful with the camera.

Interaction Summary

This important scene will set the stage for the adventure. The owner explains the entire background stressing his suspicion that the Clown he hired at the beginning of the season is behind the disappearance. He says,

“I should have never hired that freaky clown, but the clowns concessions were brand new. The Hospital of Fun is the best fun house I have ever seen, the Quarantine Zone is a great Freak Show and the clown is always adding to it. I have no idea where he finds so many freaks! The Gene Splicer is a great ride. . . Three great attractions. I thought they would help the carnival get back on its feet.”

“No one likes the clown or the goons that work the Clown’s attractions. These goons run don’t talk to anyone except themselves. They have black uniforms.” Lean forward and say conspiratorially, “If ‘strange’ made you guilty, these goons would be guilty as sin. I’d like you to go to the Hospital of Fun and investigate it. As far as Fun House go the Hospital is an awesome experience, but its where most people have disappeared. Maybe you’ll find some clues.”

The crafty circus owner smiles and says, “The carnival is broke and I can’t pay you a thing, but I took the liberty of telling the press that local Supers have volunteered to help find these poor missing persons. I hope the publicity means something!”

The reporters and photographer enter the scene and begin taking pictures and conducting interviews.

While the interviews are going on Customer X comes in all pissed off demanding the see the owner. The strong man follows him in. Customer X mad because the strongman kicked his but. He wants free tickets to go on all the rides. The owner obliges, which angers the strong man.

End of Scene

The Ringmaster concludes the scene by asking, “Are all of you ready to go to the Fun House. Please gather around and I’ll lead you to the Hospital of Fun.”

Scene #3. The Fun House.

“The Hospital of Fun!” is proclaimed in large red letters on a white sign. Painted below the attraction’s label in smaller red letters are the words “Enter at your own risk.” This sentence is painted to appear as dripping blood. The entire structure is painted stark white and there is a large red cross on top giving the impression that this was once indeed a hospital.

All around above the sign are various scenes of people being dismembered by surgical blades, burned by flame jets spouting out of oxygen tanks, drowning in pools of bloody water and falling into open elevator shafts. Down the sides of the door are painted images of people crawling through sticky surgical tape in the shape of webs and being crushed by falling surgical carts.

The Ringmaster frowns and says, “It’s not often that we get a bunch of Supers going through the Hospital of Fun. I think those who operate the Fun House may have stepped up system to account for your abilities. There are always two workers inside the Fun House. I think you should capture and interrogate them.”

The ticket taker shouts, “Step right up and enter through the Emergency Room Doors. Everything is ready for your investigation. The easy path is to the right, the hard path is to the left. Either way you’ll get some bumps and bruises. If you get lost call out for help and one of our attendants will find you.”

The ticket taker gets real serious. “Please don’t vandalize our automated system. The entire Hospital of Fun is run completely by robots. If you damage or otherwise harm the robots they will execute anti-vandalism responses and use all possible force to defend property and make an arrest.”

The doors in the center of the structure open admitting you to the attraction. You can see that the ceiling is ten foot high and the walls go up to the ceilings forming narrow corridors. It looks like there are pools of water, open shafts of varying depth and numerous traps.

You can see chrome and black robots operating as portions of this attraction. Most are waving large electrified cables. Their movements are repetitive and a dexterous individual can jump between their movements. Some robots are just standing stationary on the opposite side of shafts.

Scene Set-up

LIVE-ACTION! The inside of the Fun House is created by stacking tables two high and using white table clothes to cover them forming corridors. Blue, brown and black tarps are placed into the corridors. All sorts of traps are placed through the corridors (brown yarn or brown thread). Razor wire and spider webs as well. Robots stand along the corridors waving electronic pool noodles or across pits where they will repel characters back across.

DICE-PLAY! The Fun House entrance is placed down and corridors are added as they progress through the Hospital of Fun.

Characters

Goons

These damned Supers are going to mess up everything. As soon as they all get deep into the fun house you will turn on the robot's anti-vandalism procedures. The robots will apprehend the supers. If I am captured I'll tell them, "Sure the Clown was having us capture humans so he could conduct genetic manipulation. We got 30+ people. Most of them are in the Quarantine Zone freak show."

Robots

Well robotic existence is awful repetitive, but you don't mind. If you were human your arm would be getting really sore. Good thing the designer of the Fun House made you a well-oiled robot. If someone causes damage to you or the fun house, you will initiate anti-vandalism procedures and move to restrain the individuals.

Ticket Taker

You're wondering what's going to happen inside. You saw the Goons changing around the equipment. The traps are dangerous.

Interaction Summary

The Supers go through the fun house and the Gene Goons try to kill them. If captured the Goons will tell their stories (as described under plot characters and above). Try to personalize the goon's stories by describing how bad their lives were before the change. . . a nagging wife, over protective parents, they were dirt poor, under educated, etc.

The goons really believe Dr. Helix is building a better world. Brainwashing at GeneTown is very thorough or is it? This scene needs to provoke thought in the player characters. They need to wonder if perhaps Dr. Helix is on to something. Maybe if genetic researchers like Dr. Helix was supported by the government the world could be a better place?

End of Scene

The scene is concluded by the Contortionist who enters. He is all bloody and is screaming, "The Freaks have been freed from the Freak Show. The monsters are killing everyone in the Quarantine Zone attraction! It was the Clown that set them free. He was unlocking the last cage when I came to get you. There was nothing I could do. . . I saw Mabel, the old lady in the ticket booth, get eaten by a Battahound."

The Ringmaster gains everyone attention by shouting above the din, "Supers. . . Supers . . . Please listen. I will lead you to the Quarantine Zone Freak Show. You have to help us recapture the Freaks. Some are vicious monsters. Everyone in the circus is in grave danger!"

During the change of scene the Ringmaster will talk about the types of beasts and the Contortionist continues to have an emotional breakdown. When the scene is about to change the Contortionist will slip away to make costume change.

Scene #4. Quarantine Zone.

The freak show is called the Quarantine Zone. It is housed in four trailers that fit together to form a rough square.

The attraction is designed to look like an old-time Sanatorium for the criminally insane. The facade looks like a white stone building with a barbed wire fence painted around it. Searchlights on the top trailers shine down into the ground. Images of soldiers wearing germ warfare suits and armed with M-16s are painted on the trailers.

The entrance is in the center of the structure. Two open doors lead inside. You can hear screaming from within. Above the double doors is a sign that reads, "Quarantine Zone." Smaller signs on each of the doors read "Keep Out." The ticket booth is empty, but inside you see a huge blood splatter and the remains of an old woman.

There is pandemonium around the outside of the attraction. People are screaming and a couple of overwhelmed police officers struggle to keep control. A sergeant quickly appraises you of the situation, "Some Clown set the Freaks loose. The Freaks are rampaging . . . killing everyone. Thank the heavens you are here! There are people stuck inside."

As if on cue, a woman runs up screaming, "My husband has not come out! Hurry. Please Hurry." She weeps. Other people in the crowd, start cheering in your direction. They are looking for the Supers to save the day!

The doors of the fun house are not locked. From inside you can hear beast-like non-human noises and every once in a while a terrible human scream, often ending in a choked off gurgle.

Scene Set-up

LIVE-ACTION! The stacked tables are quickly reset to form rectangular pens. Signs are hung on the outside of the pens to identify what is inside. The victims are in the pens with a freak eating them. The individual pens will force characters to split up and kill individual monster. The monsters will fight at the doors to their pens and gain cover. There are a few freaks milling around the main part of the room.

DICE-PLAY! The stage master will place and describe the area, placing figures for the freaks and victims. Characters should place their figures by the entrance.

Characters

Victims

"Ohhh myyy gooooodddd, the <freak description> is chewing on my <body part>." "What the hell is taking you supers so damned long?" "Help meeeee!"

Freaky Beasts

These victims are tasty . . . The funny guys and girls in spandex suits and silly costumes look tasty too.

Interaction Summary

The Freaks attempt to kill the Supers. The victims are happy to be alive, but all have lost family members. The roleplaying here must be top notch. This is the scene that bring them into the adventure. The victims must convey their emotional loss to the Supers. The Supers must feel anger toward the Clown who so needlessly caused this tragedy. This scene will impact questions and opinions that may have been formulated in the last scene. “Is this the price of genetic research?”

End of Scene

The scene is concluded by the Ringmaster who yells loudly, “Supers. This is horrible! Innocent people have been wantonly killed. We have to get that clown. Let me lead you to the clown’s trailer to confront that psychopath! We’re put an end to this right now!” The Ringmaster needs to get the characters enthused and pumped up. They need to be angry! He leads them off to the Clown’s trailer.

Scene #5. The Clown's Laboratory.

The Ringmaster hurries you toward the Clown's Trailer. It's not with the rest of the Carnies. The Clown lives the goons who work his concessions in a little encampment north of the main Carnie camp.

You approach the Clown's area and see a large fold out trailer that is painted to look like a clown ambulance. The vehicle is white and there is a red light on top. A hand-painted sign on the side reads Ambulance, but you can see Mobile Medical Laboratory written under the white wash near the back bumper. The back doors are open and you can see inside.

There is an operating table with a small boy on it. A pair of persons in black uniforms are examining his torso which looks a lot like a beetle shell. The boy is crying and trying to push away their instruments. Another pair of uniformed workers are attempting to tear up documents.

In the corner of the room, hiding in the shadows, is a hulking figure. It's some kind of Freak. You can't quite make it out.

Scene Set-up

LIVE-ACTION! This room has two tables. On one rests the beetle boy on the other is the Clowns Research.

DICE-PLAY! The stage master places the tables and figures. Characters enter from the door.

Characters

Gene Goons

Get Beetle Boy ready to fight. Kill the Supers . . . Oh damn, I forgot to finish tearing up the research.

"Beetle Boy"

Why do I have a chitinous torso? Why is one hand a claw? What is wrong with me!!!! This is a nightmare . . . a nightmare!!!! All I wanted was to go to the carnival and have a snow cone!

"The Shamblin' Man"

Shout from the darkness, "I am The Shamblin' Man. Like Adam I am the first of my kind. The face of a human and a body of sticks, mud and leaves. I am one with the earth. Dr. Helix is the misunderstood savior of this planet." Kill Supers they are disrupting the study that will give you a mate!

Rat Vines

Your're with the shambler and you're ready to bust up some supers

Information

The characters will receive all the research documents.

Interaction Summary

The Goons and The Shambler try to kill the Supers. Beetle Boy's roleplaying after the combat must pull at their heart strings with his incredible roleplaying. He is a perfect example of Dr. Helix's genius gone insane. Even the Shambler is tragic, "All I wanted was a mate and children. A family of Shamblers like myself. You have ruined the research. Now there will be nothing for me. You have destroyed any chance I have at a life."

End of Scene

The scene concludes when the Fortune Teller enters and announces, "A bunch of people on the Gene Splicer just disappeared. They've shut the ride down and are waiting for the Supers." The Ringmaster leads the Supers to the Gene Splicer.

Scene #6. The Gene Splicer.

The Gene Splicer is housed in a large rectangular trailer decorated with spiraling genetic strands decorating the outside. Through the wide open doors of the trailer you can see the Gene Splicer. There are two costumers on the ride. They are shouting for the ride to start!

A technician approaches the Ringmaster and tells him in earshot of everyone that they have tested the ride and everything appears to be in excellent working order. They were just waiting for the Supers to arrive before starting the attraction.

The Ringmaster turns to you and explains, "The Gene Splicer is a fully self-automated, computer controlled ride. It responds to voice commands. I am able to turn it on and once initiated it will run for 3 minutes and then stop." He then asks, "Would some of you like to ride the Gene Splicer to ensure the safety of these patrons?"

OUT-OF-GAME NOTE

This scene will ask players to help create the illusion that the gene splicer is spinning. When the strobe lights are in operation the Gene Splicer is spinning in a clock wise fashion just under 50 miles an hour.

Characters need the speed ability to get on and off safely. Characters without speed will take 20 points if they jump on or disembark when the ride is operation. The spinning is represented by the strobe lights flickering.

Characters on the ground and on the machine may attack each other normally, but should understand, visualize and roleplay that their attacks are launched as the spinning characters come around to their position. The strobe lights flickering will help to create the illusion by using the stop motion aspect of the spinning.

Characters that walk between the spoke of the spinning Gene Splicer will take 20 points of piercing damage as the gears and wheels grind over them. They will be thrown 20 paces out of the machine

WARNING: This scene uses strobe lights and may cause seizures or other medical conditions. Ride at your own risk.

Scene Preparation

Live-Action!: The GeneSplicer is built by placing stacking four tables to make a central square. They are covered and will conceal the cast robots. Collapsed tables are placed around this center to provide a platform for the robots. Collapsed tables are placed radiating out from these tables to make four raise platforms. Chairs are placed facing out along the platforms. The distal ends of the platform are connected to each other by ropes so they outline the spinning of the GeneSplicer.

Dice-Play!: The gene-splicer is placed on the stage.

Characters

GeneSplicer Computer

You are the voice activated computer controlling the ride. You won't start unless all (or one half) of the seats are filled with people sitting in the correct procedure. "Insufficient number of riders; riders please find your seats." "Unsafe seating position, please face in the proper direction."

When the ride turns on you say. "GeneSplicer initiated! Spinning! Maximum rotational rate achieved." Thirty second into the ride you initiate the capture passenger subroutine to start the robots attacking. "Initiate Capture Routine Internal Robotics Released"

You keep track of the time and turn off the ride at end three minutes or when robots are destroyed. The ride sputters to a halt if all the robots are destroyed.

Robots

You are part of capture passenger subroutine. Shock them into unconsciousness so the goons will pick them up.

Goons

You're here to pick up the bodies after the ride finishes them off.

Interaction

Ringmaster the Supers assures them that nothing is wrong. He just wants the Supers there in case something should happen. He will allow the supers to inspect the machine. In the Live-Action game the computer is represented by an out-of-game operator who plugs in and unplugs the strobe lights and turns on the music.

End of Scene

The scene ends when the Bearded Lady enters and says, "The Clown was just seen entering the Tunnel of Love. He has a bunch of Freaks with him!" The Ringmaster says, "Come on Supers I'll lead you! We have to get there before the people are let in for the show."

Scene # 7. Tunnel of Love.

This is the oldest ride in the Carnival. The Tunnel of Love consists over ten trailers connected to each other in a line. You enter at the upstream trailer and float down the tunnel of love to the exit trailer more than 200 yards downstream.

You can see through the door of the entrance trailer that there are a series of rafts floating in the center of a stream. A narrow walkway allows you to walk onto the rafts. The ceilings are only ten feet high. The walls are slippery, but character with adhesion can move slowly along them. Adhering to the ceiling is not possible as years of mold and algae are growing there.

A fair worker is there to greet you. He beckons you inside, saying "It appears that the clown has deactivated all of the nifty little dioramas. You won't get to see the sunset, or the night sky show. You won't see the romantic river scene or the naughty nice girls running around. But at least the music is playing. Good luck. The clowns in there with Mr. Oli Gator and the Froggy Children.

Scene Set-up

LIVE-ACTION! A table for every five participants is set in the center of the room. They are placed one foot apart and linked by duct tape. This room is completely dark. A CD track of running water plays. Objects start from the downstream and move toward the raft. The lantern with not is the first object. There is a number of the copies of a note attached. Piranha water signs mark the water.

The Scene is started by the operator picking up the plank and turning off the lights. The Ringmaster announces. "The ride is moving! Be careful it sometimes jars up ahead. It's the oldest ride in the circus." He says, there supposed to be dioramas along these walls. It's all lit by lanterns. I don't know why everything is so dark? Hey wait here comes a lantern."

DICE-PLAY! The stage master places the rafts center stage and characters on the rafts. Objects are moved toward the boat. Characters make PER tests to realize there are piranha in the water.

Characters

Mr. Oli Gator

Your name was Oliver Gable. You took a bunch of school kids to the carnival. You all got captured in the Hospital of Fun. Now you're Mr. Oli Gator. A half man/ half alligator Freak. You're going to teach your students how to lay a beat down on these supers.

"Hello Suppers! I mean supers. I'm Mr. Oli Gator," He calls from the darkness. "I know you followed the clown into the Tunnel of Love. But you fools you have fallen into a trap. The Clown dumped the mutant flesh eating piranha into the water. They only eat warm blooded people. The Froggy Children and I are cold blood amphibians and immune. Even now my Froggy Children are surrounding your rafts. We're going to kill all of you."

"In case you're wondering where the clown is well I'll tell you. The Clown is going to the Big Top to do the

final stage of the research. . . . The Killing Effectiveness Report! All those happy people will fill the Big Top and be ripped apart by the Mutant Freaks.”

“But don’t worry about that its time for you to die. . . .”

Froggy Children

You’re not getting tired of the killing. May be the Supers are? So let’s have some really good and spooky roleplaying. Lot’s of kid like humor and tantrum behavior. If you’re captured you’ll tell, “The clowns gone to the big top. He’s going to test out his freaks on all the people watching the show.”

Interaction Summary

Mr. Oli Gater is very entertaining. He calls from the darkness and sends forth his aquatic mutants. “You’re too late. The clown has gone to the big top. In a few moments, the clown will know the full results of Project Carnival Cross Species Splicing!” He begins to lecture the Froggy Children in a school teacher voice, “Now children these bad me are going to hurt the clown. We’ve got to stop them.” The Froggy Children enthusiastically oblige.

End of Scene

They character reach the end of the tunnel of love and the technician opens the door and places the down the plank. The Ringmaster yells, “We have to get to the Big Top, but first bandage yourself up and get ready. We’ll be no good to anyone if you all get killed.”

Scene #8. Under the Big Top.

The big top dominates the north end of the midway. A red and white ticket booth sits in front of the tent. Pennants flap in the air above its double peaks. The inside of the tent is 100 feet high.

Carnival music plays loudly over loud speakers as you approach. There is a long line of people waiting to enter. When the Carnie's see the Ringmaster they move to open the gate and let the people in. The Ringmaster yells, "Don't let the people into the Big Top." The Carnie's immediately close the gate. Everyone breaths a sigh of relief.

But then the carnival music pauses and from the loudspeakers outside the Big Top you hear crazy laughter, "So you think you have won?" cackles an insane voice from the speaker. "You have destroyed my laboratory and ruined my research, but the final act is mine and mine alone. Step under the Big Top and be a part of the final show. If you dare. . . I will destroy you."

Scene Set-Up

Live-Action!: The area under the big top is just one large open area. The Clown and freaks are waiting in a line for the showdown.

Dice-Play!: The Stage Master can place two circus rings, a main support pole for the big top and some bleachers. Set the clown and the freak figures in a line and allow Supers to place their figures coming through the main entrance.

Characters

Clown

You are angry. Months of work destroyed. The benefit to the human race could have been tremendous. Its gone . . . all gone. The greatest achievement of your life destroyed and now you have only one thing left. Revenge!

Mixed Freaks

You're the last of the freaks. You're really angry.

Strong Man

Your will has been removed by subservience procedure. You will fight for the Clown, even though you hate what the clown has done!

Interaction Summary

The Clown repeats the monologue in the introduction and rants about destroying the meddling supers!

End of Scene

Ringmaster concludes this scene by saying, "The police are on their way. They will take the clown and others

into custody. Please Supers follow me. There is going to be a celebration on the midway in your honor.”

Epilogue.

The police enter under the big top and take the clown into custody.

The Ringmaster leads you back to the Midway where people are cheering. The reporters are eager to hear your stories. Flashbulbs pop as photographers take your pictures. For tonight you are the heroes that everyone wants to meet.

The Ringmaster thanks you again and the Owner says, "I can't thank you enough. Here are free passes to all the rides and attractions. The Carnival will be open for a little while longer. Please enjoy yourselves."

Properties List

Scene #1. Midway

games (ring toss, basket toss
machine gun & target, bottle game)
lanterns with tea lights
decorations for the walls
individual costumes
melee weapons
ranged weapons
CD player
carnival lights
carnival music
carnival table clothes
pennants

Scene #2. Pavilion

individual costumes
microphone
camera
CD player

Scene #3. Fun house

goon costumes (npc clothes)
robot masks
ranged weapons
melee weapons
blue tarps (water)
brown tarps (mud)
black tarps (pits)
piranha water sign
stone tarps
melee weapons

ranged weapons
CD player
smoke generator
lots of traps
yellow pool noodles

Scene #4. Freak Show

frog costume
hound mask & bat body
bat mask & beetle body
rat mask and creeper body
claws
stone tarps
CD player
sign describing freaks

Scene #5. Clown's Trailer

operating table
research table
stage properties for laboratory
goon costumes (npc clothes)
shambler body
rat masks & creeper bodies
beetle boy costume
ranged weapons
melee weapons
claws

Scene #6. Gene Splicer

tables and chairs
duct tape (for marking)

stone tarps
robot masks
claws
yellow pool noodles
orange O.O.G. tabard for computer
goon costumes
individual costumes
CD player
extension cord
strobe lights

Scene #7. Tunnel of Love

alligator body
tibbyr masks
CD player
romantic music
claws
weapons

Scene #8. Big Top

individual costumes
clown costumes
ranged weapons
melee weapons
rat masks & creeper bodies
hound masks & bat bodies
claw
CD player
carnival lights
carnival music

Characters

Ringmaster

Body: 8

Rests: 4

Feats: critical strike I-II, dodge I-III, parry I-III, strength I-II, willpower I

Knowledge: bandage, climb I, disarm traps, geology, history, leap, navigation, pick locks, rumors, spiritsense, splint, swim I, survival, throw, tracking, weapon

Clown

Body: 10

Mana: 20

Rests: 6

Abilities: absorption, increase mana, increase body, potency I-III

Feats: augment I-II, dodge I, negate I-II, parry I, quickcast I-III, true aim I-II, willpower I

Knowledge: appraise, bandage, geology, spiritsense I-II, theology, weapon

Rituals: curse, barriers, weapon (elemental)

Spells: command spirit, dominate, flare, frost, missiles (fire), missiles (frost)

Scene #1. Midway

Barkers

Body: 6

Feats: critical strike I-II, dodge I-II, negate I, parry I-II, slice limb I

Knowledge: bandage, body combat I, climb I, fatal finish, military, swim I, throw, weapon, wear armor I-II

Wild One

Body: 6

Feats: critical strike I-II, dodge I-II, negate I, parry I-II, slice limb I

Knowledge: bandage, body combat I-III, climb I, fatal finish, rumors, swim I, throw, weapon, wear armor I-II

Strong Man

Body: 8

Abilities: Potency I-IV

Feats: critical strike I-II, dodge I-II, negate I, parry I-II, slice limb I

Knowledge: bandage, body combat I, climb I, fatal finish, rumors, swim I, throw, weapons, wear armor I-II

Fortune Teller

Body: 4

Mana: 10

Rests: 6

Feats: willpower I

Knowledge: astronomy, bandage, history, occult, spirit sense, theology, weapon

Rituals: seance, scry

Contortionist

Body: 6

Feats: critical strike I-II, dodge I-II, negate I, parry I-II, slice limb I, stun I

Knowledge: bandage, body combat I, climb I, escape, fatal finish, sleight-of-hand I-II, swim I, throw, weapon, wear armor I-II

Bearded Lady

Body: 6

Feats: critical shot I-II, dodge I-III, parry I-III, slice limb I

Knowledge: bandage, body combat I, climb I, crime, fatal finish, forensics, investigation, law, swim I, throw, weapon, wear armor I-II

Faith Healer

Body: 5

Mana: 15

Feats:

Knowledge: bandage, climb I, fatal finish, swim I, theology, throw, weapon

Powers: Heal

Procedures: Restoration

Obnoxious Costumer

Body: 5

Feats: critical strike I-III, dodge I-II, parry I-II

Knowledge: bandage, body combat I-II, climb I, fatal finish, swim I, throw, weapon

Scene #2. Owner's Pavilion

Owner

Body: 5

Feats: dodge I, parry I, willpower I

Knowledge: bandage, body combat I, climb I, history, mathematics, slight of hand I-II, swim I, throw, weapon

Reporters

Body: 5

Feats: dodge I, parry I

Knowledge: bandage, body combat I, climb I, investigation, swim I, throw, weapon

Photographer

Body: 5

Feats: dodge I, parry I

Knowledge: bandage, body combat I, climb I, computers, photography, swim I, throw, weapon

Scene #3. Fun House

Goons

Body: 8

Mana: 6

Rests: 2

Abilities: regeneration

Feats: critical strike I-III, dodge I-II, negate I, parry I-II

Knowledge: bandage, body combat I-III, climb I, fatal finish, history, military, rumors, swim I, throw, weapon

SP&P: missiles (any), repel

Robot

Body: 10

Mana: 6

Abilities: body combat enhancement (electric, natural), potency I-III, retaliate (electric) I, unaging, vulnerability (holy)

Feats: critical strike I-III, dodge I-III, negate I, parry I-III recover I, double I

Knowledge: bandage, body combat I-III, climb I, fatal finish, throw, weapon

Powers: missiles (electric), shock, repel

Costume: robot mask, claws, pool noodle

Scene #4. Freak Show

Bat Beetles

Body: 10

Rests: 1

Abilities: body combat enhancement (natural), bound, flight, potency I-II, respiration I (atmosphere), terrain I (solid)

Feats: dodge I-II, knockback I-II, parry I, strength I-III, willpower I

Knowledges: Biology, blindfight, climb, coordination, fatal finish, leaping, pratfall, swim

Costume: Bat mask, beetle torso, claws

Battahounds

Body: 8

Rests: 3

Abilities: body combat enhancement (natural, focus), dangersense, echolocation, feeding, flight, potency I, recuperate, respiration I (atmosphere), terrain I (solid)

Feats: deflect I-II, dodge I-III, parry I-III, willpower I-II

Knowledges: Biology, blindfight, body combat I-III, climb, coordination, fatal blow, forestcraft, navigation, swim, spirit sense, survival

Costume: hound mask, bat torso, wings, claws

Rat Vines

Body: 6

Mana: 10

Rests: 3

Abilities: body combat enhancement (natural), heightened sense (olfactory), potency I-II, respiration I (atmosphere), stealth, terrain I (solid), tunneling

Feats: Critical attack I-II, dodge I-II, parry I-II, recover I-II, willpower I-II

Knowledges: Balance, biology, blindfight, climb I-II, coordination, detect poison, enigmas, escape, fatal finish, forestcraft, navigation, leaping, spirit sense, survival, swim I, tracking

Powers: missile (earth), tangle arms, tangle legs,

Verbal: "Squeak, squeak, squeak. . . ."

Costume: Rat mask, creeper torso, claws

Scene #5. Clown's Laboratory

Goons

Body: 8

Mana: 6

Rests: 2

Abilities: regeneration

Feats: critical strike I-III, dodge I-II, negate I, parry I-II

Knowledge: bandage, body combat I-III, climb I, fatal finish, history, military, rumors, swim I, throw, weapon

SP&P: missiles (any), repel

The Shamblin' Man

Body: 12

Rests: 5

Abilities: body combat enhancement (natural), devour, echolocation, feeding, heightened sense (olfactory), immovable, invulnerable (earth), potency I, respiration I-II (atmosphere, liquid), slow (solid, viscous, liquid), terrain I (solid, viscous, water), unstoppable

Feats: Augment I-II, critical strike I-III, dodge I, double

I-II, impale I, knockback I-III, parry I-III, stun I-III, true aim I-II, willpower I-II

Knowledges: Biology, climb, coordination, geology, fatal finish, meditate, spirit sense, survival, swim, tracking

Powers: tangle arms, tangle legs

Costume: Shambler torso, claws

Rat Vines

Body: 10

Mana: 12

Rests: 3

Abilities: body combat enhancement (natural), heightened sense (olfactory), potency I-II, respiration I (atmosphere), stealth, terrain I (solid), tunneling

Feats: Critical attack I-II, dodge I-II, parry I-II, recover I-II, willpower I-II

Knowledges: Balance, biology, blindfight, climb I-II, coordination, detect poison, enigmas, escape, fatal finish, forestcraft, navigation, leaping, spirit sense, survival, swim I, tracking

Powers: missile (earth), tangle arms, tangle legs,

Verbal: "Squeak, squeak, squeak. . ."

Costume: Rat mask, creeper torso, claws

Beetle Boy

Body: 6

Rests: 2

Abilities: body combat enhancement (natural), potency I, respiration I (atmosphere), terrain I (solid)

Feats: Critical strike I-II, parry I-II, willpower I-II

Knowledges: Biology, blindfight, climb, coordination, fatal finish, meditate, spirit sense, swim

Costume: Beetle (black and grey coloring), one claw

Scene #6. Gene Splicer

Robot

Body: 10

Mana: 6

Abilities: body combat enhancement (electric, natural), potency I-III, retaliate (electric) I, unaging, vulnerability (holy)

Feats: critical strike I-III, dodge I-III, negate I, parry I-III recover I, double I

Knowledge: bandage, body combat I-III, climb I, fatal finish, throw, weapon

Powers: missiles (electric), shock, repel

Costume: robot mask, claws, pool noodle

Gene Goons

Body: 8

Mana: 6

Rests: 2

Abilities: regeneration

Feats: critical strike I-III, dodge I-II, negate I, parry I-II

Knowledge: bandage, body combat I-III, climb I, fatal finish, history, military, rumors, swim I, throw, weapon

SP&P: missiles (any), repel

Scene #7. Tunnel of Love

Frog Children

Body: 10

Rests: 2

Abilities: body combat enhancement (natural), bound, immovable, potency I-III, reach (tongue), respiration I (atmosphere), slow (solid), terrain I-III (solid, liquid, viscous)

Feats: Critical strike I-III, knockback I-III, parry I-III, seize I-II, stun I-III, willpower I-II

Knowledges: Biology, coordination, fatal finish, leaping, pratfalls, spirit sense, swim I-II

Costume: Tibbyr mask, claws

Mr. Oli Gator

Body: 15

Rests: 5

Abilities: body combat enhancement (natural), potency I, respiration I (atmosphere), terrain I-III (solid, viscous, liquid)

Feats: Critical strike I-II, dodge I-III, knockback I-III, parry I-III, strength I-III, willpower I-III

Knowledges: Biology, blindfight, coordination, climb, fatal finish, leaping, spirit sense, survival, swim

Costume: Crocodile torso, claws

Scene #8. Big Top

See Above Scenes

Handouts And Signs

Residents of the Quarantine Zone

Freak Beasts

Piranha

See the piranha swim in their tank. These fish are specially bred to eat warm-blooded mammals.

Rat Vines

Found in the deep jungles of the Amazon Basin the Rat Vines are perfect scavengers. They are omnivores that can also survive on photosynthesis.

BattaHounds

These flying beasts have the head of a dog and the body of a hound. They are loyal and trainable like dogs, but capable of flying long distances.

Bat-Beetle

They have the head of a bat and the body of a beetle. They are believed to be a species of Vampire bats which may explain why they only drink blood. They can fly.

Freak Homids

“The Shamblin’ Man”

First there was the Ramblin’ man . . . Now we have the Shamblin’ Man. He’s got a body made of mud, sticks and leaves. He’s looking hard for a girl friend! If you’re interested see the Clown.

“Mr. Oli Gator”

Mr. Oli Gator was a teacher before his horrible transformation. The Quarantine Zone hired him to teach the Froggy Children.

“The Froggy Children”

A whole group of school kids drank some dirty water and turned into these froggy freaks. Since the US government’s “No Child Left Behind Program” would not allow them in school, the Quarantine Zone is paying for a private education. See them being taught by their teacher Mr. Oli Gator.

Coming Soon - “Beetle Boy”

He’s part beetle, part boy and 100% cute. See him next week! Only at the Quarantine Zone.

Project Carnival Cross Species Splicing Results

Phase I: Mutation Success Rates		
Species Selection	Results	Notes
rat & creeping vine	success	nasty little plants
beetle & creeping vine	failure	physiology too divergent
bat & hound	success	retains flight ability
hound & beetle	failure	try wolves or different dog breed
bat & beetle	success	retains flight ability
human & bat	success	retains flight ability
human & dirt mound	success	very clingy
human & crocodile	success	one tough dude
human & rat	failure	try again later
human child & tadpole	success	vicious little mongers
human & frog	failure	try again
human & dog	failure	select different dog breed
human child & beetle	pending	

Phase II: Combat Effectiveness Determination		
rat & creeping vine		
bat & hound		
bat & beetle		
human & bat		
human & dirt mound		
human & crocodile		
human child & tadpole		
human child & beetle		

Information Sheets

Information Scene #3

**If you have the following knowledge skill
you may read the appropriate paragraph**

Mechanics: This Fun House has been recently altered. Safe equipment has been replaced with deadly devices and traps.

Forensics: There are old blood splatters in the fun house. You think multiple people were attacked and rendered unconscious in the various corridors of the Hospital of Fun.

Tracking: You see black scuff marks from patent leather shoes on the wall. This would seem to indicate that persons wearing polished leather shoes or black soled sneakers have been carried out of this structure while they were unconscious in an across the shoulder fireman like carry.

Law: It is illegal to operate a Fun House that cause real injury. States and town inspect rides. This attraction could not have been approved. The Clown, as owner of this ride, is liable for fines and possible criminal prosecution.

Survival: Many of the traps located in the Hospital of Fun are derived from snares used for hunting. They would be very effective for capturing people.

Information Scene #4
If you have the following knowledge skill
you may read the appropriate paragraph

Biology: All of these freaks have been created using genetic engineering. Despite what the attraction sign claims none of these freaks could possibly evolve naturally.

Medicine: Transformations like these would require a gene alteration laboratory and some kind of secret genetic manipulating formula that would have to be injected in a specific pattern and require radiation therapy or other processes as a catalyst. You could not reproduce this work.

Mechanics: The locks on the cages were not forced open. The creatures were let out by someone who had a key.

Tracking: You can see that some of the Freaks ran off in different directions, but many of the Freaks were led away by a person wearing clown shoes.

Forensics: You see a number of dead piranha on the floor. It looks like they died from being out of the water. They may have fallen from the tank when someone carried away the aquarium housing the rest of the piranha.

Information Scene #4
If you have the following knowledge skill
you may read the appropriate paragraph

Mechanics: You cannot identify any malfunction in the ride. All bolts are tight and the Gene Splicer appears to be in perfect working order.

Computers: The Gene Splicer ride is controlled by a state of the art computer system. By saying, “Start Gene Splicer Ride” the ride will operate for 3 minutes and then shut off. There is not override. The ride will stop. The voice is set to recognize the Clown, the Ringmaster, other Carnival workers, maintenance workers and all of the Goons.”

Tracking: Tracks indicate that a number of people were carried off the ride very recently by Goons wearing standard Goon issue work boots. You cannot tell what direction the Goon group went after they leave this ride.

Reminder

Characters need the speed ability to get on and off safely. Characters without speed will take 20 points if they jump on or disembark when the ride is operation. The spinning is represented by the strobe lights flickering.

Characters on the ground and on the machine may attack each other normally, but should understand, visualize and roleplay that their attacks are launched as the spinning characters come around to their position. The strobe lights flickering will help to create the illusion by using the stop motion aspect of the spinning.

Characters that walk between the spoke of the spinning Gene Splicer will take 20 points of piercing damage as the gears and wheels grind over them. They will be thrown 20 paces out of the machine.

The End