# ramaScape Savage Worlds Adventures Volume 04

## Big Top

An Adventure Module for use with the Savage World's System



DSA0004

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#### **Map Description:**

The exterior of the tent shows the ropes attached to tent pegs outside that hold up the big top. There are two large center poles that act as support for the big top in the center of the circus ring that also act as the tethers for the center tightrope for the acrobats.

The tent is entered from a flap in the south by ticket holding customers and from a flap in the north for people in the circus. The north part of the tent acts as a backstage for the circus for preparing the next acts.

The interior of the big top has four bleachers with two trash cans in the western and eastern parts of the tent. Front row seating surrounds the center ring and is divided from it with a red velvet rope wall.

The center ring is in the middle of the big top with three circus balls and separated from the rest of the big top by a thick cushioned wall.

#### Cirque de Tromper

Cirque de Tromper translated from French to English means circus trick. This adventure is about a French traveling circus touring the Unites States of America, the state of New York in this adventure, but can be initiated anywhere the Game Master would like.

Prices: Prices are in dollar and cents using depression era USA prices in this adventure.

#### Initiating the Adventure

Circumstance: The group attends the circus as part of downtime relaxation, eventually drawing them into the adventure.

Investigation: The group hears about the rumors of disappearances that seem to be linked to Cirque de Tromper through investigation of newspapers or word on the street. Playing on a group member's Curious hindrance is a good way to get them to investigate the circus and the disappearances.

Direct Appeal: The group is sought out by Beatrice Ellis, whose daughter Robyn went missing during Cirque de Tromper's last performance. She has reported her missing, but feels like the New York City police and detectives are not doing enough to help her daughter. This can play on a group member's Heroic hindrance as Beatrice gives them her sob story.

She has heard that the group excels at investigating strange phenomenon like her daughter's mysterious disappearance. This can play on a group member's Arrogant hindrance to prove that they are indeed the best investigators.

If that is not enough, she sighs and offers the group \$50 dollars each now and \$50 on her return if they find her daughter appealing to any group members with the Greedy hindrance.

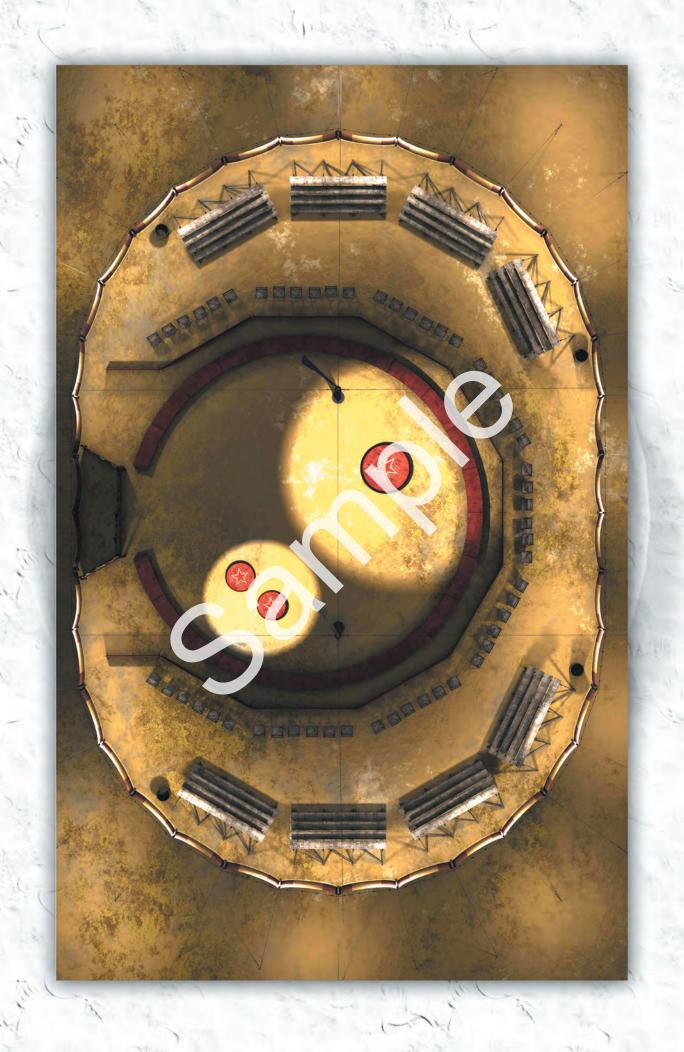
She gives them a picture of her daughter, Robyn, to help them recognize her once they agree to help.

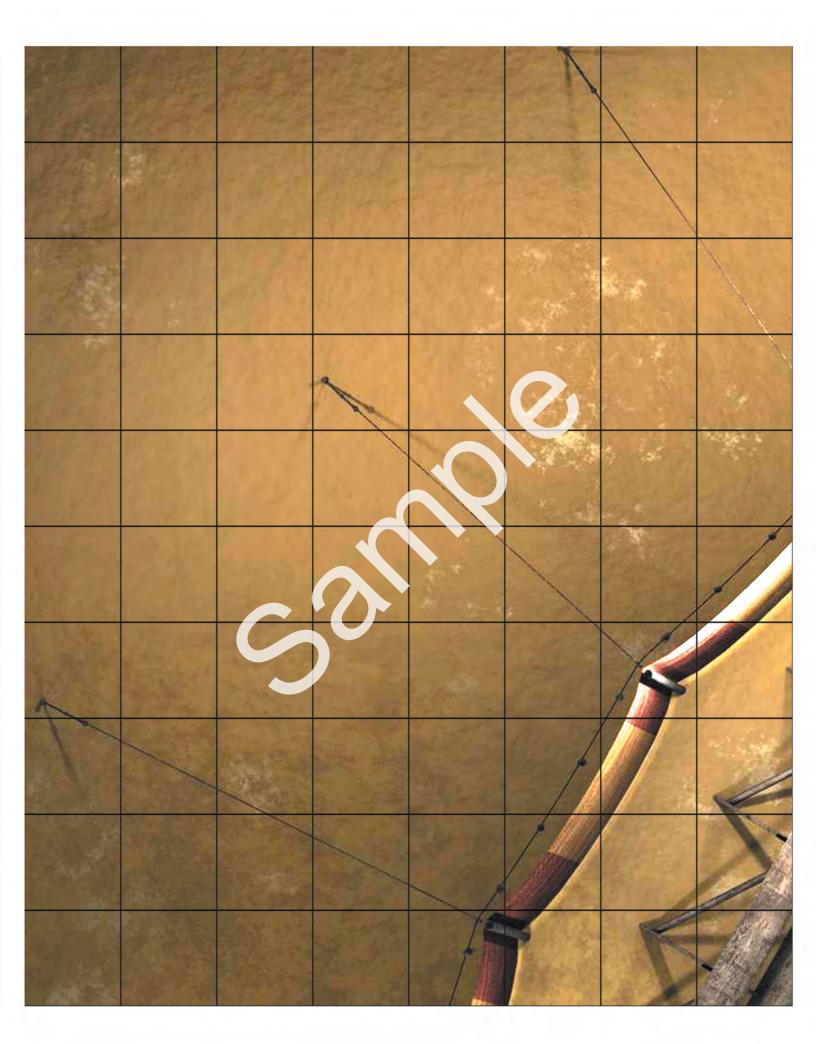
#### Fairgrounds

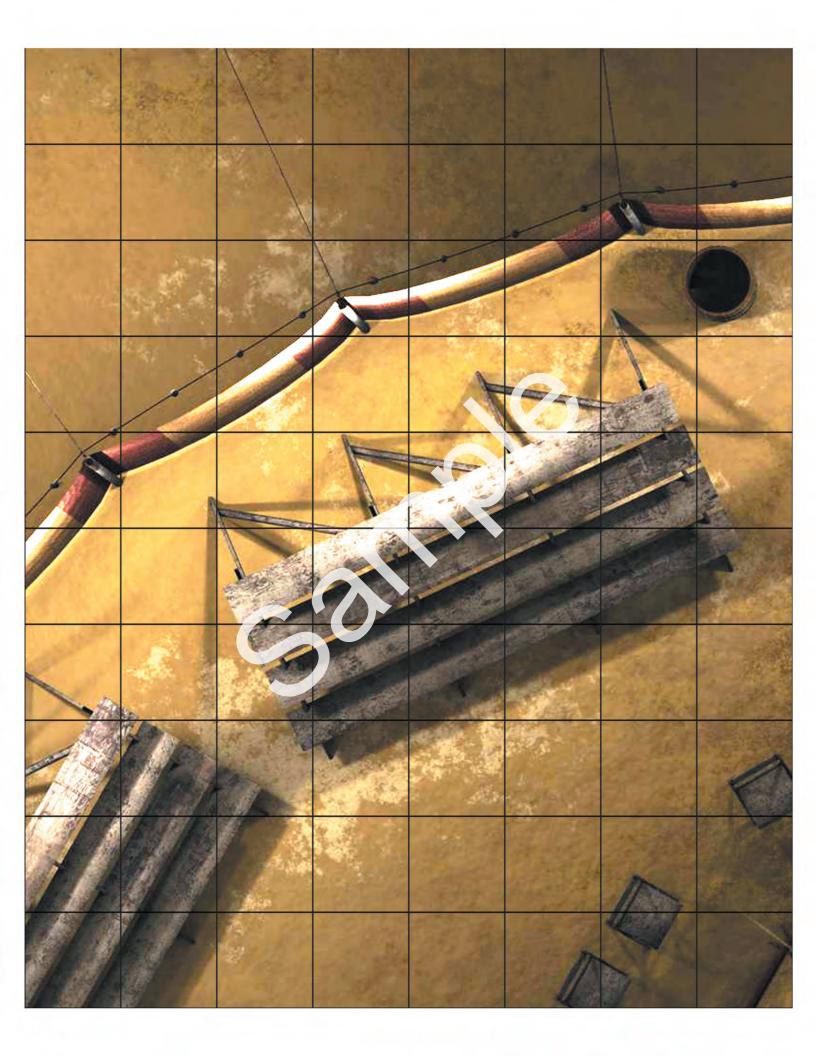
Once the group is motivated to go to the latest showing of Cirque de Tromper in Albany, New York, they arrive at a gigantic Big Top surrounded by a massive fairground with plenty of booths and stands set up.

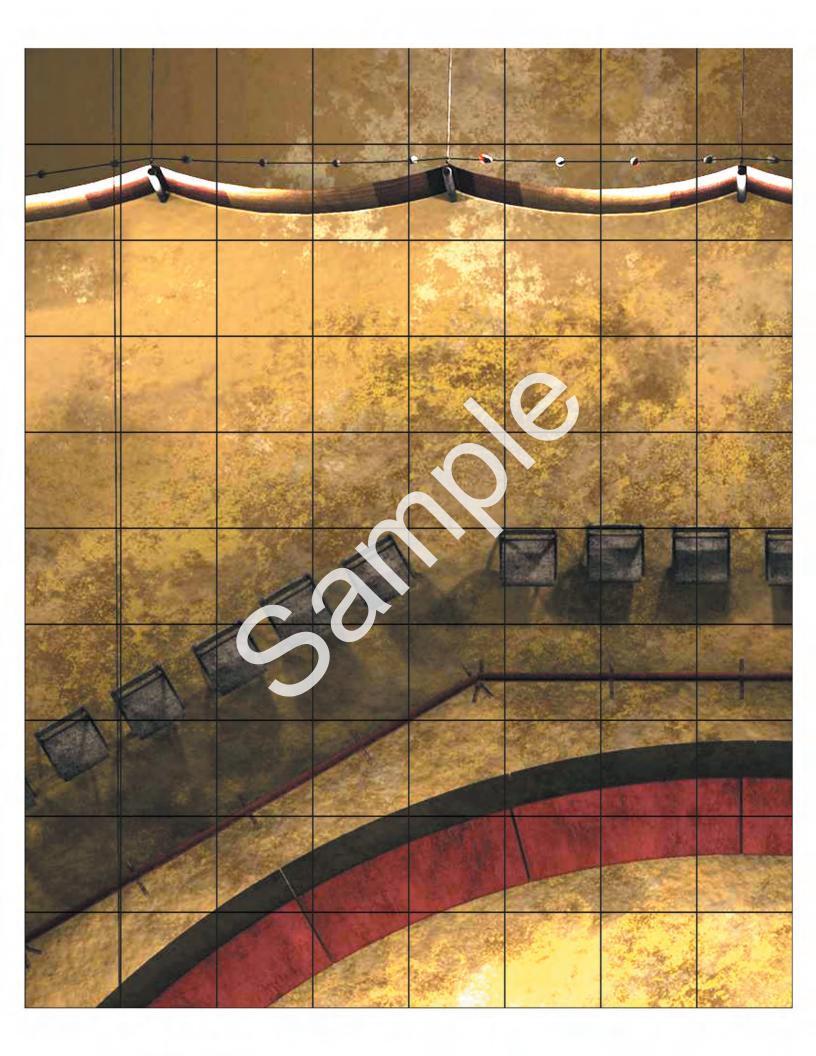
Tickets to the show are \$5 for bleachers and \$10 for front row seating.

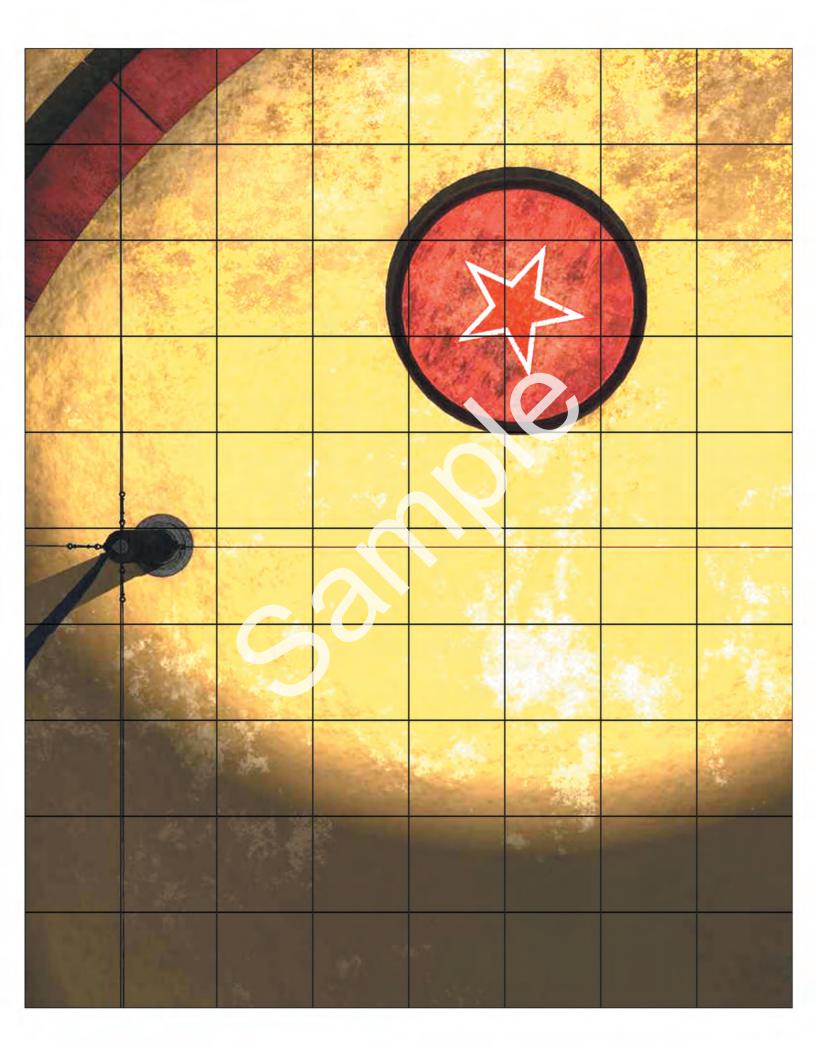
The booths and stands sell cotton candy, peanuts, popcorn, hot dogs, hamburgers, lemonade, soda, and beer (unless this is during the Prohibition era 1920-1933). Other booths and stands have carnival games that can be played. Feel free to allow the group to buy snacks and drinks and play the games before the start of the main show under the Big Top. Most of the drinks and snacks are in the 5 to 10 cent range.

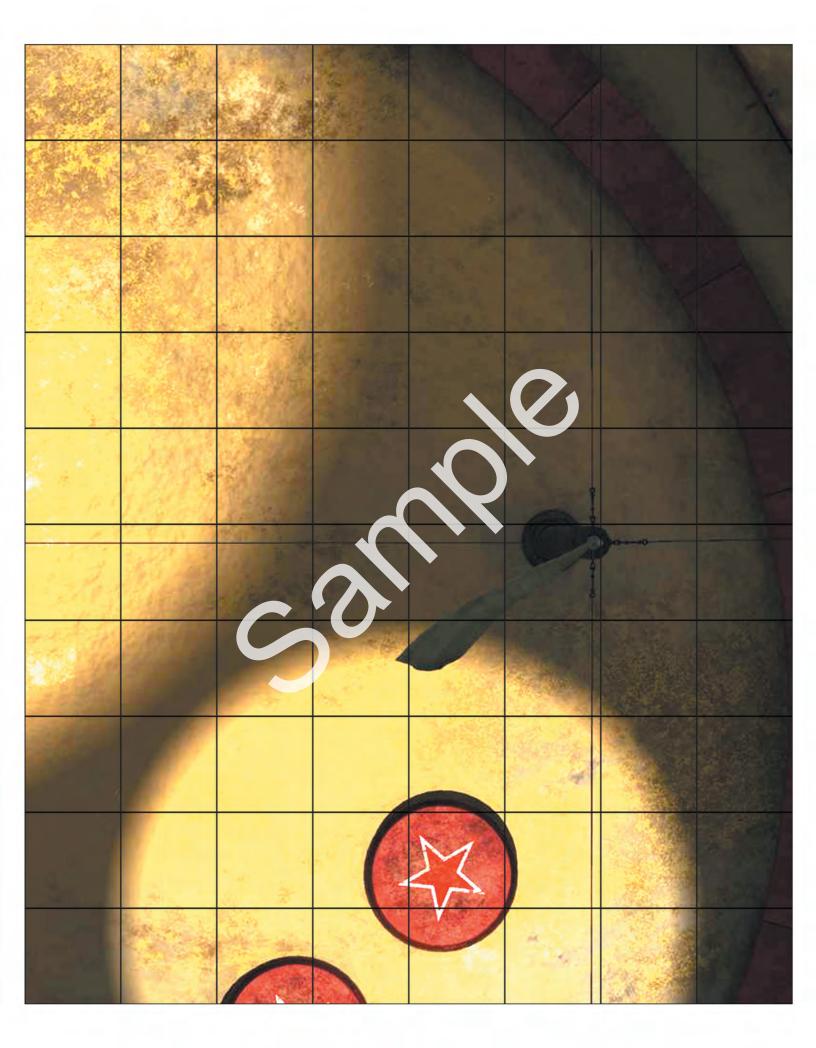












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