



Metagaming Organization Reference

The Fairwind Circus

Ver 1.0a by Carrie Neuman



Introduction

Rising up over the Vestfold skyline is an enormous tent in colorful patches. Inside, the Fairwind Circus spreads itself out in a large half circle of performance space. Clowns wander the tiered benches entertaining the audience and watching for thieves. Cutpurses are hauled up on stage where they are made part of the act while the stolen goods are returned to their owner under the guise of a magic act.

These clowns are expert security forces as the Fairwind Circus consists mainly of bards, rogues, and monks. Some seek to master their skills in a safe environment. Others need a vacation from dingy ruins or oppressive forests. A few just need the roar of approval only a large crowd can bring.

Organization

Whatever the motivation, Fairwind Circus members wander into Vestfold at least once a year to perform under the big top. Clowns can often be seen behind the tent practicing their high wire skills, juggling, flips, or other talents they hope will elevate them to performers. Veterans offer advice and help the rookies achieve success. Everyone can coexist peacefully because no one stays long themselves.

Audiences always have a new act to see because performers wander in and out of town all the time. Most stay for a few weeks, and only the biggest names can command the crowd's attention for an entire month. Crowds in Vestfold are fickle and have been known to pelt a performer with old fruit if they feel the act has been seen too often.

The Ringmaster and founder of the Fairwind Circus is Nakaniel Kingson. A High Thonian with a love of the theater, Big Nike turned to the big top after failing to make it as an actor. He announces acts for every show, and he has a flawless memory for his performers and their skills. Big Nike is a giant of a man and sometimes intimidates applicants who do not know his reputation for childlike glee in every new performance.

His deep voice carries across the arena and has occasionally frightened small children. The clowns are quick with a treat and a laugh to keep the audience happy.

Some members of the Fairwind Circus serve as both Performance and Security, but most can not be bothered to stay in one place that long.

Membership (Performance)

Fairwind Circus performers have a wide variety of skills to draw on for their shows. The more skills they master, the bigger shows they can put on. All performance members join the Fairwind Circus as Clowns.

Qualifying skills include:

- Balance
- Climb
- Escape Artist
- Jump
- Perform (comedy)
- Profession (clown)
- Sleight of Hand
- Tumble
- Use Rope

Clown

- Requires four ranks in one qualifying skill or two ranks each in two qualifying skills.
- Clowns spend 2 Time Units (TUs) annually performing in Vestfold.

Performer

- Must have spent at least 2 TUs working as a Clown in Vestfold.
- Requires five ranks each in two qualifying skills.
- Performers earn more stage time and spend a total of 3 TUs annually performing.

Featured Act

- Must have spent at least 3 TUs working as a Performer.
- Requires six ranks each in three qualifying skills.
- Featured Acts are crowd favorites and spend a total of 5 TUs annually performing.

Benefits (Performance)

Clown

- Clowns receive a +2 competence bonus to any qualifying skill in which they have 4 ranks.

Performer

- Performers retain the benefits of Clowns.
- Access to the Jester Prestige Class (see *The Player's Guide to Blackmoor*).
- Performers may choose one skill (and only one) from the list of qualifying skills in which they have five ranks. They may take ten with that skill even when adverse conditions would prevent them from doing so.

Featured Act

- Featured Acts retain all the benefits of Performers.
- Featured Acts gain access to legally purchase *Gloves of Dexterity +2 or +4*, *Glove of Storing*, *Slippers of Spider Climbing*, or *Vest of Escape*. All items are purchased at a 10% discount and are non-tradable.

Membership (Security)

A distracted audience is an easy mark, and the Fairwind Circus fights against the stereotype of all rogues as thieves. They keep a careful eye on the crowd to ensure pickpockets and cutpurses do not spoil the show. All security members join as Bouncers while their trustworthiness is assessed.

Qualifying skills include:

- Intimidate
- Listen
- Profession (guard)
- Search
- Spot
- Sense Motive

Bouncer

- Must have one of the following: ability to cast *Hideous Laughter*, the Evasion class ability, or the Improved Unarmed Strike feat with a +2 base attack bonus.
- Requires four ranks in one qualifying skill or two ranks each in two qualifying skills.
- Bouncers must spend 2 TUs annually working in Vestfold.

Escort

- Must have spent at least 2 TUs working as a Bouncer in Vestfold.
- Requires 5 ranks each in two qualifying skills.
- With higher skills in more demand, Escorts spend a total of 3 TUs annually working.

Eyes

- Must have spent at least 3 TUs working as an Escort.
- Requires six ranks each in three qualifying skills.
- As the elite of the circus's security team, Eyes spend a total of 5 TUs annually working.

Benefits (Security)

Bouncer

- Bouncers receive a +2 competence bonus to any qualifying skill in which they have 4 ranks.

Escort

- Escorts retain the benefits of Bouncers.
- During a grapple, Escorts may apply manacles without penalty as part of a successful pin action.

Eyes

- Eyes retain the benefits of Escorts.
- Access to legally purchase *Eyes of the Eagle*, *Goggles of Minute Seeing*, or the Merciful weapon ability. These items are purchased at a 10% discount and are non-tradable.
- Access to the Jester Prestige Class (see *The Player's Guide to Blackmoor*). With their time spent studying the circus, Eyes uncover many of the performers' secrets.

Notable NPCs

Erling Erson and Tolman Ocklam: The Flying Pembice Brothers are renowned acrobats and semi-retired adventurers who call Vestfold home. The two halflings met while exploring lairs in Dragonia and joined forces when most of their adventuring groups were eaten. Each realized they had been complacent among their less agile companions, and they pushed themselves to extraordinary feats. When they were satisfied that there was no wall they could not climb, no pit they could not jump, and no fall they could not survive, they searched for a new challenge.

Performing in the Fairwind Circus (with assumed names to keep away their enemies) gave them a new goal. The crowds were quick to grow tired of their tricks. Balancing swords on their noses and diving through flaming hoops was not enough, and they began to travel the countryside looking for innovative ideas to add to their own. They sometimes take on apprentices during these trips, and the two have recently opened an acrobatics school on non-show days. Big Nake allows them the use of the tent for a percentage of their fees and first rights to sign promising students.

Delalsia the Unflinching: Originally a monk with the Clan of the Great Stone, Delalsia set out to seek a measure of worth not dependant on combat. She values her strength and still holds the belief that the earth must be protected from all assaults. While searching for a place to fit, Delalsia found the Fairwind Circus and hired on for a meal and a place to sleep. Not only were her talents admired, but avoiding combat was the highest measure of personal success. She continues to stretch her abilities and experience new ways of accomplishing even routine tasks.

She is a sturdy dwarven woman standing below average height. Her long hair is twisted in a complex pattern and kept in place with iron pins. She wears simple clothing around the big top, but she has gathered a costume of rich gem tones when performing. She is accompanied around the stands by her pet mole that a druid acquaintance taught a few simple tricks. Delalsia and Thenten are favorites of many local dwarf and gnome children. She currently leads the security team in thieves captured without the crowd's notice.

DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in
Dave Arneson's Blackmoor: The MMRPG:
Fairwind Circus

Performance Levels

Clown

Date Joined: _____ GM Signature: _____

- Receive a +2 competence bonus to any qualifying skill in which you have 4 ranks.

Performer

Date Joined: _____ GM Signature: _____

- Retain the benefit of Clown.
- Gain access to the Jester Prestige Class (see *The Player's Guide to Blackmoor*).
- Performers may choose one (and only one) skill from the list of qualifying skills in which they have five ranks. They may take ten with that skill even when adverse conditions would normally prevent them from doing so.

Featured Act

Date Joined: _____ GM Signature: _____

- Retain the benefits of Performer.
- Gain access to legally purchase *Gloves of Dexterity +2 or +4*, *Glove of Storing*, *Slippers of Spider Climbing*, or *Vest of Escape*. All items are purchased at a 10% discount and are non-tradable.

Security Levels

Bouncer

Date Joined: _____ GM Signature: _____

- Receive a +2 competence bonus to any qualifying skill in which you have 4 ranks.

Escort

Date Joined: _____ GM Signature: _____

- Retain the benefit of Bouncer.
- During a grapple, you may apply manacles without penalty as part of a successful pin action.

Eyes

Date Joined: _____ GM Signature: _____

- Retain the benefits of Escort.
- Gain access to legally purchase *Eyes of the Eagle*, *Goggles of Minute Seeing*, or the Merciful weapon ability. These items are purchased at a 10% discount and are non-tradable.
- Gain access to the Jester Prestige Class (see *The Player's Guide to Blackmoor*).