A GB ROAD GAME



THE Fox Bow Circus

A one-shot adventure compatible with Dungeons & Dragons.

INTRODUCTION

This book is written for the Game Master (GM). It contains a compatible adventure designed for use with *Dungeons & Dragons* fifth edition (5e), released in 2014 or the 2024 updated version, and assumes familiarity with the basic rules. It introduces an accessible, linear story set outside the city of Bemopolis, on the continent of Motopia.

CONTENTS

RUNNING THE ADVENTURE 3

THE PLOT 4

THE BEGINNING 4–8

THE BREAK 9–11

THE ENDINGS 12–13

THE FAREWELL 14–15

THE MAPS 16–18

- Fox Bow Circus 16
- Fox Bow Circus Tents 17
- Circus Camp 18

THE CREW 19–21

- Bartholomew Foxbow 19
- Despair the Clown 19
- Strongmen Ajax & Frisk 20
- Druids Hugs & Bark 20
- Magatha 21
- Commoners & Acrobats 21

THE HUH? Frequently Asked Questions 22

- GM Quick Reference 23

RUNNING THE ADVENTURE

The Fox Bow Circus is a one-shot fantasy adventure for three to four players, using characters at 6th level. It is designed for roughly three to four hours of play.

This one-shot adventure is meant to have a linear structure. However, the story is designed with various branching paths, ensuring your players are not always crowded together in one narrative. The variety of choices still allows player agency, and every path leads to a range of conclusions based on those choices.

This module is divided into the following sections:

- **The Plot** section informs you, the GM, of the overarching story that will be told.
- **The Beginning** section jumps right into the game and contains the first scenarios.
- **The Break** section can be used for a time-out and allows you, the GM, to recap the current state of the story.
- **The Endings** section contains the final confrontation and its repercussions.
- **The Farewell** section provides the wrap-up for the possible choices made throughout the game.
- **The Maps** section contains visual aids and layouts for use on tabletops or virtual systems.
- **The Crew** section includes all pre-made NPC descriptions and stat blocks.
- **The Huh?** section contains references to this book's functionality and other pertinent information.

As the GM, your role is to run the game. You will be narrating, refereeing, roleplaying the story's characters, and adjudicating or improvising when needed. Above all else, you are responsible for driving the story forward *with* your players. This is a collaborative process, after all.

Remember, this game has multiple pathways to explore, so let your players roam freely! The focus may switch between players at any time, but rest assured, the story brings everyone back together for the finale without letting them stray too far from each other. If the party is split across different areas, allow players to resolve scenarios in turns.

"The intended DC" — This phrase appears in many sections of the game and denotes the scenario's suggested DC for checks and interactions. Feel free to adjust it to suit your play style.

Before you begin your role as GM, it is important to read through this book. Chance plays a part in the storytelling, and having a clear idea of the narrative's progression will help you keep everything on track for your players.

Reviewing the accompanying maps and non-player character (NPC) stat blocks will likely be your most helpful tool in understanding the layout of the area and the characters in this game.

And if you dive right in before reading everything, don't worry: each numbered scenario follows a natural progression based on player choice, so this module will guide you along the way as the choices stack up.

THE PLOT

Below is a general summary of the plot, which, along with the rest of this book, will help you understand the flow of the game. Do not share this information with your players; the text below helps you, the GM, understand the story (and game) structure.

A fortune teller has been swindling people out of their hard-earned gold, moving from place to place and leaving town before anyone wises up to the fact that her fortunes are false. In fact, anyone who has their fortune read seems to have ill fate befall them soon after.

This fortune teller, Magatha, is currently holed up in a traveling circus, the largest on this side of the world: the Fox Bow Circus, owned and operated by Bartholomew Foxbow.

She knows that bounty hunters (the players) are on her trail, so she is hiding in a small demiplane, out of sight of this reality.

The hiding spot was given to her by the circus's resident jester, Despair the Clown, who has foolishly fallen for Magatha and her charms. As an act of romance, he set up this otherworldly panic room in the employees' camp behind the big top.

Magatha has also prepared a mind-controlling spell to use against any would-be pursuers or captors who find her at the circus, although in her rush to hide, she left its focus, a crystal ball, behind in her tent.

Primed for the trapeze act in the main circus tent, the strongmen are handing out souvenir bracelets of vines and azalea petals. When triggered by the crystal ball, the spell will put anyone wearing one of these bracelets under her total control! Every circus performer and guard (the acrobats, strongmen, Despair, John Bateman and the druid bears) wears an azalea bracelet as part of the show costume; Bartholomew does not.

Can the players find her and bring her to justice, and will they rescue anyone caught in the crossfire? Will they have good or bad luck today at the circus?

THE BEGINNING

The adventure begins at the entrance to the Fox Bow Circus, which has set up in a glade outside the city walls of Bemopolis. It is the start of summer, and the circus is bustling. Give your players this wanted poster:

> ## WANTED
>
> **10,000 gold pieces** to anyone who captures the false fortune teller, charged with cursing her paying customers.
>
> Her aliases include Sabrina, Sandra and Sigourney.
>
> She is often depicted as an older woman wrapped in layers of fabric, with patches of grey, spindly hair poking out from her head.

Your player characters have all arrived and are about to pass through the main entrance to start scouring the circus for the fortune teller. Read the following text out loud to your players as narrator:

> *You tracked this nefarious con artist across the continent to the capital city of Bemopolis, where the trail went cold, until talk in the taverns and among the street merchants pointed you here. The Fox Bow Circus is in town, with a brand-new feature. A fortune teller!*
>
> *Off Moto Road, circus-goers hurry past you into a glade, eager for the first day of business. Laughter and the smell of hot food drift between the tall trees, where a parade of tents peeks toward the sky.*
>
> *Beneath a rainbow-lit arch, an older halfling on a high stool takes payment. A fence funnels the crowd toward him.*
>
> *Two massive bears, one brown and one black, lumber past in security sashes, grumbling about their shift on the tree line.*

This is a great moment to have your players introduce their characters and describe their appearance, class, and species, or if they have any personality traits or background notes they wish to share. Do their characters have history with the other player characters?

1. RAINBOW ENTRANCE

Your players are next in line among the crowd stepping up to be greeted by Bartholomew Foxbow, the halfling ringmaster, who is taking payment for entry. Read the following text out loud to your players as narrator:

> *You step toward the rainbow-lit arch, ready to enter the circus. An older halfling in a fancy suit, complete with top hat and big mutton chops poking out from beneath it, welcomes you.*
>
> *"Step right up, folks, for a fun day out! One gold piece per person gets you everything inside (except food) and passage to the main event, starting soon!"*
>
> *He holds out his top hat to prompt payment. Strangely, although he takes payment in his hat, it appears empty, and coins make no sound when dropped in.*
>
> *You notice azalea flowers growing all around the grounds and a variety of tents, the largest being the big top in majestic purple and gold.*

Players can promptly toss a coin into his hat and enter, stop to ask him some questions about a fortune teller, or attempt to head into the woods. **See map markers: 1. Rainbow Entrance 2. The Woods**

If anyone asks Bartholomew about the fortune teller, he excitedly talks up his new attraction and reveals her name: Magatha. The intended DC for this interaction is 10.

He hasn't used her services and doesn't know of anyone who has yet. He has no suspicions about her; he knows only that she likes the sandwiches at the food tent and that she seemed like a good act to include this season. **See map marker: 3. Food Tent**

If players ask where she is, he will say she's in the red tent, and he will answer honestly about any other events in the circus. He won't leave his post until the main event starts.

Any player who tries to enter the woods around the edge of the map, past the obvious fence that blocks unauthorized entry to the circus, will be met by the two druid security guards. In bear form (and still able to talk), they will usher the players back toward the circus. The intended DC for this interaction is 18.

Convey Choice—Did players gather information from Bartholomew? Did they enter the circus, or try to head into the woods?

2. THE WOODS

Blocking every path into the woods are two druids in the form of bears, one brown and one black. Their job is to stop people sneaking into the circus or exploring the private circus camp behind the main purple big top. They will appear whenever a player enters any part of the woods. The intended DC for this interaction is 18.

Confronting the druid guards head-on, or being caught by them in the woods, will also alert the two strongmen (circus acts who guard the main purple big top). While peaceful, they are resolute about keeping people out of areas they deem off-limits, and will return anyone they catch to the front of the circus.

Players may come up with their own ideas for getting past the druid bears. However, if the players release the captives from John's Freak Show tent into the woods, the bears will give chase, effectively removing them from the rest of the story. **See map marker: 4. John's Freak Show**

Convey Choice—Did the players make it past the druids? Have the druids been distracted by the freaks?

3. FOOD TENT

The first and most obvious tent players see on entering is a red-and-white striped pavilion, where a dwarven commoner named Berzatto is deep-frying globs of batter and sandwiches in oil. Read the following text out loud to your players as narrator:

> *As you enter the circus, the smell of hot oil hits you hard, and an odd mix of sweet and, occasionally, savory dances on the nose.*
>
> *You see a stout dwarf with bright yellow hair and beard, deep-frying what looks like bread dough alongside a pile of what appear to be deep-fried sandwiches.*
>
> *He locks eyes with you and bellows, "Sugar balls!" A brief pause, then: "Meat bread sandos!" Still trying to get your attention, he continues, "Eight silver each!"*
>
> *If you're hungry, you could see what the fuss is about. You notice azalea flowers growing all around.*

Players can simply buy a "sugar ball" (fried dough) or a "meat bread sando" (a deep-fried meat sandwich) for 8 silver pieces each.

There is nothing odd about the food, but any player who eats one gains 1 Temporary Hit Point.

If asked about the fortune teller, Berzatto mentions that Magatha loves his sandos and should be in her tent.

He admits he did use her services and had his palms read. She told him this season would bring the circus its best takings yet.

Berzatto can serve no more than two players before he burns his hands on the oil: Magatha's bad-luck curse catching up with him for having his palms read. Out of commission, and losing money now that he can't run his stall, he runs off to the green tent in the circus camp to nurse his burns.

Convey Choice—Did players eat any food and learn of Magatha's location and her fondness for sandwiches? Did they see Berzatto running off?

4. JOHN'S FREAK SHOW

On the northern side of the glade is a white and blue tent housing the freak show run by John Bateman. John (a commoner) knows nothing of Magatha and is only interested in creepily coaxing people in to see his freaks. Read the following text out loud to your players as narrator:

> *On the northern side of the glade sits a white tent with blue star-shaped patches sewn randomly about its exterior.*
>
> *A standing board advertises a freak show: "John Bateman's Disgusting Oddities, guaranteed to make you gasp!"*
>
> *Three young children run out of the tent as you approach. You see a tall, athletic fellow in a blue shirt and red suspenders, and your gaze is drawn up to his greased-back dark hair. A ring of keys hangs from his belt.*
>
> *As he pulls the tent flap open a little and welcomes you in, you see a second, yellow curtain running across the tent, hiding the freaks behind it.*
>
> *He says he rescued these freaks from an unnamed wizard who was experimenting with the Polymorph spell, and that he keeps them fed and cared for.*



JOHN BATEMAN

John Bateman will ask whether players want to see his freaks, and he is earnest in his request. Once players pass the yellow curtain, they are hidden from John's view as he tries to coax another circus-goer inside. Read the following text out loud to your players as narrator:

> *Three cages sit at the back of the tent, raised to eye level. A crude padlock keeps each one closed, and the metal bars are set so close together there is barely room to squeeze an arm through.*
>
> *In the dim light that fills the tent, you make out a mass of flesh in each cage behind a thin veil. What you took for two or three people in a cage is in fact an amalgamation of limbs, mouths and eyes.*
>
> *A jabbering, wobbling pile of living matter. One of them speaks, "Help us," but you can't tell which mouth it came from.*

The "people" in the cages will plead for help, and they are sincere. They were cursed by a wizard, and John has betrayed their trust, using them as part of the show for the circus's gain. The locks can be picked, or opened with keys taken from John in any way the players wish. The intended DC for this interaction is 15.

- ✔ **Success:** The players get the keys unnoticed and can free the freaks.
- ✘ **Failure:** John alerts the bears and the strongmen guards, who escort the players to the front gate; the freaks stay caged unless the players return later.

If released, the freaks slip out the back of the tent and run into the woods. This alerts the druid bears and keeps them busy chasing the freaks for the rest of the adventure. If John sees this, he must also be confronted.

Convey Choice—Did players release the freaks? Did they alert John Bateman in any way while trying to free them? Were they frightened by the creatures?

5. DESPAIR THE CLOWN

Toward the south of the glade is a deep blue tent with golden crosses running along its trim. A chalkboard standing beside the entrance advertises a comedy club. **See map marker: 5. Despair the Clown.** Read the following text out loud to your players as narrator:

> *On the southern side of the circus sits a deep blue tent with golden crosses patched into its trim. The sign outside reads: "Despair the Clown's Marvelous Laugh Riot."*
>
> *Inside, you hear the mild laughter of a few patrons. As you enter, you see a small stage, a raised platform with no backdrop. On it, a clown in a black-and-white striped suit and an orange wig, his white face paint marked with blue around the eyes and mouth to suggest sadness, juggles balls for a small audience while telling jokes.*
>
> *In the far corner stand a lone table and mirror: a make-up station covered in paints and costumes.*
>
> *Despair the Clown performs one last joke for this showing, all while juggling.*
>
> *"Why do paladins wear chainmail...? Because it's holey armor."*
>
> *The crowd claps mildly, and everyone leaves slightly underwhelmed as Despair thanks them for coming.*
>
> *Despair spots you standing there as he sits down at his make-up table to change wigs for the next performance.*

The clown immediately asks the players whether they liked the show and what he can do for them. Any questions about Magatha (the fortune teller) will pique his curiosity and make him suspicious.

He behaves this way because Magatha has made him fall in love with her; not many people show him kindness.

If players slander Magatha or ask about her too much, Despair will take offense. He knows someone is coming for her, and he foolishly wants to protect her. The intended DC for this interaction is 20.

- ✔ **Success:** Despair reveals how to find Magatha and mentions the riddle he left for her in her tent.
- ✘ **Failure:** Despair fights the players.

Before the players arrived, Despair set up the hiding place for Magatha and passed her a note (now in her red tent) explaining how it works. **See map marker: 8. Magatha's Fortunes**

He bought this small demiplane, invisible to the naked eye, from a traveling mage. It can hold a person out of sight for a while unless it is opened. The key to the hiding spot is in Despair's note in Magatha's red tent.

Spinning Tent (1/Day). In a fight, Despair can take a Bonus Action to seal the tent in an illusion that it is spinning, for 1 minute or until he is defeated or talked down: the flaps seal shut and the walls whirl past. A creature can take an action to make a DC 14 Intelligence (Investigation) check to find the real exit; *Dispel Magic* ends the effect automatically.

If defeated, Despair will come clean about the hiding place, where to find the note and how to open it. It is also possible to talk him down. He knows nothing of the crystal ball's origin or purpose.

If players find the note in Magatha's Fortunes before they meet Despair, they could bring it to him and ask whether he knows what it means.

Convey Choice—Did players learn the clue to the hiding place from Despair, by fighting or by talking? Did they have his note on hand?

6. RING TOSS

A simple carnival game. The attendant here knows nothing about the fortune teller, except that he can point out the red tent. **See map marker: 6. Ring Toss**

He will ask whether players want to try their luck at the game. Read the following text out loud to your players as narrator:

> *An average-looking carnival worker stands in front of an array of bottles. He presents three rings and demonstrates how one fits perfectly over the neck of a bottle. "Two silver pieces to try your luck! Just one ring on a bottle wins you the prize!"*
>
> *He points up at a large, crudely stitched stuffed owlbear toy.*

Players can pay to play and throw their three rings at the bottles, but they will always miss: the carnival worker is cheating, using simple *Prestidigitation* magic to nudge each throw. Players may notice his hand

moving subtly as he mutters under his breath with every throw. The intended DC for this interaction is 10.

- ✔ **Success:** Players spot the trick and call him out. Not wanting trouble, he lets them throw again for free, and the first ring lands.
- ✘ **Failure:** Players don't realize he is cheating and cannot win.

Perceptive players can beat the carnival worker at his own game and win the stuffed owlbear toy.

Convey Choice—Did players spot the cheating carnival worker?

7. CIRCUS BAND

A trio of musicians plays for the circus, set up beside a path through the woods that leads to the circus camp. **See map marker: 7. Circus Band**

Read the following text out loud to your players as narrator:

> *The source of the music is revealed: a young woman leading on lute, accompanied by two gentlemen on drums and flute.*
>
> *Beyond the haystacks they use as bandstands, you see a rough path that seems to lead into the woods and around the southern side of the large purple big top.*

If asked about the fortune teller, the lead musician honestly answers that Magatha walked past them several hours ago, in a hurry, carrying a bundle of sandwiches.

This path leads to the circus camp on the south side. However, if players have not dealt with the druids, the bears may confront anyone heading to the camp, as this area is off-limits.

Convey Choice—Did players talk to the band and learn that Magatha has gone to the camp?

8. MAGATHA'S FORTUNES

What was supposed to be the circus's exciting new attraction is now an empty red tent. **See map marker: 8. Magatha's Fortunes.** Read the following text out loud to your players as narrator:

> *An abandoned tent, with a lone table at its center, a chair on either side, and a crystal ball left unattended among scattered tarot cards. There's no sign of the fortune teller, only that she left in a hurry: the cards are not laid out as they would be for a reading, but strewn about at random.*
>
> *For some reason, azalea petals lie at the base of the crystal ball, like an ornate snow globe.*
>
> *A loose note sits on the table near the crystal ball, under the tarot cards. It is from Despair the Clown and bears smudges of white make-up:*
>
> *"My dearest Magatha,*
>
> *Use this when you need a break at camp, and think of me. My love for you, your safety it does guarantee. First comes the whisper, unseen but heard, then flows the river, soft and stirred, the mountain waits with patient grace, last burns the fire in its rightful place.*
>
> *I'll join you after work. Your clown, Despair"*

There is little else of importance here besides the crystal ball and Despair's note explaining how to open the demiplane hiding place. Players will not immediately know what the crystal ball or the note mean.

The crystal ball can be broken, or left intact and taken. It has AC 16 and 30 Hit Points, and the swirling magic inside makes it surprisingly hard to shatter. A successful DC 15 Intelligence (Arcana) check reveals it is the trigger for a charm spell bound to the azalea flowers.

The crystal ball is the trigger for the spell Magatha has woven around the circus. If it is broken, the spell cannot be activated. When fighting, Magatha's first action will be to snap her own azalea bracelet, triggering the crystal ball like a beacon that pushes out the charm spell.

Only those wearing an azalea bracelet (handed out at the main event in the purple big top) are susceptible. The loose petals and flowers around the circus are harmless decoration.

If the players have not met Despair the Clown yet, they could take the note to him to find out what it means.

Convey Choice—Did players bring the love note to Despair to clarify the details, or had they already spoken with him? What did they do with the crystal ball?

THE BREAK

Feel free to schedule a break or keep playing depending on progression and pace. At this point in the adventure, players may have done the following while exploring the Fox Bow Circus. Use this list to affirm what has/has not been done in the adventure so far and what potential consequences will exist moving forward.

- ☐ *Headed into the woods and met the druid bears*
- ☐ *Enjoyed the food tent for a power-up*
- ☐ *Played ring toss and won a toy*
- ☐ *Freed (or not freed) the freaks*
- ☐ *Interacted with Despair the Clown*
- ☐ *Talked with the band members*
- ☐ *Discovered where Magatha has gone*
- ☐ *Discovered she is in hiding*
- ☐ *Found the crystal ball*
- ☐ *Found the note explaining how to open her demiplane hiding place*
- ☐ *Made it to the circus camp past the druid bears*

The choices made so far determine how much information the players have about Magatha's whereabouts.

The next scenarios present options for resolving the hunt for Magatha and the main event taking place in the purple big top. **See map markers: 9. Purple Big Top 10. Circus Camp 11. Brown Tent 12. Grey Tent 13. Green Tent 14. Yellow Tent 15. Blue Tent**

9. PURPLE BIG TOP

This tent is inaccessible until players have searched at least two parts of the main circus.

Players can still try to sneak in if they wish, but there is nothing of value to find until the show starts; sneaking in only serves as a route to the camp behind.

The purple big top is where the trapeze artists will perform. Two strongmen guard its front and back entrances and will not let anyone in until the show is announced.

Bartholomew announces the show once the players have explored at least two circus scenarios.

Read the following text out loud to your players as narrator:

> *"Foxbow presents... Mabel's Cloudburst Equilibrists!"*

> *A tremendous booming voice rings out from the main big top: Bartholomew Foxbow is announcing the start of the main event! A troupe of trapeze artists, set to amaze.*
>
> *The audience, about a hundred people, starts making its way into the tent. The large strongmen hand out souvenir bracelets made of natural vines entwined with azalea petals as people take their seats on the circular bleachers that frame the center of the tent.*
>
> *A trapeze hangs from the ceiling, with fire pits beside it for theatrics. On either side, very tall ladders lead up to a short horizontal bar, suspended by ropes from a ceiling support, which the acrobats use for their aerial feats. A net hangs below for safety.*
>
> *A man and a woman appear at the tent's camp entrance, where a strongman guard stands watch.*
>
> *They climb the ladders and begin to perform, leaping from one display of athleticism to the next. Azalea petals fall from the top of the tent, covering everyone watching and performing.*

Players can take a seat and watch the show (the falling petals are harmless) or leave. Leaving by the front is no issue, but anyone trying to leave by the back will be confronted by a strongman guard (and the druid bears), who insist they exit through the main entrance.

Anyone who puts on an azalea bracelet is open to control by Magatha. The first thing Magatha does when found is snap her own azalea bracelet, triggering the crystal ball like a beacon to activate the spell.

With everyone's attention on the main event and the rest of the circus empty, players can now slip around through the woods to the circus camp without issue.

Convey Choice—Did the players leave before the act, or stay? Did they wear an azalea bracelet?

10. CIRCUS CAMP

The camp holds a variety of crates, storage containers and tents for the circus employees. Read the following text out loud to your players as narrator:

> *Tents, carts, equipment and luggage line the forest walls, with a recently lit campfire in the middle. A quiet calm settles over the glade, away from the noise of the circus.*

> *There are five distinct tents: brown, grey, green, yellow and blue. They are roughly the same size, with nothing to tell them apart except their color. A pair of tracks leads up from the south entrance to the glade, then abruptly stops.*
>
> *Empty horse carts sit to the south, near the shrub-lined path that leads back around to the bandstand.*

Here, the players must search the tents and find the correct items to interact with, in the right order, based on Despair's love note, to open the demiplane hiding spot. **See map markers: 11. Brown Tent 12. Grey Tent 13. Green Tent 14. Yellow Tent 15. Blue Tent**

The items must be triggered in this order:

FIRST	SECOND
AIR Ring the wind chime (Grey Tent)	**WATER** Pour water in the basin (Blue Tent)
THIRD	**LAST**
EARTH Spread dirt on the tree statue (Green Tent)	**FIRE** Light the brazier (Yellow Tent)

Players will have this information if they found Despair's note in Magatha's tent: "First comes the whisper, unseen but heard, then flows the river, soft and stirred, the mountain waits with patient grace, last burns the fire in its rightful place."

- ✔ **Success:** The demiplane hiding place opens.
- ✘ **Failure:** The player is blasted with 1d6 damage matching the last item: Thunder (chime), Cold (basin), Bludgeoning (statue) or Fire (brazier). The sequence resets; the ritual must be started again from the beginning.

Completing the ritual means facing the fortune teller as she is ejected from her hiding place. She will start a fight, triggering the crystal ball with her own azalea bracelet and sending the circus wild.

If she enacts her spell, the circus employees will fight under Magatha's control: the two acrobats, the two strongmen guards, the druid bears (unless they are chasing the freaks), Despair the Clown, John Bateman and a selection of commoners.

As GM, balance the fight against your party; about 3 commoners per player, plus more arriving each round as a backdrop, is a good guideline.

The ejection is a split-second tear in reality through which she reappears on this plane of existence. The GM decides where in the camp the tear opens. There is no way back in except by redoing the ritual... and it only leads to the same space, about 20 feet by 20 feet. There are fried sandwiches in there.

If See Invisibility is used, the tear in reality can be seen, but not opened.

The crystal ball in Magatha's red tent must be broken (AC 16, 30 Hit Points) to end the mind control, even if Magatha is killed. Alternatively, *Dispel Magic* cast on the crystal ball ends the mind control on a successful DC 20 spellcasting ability check (a 6th-level party will usually have to break it instead).

If the players carry the crystal ball to the camp intact, it flies back to Magatha's hand the moment she snaps her bracelet. While she holds it, she shields it with her body: attack rolls against the crystal have Disadvantage. Breaking it beforehand is the only safe option.

If players have already deactivated the crystal ball, the final fight will be easier.

Players who arrive here early, with no knowledge of the demiplane hiding place or how to open it, will be stumped and will need to explore the circus further.

Convey Choice—Did the players find the tracks that stop? Have they explored the tents? Do they have the sequence to open the demiplane hiding place?

11. BROWN TENT

A simple tent, meant for nothing more than sleeping between days of running the circus. Read the following text out loud to your players as narrator:

> *The canvas smells of damp wool and old sweat. A simple sleeping bag, bedroll, pillow and a few items not worth the copper pieces that bought them. Just inside the flap sit a tinderbox and a pouch of water.*

Players need to visit each tent and activate the correct items in the correct order to open the portal. Items from this tent can help.

Convey Choice—Did the players take any items to use in the ritual?

12. GREY TENT

A simple tent, meant for nothing more than sleeping between days of running the circus. Read the following text out loud to your players as narrator:

> *A faint tinkle greets you as you lift the flap. Inside are a simple sleeping bag, bedroll, pillow and a few items not worth the copper pieces that bought them. From the center of the ceiling hangs an ornate wind chime, turning slowly.*

Players need to visit each tent and activate the correct items in the correct order to open the portal.

Convey Choice—Did the players apply air to the chime?

13. GREEN TENT

A simple tent, meant for nothing more than sleeping between days of running the circus. Read the following text out loud to your players as narrator:

> *Something small and grey stands among the bedding: a simple sleeping bag, bedroll, pillow and a few items not worth the copper pieces that bought them. It is a stone statue of a tree, intricately carved and out of place here.*

Players need to visit each tent and activate the correct items in the correct order to open the portal.

If Berzatto ran off from the food tent, he is sitting here nursing his burnt hands. If asked, he says he saw Magatha hurry through the camp with an armful of sandwiches, then "vanish into thin air" right where the tracks stop.

Convey Choice—Did the players apply earth to the statue?

14. YELLOW TENT

A simple tent, meant for nothing more than sleeping between days of running the circus. Read the following text out loud to your players as narrator:

> *Iron creaks on its hook as you reach the entrance. Inside, only a simple sleeping bag, bedroll, pillow and a few items not worth the copper pieces that bought them. Behind you, at the front entrance, hangs a brazier, cold and unlit.*

Players need to visit each tent and activate the correct items in the correct order to open the portal.

Convey Choice—Did the players apply fire to the brazier?

15. BLUE TENT

A simple tent, meant for nothing more than sleeping between days of running the circus. Read the following text out loud to your players as narrator:

> *Something glints in the gloom. Around it lie a simple sleeping bag, bedroll, pillow and a few items not worth the copper pieces that bought them. The glint is a small silver basin, empty and more expensive-looking than anything else here.*

Players need to visit each tent and activate the correct items in the correct order to open the portal.

Convey Choice—Did the players apply water to the basin?

Once players have worked out the ritual, by whatever means, and begin opening the hiding place to reveal Magatha, it is time for the final fight. If the main event has not started yet, Bartholomew's announcement booms out just as Magatha drops from the tear, and the bracelets have already been handed to the queue outside the big top.

Use this list to confirm what has and has not been done so far, and what consequences may follow.

- ☐ *Released the freaks from their cages*
- ☐ *Removed the druids, who chase the freaks if they are released*
- ☐ *Dealt with Despair the Clown*
- ☐ *Wore (or did not wear) an azalea bracelet*
- ☐ *Found their way to the circus camp early*
- ☐ *Won a stuffed toy*
- ☐ *Ate food for a power-up*
- ☐ *Explored the circus camp*
- ☐ *Uncovered the way to reveal Magatha from her hiding place*

THE ENDINGS

The moment to trigger the ending is when any of the players have reached the circus camp and are about to open the hiding place.

The final moment comes down to the players correctly performing the ritual and revealing Magatha.

The players' choices throughout the game will affect the ending. This section will outline what to do based on the possible choices made throughout the game. It is very possible that players will not explore every scenario made available.

The players may have:

- ☐ *Removed the druid bears by distracting them with the freaks*
- ☐ *Dealt with Despair the Clown*
- ☐ *Put on (or avoided) an azalea bracelet*
- ☐ *Prepared actions before performing the ritual to open the hiding place*
- ☐ *Talked with the band members*
- ☐ *Discovered where Magatha has gone*
- ☐ *Discovered she is in hiding*
- ☐ *Found the crystal ball*

Regardless of where the players are positioned and what they have uncovered in the circus, the final scene of the story will play out.

Revealing Magatha forces the final fight. The biggest variable is whether the players have destroyed the crystal ball, the trigger for the mind control.

IF THE CRYSTAL BALL IS STILL INTACT

Read the following text out loud to your players as narrator:

> *You've tracked the fortune teller to the circus camp, and after gathering a few clues, you've discovered a way to reveal her hiding place.*
>
> *You perform the ritual correctly, and in the blink of an eye, a tear opens in reality. A hag drops out, along with a pile of fried sandwiches.*
>
> *She grumbles as she realizes her hunters have come to capture her. Taking the last laugh, she snaps the azalea bracelet on her wrist, and it crumbles into dust.*
>
> *The circus goes quiet. Then a unified rush of footsteps comes stampeding toward you. The entire circus is heading your way with dangerous intent, their eyes a hue of azalea pink, as the fortune teller Magatha laughs: a show of her power, using those under her control to attack you while she makes her escape.*

With the circus under mind control, the only way to break it is to destroy or dispel the crystal ball.

If the mind control is broken during the fight, the circus-goers can be refocused to aid the party instead.

Every remaining bracelet-wearer in the circus will come to Magatha's aid, making the fight extremely dangerous. The only exception is the druid bears, if the freaks were released and the bears gave chase, keeping them away from the fight.

Any players wearing an azalea bracelet will also immediately fall under Magatha's thrall and attack the party until the spell is dispelled.

Breaking free. A player under Magatha's thrall has the Charmed condition. They repeat a DC 14 Wisdom saving throw at the end of each of their turns and whenever they take damage, ending the effect on themselves on a success. Breaking or dispelling the crystal ball frees everyone at once.

Note that Magatha cannot be reasoned with; any attempt at a peaceful outcome falls on deaf ears.

IF THE CRYSTAL BALL HAS BEEN DESTROYED

Read the following text out loud to your players as narrator:

> *You've tracked the fortune teller to the circus camp, and after gathering a few clues, you've discovered a way to reveal her hiding place.*
>
> *You perform the ritual correctly, and in the blink of an eye, a tear opens in reality. A hag drops out, along with a pile of fried sandwiches.*
>
> *She grumbles as she realizes her hunters have come to capture her. Taking the last laugh, she snaps the azalea bracelet on her wrist, and it crumbles into dust.*
>
> *The circus carries on as before; the sounds of the carnival are unbroken. Whatever Magatha expected to happen did not. Frustrated, she lets out a yell,*

> *declaring that she'll take down her would-be captors without the circus's help.*

With no one coming to Magatha's aid, the fight will be much easier.

If the druid bears have not chased off the freaks, they will emerge from the tree line and help the party in the fight. The same is true of the strongmen guards.

However, Magatha does have spells for controlling individuals, so there is a chance she turns an ally against the group.

IF EVERY PLAYER IS WEARING AN AZALEA BRACELET

Though rare, it is possible that all the player characters are wearing azalea mind-control bracelets. This brings the game to an abrupt end. Read the following text out loud to your players as narrator:

> *You've tracked the fortune teller to the circus camp, and after gathering a few clues, you've discovered a way to reveal her hiding place.*
>
> *You perform the ritual correctly, and in the blink of an eye, a tear opens in reality. A hag drops out, along with a pile of fried sandwiches.*
>
> *She grumbles as she realizes her hunters have come to capture her. Taking the last laugh, she snaps the azalea bracelet on her wrist, and it crumbles into dust. A pink haze floods your minds.*

As GM, you can have your players succumb to this fate, or let them use the Breaking free saving throws above for a second chance to catch Magatha.

All roads lead to one question: have the players secured their quarry, Magatha the fortune teller, and at what cost to the lives of the circus-goers? Below are some environmental factors and the general flow of combat.

- Players may have released the sideshow freaks, removing the druid bears from play.
- Circus-goers who were warned to throw away their bracelets are safe from the mind control.
- Magatha fights dirty, and tries to flee as much as she fights back.
- If Magatha makes it 120 feet into the tree line beyond the camp, she escapes and is lost to the party.
- If Magatha escapes with the crystal ball in hand, its hold snaps the moment she passes beyond the tree line: the circus-goers come to their senses, dazed and confused.
- The mind control remains active until the crystal ball is dealt with.
- Run the circus-goers as a crowd: they act on one initiative count and move as a group.
- Remind players they can knock a creature out instead of killing it when they drop it to 0 Hit Points with a melee attack.

However the final moments play out, players can then resolve any final social interactions.

THE FAREWELL

While there are no right or wrong endings to this story, the following will help guide you toward which set of circumstances you end up with at the end of the game to wrap up the adventure. The main goal was to capture your quarry, ideally with no loss of life.

You may piece together fragments of several outcomes if your players made different choices.

If the players found Magatha and defeated her:

Your prey was well hidden, but no match for your cunning senses. You've tracked down the fortune teller who cursed so many across this land, and she stood no chance despite the fail-safes she had set in place.

The 10,000 gp bounty is more money than you may know what to do with, and you can't wait to take proof of your victory to the proper authorities to claim it. You've made a name for yourselves here today.

If the players found Magatha and were defeated by her:

Your prey was well hidden, but no match for your cunning senses. You tracked down the fortune teller who cursed so many across this land, yet you stood no chance as the fail-safes she had set in place cut you down.

Perhaps someone else will take up the challenge. Your quarry got the better of you this day, and she lives on to bring misfortune to many more.

If the players stopped the mind control spell:

Quick thinking kept the circus-goers from doing anything they would not have done willingly. You kept their fate their own and, more importantly, kept the civilians out of the fray.

If the players did not stop the mind control:

Unfortunately, you couldn't stop Magatha from enacting one great act of misfortune as she took control of the circus-goers. You did not keep their will their own, and you know any harm that came to them could have been avoided.

If the players let Magatha escape:

Revealing your quarry was only one part of the equation; the other was capturing her. To come this close, close enough to reach out and grab the fortune teller you've chased for months, only to let her slip through your fingers: it is an agonizing failure. The good news is that you found her once, and you can find her again someday. That 10,000 gp isn't quite yours to claim yet, but at least the circus wakes from her spell.

If Bartholomew Foxbow is alive and well:

The ringmaster has survived the onslaught, despite his poor choice of new attraction. He offers you a permanent job with his traveling circus, though he knows your heroic work is of a slightly higher caliber. The choice is yours.

If Bartholomew Foxbow is not alive and well:

Without its ringmaster, the circus will surely begin to disperse. Like a ship without a rudder, the Fox Bow Circus is unlikely to recover from this loss.

If any commoners perish:

The reputation of the Fox Bow Circus is irrevocably damaged. Few will ever want to attend a place that put its patrons in such danger. Perhaps the circus could change its name and try again on the other side of the continent.

If any circus employees perish:

Such talent, turned into a weapon against you; it's a shame they couldn't be saved. Hopefully the circus can carry on without some of its attractions and guards.

Once you've resolved all outcomes, provide your players with congratulations, commiserations, or maybe something in between. Thank you for playing!

THE MAPS

FOX BOW CIRCUS 22 × 34

Downloadable maps available at www.gbroadgames.com/fbc



◆ THE MAPS ◆

FOX BOW CIRCUS TENTS 22 × 34

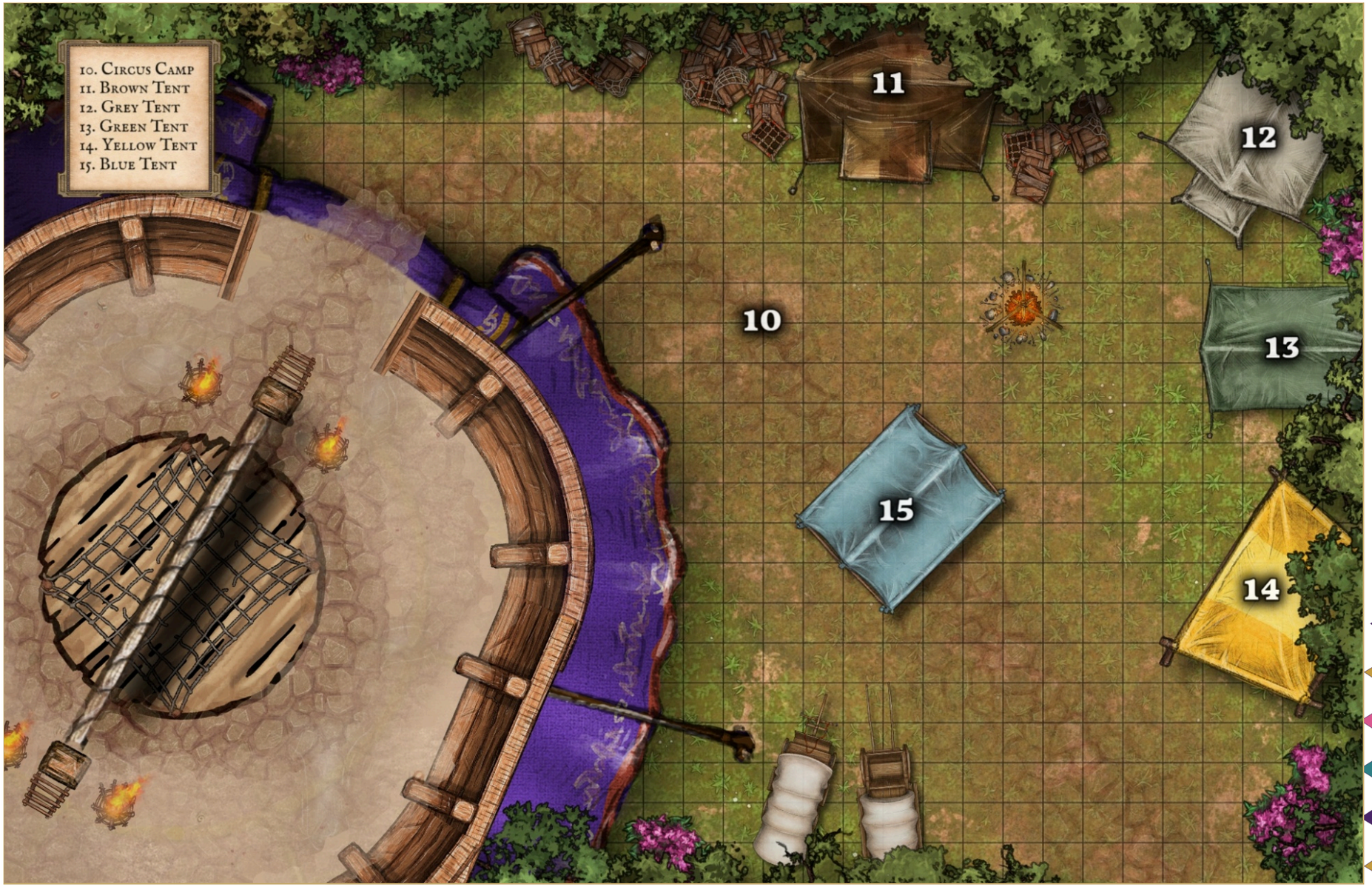
Downloadable maps available at
www.gbroadgames.com/fbc



◆ THE MAPS ◆

CIRCUS CAMP 22 × 34

Downloadable maps available at www.gbroadgames.com/fbc



THE CREW

NPC

Gear Top hat, Rapier
Senses Passive Perception 11
Languages Common
CR 1/8 (XP 25; PB +2)

TRAITS

Training. Bartholomew has proficiency in one skill of the GM's choice and has Advantage whenever he makes an ability check using that skill.

ACTIONS

Rapier. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

HP 22 **Speed** 30 ft. **Initiative** +1 (11) **AC** 10

STR	DEX	CON	INT	WIS	CHA
0	+1	+1	0	+1	+4
10	*12*	*12*	*11*	*12*	*18*
Saving Throw modifiers					
0	+1	+1	0	+1	+4



BARTHOLOMEW

A steadfast supporter of the arts and grand ringmaster of his very own Fox Bow Circus. He will hire almost anyone with even a remote skill or act for his traveling circus if it means more ticket sales.

NPC

Skills Arcana +2, Perception +4
Gear Large onesie
Senses Passive Perception 14
Languages Common plus one other language
CR 1 (XP 200; PB +2)

ACTIONS

Acid Flower Burst. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 80 ft. *Hit:* 14 (2d10 + 3) Acid damage.

Spellcasting. Despair casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Mage Hand, Prestidigitation, Shocking Grasp*

1/Day Each (level 3): *Disguise Self, Hideous Laughter, Hypnotic Pattern*

REACTIONS

Flexible. Despair adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker.

HP 49 **Speed** 30 ft. **Initiative** +3 (13) **AC** 13

STR	DEX	CON	INT	WIS	CHA
0	+3	+1	0	+2	+2
11	*17*	*12*	*11*	*14*	*15*
Saving Throw modifiers					
0	+3	+1	0	+2	+2



DESPAIR

The least funny clown you've ever seen, kept on mostly because Bartholomew hasn't found anyone better. Madly in love with Magatha, the new fortune teller, and not afraid to proclaim it to the world.

NPC



AJAX & FRISK

Large Humanoid
Gear Greatclub, Javelins (3)
Senses Passive Perception 8
Languages Common, Giant
CR 2 (XP 450; PB +2)

ACTIONS

Greatclub. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.
Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

HP 68 **Speed** 40 ft. **Initiative** −1 (9) **AC** 11

STR	DEX	CON	INT	WIS	CHA
+4	−1	+3	−3	−2	−2
19	*8*	*16*	*5*	*7*	*7*
Saving Throw modifiers					
+4	−1	+3	−3	−2	−2

The circus guards, who occasionally perform as well. Both have pushed beyond the limits of normal human strength, and experimented with the means to do so; hence their enlarged size.

NPC



HUGS & BARK

Large Beast (druid in Wild Shape)
Senses Darkvision 60 ft.; Passive Perception 13
Languages Common
CR 1 (XP 200; PB +2)

ACTIONS

Multiattack. The bear makes one Bite attack and one Claw attack.
Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage.
Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

HP 22 **Speed** 40 ft., Climb 30 ft. **Initiative** +1 (11) **AC** 11

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−4	+1	−2
17	*12*	*15*	*2*	*13*	*7*
Saving Throw modifiers					
+3	+1	+2	−4	+1	−2

Security in the form of bears that never revert to their human forms. They mostly keep to the outer edges of wherever the circus has set up for the week, keeping would-be trespassers and wanderers in their place. Both bears use this block.

Medium Fey (Hag)
Skills Arcana +7, Perception +6
Gear Sandwiches
Senses Passive Perception 16
Languages Common, Infernal
CR 5 (XP 1,800; PB +3)

ACTIONS

Multiattack. Magatha makes two Feisty Ray attacks.

Feisty Ray. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 13 (3d8) Necrotic damage.

Future's Wail (Recharge 6). *Wisdom Saving Throw:* DC 14, each creature in a 20-foot Emanation originating from Magatha. *Failure:* 14 (4d6) Psychic damage, and the target has the Frightened condition until the end of its next turn. *Success:* Half damage only.

Spellcasting. Magatha casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):
At Will: *Speak with Dead, Thaumaturgy, Vicious Mockery*
2/Day Each (level 4): *Command, Misty Step, Phantasmal Killer*

BONUS ACTIONS

Misty Step. Magatha casts *Misty Step*, using one of her daily uses.

REACTIONS

Bad Luck (3/Day). When a creature she can see within 60 feet succeeds on (or, for herself, fails) a D20 Test, it must reroll and use the new roll.

HP 136 **Speed** 30 ft., Fly 20 ft. **Initiative** +4 (14) **AC** 17

STR	DEX	CON	INT	WIS	CHA
+2	+1	+4	+1	+3	+2
14	*12*	*18*	*12*	*16*	*14*
Saving Throw modifiers					
+2	+1	+4	+1	+6	+2

NPC

ART COMING SOON

Original illustration by a human artist

MAGATHA

Your quarry: the fortune teller who has slipped your grasp and is hiding somewhere in this circus. She enjoys nothing more than luring in those desperate for good fortune, only to take their luck away and curse them with misfortune after her readings.

NPC

ART COMING SOON

COMMONERS

A commoner and one of the Cloudburst acrobats

They come in all shapes and sizes, but today they all want a good time at the circus. Use this block for the circus-goers and for the two trapeze acrobats. Little do they know those azalea-covered bracelets might spoil the fun.

Gear Club
Senses Passive Perception 10
Languages Common
CR 0 (XP 10; PB +2)

TRAITS

Training. The commoner has proficiency in one skill of the GM's choice and has Advantage whenever it makes an ability check using that skill.

ACTIONS

Club. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

HP 4 **Speed** 30 ft. **Initiative** +0 (10) **AC** 10

STR	DEX	CON	INT	WIS	CHA
0	0	0	0	0	0
10	*10*	*10*	*10*	*10*	*10*
Saving Throw modifiers					
0	0	0	0	0	0

THE HUH?

Why make this module?
The objective of this game was to make something players can engage with quickly and Game Masters (GMs) can run with little prep. The aim was neither a massive campaign that takes weeks to prepare nor a bare-bones one-shot that requires too much homebrew or improvisation to work. This was to be a single adventure with every step of the story planned out from the start. Players have a confirmed hook, and the location is somewhat confined while providing enough choice to keep players engaged without them running loose. It functions as procedurally as possible; there are multiple player interactions that affect how the game plays and ends, but each choice leads to the next.

Ideal for three to four players?
That's right. While this game can be run for more players, the idea is to keep the party small so there is less back-and-forth and less waiting between turns.

One-shot?
A game made to be run in a single session, taking roughly three to four hours to complete. Once started, each scenario builds naturally on the others.

NPC?
A non-player character controlled by the GM.

Player character?
A character in the game who is controlled and acted by a real person.

Branching paths?
Yes. The idea for this game was born out of wanting players engaged with choices, but not so open-ended that the game falls apart.

But it's still linear?
Absolutely! While this module encourages exploration and party splitting, the main story still comes together at the very end. There is a clear beginning and ending, with plenty of room to breathe within the structure, so player choice is present — even if you could argue it's an illusion of choice.

Railroading?
Players will always find something to do that you could never have imagined. Come up with something fun and unique that everyone can enjoy (even you, GM) and run with it. That said, making sure your players know which choices and story beats they are interacting with will help keep everything on track. This game does have a linear design, after all.

Convey Choice?
Each numbered scenario has a Convey Choice line that recaps exactly what your players' focus should have been at that moment. This gives you, the GM, an opportunity to understand what your players could be responding to.

Party splitting?
This story provides many scenarios designed to be explored by one player or several. We wanted every player to feel there is ample exploration to get stuck into. This will likely involve players moving through the scenarios separately or in groups, giving everyone at the table a chance to influence the story.

Scenarios?
Yes, each story beat of the game is bite-sized, so if certain players are not involved in a given moment, it won't drag on long enough to leave anyone out.

Session 0?
Before you invite players to join you, it may be best to describe the type of game you intend to run using this module. You could also review any characters your players make.

Variety?
The aim of this story was to cover exploration, roleplay, and combat, which we believe sets the foundation for a great session of tabletop roleplaying games (TTRPGs).

Intended DC?
The scenarios mention a standard DC (difficulty class) for certain interactions. Certain plot points and moments are based around a DC, and it's okay when players miss — that is the element of chance! While this is a default, the DC can be adjusted to your play style.

Multiple endings?
Indeed, there are many NPCs and story beats that can be affected or missed. This offers excellent replayability and makes the players' choices feel impactful despite the linear structure.

Go wild?
As with so many roleplaying games, chances are you'll go off script. That's never a bad option. If players come up with something fun and different, there will always be room for improvisation in this story. The story is designed with enough choice that you won't veer too far from the ultimate goal, but if a new path develops in the wild, follow it through to its end. The NPCs' objectives stay the same, so think about how they would react.

Digital map?
You will find digital versions of the maps here:
www.gbroadgames.com/fbc

GM QUICK REFERENCE

Print or copy this page and keep it beside your screen.

#	Scenario	Key checks	Outcome
1	**Rainbow Entrance**	DC 10: Bartholomew names Magatha and points to the red tent. Entry is 1 gp.	He knows she loves the food-tent sandwiches.
2	**The Woods**	DC 18 to slip past the druid bears.	Caught: escorted back; the strongmen are alerted.
3	**Food Tent**	Snacks cost 8 sp; eating one grants 1 Temporary Hit Point.	Berzatto says Magatha should be in her tent.
4	**John's Freak Show**	DC 15 to pick the cage locks or lift John's keys.	Failure: John alerts the bears and strongmen. Freed freaks lure the bears away for good.
5	**Despair the Clown**	DC 20 to win him round.	Success: he explains the hiding place and the note. Failure: he fights; Spinning Tent: DC 14 Int (Investigation) finds the exit.
6	**Ring Toss**	DC 10 to spot the attendant's cheating magic.	Called out: a free rethrow that lands, for the owlbear toy.
7	**Circus Band**	Magatha hurried past toward the camp with sandwiches.	Path to the camp (bears permitting).
8	**Magatha's Fortunes**	Crystal ball: AC 16, 30 HP; DC 15 Int (Arcana) reveals the charm trigger. Despair's love note.	Break it here: the mind control can't start.
9	**Purple Big Top**	Opens once two scenarios are explored. Strongmen hand out azalea bracelets.	Wearers (audience, performers and guards; not Bartholomew) can be Charmed.
10–15	**Circus Camp**	Ritual order: **1** wind chime (grey) · **2** water in the basin (blue) · **3** dirt on the tree statue (green) · **4** light the brazier (yellow). Brown tent: tinderbox and water.	Wrong step: 1d6 damage of that item's type and the ritual restarts. Right: Magatha is ejected.

THE CREW AT A GLANCE

Creature	HP	AC	Notes
Magatha (hag)	136	17	Snaps her bracelet first. Misty Step; Bad Luck Reaction (3/Day). Flees as much as she fights.
Despair the Clown	49	13	Acid Flower Burst 2d10 + 3. Flexible: +2 AC vs one melee attack. Spinning Tent (1/Day, p7).
Strongmen Ajax & Frisk	68	11	Greatclub 2d8 + 4. Guard the big top.
Druids Hugs & Bark (bears)	22	11	Multiattack. Guard the woods; chase freed freaks.
Bartholomew Foxbow	22	10	Rapier 1d8 + 1.
Commoners & acrobats	4	10	Club 1d4. About 3 per player plus a crowd backdrop if the circus is Charmed.

CRYSTAL BALL

Break it (AC 16, 30 HP), or end it with *Dispel Magic* (DC 20 spellcasting check), to end the mind control, even after Magatha falls. Carried in intact, it flies to her hand; attacks against it then have Disadvantage.

IF EVERY HERO WEARS A BRACELET

The game can end there, or let the Breaking free saves give a second chance.

BREAKING FREE

A Charmed hero repeats a DC 14 Wis save at the end of each turn and whenever they take damage.

ESCAPE

Magatha escapes if she gets 120 ft into the tree line beyond the camp.

★ ADMIT ONE ★

THE FOX BOW CIRCUS

RINGMASTER BARTHOLOMEW FOXBOW

ADMIT ONE
No. 0715

MORE LORE

www.gbroadgames.com

GB ROAD GAMES

This work includes material from the System Reference Document 5.2.1 (“SRD 5.2.1”) by Wizards of the Coast LLC, available at https://www.dndbeyond.com/srd. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at https://creativecommons.org/licenses/by/4.0/legalcode.
Dungeons & Dragons is a trademark of Wizards of the Coast LLC. GB Road Games is not affiliated with or endorsed by Wizards of the Coast.

© 2026 GB ROAD GAMES



GB ROAD GAMES

www.gbroadgames.com