



LOCK,
LESCHTOCK
AND TWO
SMOKING
BARRELS

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By: Jacob Busby

Adapted to **DEADLANDS RELOADED** by: Lord Skudley {LordSkudley@hotmail.com}

This **DEADLANDS RELOADED** adventure has been designed for 3-5 mid-level characters. It takes place in New Orleans, but with some work can be adapted to elsewhere. The scenario also introduces a new villain: Gustav Lock, as well as a possible "Connections", Col. Richard LeSchtock.

The Story So Far:

New Orleans Times

November 5, 1871

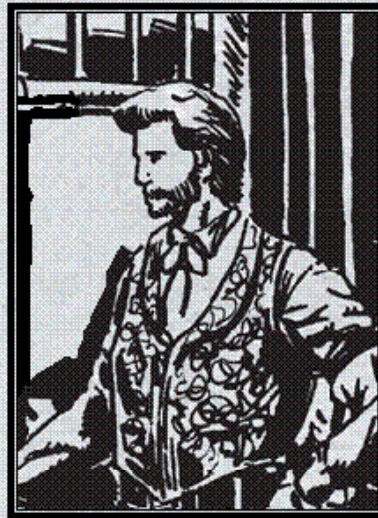
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Colonel LeSchtock: New Politician

Campaign season is here and Col. Richard LeSchtock, owner and operator of the small gambling hall "The Jack of Tears" and the accompanying river boat "Jack's Tears", has thrown his hat into the ring. Tired of the corruption that has plagued our town Col. LeSchtock has announced his bid for city council. His stand against Mayor Dewey Nelson, and the other "Ineffective Rabble" who populate the city's Government has gained him a vast amount of popularity amongst New Orleans' downtrodden.

His opinion on political vice notwithstanding, Col. LeSchtock has gained much more notoriety on his accusations that certain esteemed members of our society are practicing the "Black Arts"!

In an interview The Colonel said: "The state of affairs in the Government ring is atrocious. Powerful members of the Baron FaCrain has a strangle hold of fear



Colonel LeSchtock at a Town Hall Meeting: "Baron FaCrain has a strangle hold of

MARSHAL'S



TERRITORY

New Orleans, November 1870

New Orleans Times:

“Campaign season is here and Col. Richard LeSchock, owner and operator of the small gambling hall ‘The Jack of Tears’ and the accompanying river boat ‘Jack’s Tears’, has thrown his hat into the ring. Tired of the corruption that has plagued our town Col. LeSchock has announced his bid for city council. His stand against Mayor Dewey Nelson, and the other ‘Ineffective Rabble’ who populate the city’s Government has gained him a vast amount of popularity amongst New Orleans’ downtrodden.

“His opinion on political vice notwithstanding, Col. LeSchock has gained much more notoriety on his accusations that certain esteemed members of our society are practicing the ‘Black Arts’!

“In an interview the Colonel said: ‘The state of affairs in the Governmental ring is atrocious. Powerful men like Baron LaCroix have this city in a strangle hold of fear and his “lackeys” in office will do whatever he bids.’

“It will be interesting to see the outcome of this political race...”

Interesting indeed! Col. LeSchock has issued a challenge to the powers that be which cannot be ignored. However he has gained enough support that a direct assault would look very bad... Enter Gustav Lock, and his downfall.

Six months ago, just as Col. LeSchock’s popularity was becoming too apparent to ignore Gustav, then performing under the pseudonym The Magnificent Suprendo, gave a performance to remember at Susan Flint’s {Richard Leschock’s niece} 6th birthday party... primarily because every trick Gustav performed went wrong. The final straw came when Gustav inadvertently smashed a priceless pocket watch belonging to Col. LeSchock. The Colonel flew into a rage and had the man expelled from the party. Excuses of the party children tampering with some of the tricks were flatly ignored.

Gustav left New Orleans, feeling infuriated, humiliated, but most of all *DISGRACED!* Intent on returning to his motherland, Germany he began to scheme. However, en route {and very much in thanks to Baron LaCroix’s cast of lackeys}, every saloon that he stayed in seemed to have a storyteller, and each storyteller seemed to tell a tale of great men who fell from grace and sought their revenge on those that destroyed their careers. Ultimately, Gustav came to realize that all he needed to gain redemption was to get revenge on the man that caused his downfall: *Colonel Richard LeSchock.*

Gustav joined B.T. Barnamum’s Indescribable Circus shortly afterwards and, using his hypnotic powers, quietly took control of the troupe of entertainers. Under Gustav’s iron discipline, it didn’t take long for the troupe to gain a reputation as one of the most well run circuses in the West. Shortly afterwards they were asked to perform at Mardi Gras. This year’s Mardi Gras is a double celebration, as Col. Richard LeSchock will also be there, opening a new bridge across The Mighty Mississippi. Gustav has the perfect opportunity for revenge, unless, of course, a brave Posse prevents him...



CHAPTER I: BY THE CLICKING OF MY THUMBS, *SOMETHING* WICKED THIS WAY COMES

Part One: Party Time

The Posse arrives in New Orleans during the Mardi Gras. It's a common claim that Mardi Gras was invented to keep the citizens of New Orleans from having parties all year long. At that it's only partly successful, since some folks start celebrating as early as November 1 and keep going until late spring. However, the official start of the Mardi Gras Carnival begins on the 12th night after Christmas, or January 6, and continues until "Fat Tuesday", the Tuesday before the beginning of Lent. This period is filled with parties, balls, and nighttime parades. During Carnival, the streets are packed with revelers wearing all sorts of outlandish masks and costumes. The festival got so rowdy at one time that city officials outlawed masking, since no one could identify criminals during Carnival, but the law was summarily ignored and eventually rescinded. Regardless of local opinion, visitors are strongly cautioned during the Carnival season to travel in groups. Revelers are viewed as easy targets by the local criminal element, and as the early officials feared, a villain is virtually assured anonymity by wearing a costume.

The Posse should be thrown into the occasion with gusto. Let them see the masked revelers running in the streets, enjoy the dancing, sample the local delicacies, have jugglers accost them for money and mime artists perform their daring adventures. Spontaneous shows and wonders will abound and many parties will go on well into the morning.

Mardi Gras brings plenty of tourists. This year Col. Richard LeSchtock has been asked to open the "Crescent City Bridge" across The Mighty Mississippi River. B.T. Barnamum's Indescribable Circus has come to town bringing an "Entourage of Entertainers, the likes of which the World has Never Seen" {well that's what it says on the playbills, at any rate}.

Of course Mardi Gras brings tourists who have less noble ambitions. Petty thieves work the crowds, dubious market traders sell stolen goods and muggers rob the innocent in alleyways.



Part Two: The Bear Necessities

After a long night {and morning} of partying the Posse should be roused half-way through siesta to cries of alarm. A dancing bear has broken free of its shackles, stunned its owner and is

viciously mauling a man in the street. A Posse worthy of the name will want to save the innocent man.

The bear can be dealt with in a number of ways. A good blow to the head with a heavy object ought to do the trick {"Now thar's a bear with a sore head!"}. Honey from a nearby house or market trader's stall can be used to lure the bear into a trap. A musician might be able to play music until the bear dances itself to exhaustion. Any reasonable or suitably flamboyant activity ought to be allowed to succeed.

Should the Posse kill the bear, the owner, Pete Greer, will demand recompense. Initially he demands \$1,000 {Dancing bears are pretty rare!} but he can be bargained down to \$700. A miserly Posse can probably weasel out of this payment by threatening Pete with legal actions for being in charge of a dangerous animal, but tales of cowpokes who care more for money than people may come back to haunt them...

Once the bear has been dealt with, the Posse can turn their attention to Pete and the wounded man. Pete doesn't know quite what happened. One moment, Bupo, {his bear} was fine, the next minute he went berserk. Pete was too startled to take it all in.

Anyone checking the bear for wounds will notice a stab mark in Bupo's back. Looking around {Notice 8} the Posse can find a knife. If the knife is examined, a viscous liquid can be found on it. Anybody who uses knives a lot might realize {Common Knowledge} that the knife is a throwing knife, the kind found during a knife-throwers act at the circus. The liquid, if analyzed by the correct person {Healing d8+ or with a "Medical Background" can make a Common Knowledge v. 12} is a form of Laudanum with trace amounts of Heroin. This drug "cocktail" can cause animals to go berserk.

The wounded man is Henry Phillip, a clown who broke free of his hypnosis after banging his head when a stunt went wrong during rehearsal. Horrified by what he discovered, he pretended to still be under the influence, but resolved to determine what was going on and report it to the authorities. Unfortunately, he was discovered while searching Gustav's caravan and was forced to flee. Gustav decided to eliminate Henry in his own flamboyant style.

Henry is dead. He clutches a red clown's nose in his hand and has a playbill advertising the Big Show in his pocket. On the Playbill are written the words: "Must stop him". Clearly the Posse will need to pick up from where he left off.



Part Three: Dee-Dee-Deedle-Deedle, Dee-Dee-Dee-Dee

The circus is on the outskirts of town. A small fence has been erected around the enclosure and the sole entrance is guarded by two sentries {Henry climbed the fence to escape}. It is the job of these guardsmen to remove all weapons from anybody entering the compound. Col. LeSchock

and his niece, Susan, are coming to the show tonight and they don't want any security breaches. The guards aren't very imaginative, and well-hidden weapons evade them, but openly displayed guns and knives must be left at that gate.

Once inside the Posse can see that a fair has sprung up around the circus, with a number of stalls, challenging hombres to throw three balls and knock down a stack of bottles, test their strength by striking a hammer against a target, etc. If the Posse wants to take part in any of the stalls use tests against the appropriate skill or aptitude {e.g. Throwing v. 8 or 12 depending on the test of skills} to win a prize.

In addition to the stalls there are a number of sideshows, charging for entrance, including a hall of mirrors, donkey rides, a Helter-Skelter and the Freak Show {featuring Gunther the Goat Boy}. Hedonistic cowpokes can try these out if they wish, but will have to stand in line {for 2d10+10 minutes} to get on 'em.

The Posse will probably start making enquiries among the staff of the fair and the circus. Although the Posse doesn't know this at this stage, the whole troupe has been hypnotized by Gustav. The circus folk respond to the best of their ability, but if asked about Henry or any strange happenings they respond: "I wouldn't know anything about that" {*you should deliver this line in a wooden and faltering manner and should use the exact same words every time*}.

After questioning two or three circus folk, a midget approaches the Posse and requests that they see the ringmaster, Bailey T. Barnamum.



Part Four: Lion Around

As ringmaster, Bailey has the largest caravan of all the circus staff. The interior is lavish with knick-knacks from all over the known world, wines from France, Spain and Italy; rugs from the Orient; a fine oak desk from Boston and so forth. Upon meeting the Posse Bailey offers 'em a large {and rather noxious} cigar and asks why they are questioning the circus folk. He is rather concerned that they will frighten away the public.

If {when} the Posse mentions Henry, Bailey looks genuinely surprised. He was unaware that Henry had left the encampment, let alone that the unfortunate fellow was dead. He conspiratorially leans forward and asks the Posse if they can keep a secret. Presuming that they can, he guides the Posse to a square-shaped tent with hay strewn all over the floor. Bailey enters the tent and bids the Posse over to some hay bales in the middle of the tent. Behind these hay bales is a human corpse.

"Something evil has befallen our circus," begins Bailey. "I found Conrad, five minutes before you arrived. I believe somebody is trying to murder my comrades and put me out of business. Please good sirs, I implore you, locate this miscreant."

“That won't be necessary,” Gustav appears at the doorway of the tent. He pulls a rope and suddenly a cage door slams behind the Posse. The whole tent is one large cage and the Posse {and Bailey} have been trapped inside. Before Bailey can bluster a response, Gustav snaps his fingers and Bailey falls asleep at his command.

Gustav can now gloat over the Posse, revealing how he hypnotized the whole circus. He is sorry that Conrad, the Human Cannonball had to be “cut loose”, but he's sure the cannonball act will go off with a **BANG** anyway. Ultimately he becomes bored with the Posse and leaves them, but not without a parting gift. As he withdraws, a small door opens on the other side of the tent and a number of lions {one per hombre} enter the cage.

The Posse can defeat the lions in a number of ways - the animals are frightened of whips {treat as Fear Rating 3} and could be scared back into the tunnel from where they came. Similarly, an impressive display of magic might do the trick. Otherwise the Posse will just have to fight them, man-to-beast. Once the Posse has overcome the lions, they may question Bailey and/or examine Conrad's body.

If he survives and the Posse wakes him up, Bailey immediately asks where he is. The last thing he remembers is hiring Gustav about four months ago. If the Posse tells him that he has been hypnotized Bailey tells them that he is worried - perhaps Gustav holds an influence over all the company.

Conrad's throat has been cut. Upon seeing the body Bailey turns pale. Conrad was a good artist and a close friend. If asked, Bailey tells them that Conrad is the Human Cannonball act, and that no other circus member can perform this stunt.

The Posse is still trapped in the cage and need to escape. Raising alarm does nothing: the show has started and the crowd is making too much noise for anybody to hear the Posse's cries for help. A strong character might attempt bending the bars { Strength check of 12, rolls of ten or less indicate a sprained muscle which gives the cowpoke a negative one on all physical tasks they attempt for the rest of the chapter}. A belt buckle could be used to pick the lock, although a shot from a good pistol would be just as effective however a shot will attract the attention of the approaching Clowns {see **Part Five**} but otherwise the crowd is so loud it will go unnoticed. As usual, judge any method of escape on its own merits and reward the Posse member who comes up with imaginative solutions {a white fate chip should do, but a red one for *really* creative ideas}.



Part Five: Send in the Clowns!

By the time the Posse has escaped from the cage the big top has already filled up and the show has started. The Great Bombini {Gustav} is leading the show in the absence of Bailey. He has sent some of his goons to check on the status of the Posse. As the Posse escape from the cage they should see half a dozen clowns coming towards them with murderous intent in their eyes.

See *BOOT HILL* for the stats on the Clowns. There's plenty of opportunity here for all sorts of hectic improvised combat. Throwing coconuts from the coconut shy, knocking some of the clowns on the test-your-strength machine, hitting the clowns over the head with dartboards from the darts stall, etc.

You can portray clowns in two ways, depending on the tone you wish to set. If you're heading for a more upbeat tone, the clowns can be played as bungling fools, tripping over each other, spilling mess down their trousers and the like. If you want to go for a more horrific angle, portray the clowns as robots: raise your right hand up and down in a stabbing motion and murmur "Kill! Kill! Kill!" under your breath.

{Note from Jacob Busby: In play testing, the latter approach was used and this led to a rather sinister moment when one of the Heroes threw a bucket of water over one of the clowns. The clown came out of his trance and was bewildered as to what had happened. Moments later his comrades were on him, his body fell to the ground, and the clowns continued their murderous march, their knives dripping with blood...}

Posse members who attempt to escape the circus will have a tough time. From a distance it looks as though the guards are still at the gate - until the Posse gets closer and the guards turn round to reveal their painted smiles and red noses. Even if the Posse does get out and try and report their findings to the town constabulary, nobody believes their story.

The ultimate aim of this scene is to guide the Posse into the Big Top, so as to prevent Gustav's scheme from coming to fruition. Use Clowns, skeptical cops and any other tools you see fit to guide the Posse back on track. The Posse might decide to cut all the guy ropes on the big top. If they do so keep in mind that there is an innocent audience inside, which are likely to get hurt if the tent falls in on them. Of special note; the waterproofing chemicals used on the old tents made them hideously flammable. Sparks or flames could cause the big top to become a crematory in seconds. Even without waterproofing, a fire would be catastrophic. Assume any posse member that wasn't a Ferner would know this.



Part Six: The Show Must Go On

Regardless of any other events, the Posse should arrive just as Gustav announces the grand finale. A cannon has been wheeled out and Gustav proudly tells the audience that this human cannonball act will be one that they will remember for the rest of their lives. Suddenly, a willing clown lights the fuse and The Mountain {the strongman} kicks the cannon round to face the audience.

Smart cowpokes ought to realize that there is no acrobat in the cannon and that they will need to do something fast to prevent the audience from being blown to the Hunting Grounds {A custard pie thrown at the fuse ought to put it out, as will any other suitably dramatic method}. If, by some twist of Fate {she is a Fickle Bitch}, the cannon *does* go off; it is loaded {you may decide

with what} and the resulting carnage should be worth an evil laugh {as you, the Marshall, flip the Black Fate chip in your fingers}, Col. LeSchtok, and his niece are narrowly missed, panic in sues and the clowns attack the Posse*.

If the plan is foiled, *Gustav will snarl a curse at the Posse and order the circus folk to attack them. There is one clown per Posse member and several henchmen {See Circus Folk in *BOOT HILL*} who will attempt to stop the Posse. If the Posse is having too easy a time of things you can throw extra clowns or midgets at 'em, or else have the town guard try to arrest 'em in the confusion. Once more there's plenty of scope for all sorts of shenanigans involving trampolines, trapezes, hoops and podiums, candy floss in the face, cymbals from the circus band and anything else your Posse sees fit to try... and you see fit to let them get away with.

Initially the crowd thinks that the fight is all part of the show {unless the cannon went off, in that case they are panicking}. However this will change if people start firing pistols or maniacs start wielding heavy weapons. People will panic and head for the entrances. Any fighters near the entrance must make an Agility check v. 8 to avoid being pushed around by the crowd. You can throw in other events, like children getting swept away from their mothers, or a woman suddenly confronted with a malicious looking midget. Of course, preventing the crowd from panicking by pretending that this is all part of the act, would be the better way to go, and ought to be worth a Fate Chip for each member of the group. Announce this at the start of the scene and watch the players squirm as they desperately make out that this is all part of the show. By now, the Posse should realize that the performers are all hypnotized, and thus, innocent victims. If not, remind 'em, that should also inhibit their fighting style.

There is only one staged event that happens during the fight. The clowns line up round Gustav, blocking the Posse line-of-sight to the Colonel. Any hombre who is specifically listening will hear Gustav hiss to Col. LeSchtok {in Cajun/French} "You are in grave danger. Follow me!" the Colonel, who does not recognize Gustav from his previous performance, disappears with him into a side-tent.

Hopefully this will buy Gustav the time he needs, but if necessary you can employ misguided guards, more clowns, magnesium pellets from Gustav and the like to buy Gustav the time to escape. Once he has captured Col. LeSchtok Gustav sets about hypnotizing him. By the time the Posse has finished defeating the circus folk; Gustav should have the Colonel in his power.



Part Seven: Show's Over

The Posse needs to locate and confront Gustav. If they haven't realized that Gustav has escaped you can use a number of methods to draw their attention to it. If the crowd hasn't bolted one of the Posse might notice footsteps in the sand, leading away from Col. LeSchtok's seat. Better yet, have his young niece, Susan; tearfully tell a cowpoke that "the bad man from my party took Uncle Ricky."

The players enter the side tent to see Gustav fighting Col. LeSchtok. The Colonel has been pinned to the wall by several well-thrown knives and Gustav looks as though he is about to finish him off. Gustav will hear almost any movement and turn to face the Posse, throwing his knife at the lead one. During this interlude, Col. LeSchtok breaks free, seizing one of the juggler's clubs and clocks Gustav on the head and promptly knocks him out.

Don't make it patently obvious that this was part of the plot all along. Roll some dice behind your screen, look crestfallen, roll some more, mutter some expletives and then announce that LeSchtok has knocked Gustav out. The players should think that the Colonel has unexpectedly defeated your arch-villain and short-circuited the plot. He hasn't; the fight scene was staged to make the Posse think that Gustav has been defeated... but your players won't know that!

Col. LeSchtok's bodyguards enter the tent just as the Posse begin congratulate him on an "unexpected" victory. The Colonel order his guards to clap Gustav in irons, thanks the Posse for their assistance, and asks them to join him at a ball at the *Jack of Tears* tonight. And here we close *Chapter One*.





CHAPTER II: GUSTAV'S ENCORE

Part One: A Feast Fit for a Posse

The ball is a marvelous affair with a full orchestra and all the high falutin' society in attendance. Col. Richard LeSchtock is quite the convivial host and will personally try to use his position to accommodate any reasonable requests from the Posse. He can provide connections to the rich and famous, food and drink, beds {and “companions”} for the evening insisting they stay at the *Jack of Tears*, rather than return to the inn, doctors for the wounded or any other “reasonable” request.

Let the Posse relax and perform whatever activities they desire. There is only one set event during this evening. Halfway through the ball the attendees are invited to view fireworks on the lawn. During the show the Colonel tells the Posse how he plans to “clean up” the corruption in New Orleans {now would be a suitable time for a diatribe on how the “Baron” and his lackeys are ruining life for the honest and simple folk of New Orleans}, how he loves his family, especially his sister’s daughter Susan, and finally his plans for a future where fear isn’t a part of everyday life.

In the morning, the Posse is woken to a ruckus. When they make their way down for breakfast, The Colonel is yelling at one of his guards. It appears that Gustav managed to escape from his cell and is now loose in the city, probably plotting his revenge {Gustav is an accomplished escape artist}. Col. LeSchtock turns to the Posse and tells them that today he is due to give a short speech and cut the ribbon on the Crescent City Bridge over The Mighty Mississippi. The Colonel implores the Posse to go and find Gustav before he causes any more trouble.



Part Two: Bridge Over Troubled Water

If your Posse has been paying attention, they should realize that the most likely place for Gustav to strike is during Col. Richard LeSchtock’s speech. This means that they will want to head to Crescent City Bridge.

The Crescent City Bridge is a wonder of “Modern” {or is it “Mad”} Science made of granite with steel girders it has ornate carvings of various important events in the recent history of New

Orleans. A plaque at the center of the bridge reads “To the future, the past, all that makes New Orleans great”.

A podium has been erected at one end of the bridge and Mayor Dewy Nelson is anxiously rehearsing his script when the Colonel and the Posse arrive {the tension between the two should be apparent but not overt}. Col. LeShtock’s bodyguards take up positions flanking the podium, while the town constabularies are stationed around the edge of the square, keeping a close eye on the crowd for signs of trouble.

For all its grandeur, there is still some scaffolding beneath the Crescent City Bridge. The scaffolding has been left over from the construction and is due to be taken away on a few days. Posse members scouting around for a while will notice several figures near the scaffolding on the other side of the bridge. There are about half a dozen small figures and a man-sized one wearing a top hat! Watching a little more closely, it appears that Gustav and his minions are loading barrels onto the scaffolding.

The players will no doubt conclude that Gustav plans to blow up the bridge. As the town and Col. LeShtock’s bodyguards are too busy making preparations for the speeches and keeping the crowd in order, it will fall to them to stop Gustav. This will involve crossing to the other side of the bridge, clambering down the bank and engaging Gustav.

Gustav has planned everything already; he waits in the shadows for the Posse to arrive, then steps out and thanks them kindly for coming to see his latest performance. He then cuts a rope by the scaffolding, and, seizing one end of it, flies up in the air. At the same time, the other end of the rope, which is tied to a large sack of bricks and timber, drops down on top of the Posse. Avoiding the trap requires an Agility roll of 8, with 2d10+10 damage for anybody who fails.

Gustav’s midgets then emerge from the crawlspaces and framework of the scaffolding and start to attack the Posse {see *BOOT HILL* for details of the midgets}. Once more, there is plenty of scope for all sorts of chaos involving bags of cement and sand, swinging on ropes, ladders, piece of scaffolding, planks and see-saws, etc. There are six midgets in amongst the scaffolding at ground level and another twelve amongst the rafters {these hombres are dodgy, adjust accordingly}.

{Note from Lord Skudley: In playing this part one of my Posse, a Gunslinger, could not hit the midgets for anything, in fact one of his stray bullets hit another Posse member miming his arm. The one midget he did shoot just kept coming and wouldn’t stay down! He now has the Hindrance: Phobia: Midget Clowns}

While Gustav’s midgets are fighting the Posse, Gustav is busy lighting the fuse on the barrel. Ideally you want one hero to arrive in the nick of time, while the rest of the Posse is dealing with the midgets. Before the Hero can take care of matters, Gustav calls out to him.

“The essence of true magic is distraction,” he sneers. “Whilst you have been busy here, Col. Richard LeShtock has been making a very interesting speech.”

At that point the barrel blows up, but the contents aren't anywhere near as explosive as the Posse might have been expecting - just large enough to make a large smoke cloud to cover Gustav's mocking laughter and his escape into The Mighty Mississippi.



Part Three: A Revealing Speech

While the Posse has been fighting Gustav beneath the bridge, Gustav's real plot has been taking place. Dewy Nelson has been making pleasantries about "a great day for the people of New Orleans" and "a renewed spirit of cooperation within the city's government" the Posse should arrive just as Dewy hands the podium over to the Colonel.

"I'd like to say a few warm words of welcome to my 'friend', Dewy Nelson," begins Col. LeSchtock. Suddenly, the Colonel's countenance changes and his body stiffens, "but I'm afraid he's a puppet of Baron LeCroix and I cannot abide those who practice the 'Black Arts'." At this, the Colonel seizes his ceremonial scissors and strikes Dewy over the head, knocking him out. Understandably the crowd doesn't take too well to this and it's not long before Col. LeSchtock's guards are lined up in front of the podium trying to hold back an angry mob from killing him. If the players don't figure it out, allow anybody with the most suitable Knowledge in Occult make a check to realize that Gustav has implanted a post-hypnotic suggestion in the Colonel to express unequivocal haltered toward the current ruling body of New Orleans.

There are two situations for the Posse to defuse here: the first is to put and end to Col. LeSchtock's strange behavior, without killing him, the second is to stop the mob from trying to kill him.

The Colonel can be stopped in a number of ways. He will fight any Posse willing to take him on, preferring to attack any magic users before anybody else. Non-violent methods of defeating Col. LeSchtock involve trying to talk him "down" from his trance by pointing out the flaws in his argument {Persuasion vs. 12, with heavy bonuses for good role-playing, the Colonel then makes a Spirit check vs. TN 12}. As usual judge other methods of dealing with Col. LeSchtock on their merits and reward ostentatious and/or inventive methods of dealing with the Colonel without killing him.

The mob is more difficult to deal with. A suitable public speech given by a respectable figure {Persuasion roll vs. 20} might do the trick. Of course, the speaker needs to give the crowd what they want: speaking about Col. LeSchtock receiving the justice he deserves in the courts is acceptable, stories about the Colonel being hypnotized won't wash.

On a more base level, the crowd can be frightened off, if they think there is a danger to their lives. The explosion from Gustav's barrel would lend credence to stories about a bomb planted in the square. Of course, the Posse could wade in with their pistols drawn and scare the crowd away, but this should lead to a significant loss of reputation and or anger the local constabulary.

If no suitable method is found for dealing with the crowd, the Posse may end up fleeing with Col. LeSchock and his guards through the city streets to the *Jack of Tears*. The town constabulary are your ace in the hole here; if the Posse is having too hard a time, they might try to restore order before a riot breaks out, if the Posse is having too easy a time, they might try to arrest Col. LeSchock.



Part Four: Mirror, Mirror

There should be no doubt in the Posse's mind that Gustav is a dangerous enemy who needs to be checked before he can do any further damage. As if they need any more incentive Col. LeSchock's sister will enter and tearfully explain that a clown has taken Susan.

Gustav has fled back to the fairground to destroy any evidence of his existence. If the players don't cotton onto this you can supply the hint via a captured midget, or sightings of Gustav near the fairground. If things went badly for the Posse in the previous scene and there is a mob outside the *Jack of Tears*, LeSchock reveals a secret tunnel that leads out into a graveyard on the outskirts of New Orleans.

Suspecting that the Posse might be in pursuit, Gustav has indeed taken the Colonel's niece, Susan, as hostage and strapped her into a cabinet, above which is a complicated timing mechanism that slowly fills the chamber with water. Upon seeing the Posse arrive, Susan screams for help, and Gustav, with his usual flair for the dramatic, sets the mechanism into action.

Gustav's lair is in the center of the hall of mirrors. In the flickering lights the Posse can see reflected images of the young hostage in peril. Of course, while they are trying to rescue Susan, Gustav is hiding in the mirror maze, where he can ambush the Posse at the best opportunity. There are all sorts of opportunities for exciting set-pieces here; Gustav might use the mirror to hypnotize a hero in thinking that his pistol is a scorpion. Gustav could stand behind a glass pane or reflected in a mirror and laugh as the bullets harmlessly bounce off. There *are* secret and one-way doors in the maze, from which Gustav can sneak out, strike a hero in the back and then escape. All the time the Posse are fighting against Gustav, they catch glimpses of Susan reflected in the mirrors. The quickest way to save Susan is to split the party up. Gustav is quite happy to take advantage of this and try to pick off weaker members of the Posse.

In game terms navigating the maze can be handled with numerous Smarts rolls. There is little room to maneuver, so any use of "Fancy Footwork" and Agility should be treated as though it were two die type lower than it is actually is.

Hopefully, one of the Posse should reach the inner sanctum, just in time to save Susan from the death-trap, as he frees her, Gustav can emerge from another entrance and engage the Hero in a climatic battle. Gustav isn't much of a fighter and the Hero will probably win, so make sure you save Fate Chips for Gustav's "escape" and remember "Hypnotism" works threw reflection as well.

If this is the case, just as the Hero is about to strike the winning blow, Gustav pulls off his top hat and a pigeon flies out, temporarily blinding the hero. In the confusion of the moment, Gustav disappears...



THE WRAP UP

Col. LeSchock's political career is over. Within the week he steps down. A new candidate steps into the ring and the Baron has another pawn to advance into position...

It's up to you what role the Colonel and Gustav play in your campaign. Despite his fall from grace, Col. LeSchock is still a wealthy man and has enough social contacts to be useful to the Posse. It is possible that he may want the Posse help clear his name and reinstate him to his old "glory", unaware of the obstacles the Baron might put in their way.

Gustav has plenty of potential too. His hypnotic powers can be employed in all sorts of ways. Perhaps he becomes the new Maestro for another circus, only to slowly take control for himself. Maybe he hears of an ancient Indian artifact that can boost his hypnotic powers, and he begins searching for it. And, should the Colonel ever climb back into favor, Gustav might have a few things to say about it.

{Note from Lord Skudley: In my campaign Gustav's obsession for revenge was turned onto the Posse. He kept showing up with his band of circus freaks to torment them. It got so bad at one point that one of the Heroes incited an angry mob to storm the governor's mansion and in the process the mob burned down half the town. The Posse is no longer allowed in that county...}

BOUNTY

The Posse saves Susan: 3 Xp

Lock Succeeds: Black Chip

The heroes capture Gustav Lock: Legend Chip





BOOT HILL

GUSTAV LOCK {WILD CARD}

Attributes & Skills

Agility d8

Fighting {Knives}: d4

Riding: d8

Shooting: d4

Stealth: d10

Throwing: d8

Smarts d12

Gambling: d12

Hexslinging: d12+1

Knowledge: Occult d8

Language: English d4

Language: French d6

Notice: d6

Taunt: d10

Spirit d12+1

Hypnosis: d12+2

Guts d4+3

Persuasion: d12

Strength d4

Vigor d6

Hindrances:

Outsider {German}

Arrogant

Vengeful: LeSchtock

Quirk: Braggart

Vow {minor}: Circus

Delusion :

Megalomaniacal

Edges:

Arcane Background: Huckster

Arcane Resistance

Power Points

Power Points

Power Points: 20

Hexes:

Hypnotism {Puppet}

Fear

Obscure

Teleport

Trinkets

Invisibility

Charisma: -2

Pace: 6

Parry: 4

Toughness: 5

Grit: 3

Gear: Silver Medallion, Derringer, 1783 *Hoyle's Book of Games*, Knife

Background

Gustav is the son of a German father and an Italian mother. Shortly after he was born Gustav's father died, leaving his Italian mother to bring him up. In a male-oriented society, bringing up a child as a single mother wasn't easy, and ultimately she was led to join a band of gypsies. It was with them that Gustav learned the arts of the circus.

Gustav was a naturally quick-witted and flamboyant child who flourished in the life of a showman. Under the tutelage of an old hand Huckster Gustav quickly gained much respect as a master of his arts and soon began touring under the name of The Magnificent Suprendo. Then he found {or stole...} a 1783 copy of *Hoyle's Book of Games*. For five years he was at the height of his powers. Immigrating to America, Gustav continued to hone his arts, but all his glory came to an end one day after a disastrous performance at a *birthday party* when he accidentally destroyed a priceless pocket watch belonging to Col. Richard LeSchtock. Since his humiliation, Gustav has turned to revenge. Foremost on his hit-list is Col. LeSchtock, the man who "brought about his fall from grace", but a meddling Posse who interferes with his goals might also earn his wrath.

Gustav dresses as a typical circus magician, a formal suit and a top hat, a silver medallion hanging from one pocket and a red handkerchief in the other. He is Megalomaniacal and has a

liking for the dramatic which his may lead him to take risks that might one day get him into trouble.

Gustav can fight if necessary, but works better as a “brain” villain than a “brawn” villain. He loves to manipulate people and sees the rest of the world as pawns in his own little games. If Gustav is forced to fight, he tries to do so in a location which is to his best suited to advantage, preferably striking with ambushes and hit and run tactics.

If it were proved to Gustav that the Baron was ultimately responsible for his downfall, he might become a useful ally or dangerous vigilante. On the other hand, joining a villain who is twisting the world to his own ends might very well appeal to Lock...

COLONEL RICHARD LESCHTOCK { WILD CARD }

Attributes & Skills

Agility d10

Fighting: d10

Riding: d6

Piloting: d6

Shooting: d10

Stealth: d6

Smarts d6

Gambling: d6

Notice: d6

Survival {bayou}: d6

Taunt: d8

Language: French d6

Charisma: +2

Pace: 6

Parry: 7

Toughness: 6

Grit: 4

Spirit d10

Guts d6+4

Intimidation: d10+2

Persuasion: d8

Strength d8

Vigor d8

Hindrances:

Stubborn

Code of Honor

Pacifist {Minor}

Enemy {Major}: Gustav Lock

Edges:

Charismatic

Quick draw

Natural Leader

Reputation

Rank: Colonel {Retired}

Background

Even at fifty, Col. Richard LeSchtock still cuts an impressive figure. A former Confederate commander sickened by the Civil War that is tearing his country apart, Richard now wishes for peace.

The war has shaped Richard. He is a commanding leader who inspires respect in followers. He can be very demanding, but has earned a reputation for being stern, yet fair. Sensing that an army must obey orders or be damned, Richard obeys his superiors to the letter and expects no lesser treatment from anybody in his employ. Richard has no time for fools and time-wasters.

Yet the war also brought about a dichotomy in Richard's psychology: While he earned a name as an officer and tactician, his country was torn asunder. While he learnt to fight and survive, the war caused the premature death of many of his brothers. Because of this Richard now works tirelessly to bring peace to New Orleans to prevent any further needless bloodshed.

Physically Richard is patently a soldier. He is a tall man, who dresses as a dandy and does not look his fifty years. The only clues to this are his war-weary eyes and the scar on his left hand.



THE CIRCUS FREAKS (I MEAN "FOLK")

A selection of suggested circus members is given below. You should add or remove members and clowns depending on the strength of your group. Use the following stats for circus folk, unless noted otherwise:

Attributes & Skills

Agility d12+2	Spirit d6	Edges:
Fighting: d6	Guts d6	Acrobat
Riding: d10	Intimidation: d6	Fleet-Footed
Shooting: d4	Persuasion: d8	Dodge
Stealth: d12	Strength d8	Improved Dodge {-2 to hit}
Throwing: d8	Vigor d8	
Smarts d6	Hindrances:	
Notice: d6	Vow {major}: Circus/Gustav	
Taunt: d8	Outsider	
Charisma: -2	Loyal {Gustav}	
Pace: 8 {Run Die: d10}		
Parry: 5 {6 if unencumbered}		
Toughness: 6		
Grit: 0		
Gear: Bolos {Str(d8)+1}, Throwing Knives {Str(d8)+d4}		

Bailey T. Barnamum

Bailey is a fat, jovial man who smokes large, foul-smelling cigars and talks at a hundred miles an hour. Play him as a used car salesman.

Attributes & Skills

Agility d8	Spirit d8	Edges:
Driving: d8	Guts d4	Charismatic
Gambling: d8	Persuasion: d12+8	Noble {Air of Nobility}
Riding: d6	Strength d6	Snakeoil Salesman
Stealth: d12	Vigor d6	Tale Teller
Throwing: d4	Hindrances:	
Smarts d10	Vow {major}: Circus/Gustav	
Notice: d8	Loyal {Gustav}	
Streetwise: d10+6	Quirk: Loud Talker	
Taunt: d6		
Charisma: +4		
Pace: 6		
Parry: 4		
Toughness: 5		
Grit: 0		

Jobo The Juggler

Jobo will throw clubs at anybody who comes into range. As long as he is juggling his Parry is increased to 8.

Agility d12+2	Edges:
Fighting: d6	Acrobat
Riding: d10	Fleet-Footed
Stealth: d8	Dodge {+1 to hit}
Throwing: d12+6	Juggler {as a Juggler Jobo gains an additional +4 to his throwing skills and his attack range is increased to 4/8/16}

Gear: 12 Juggler's Clubs; 3 Spinning Plates {Str(d8)+1 damage, and they break}.

Juggler's Club damage: Str(d8)+d4 {when Hitting} or Agility(d12)+d4 {when Throwing}

Inferno, The fire-breather

Inferno is armed with a torch {Str(d8)+1d6+50% chance of fire damage}. He must spend one action drinking an alcoholic concoction before he can breathe fire {treat as a "Throwing" attack}. The flames deal d10 damage, with a 4 yard range, and may set alight flammable substances {cloaks, hair, etc.}. *Inferno follows Gustav under his own free will!*

Vioni, the Knifethrower

An Italian knife-thrower, Vioni is accurate and dangerous with his knives.

Agility d12+2	Edges:
Fighting: d10+2	Acrobat
Riding: d4	Fleet-Footed
Stealth: d6	Dodge {+1 to hit}
Throwing : d12+6	Knifethrower {as a Knifethrower Voni gains an additional +4 to his throwing skills and his attack range is increased to 4/8/16}

Gear: 12 Throwing Knives; 2 Bowie Knives {Str(d8)+d4+1}

Sylvia, Trick Rider

Sylvia is mounted on a horse and will try to trample any Posse member who has fallen on the ground.

Agility d12+2	Edges:
Fighting: d6	Acrobat
Riding: d12+2	Fleet-Footed
Shooting: d4	Dodge {-1 to hit}
Stealth: d10	Beast Bond
Throwing: d8	

The Mountain that Moves, the Strongman

The Mountain is armed with an iron “2 Ton” Dumbbell {Str(d12+3)+d8}, which he uses as a double ended club. He is slow moving and dim and a bit of a softy at heart. The Mountain is also very ticklish. Perhaps the most physically dangerous of all the circus acts:

Attributes & Skills

Agility d6	Spirit d6	Edges:
Fighting: d12+2	Guts d8+2	Brawny
Throwing: d8	Intimidation: d12+3	Frenzy
Smarts d4		Size +3
Notice: d4	Strength d12+3	Trademark Weapon
Taunt: d4	Vigor d10	Improved Trademark Weapon: Dumbbells

Hindrances:

Vow {major}: Circus/Gustav

Loyal {Gustav}

Ticklish {if The Mountain is lightly touched in the ribs, feet or guts he doubles over laughing and loses his next Action. If he loses his actions for two rounds make a Spirit roll v. 24 to awake from Gustav’s Hypnotic Suggestion, at which point The Mountain becomes very sorry for “All da bad fings I’ve done...”}

Charisma: 0

Pace: 5

Parry: 8

Toughness: 11

Grit: 2

The Incredible Domati Twins, Acrobats

The Domati twins may try to ambush an unwary hombre by swinging down, grabbing him and then dropping him from a high height. Exceptionally perceptive hombres may automatically perceive this attack coming. Other cowpokes must make Notice check at 9 to avoid the trap {after witch the check drops to 7}.

Agility d12+2	Edges:
Acrobatics: d12+2	Acrobat
Fighting: d8	Fleet-Footed
Stealth: d12+2	Dodge {-1 to hit}
Throwing: d6	Sweep
Strength d8	
Climbing: d12	

Gunther, the Goat-boy

Gunther is advertised as half-boy, half-goat but he's just dressed in a very clever costume.

The Clowns

Painted with white faces and smiles, the clowns look very sinister. A standard horror motif, you can play the clowns as silent killers with almost robotic movements, or as bungling fools:

Attributes & Skills

Agility d6-1	Spirit d6	Edges:
Fighting: d6-1	Guts d6	Always has Pie! {a Clown can
Throwing: d4-1	Intimidation: d10+2	<i>Always</i> pull a Pie from behind his
Throwing {Pie}: d12-1	Persuasion: d4	back}
Smarts d4	Strength d4	Dodge {-1 to hit}
Notice: d4	Vigor d6	Strong Willed
Taunt: d10+2		Improved Dodge {-2 to hit}
	Hindrances:	
Charisma: 0	Vow {major}: Circus/Gustav	
Pace: 5	Loyal {Gustav}	
Parry: 5	Clumsy {The Clown takes a -1 to his Pace and Agility	
Toughness: 5	checks and anytime he busts on a physical action he	
Grit: 0	drops,/breaks the item or hurts himself (drops it on his toe	
	or hits a friend, etc.)}	

Gear: Pie {no damage but *always* hits the face causing the opponent to make Spirit check (on account of the humiliation & stupidity of gittin' hit by a pie) or suffer a -3 to all attacks and Notice rolls until they take an action to wipe the Pie away from their eyes. You must have the Skill: *Throwing {Pie}* and the Edge: *Always has Pie!* to get this effect!}; Juggler's Clubs {3 each} damage Str(d4)+d4}.

Midgets {Wild Cards}

Malicious dwarves, who are at an advantage in small places. Another horror motif, the midgets should cackle with evil laughter whenever they wound a Hero. *The Midgets follow Gustav under their own free will!*

Attributes & Skills

Agility d12+2	Spirit d6	Edges:
Fighting: d6	Guts d4-2	Acrobat
Stealth: d12+2	Intimidation: d4	Fleet-Footed
Throwing: d10+2	Strength d4	Quick
Smarts d6	Vigor d4	Fast as Lightning
Notice: d6		Knack: Luck of the Jackalope
Taunt: d10	Hindrances:	{Sixth Sense}: -4 to all attacks
	Vow {major}: Circus/Gustav	against any Midget
	Yellow	Small: -1
Charisma: 0	Loyal {Gustav}	
Pace: 8 {Run Die: d10}		
Parry: 5 {6 if unencumbered}		
Toughness: 3		
Grit: 0	Gear: Bolos	

Dhalsim, Fakir from the Orient

Dhalsim, the sword-swallower, is armed with a sword, which he plucks from his throat. On Spirit check of 8 {or the expenditure of a White Fate Chip}, Dhalsim can ignore damage from snake-bites, beds of nails, hot coals, sword-swallowing, etc. This ability requires a certain level of focus from Dhalsim and can only be used to ignore combat damage with two raises (12). *Dhalsim follows Gustav under his own free will!*

Spirit d8

Strength d6

Gear: Short Sword {Str(d6)+d6}; 2 Daggers {Str(d6)+d4}

Pete Greer

Along with being the Owner/Trainer of Bupo Pete is B.T. Barnamum's Foremost Animal Trainer. He has a "Way With Animals" all animals love Pete.

Attributes & Skills

Agility d8

Fighting: d12

Riding: d10

Shooting: d4

Throwing: d8

Smarts d6

Notice: d6

Healing {animals}: d10

Tracking: d8

Charisma: 0

Pace: 6

Parry: 8

Toughness: 5

Grit: 0

Gear: Whip, Lariat, Pistol {2d6+1}, Bowie Knife {Str(d8)+d4+1}

Spirit d10

Guts d6

Persuasion: d12

Strength d8

Vigor d6

Hindrances:

Vow {major}: Circus/Gustav

Loyal {Gustav}

Delusional {minor}: His animals talk to him

Edges:

Beast Master {Bupo, the Dancing Bear}

Beast Bond

Ambidextrous



THE ANIMALS

Bupo, the Dancing Bear

Bupo has been domesticated. His teeth and claws have been filed down and hence the damage has been reduced from the values given in the ***SAVAGE WORLDS CORE BOOK***.

Agility d8

Dancing: d8

Fighting: d8

Smarts d6(A)

Spirit d8

Guts d10

Strength d12+4

Vigor d8

Pace: 8

Parry: 6

Toughness: 10

Special Abilities:

Bear Hug: Bupo will attempt to use his weight to pin an hombre and rend 'em with his claws and teeth. If Bupo hits with a raise he has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.

Claws: Str-2 (d12+2)

Size +2: Bupo stands 7' tall and weighs over 1000 pounds.

Lions

Whopping great carnivores with large teeth, but still circus animals whose teeth and claws have been filed down and hence the damage has been reduced from the values given in the ***SAVAGE WORLDS CORE BOOK***. The lions are frightened of whips {treat anybody wielding a whip as though they had Fear level 3}.

Agility d8

Fighting: d8

Smarts d6(A)

Notice: d8

Spirit d10

Guts d10

Strength d12

Vigor d8

Pace: 8

Parry: 6

Toughness: 8

Special Abilities:

Improved Frenzy: Lions may make two Fighting attacks each action at no penalty.

Pounce: Lions often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.

Bite or Claws: Str (d12)

Size +2: Whopping great carnivores...

Note: Lions are found in America only in circuses and zoos.

Prancer, Dancer & Groover - Circus Horses

The circus horses tend to be loyal to their masters. Anybody who is not their master suffers a one raise penalty when riding the horses.

Agility d10

Fighting: d8

Prancing: d10

Smarts d6(A)

Notice: d6

Spirit d6

Guts d6

Strength d12

Vigor d8

Special Abilities:

Fleet Footed: These Horses roll a d10 when running instead of a d6

Kick: Str (d12)

Size +2

Pace: 10

Parry: 4

Toughness: 8



OTHER CHARACTERS

Dewy Nelson

Dewy is the mayor of New Orleans. He is a puppet administrator and about as interesting as your average accountant. Play Dewy as a boisterous, exceptionally dull man, with a vociferous monotone. Dewy has no skills relevant to this adventure and should be treated as such.

Susan Flint

LeSchock's niece, a sweet, innocent, blonde, six-year-old girl, who idolizes her "Uncle Ricky" and never listened to her parent's advice about strange men.

Bodyguards

The bodyguards are very job focused, unimaginative and bureaucratic. They are unlikely to attack the Posse unless the Posse is causing trouble. Use the *Gunman* or *Gunman, Veteran* archetype on pages 230 & 231 of ***DEADLANDS RELOADED***.

The Constabulary

The city cops are just that. Use the *Ranger* archetype on page 234 of ***DEADLANDS RELOADED***.



NEW SKILL:

HYPNOSIS

Trait: Spirit

A practitioner of this skill may hypnotize victims into performing particular activities, remembering things that lurk in the recesses of the mind, or forgetting all about other events. The victim must be willing or else the Hypnosis has no effect. Victims *cannot be forced* to perform acts contrary to their personality and are allowed an opposed spirit roll.

Hypnotized victims can be brought out of their trance in a number of ways - a bang on head; being splashed in the face with water; being “talked down” from their hypnotic trance.

With the exception of post-hypnotic suggestions {which can last for a month per point of aptitude in hypnosis the practitioner has} hypnotic control lasts for one day per point of skill in hypnosis. The canny hypnotist often puts in a sub-clause that his victims should return to him after a few days, so that he can re-hypnotize the victim.

Hypnosis is based on science and psychology, not magic. Consequently, it cannot be foiled by standard anti-magic measures.

NEW HEX:

HYPNOSIS {VARIATION ON “PUPPET”}

Rank: Veteran

Power Points: 3

Range: Spirit

Duration: 3 (1/round)

This hex allows the huckster to hypnotize their victims and chain them to his will. The victim does not need to be willing and, once under the huckster’s control, can be forced to perform acts they would normally not perform.

To make a Hypnosis attack the huckster must make eye contact with the victim for one action or longer, requiring an opposed roll of the character’s arcane skill versus the target’s Spirit. The user must score a success and beat the target’s roll to gain complete control. The victim will then attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.

This is that “other version” of *Puppet* that allows Villainous types to control subjects for much longer periods of time—perhaps even permanently...

Trappings:

The huckster must make eye contact with the victim for one action or longer, and poses the skill “Hypnosis”.



POSSE



HANDOUTS

New Orleans Times

November 5, 1872

Only 10¢

Colonel LeSchtok: New Politician

Campaign season is here and Col. Richard LeSchtok, owner and operator of the small gambling hall "The Jack of Tears" and the accompanying river boat "Jack's Tears", has thrown his hat into the ring. Tired of the corruption that has plagued our town Col. LeSchtok has announced his bid for city council. His stand against Mayor Dewey Nelson, and the other "Ineffective Rabble" who populate the city's Government has gained him a vast amount of popularity amongst New Orleans' downtrodden.

His opinion on political vice notwithstanding, Col. LeSchtok has gained much more notoriety on his accusations that certain esteemed members of our society are practicing the "Black Arts"!

In an interview The Colonel said: "The state of affairs in the Government ring is atrocious. Powerful men like Baron LaCrosse has a strangle hold of the city and we are in a state of fear."



Colonel LeSchtok at a Town Hall Meeting: "Baron LaCrosse has a strangle hold of the city and we are in a state of fear."



BAILEY T. BARNAMUM

PRESENTS

**BARNAMUM'S
INDESCRIBABLE
CIRCUS**

**FEATURING AN ENTOURAGE OF
ENTERTAINERS, THE LIKES OF WHICH
THE WORLD HAS NEVER SEEN!!!**

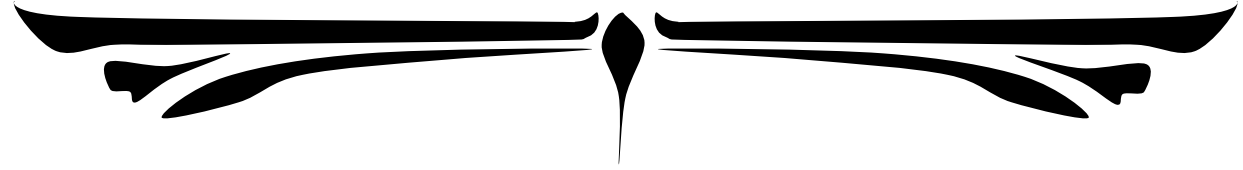
See **Gunther, the Goat-Boy** a sight that must be **SEEN** to be believed!!!

Thrill at the *Magnitude* of **the Mountain that Moves!!!**

Witness as **The Incredible Domati Twins** perform feats that will make the faint
of heart *swoon!*

Behold **Inferno, the Fire-Breather, Vioni, the Knifethrower, Sylvia, the
Trick Rider, & Dhalsim, the Fakir from the Orient**

Delight at **Bupo, the Dancing Bear and Prancer, Dancer & Groover the Trick
Horses**





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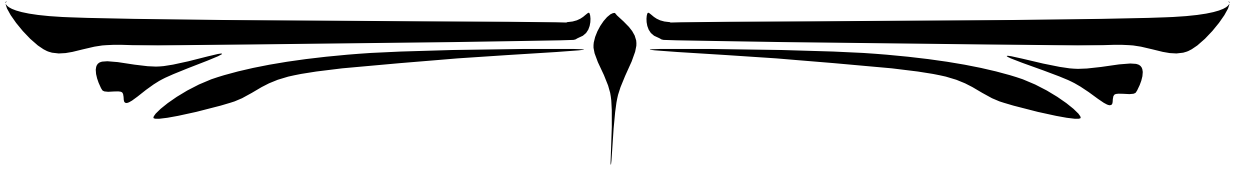
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PRESENTS

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UNDESCRIBABLE
CIRCUS

FEATURING AN ENTOURAGE OF ENTERTAINERS, THE LIKES OF WHICH THE WORLD HAS NEVER SEEN!!!

