

With Death Defying Feats of Skill and Prowess.... Introducing our...

FIRE EATER/SWORD SWALLOWER: PETER WAINWRIGHT.

Sigh. There's no getting around it; you're getting older. You're maturing. Pretty soon you're going to have to leave everyone around you and not look back. It's a shame; you've managed to make some close friends with some of these people, but you knew it would happen, and it isn't like you are exactly, "people" anyway.

You were born – ok, hatched – nearly one thousand years ago. It isn't well known that Dragons take the form of humans during their first thousand years of life and then mature into their Dragon form. Around here, not a great deal is known about Dragons at all, such as that they really exist.

You were born in the Summerlands, the lands of the Fey. There, they knew about Dragons. They knew that you were to be respected and feared. You are, in fact, a loyal citizen there, and respect the monarchy of the fey. Were you to meet a member of fey nobility or royalty, you would be required to swear your fealty and serve the noble or royal until dismissed.

You spent much of your formative years with an adoptive family in a thatched hut near a forest. Dragon children are raised a bit like changelings; after they hatch, they are deposited unceremoniously on the doorstep of a nearby family to be raised like humans.

You were raised by an old woodcutter and his wife. They knew your true nature and feared you somewhat, but they also came to love you. It was all very touching. But when you turned a mere fifteen years of age, you decided to leave home and see the world.

It was your dragon blood calling you to adventure. And you were up to the challenge. Even immature dragons, such as yourself, have dexterity and prowess far above normal humans or faerie stock. You roamed through the Summerlands for hundreds of years, drinking, fighting, carousing, exploring, and generally having a good time. But eventually even the Summerlands became boring and you craved new adventures.

So you found the gateway to humanity. You arrived in the green fields of England on September twelfth in the Year of Our Lord, 1752. The date is actually very important. It is very difficult to travel to and from the Summerlands unless one is a wizard of some sort. You were able to travel through the "lost days." Check any reputable history book and you will see that in 1752, the calendar skipped from

September second to the fourteenth. You traveled through the days that were missing, the fictional time that blurred the difference between story and reality. And so you came to England.

You made your way to London, a smelly, filthy city. You were used to the clean, pleasant towns of the Summerlands and this came as quite a shock to you. You tried to find adventure, but all the adventure there consisted of petty crimes and squalor. The real news, the real adventure, was in the colonies. So, along with the many men trying to find a new life, you boarded a ship to the "new world."

Now America, this is an exciting country. There were glorious battles – you fought the Redcoats in the revolutionary war and the Gray in the civil war. There were exciting adventures: under the name Meriwether Lewis you traveled to the far parts of the continent. You fought and explored with Daniel Boone. You have truly led an exciting life while you've been with humanity.

Currently, you are working in a circus under the name Peter Wainwright. You swallow swords (they don't hurt you) and eat fire (you are immune to fire and can exhale it if you concentrate). You enjoy life here in Colonel Sebastian T. Rawhide's Circus of the Spectacular.

Colonel Rawhide is quite the character, but you don't think he truly understands the extraordinary group of individuals he has collected. True humans can be so blind. Take, for example, Susan Wildes, the strong woman. There is the scent of ancient, and powerful, magic about her. You cannot tell if she is the victim or if she is projecting it, but it does explain how she is able to lift such great weights effortlessly.

What you cannot understand is how this ties in with Franklin Winters, the lion tamer. He projects similar magic, but you have yet to fathom a connection. He hasn't shown any unusual abilities at all, yet you know that magic is entwined in his life, somehow.

And then there are the newcomers from Europe. Ah, a bit of back story. You joined the circus about a year ago, at the height of its popularity. The circus was so popular in America that Colonel Rawhide decided to take a tour of Europe. This was exciting, and you were happy to go along.

Europe was strange, darker and older than America. You could sense presences in the forests in Europe, darker forces than the gentle spirits of the American plains. The tour started and ended in France, touring most of the continent and England along the way. London had changed a great deal in many small ways over the past hundred-plus years, but at its heart, it

was still a dirty, smelly city. You were glad to be going back to France.

But it was while in England that you realized that you were no longer alone. One of the new performers was also from the Summerlands – No! The performer was related to those who dwelt in the land of twilight, but was an earthly spirit of some sort, disguised so you cannot get a lock on who it might be. It is either Zelda the Clown, Bobo the Dog Faced Boy, The Masked Rider, or The Knife Thrower. Or even one of the acts that joined the circus just before it left for Europe: Señora Mysterioso, Lydia the Tattooed Lady, or Zimmie the Clown. The magical disguise is messing with your senses. You would like to find out who it is, though.

While in Europe, on the second pass through France, strange things started happening. You had become friends with Uma the unicyclist – you use a smaller unicycle in your act – and you were quite dismayed when she fell off her high unicycle twisting her ankle. You brought her to a doctor, who said that she had to be kept off her feet for a few weeks. The circus had to move on, so she was left in the care of the doctor in France, and you have possession of her unicycle.

However, the most significant event of your life started when the circus returned back to America. You are starting grow up, mature, become a real dragon. You will, over the course of the next few years, grow scales, and a tail, and wings, and – well – this may be the last chance you have to live among people. Sad.

Already, your instincts are beginning to kick in. You can tell – you don't know how, you just *know* – that there is a horde of riches within the circus. You want it. You don't know why, it just seems right to have a horde of treasure. And a princess – or at least a maiden. There is a princess somewhere about. You can smell her. You need to kidnap her. Um, you don't know what you'll do with her once you have her, but you'll have to try. And if you can't find a princess, there's a maiden available: Colonel Rawhide's fiancée, Daisy Bell.

You don't know why you have to gather a horde of treasure or capture a princess, you just do. It's what dragons do. You can try to fight your instincts as much as you want, but sooner or later, they're going to get the better of you. In the meantime, you do have a show to do. Best enjoy your life while you can.

ITEMS

Unicycle: This was Uma's. You're holding onto it until she gets back.

Swords and Torches: for your show.

ROLEPLAYING HINT

You enjoy adventure and excitement of all kinds. Your show is very flashy and lively, as you are in person. Note, after seeing a horde or treasure or a human princess, you must attempt to capture it or kidnap her. You may try to resist for no longer than a half-hour before giving in to instinct. After doing so, you retain free will, may return the property or person, and have no more urges in that area.

THE OTHER CHARACTERS:

Colonel Sebastian T. Rawhide: He is a good man, but for all his pomp and circumstance, he has no imagination. He has no idea the types of individuals he has collected in his circus.

Daisy Belle: Colonel Rawhide's fiancée, a real Southern belle. She doesn't care for the circus. She is, however, a fine choice for abducting if you cannot find a princess. Didn't you read somewhere about southern aristocracy?

Jack Bungling: The older of the two Bungling Brothers, owners of the Bungling Brothers Circus. You have never met the Bungling Brothers, but you have never heard anything nice about them.

The Flying Credenza Brothers: They keep to themselves a great deal. They have their own private wagon, and they don't let anyone else in.

Herman Binkowicz, "Binky" the Clown: Binky was one of the original performers. He can make anyone – including you – laugh, and that allowed Colonel Rawhide the income to take the tour of Europe. You avoid Binky because he always makes you laugh, and you are afraid you'll lose control and burn something if you laugh too hard.

Susan Wildes, The Strong Lady: She is in her late teens and is very strong. She is a bit naive, but a very nice, polite girl. She has an aura of ancient magic upon her.

Franklin Winters, The Lion Tamer: He also has an aura of ancient magic. You know he is good with the animals, maybe that has something to do with it.

The Townshed Brothers: They were also part of the original circus. They are nice people, but they constantly argue. At first you thought they were some sort of mythological beast with two heads or something, but as near as you can tell, they are normal humans.

Helena Ferez, the Bearded Lady: She is one of the original members of the circus. She is a nice person, but you think she may be on the run from the law. When the circus toured Europe, she took a leave of absence rather than enter the countries of Fandonia and Freedonia.

Bobo, the Dog Faced Boy: He's an eight year old boy who joined the circus in Europe. You know that one of those who joined in Europe, or right before you left has an aura of the Fey, but since it is masked, you cannot tell which one.

Zelda the Clown: Zelda joined the circus in Europe as well. She cannot talk, nor read or write, but she is very energetic.

Señora Mysterioso: She joined the circus just before it left for Europe. She claims to be fortune teller, but you don't believe her. There is not a whit of magic about her. Nonetheless, some of her predictions have been startlingly accurate. Maybe you'll try getting your fortune told just to see what happens.

The Masked Rider: Also joined the circus in Europe. The Masked Rider is the best horseback rider you have ever seen, human or otherwise. Some of the Rider's stunts almost seem impossible.

The Knife Thrower: The Knife Thrower also joined the circus in Europe. The Knife Thrower likes privacy, but is very talented. You saw some knives being thrown perfectly, while the thrower was blindfolded.

Lydia the Tattooed Lady: She joined the circus just before it left for Europe. While in Europe, she had the royal seals of every country she went through tattooed on her body. You're not sure why.

Zimmie the Clown: You may be the only person in the whole circus who doesn't dislike Zimmie. It could be because he avoids Binky just like you do.

The Great Zamboni: He arrived today asking for a job. Colonel Rawhide decided to give him a chance. He exudes very powerful magic, which means his "stage magic" act will definitely be one to watch.

WELL KNOWN CHARACTERS NOT IN GAME:

Senator Hiram Bungling: He is the father of the Bungling Brothers. He is a powerful and influential man in Washington DC. Where Bungling goes, so goes the nation.

John Bungling: The younger of the Bungling Brothers. You've never met him.

Uma the Unicyclist: Uma was a friend of yours, in fact, she taught you how to ride the Unicycle. Uma used to ride a large unicycle while juggling or across a high wire. However, while in France, she fell and severely twisted her ankle. She has stayed on in France in the care of a Doctor. You have her unicycle for when she returns.

Preston the Prestidigitator: His act also was ruined while in France. While he was sawing a woman in half, a panel swung open revealing the illusion. He was booed out of the tent and Colonel Rawhide had to fire him. He had no true magic and only relied on slight of hand. He was good at it, too. It's a shame the accident had to happen to him.

ABILITIES

Combat: 15 cards.

Read Faerie: You can read and write the language of the Fey. You will be provided with a translation sheet.

Dragon Skin: You are very difficult to hurt, and are completely immune to fire. You **can** be defeated in combat, but you do not take any damage from normal people and bladed weapons. Very strong – or otherwise powerful – people and guns can hurt you, even kill you. If you lose a combat to someone, you are still at that person's mercy, but you cannot be damaged unless they have a gun or are very strong.

Breathe Fire: You can breathe flame. If you do this in combat, you can seriously damage someone. Fire will be simulated with streamers. See a Roustabout to breathe fire.

Binky the Clown: You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – my – that Binky sure is funny.

Warning: *If you laugh in this fashion for more than five minutes, you may start to inadvertently breathe fire. See a Roustabout if this occurs.*

