



ART CREDIT: DICE GRIMOURIUM  
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## CIRCUS RUNAWAY

**C**ircus Runaway is a urban combat encounter for four to five characters with an average party level (APL) of 5th level. The characters encounter animals from a runaway zoo roaming the streets. Statistics for creatures found within this encounter can be located in the **5th edition SRD**.

Townfolk stream past you, running from something up ahead as a panicked man in a ringmaster's outfit attempts to calm the crowd. Something large moves unseen through the nearby houses causing a raucous.

### ZOO COMES TO TOWN

This encounter takes place in any urban environment in a town or city. A zoo has come to town bringing many exotic creatures and animals to display for the public's amusement. A careless animal handler left the **bulette's** cage unlocked who took advantage of the situation and in its efforts to escape, damaged the cages of several other creatures, including a **xorn** and **basilisk**, which are now running free in the streets.

### ENCOUNTER: MENAGERIE

When the characters arrive, most people have fled the area. The zoo's ringmaster is attempting to find help to recapture these beasts. He is offering a large reward of 1000 gold pieces to anyone able to wrangle the creatures unharmed and return them to his zoo.

CR8

4,300XP

## URBAN ENCOUNTER

### THE BASILISK

The large reptile is quite pleased with its newfound freedom and will be reluctant to return to its cage. The **basilisk** is currently munching down on some unfortunate petrified people who crossed its path.

### THE BULETTE

In one of the houses not far from the characters screams and crashing can be heard as the **bulette** feasts on the family inside. It will not be easily captured and attempt to escape underground if attacked. The bulette is hungry and could be lured out with the promise of a meal.

### THE XORN

The gem loving **xorn** is currently in the house of a jeweller terrorising the family and devouring its fair share of gemstones and jewellery. It may be more easily captured if lured out with gemstones.

### CONCLUSION

**Capture the beasts.** If the characters agree to help the ringmaster agrees to pay them whatever they want (up to 1500 gold pieces) but will reduce their reward by 300 gold if a creature is killed instead of captured.

**Won't help.** If the characters refuse to help, the creatures continue to wreak havoc in the town, and the town guard will be sent in to deal with the menaces, likely leading to more deaths.

5TH

LEVEL

PATREON

INSTANT  
ENCOUNTERS