CYBORN

DARING DAVE'S FLAMING CIRCUS

a Cyborn, SagaBorn d100 compatible adventure module

For our full set of gaming materials: SagaBorn.com
For our system-agnostic cyberpunk setting: SagaBorn.com/cyberpunk

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Setting: The Wastes of West Tennessee

In the irradiated badlands east of the shattered ruins of Memphis, a dangerous band of raiders roams the roads. Known as **Daring Dave's Flaming Circus**, they were once a smuggling outfit masquerading as a roving circus. After the death of their founder, the group devolved into outlawry. Now they're fire-crazed marauders, staging theatrical raids and freakish ambushes from their fortified compound.

Thematic Aesthetic

The Circus wears dusty, weather-beaten leathers patched together from scavenged armor, road gear, and old performance costumes. Their outfits always feature a **flame motif**—painted or stitched in crimson, orange, and yellow. Many wear circus masks, scorched greasepaint, or clown makeup faded and smeared by ash and sweat. Tech is salvaged and integrated chaotically: neon-lit shoulder pads, glowing goggles, half-functional flame-thrower gauntlets.

Their rides are a mess of scrap metal and showbiz remnants: tricked-out motorcycles with flame-jets, armored clown cars, and a rust-eaten war mech that once carried circus cargo but now houses death.

Map Integration: The Stronghold

Location: A derelict overpass military checkpoint, reinforced with junk metal and performance stages. Surrounded by craters, radiation-hot zones, and the twisted remnants of forgotten highways.

Key Locations:

1. **Main Gate**: Reinforced and guarded. Entry triggers alarms unless bypassed via stealth or deception.
2. **Towers (4 corners)**: Floodlights and possible auto-turrets. One may hold a sniper.
3. **Interior Camp**:
    - **Tent A**: Sleeping quarters and gang loot.
    - **Tent B**: Workshop (Tiv's domain).
    - **Center Crate**: Contains the stolen nanotech, the *Cloudmaker*, defended with booby traps.
4. **The Mech**: Covered vehicle in center. The Iron Bear uses this when alerted.
5. **Perimeter Craters**: Offer stealth approaches, some may be unstable or hazardous.
6. **Vehicles & Debris**: One rigged to explode, another used as lookout.

Mission Summary

MCN News Sheet (for players)

Music City Notes – June 4, 2090

"Flames on the I-40! The so-called *Flaming Circus* struck again last night near the Old Brinkley Overpass, torching a convoy and vanishing into the ash like ghosts on bikes. Rumors say they're holed up in the irradiated zones east of Memph—sorry, the 'Memphi Wastes.' Local fixers are advising against travel unless you're fireproof or heavily armed."

“Where’s your kid? Last seen at a freakshow? Sounds like a job for professionals.” – *Jester*

Mission Hooks

1. **The Cloudmaker** – Jester hires the players to recover a stolen nanite controller—a rare relic capable of directing a swarm in a short radius. The tech is dangerous in the wrong hands (like flame-juggling psychopaths).
2. **The Runaway** – A local mother believes her teen has joined the circus. Jester has a lead, and she wants the kid back. Alive, preferably.
3. **Burn It All Down** – Jester’s had enough. He’s paying for the Flaming Circus to be destroyed entirely.

Player Info

- The Circus compound is trapped and heavily guarded.
- Radiation exposure is slow-acting, but gear is needed to minimize effects.
- Motorcycle patrols roam the surrounding roads.
- Locals nearby may offer intel with proper leverage.

GM Info

- **The Cloudmaker**: Secured in Tiv’s tent in a locked case, surrounded by heat traps and tied to a nanite-triggered failsafe.
- **The Runaway**: Trains under Ashka. Idolizes the group. Can be persuaded with empathy or outed secrets.
- **The Compound**: Rusted scaffolding, pyrotechnic traps, music-blaring ambushes. Flashy and dangerous.

Violent Solutions

- Assault the stronghold directly.
- Ambush bike patrols to gain access or uniforms.
- Mech fight against the Iron Bear in the courtyard.

Nonviolent Solutions

- Infiltrate the Circus under false pretenses (performers, traders, defectors).
- Persuade or deceive the Runaway.
- Convince Bashwheelz to turn.

Consequences / Seeds

- Cloudmaker recovery leads to questions of origin and future use.
- Kid’s fate alters rep in Nashvegas.
- Circus survival means future retaliation or uneasy allies.

Key NPCs and Stat Blocks

Rex “The Iron Bear” (CV 4)

Backstory: Former circus strongman and veteran of the Southern Corps. After Dave’s death, Rex seized control using an old single-soldier mech suit, which he refurbished and painted with circus flames.

Appearance: Massive frame, bald with a charred beard and wild eyes. Wears a shredded ringmaster coat over armor plates and hydraulic gear. Outside the mech, he’s intimidating; inside, he’s a walking tank.

Personality: Speaks in poetic riddles or circus catchphrases. Has delusions of grandeur, sees himself as keeping Dave’s legacy alive.

STR	CON	SIZ	INT	ACU	DEX	SOC
15	15	15	12	12	10	8

- **CV**: 4
- **Class**: Monster
- **Type**: Augmented Human
- **HP**: 35
- **Damage Modifier**: 1d4
- **Armor Value**: 6
- **Speed**: 25
- **Attack**: 1d10+2+dm (avg 11)
- **Skills**: Combat 75%, Engineering 65%, Intimidate 45%
- **Special**: Overdrive – Gains +2 actions for 2 rounds, then overheats (stunned 1 round)
- **Weakness**: Exposed cooling systems (targeted fire or electric attacks bypass AV)
- **Horror**: 2/1d8+1
- **Treasure**: Mech scrap core, high-grade hydraulics (150 credits if salvaged)**: 2/1d8+1

Bashwheelz (CV 3)

Backstory: Former stuntman who thrived in the chaos post-Dave. Believes in speed, chaos, and fire.

Appearance: Mohawk melted into a helmet. Covered in tribal tattoos and oil-stained bandages. Rides a turbocharged roadbike with flamethrowers.

Personality: Fast-talking, crude, loyal to Rex—unless offered a better deal.

STR	CON	SIZ	INT	ACU	DEX	SOC
12	12	12	10	10	14	9

- **CV**: 3
- **Class**: Being
- **Type**: Biker Raider
- **HP**: 24

- **Damage Modifier**: 0
- **Armor Value**: 4
- **Speed**: 25
- **Attack**: 1d8+2 (avg 7), Bike Charge (knockdown)
- **Skills**: Combat 65%, Drive 75%, Bluff 35%
- **Special**: Nitro Boost – Can act first in combat if on bike
- **Weakness**: Off-bike combat at -20%
- **Horror**: 1/1d8
- **Treasure**: Modified combat bike, adrenaline injector**: 1/1d8

Ashka & Cindee (CV 2 each)

Backstory: Originally fire-dancers, they now handle traps, explosives, and shock-and-awe.

Appearance: Identical twins with half their heads shaved and scorched flame tattoos across their skin. They dress in asymmetric leathers, each carrying multiple firebombs and igniters.

Personality: Childlike cruelty. Speak in rhyme and finish each other's sentences.

STR	CON	SIZ	INT	ACU	DEX	SOC
10	10	10	10	12	14	8

- **CV**: 2 each
- **Class**: Monster
- **Type**: Pyro Twins
- **HP**: 15 each
- **Damage Modifier**: 0
- **Armor Value**: 2
- **Speed**: 25
- **Attack**: 1d6+1 (firebombs), smoke grenades (obscure area)
- **Skills**: Combat 60%, Traps 50%, Acrobatics 50%
- **Special**: Twin Sync – Both act together in initiative
- **Weakness**: Easily distracted by chaos or shouting
- **Horror**: 1/1d6
- **Treasure**: Fireproof suits, homemade explosives, nanite ignition triggers**: 1/1d6

Tiv (CV 2)

Backstory: Once a clown-doctor and stage magician, now a twisted tech-ghoul who patches up the Circus with scavenged cyberware.

Appearance: Gaunt, grinning face with smeared white paint and rusted surgical goggles. Carries a bone saw and a patchwork medkit.

Personality: Creepy but calm. Finds beauty in grotesque augmentation.

STR	CON	SIZ	INT	ACU	DEX	SOC
9	10	10	14	12	10	8

- **CV**: 2
- **Class**: Being
- **Type**: Tech Surgeon
- **HP**: 15
- **Damage Modifier**: 0
- **Armor Value**: 2
- **Speed**: 25
- **Attack**: Bone saw (1d6), syringe (tranq -5 to STR)
- **Skills**: Medicine 60%, Cybertech 60%, Stealth 25%
- **Special**: Implant Surge – Once per encounter can rig an ally to regain 1d6 HP
- **Weakness**: Will not fight unless cornered
- **Horror**: 1/1d4
- **Treasure**: Surgical cybertool kit, black market implants, narcotic stims**: 1/1d4

The Kid (CV 1)

Backstory: Joined recently, enamored with the flair and freedom. Trains under Ashka.

Appearance: Young, wiry, dressed in a patchy fire motif jumpsuit. Naïve but skilled with pyrotechnics.

Personality: Overconfident, a bit brainwashed. Can be reasoned with.

STR	CON	SIZ	INT	ACU	DEX	SOC
8	8	8	10	10	10	9

- **CV**: 1
- **Class**: Being
- **Type**: Naïve Human
- **HP**: 8
- **Damage Modifier**: 0
- **Armor Value**: 0
- **Speed**: 25
- **Attack**: Improvised fire device (1d4)
- **Skills**: Perform 35%, Craft Fireworks 35%, Acrobatics 15%

- **Special**: Flashbang Surprise (1x blinding effect)
- **Weakness**: Susceptible to persuasion and fear
- **Horror**: 1/1d2
- **Treasure**: Firestarter kit, Circus badge, hidden personal recording of The Iron Bear**: 1/1d2

Challenge Examples

Easy (CV 1 / 75%)

- Climbing a rusted billboard without being seen
- Convincing a local to talk after bribery

Average (CV 2 / 50%)

- Disabling a circus fire trap without setting it off
- Interrogating a captured raider

Difficult (CV 3 / 25%)

- Infiltrating the Circus disguised as a performer
- Rewiring Tiv’s nanite failsafe without triggering it

Very Difficult (CV 4 / 10%)

- Outperforming Ashka in a fire show to impress the Circus
- Sabotaging the mech before it powers up unnoticed

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