



Havoc

**A new narrative structure,
plot seeds, supporting characters,
and interesting locations for Erebus games.**

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Loath Your Fellow Man
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Introduction

The Havoc club stands where it does because the property was dirt cheap. The reason that the property was dirt cheap is because it used to be a blood-soaked war zone. Its two block neighborhood represents the border between a residential slum to the north and a low-rent business district to the south. Its residents were historically under the protection of the Black Claw, a gang of natives who dominate the slums. When a protection firm called Justice Inc set up shop to the south, the two groups found themselves embroiled in territorial disputes.

Skirmishes escalated quickly into an all-out turf war that decimated the neighborhood. After nearly a year of conflict, and enough casualties to fill its own cemetery, the gangs agreed to call a truce and declare the area a neutral zone. Its residents are charged no fees and receive no protection from either group. As a result, many moved north and the few businesses there (a theater, a bar, and a hotel) plunged into the red.

Enter Flint Ironstag, an investor widely known for his shady business practices. He bought up the entire area, renovated the club, and turned the theater into a blood dance arena. Since he doesn't want to pay protection to either of the gangs, he's hired on some muscle to look after the place for him. They work as bouncers, protect those employees who have moved back into the neighborhood, and keep the gangs from trying to claim the area for themselves. It's not an easy job and it'll require a diverse set of skills...

Narrative Structure: The Nightclub

First and foremost, the club needs some muscle. A street predator, blood dancer, rage mage, gunslinger, maybe a former vigilantes... anyone who can act as a bouncer for the club and a legbreaker for the protection racket. In fact, two or three would be ideal. (You can always fill out the ranks with NPC mooks, too.)

Next, the club will need a bartender. There's a lot of potential here, from a practitioner of the Way of the Bottle (ie. drunken boxing) to a Purifier mixologist to a Philosopher who likes to experiment with wine and spirits. They should also have a good shoulder for all those drunken losers to cry on, maybe a mesmerist or a silver-tongue who's trying to go straight.

If you have any sneaky types (cage mages, silver-tongues, etc), you can put them to work as the club's manager or accountant. They can use their position to launder money, smuggle contraband, or conduct pretty much any other covert activity under a legitimate cover. I'm sure the rest of the group would be open to a little moonlighting!

Finally, the club needs entertainers. A stage mage would be great, but musicians, dancers, actors, and comedians are all good possibilities. Again, this would make a decent cover for a cage mage or silver-tongue.

As you can see, your players have plenty of options. However, in order to tie them into some of the plots, you should push for a couple of things. First, at least one of them should have connections with Fallen Legacy or the Brotherhood of Ash (Flint will be their co-conspirator), and no one should be a

Blissite or a Leopard-man. Other cult affiliations are fine and should be encouraged. Second, one of the characters should be a retired blood dancer. Finally, one should be a werewolf or at least a blood dancer or street predator with a wolf-like costume (including renders). You don't have to satisfy all of these requirements to run the plots outlined below, but it'll smooth out the rough spots.

Things To Do

Turf War

Now that the neighborhood is making money, both the Black Claw and Justice Inc want it back. However, neither wants to spark a new turf war, so they're playing it cool. The Black Claw will send their witch (Bedlam) in to curse the place, driving away its business. If they want the "curse" lifted, they'll have to hire the Black Claw to handle their protection needs (or bribe the witch, or threaten her physically, whatever works).

Justice Inc's plan is even more nefarious. Rather than try to take the club, they've decided to take the club's business. The Society of Bliss is secretly building a new Temple within Justice Inc's territory. When complete, the Society will let it operate at a loss long enough to drive Havoc out of business. (They'll sell drinks for less than wholesale, offering free concerts every night, and so forth). Justice Inc will help things along by waging a war of harassment and sabotage against the club... as long as they

can do it without tipping off the Black Claw!

The tension between these two gangs can work to the PCs' advantage in a number of ways. First, they can try to spark renewed violence as a way to keep both gangs busy. They could frame one gang for killing members of another gang, expose the Black Claw's attempts to grab the protection racket, or sell out to either gang in exchange for help stomping on their common enemy. If they're ambitious, they might even be able to obliterate both gangs, take over their territories, and make Havoc the center of a new urban empire!

Blackmail

One of the first things you should do is have Flint Ironstag hand your Fallen Legacy or Brotherhood of Ash character the following assignment: "A defector has stolen some highly sensitive documents, which he plans to sell to our enemies. At the moment, he's gone into hiding while he waits for his contact, but we managed to track him down. I need you to go to this address and recover the documents as quickly as possible. Oh, and bring the others along; you might need the back-up." (See "People & Places" for details.)

The documents in question are all about Sir Erik, one of the most powerful men in Erebus. They contain evidence that Erik is involved with the Ivory Tower and the Cult of Thal (see the website www.Bayn.org/erebus/thali.html). Once the documents are safely in the hands of your conspiracy of choice (either Fallen Legacy or the Brotherhood of Ash), Mr. Black will begin his quest

to recover them. It turns out he's not a defector from the PC's conspiracy, but from Sir Erik's! He made a deal with one of the Crown's noble houses, a rival of Erik's, to dig up some dirt on the Councillor. In return, he'll be given a title and some land in the southern provinces. His ship is coming to pick him up very soon and, if he doesn't have the documents, he's screwed!

He will approach the PC who's a member of Flint's conspiracy and try to make a deal. If the PC gives him back the documents, he'll cut him in for half of the reward. If he wants to move to the Crown and become a duke of something or other, that's fine. If he just wants to cash out and retire a rich man, that's even better. Obviously, the down side is betraying their current allies. Will they take the deal? Or will they use it to draw the traitor into the open and turn him over to Flint? Or will they stab Mr. Black in the back and sell the documents to the highest bidder?

In any case, the club will soon find itself at the center of a political web that reaches to the very top of the Ereban food chain. Sir Erik is already looking for those documents and he has plenty of manpower at his disposal. He can put the club under surveillance, hire mesmerists to interrogate the PCs, get a diviner to track down the evidence and anyone who's touched it, not to mention sending in his personal army of Thali assassins!

Where Wolf?

In the dark recessive of a Mender clinic, on the outskirts of the Black Claw's slums, a bizarre experiment is taking place. An alchemist is trying to "cure" a cursed werewolf by changing the

balance of power between their human soul and their animus. Things are not going well. One night, Patient 02 gets "stuck" between forms, twisted into a half-bestial, funhouse reflection of a man. Driven mad with pain, fear, and hunger, he escapes the clinic and vanishes into the night...

Rumors gradually find their way into the Havoc club, stories of slum residents found gutted or torn to bloody shreds by some terrible beast. Most people think it's a werewolf, but the few eyewitness accounts mention a hulking, bipedal creature. Possibly an insane street predator with a wolf fixation. The Black Claw is out for blood and, as the bodies pile up, werewolf hunters swarm over the area like flies on a corpse.

Eventually, suspicion falls on the werewolf (or wolfie street predator) PC. The cowboy and his dog come sniffing around, Thrash sends Vermin in for some recon, and growing mobs of rabid slum residents appear from time to time, howling for the PC's blood. Meanwhile, Patient 02's predations should also be drawing closer to home; a favorite NPC should meet a bloody demise, or at least a friend of an NPC employee.

To track down the wolf-man, the PCs could use divination, examine a crime scene, set a trap, etc. Dr. Baker will stop by to ask Jack some questions about the attacks, so Jack can point the PCs towards the Mender clinic. Eventually, they'll either track the wolf-man to his hiding place or lure him into the open.

You can run Patient 02 as a simple monster that needs to be put down or a tragic villain who needs saving. The PCs could side with the Menders and help return Patient 02 to the clinic. They could bring the Black Claw his head on a pike and earn a

little gratitude. Or they could take him to the Refuge and leave him with his own kind. In any case, the Cowboy should become a recurring nemesis whose vendetta continues well beyond the wolf-man's end. (Just don't hurt his dog; he'll take it personal!)

The Blood Dance

When competition from the Temple of Bliss starts driving the club into the red, Flint Ironstag instructs his employees to put on the biggest, loudest, bloodiest blood dance the city has ever seen! That should give the club a nice shot in the arm & bring back some of the customers who've been lured away by cheap wine and free strippers. Also, it's pretty much the only attraction they have that the Blissites can't match.

The problem is that no one wants to waste their time on a blood dance that won't draw a crowd, and Havoc's reputation in that department is on the rocks. Enter Crud Bonemeal, an obnoxious blood dancer who has some kind of rivalry with one of the PCs (preferably that retired blood dancer we talked about). Not only will he offer to sign on himself, but he says he can bring some other dancers along for the ride. His only demand is that the blood dancer PC agree to fight him in the arena. It's a reasonable offer and, hopefully, your players will bite.

Crud will actually bring only three dancers, but that should be enough if your PCs are willing to step into the ring. (If not, Flint will order them to do so.) To keep everyone involved, you can pit players against each other, let players run the NPCs, or both. Just make sure the blood dance doesn't devolve into a string of

GM vs Player filibusters. I know I couldn't narrate that many fights in a row! Remember to really get into the trash talking and showmanship, too. Blood Dancing is a sport, not a duel.

While your players are thusly distracted, Justice Inc is up to no good. The Axeman and a small army of mooks have spread themselves throughout the spectating crowd. As the blood dance ends, Axeman will pick a fight with someone from the Black Claw. Simultaneously, his mooks will punch nearby Black Claw members in the face. This will start what we call a "riot." You can call it a tidal wave of property damage!

Just to be on the safe side, the Preacher has taken up a position in the hotel, somewhere on the third floor where he has an unobstructed view of the club. When the stampeding starts, he'll pump round after round of blood burn ammo into Havoc's roof! If they time everything right, the club will burn to the ground and they'll be able to blame it all on the riot. Scofflaw may or may not be in on it. His vigilantus senses will allow him to pick up on the danger before the riot starts, so he could tip off a PC to "keep an eye on the Axeman," or "go check out the hotel." Otherwise, he'll keep to the shadows and jump in if either of his bosses look like they need back-up.

If your players needed any impetus to take drastic action against Justice Inc and their Temple, this should do it. Therefore, you should save the blood dance for the last or second-to-last session of your game. After this, the gloves come off!

People & Places

The Havoc Club

Havoc is a modest establishment: a bar, a stage, some tables, a wine cellar, a small kitchen. The hotel across the street does decent business, mostly criminal types who need a place to lie low for a night or two. The real money is in the blood dance arena; the events themselves bring in a good chunk of dough, but the liquor sales in the bar after the show are where they really rake it in. Most of its employees live in the neighborhood and enjoy free protection from Havoc's lebgreakers. (With the exception of Flint Ironstag who should be played by the GM, any or all of the following employees can be replaced with player-characters of your own devising.)

Flint Ironstag

Ruthless (5) Resources (4) Cult Expertise (4)

Havoc's principle investor is a hands-off type who prefers to let his employees handle the day-to-day crap. However, when he does tell them to jump, he expects them to skip all the dumb questions and just jump already! As the GM, you should use Flint to put pressure on your players, drop hints, and generally lead them around by the nose... when you have to. His "Cult Expertise" Trait will be either "Counter-Intelligence" or "Guerrilla Warfare," depending on whether you need him to be a member of Fallen Legacy or the Brotherhood of Ash, respectively.

Jack

Scrapper (3) Tinker (4) Flirty (3)

It's short for Jacqueline. She grew up in a Mender orphanage not too far away from Havoc and, though she never officially joined the Church of Flesh and Spirit, she picked up a lot of alchemy during her stay. Now, she works as the club's barmaid to fund her experiments, which she swears will make her rich one day! If the PCs don't have a Philosopher, and they need something built, brewed, or broken, they can ask Jack. (It might take some convincing, though. She's a good girl!)

Do, Re, Me

Suffering (4) Music (3) Graceful (3)

This musical trio entertains Havoc's regulars most nights, with a mix of instrumentals, dance, and juggling. As Sufferers, they feel that their art comes from their tormented love lives, so they're always getting involved with the drunken idiots who wander into the club. As a result, the PCs may have to protect them from stalkers and abusive types every now and again.

OI' Steakface

Word on the Street (3) Neither Seen Nor Heard (3)

The wormy guy who runs the hotel across from Havoc got his name during that year of turf war that nearly tore his neighborhood apart. Apparently, both sides used him as a punching bag, extorting favors and information with fists to his face. Of course, your PCs can also use him as a source of information, but they won't have to hit him nearly as hard.

Ostensibly, he's loyal to Flint for revitalizing his business, but you can also play him sinister: he's sick of this neighborhood and wants to move out, but he needs money to do it. Anyone who wants to spy on the PCs or get a good sniper position just has to slip him a few coins and they'll get the best room in the house...

The Black Claw

This gang of natives maintains close ties to the Leopard-men; there is at least one Guar witch on their payroll. They are quite clannish, having operated in the same area for many generations. Their calling card is the eponymous black claw, usually left embedded in a wall or a corpse. Most of its members are just tough guys from the neighborhood, but the upper ranks are filled by serious street predators.

Thrash

Alpha Male (5) Stalker (4) Way of the Claw (5)

The current leader of the Black Claw is a devoted Leopard-man. He fights with the cult's signature weapon (a wooden rake with three claw-like prongs). He leads the same way he fights: with the direct application of brutal, overwhelming force! However, he has enough sense to use stealth or diplomacy when called for. He sees Havoc as a much-needed source of revenue that should be his by rights, since most of its employees were born and raised under the Black Claw's banner. However, he'll side with the Havoc crew against Justice Inc if it comes down to it. He *hates* those bastards!

Vermin

Way of the Spider (3) Sneaky Bastard (3)

A junior member of the Black Claw, Vermin is a ninja wanna-be who specializes in burglary & ambush tactics. His weapon of choice is the kama-gusari, a sickle-like blade with a long chain attached to its hilt. He fights with one in each hand and they double as climbing gear. His name comes from his penchant for lurking in the shadows and climbing around in the rafters of the Den.

The Den

Black Claw HQ is an old tea house from back with a few exiles still lived in the area. Most of the time, it's filled with Black Claw mooks, their friends, and a few serving girls. They fight, gamble, drink, and otherwise slack off until someone needs an ass kicking. Strangers aren't tolerated inside, though there are plenty of fragile tables, throwable chairs, and breakable dishes lying around for anyone who wants to make a scene...

Bedlam

Spellcraft (4) Charlatan (4) Slippery (4)

More psychology than actual magic, Bedlam's "curse" on Havoc will involve scrawling some arcane sigils on the club's walls, followed by a personal visit during business hours. She'll stand on the roof, protected by some Leopard-men mooks, and scream about how anyone who enters the club will be doomed to various unpleasant fates. She's a melodramatic, generally unpleasant, and decidedly hideous old hag.

The Familiar

Pointy & Poisonous (4) Regenerates (4)

This pile of vines, twigs, and leaves is actually a spirit brought to life by a fragment of a Guar's soul. Its only job is to protect Bedlam, which it does by scratching people with its poisonous thorns (causing paralysis, pain, or puss-spewing wounds at your option.) It usually moves like a snake, but can also "spring" through the air to cover great distances. Since it's just a collection of loose bits, it easily recovers from anything short of being chopped to bits or burned to cinders.

Bedlam's House

Bedlam's home is built in the tangled branches of an ancient Bohdi tree, deep inside Black Claw territory. Its interior is cluttered with spell components and ritual fetishes of all description. A pungent cloud of incense and... whatever's bubbling in that cauldron over there fills every room. Bedlam has installed trap doors other escape routes all over the place, just in case one of her "consultations" goes south.

Justice Inc

"An eye for an eye... for a fair price." As their name may suggest, these guys are big into the whole justice thing. Founded by a former priest, Justice Inc is a professional protection firm that presides over the business district to the south of Havoc. It's a low-rent area filled with derelict warehouses, many of which have been converted into office

buildings. The lion's share of Havoc's customers work in those office buildings, so Justice Inc often gets involved when something violent goes down at the club.

The Preacher

Theology (4) Business (4) Way of the Gun (5)

The modern Crown Church is fairly progressive, when compared to its fire and brimstone beginnings. It has little patience for throwbacks like The Preacher. After his harsh views on the administration of justice got him kicked out of the Church, he moved to Erebus and found a more profitable outlet for his passion. As the founder of Justice Inc, he spends most of his time behind a desk. When something does need his personal attention, he and his trusty reloader are more than equal to the task. Never leaves home without his wide-brimmed hat.

The Axeman

Intimidating (4) Investigator (4) Executioner (5)

Justice Inc's head legbreaker is a street predator who hides his face behind an executioner's mask. He believes that a victim's right to vengeance is the cornerstone of any civilized society. Thus, he personally ensures that every Justice Inc client gets fair restitution (or retribution) for crimes committed against them. He carries out this mission with a small army of hired goons and a customized headman's axe with a secondary handle behind the blade. This allows him to use the blade as a counter-balance and make fast parries with the primary handle... which also has a wicked metal point on the end, for stabbin'.

Scofflaw

Wayfarer's Luck (3) Art of Vigilance (4) Shackle-Fu (5)

When a western company foreclosed on the homes of his people, this former vigilantes slaughtered his way through their corporate offices... which were within Justice Inc territory. Normally, the punishment would be death, but The Preacher decided he could put a vigilantes to better use. He "commuted" Scofflaw's sentence and conscripted him as a legbreaker. Scofflaw honestly regrets what he's done and believes he should be punished, so he consented to the arrangement. Axeman demands that he be kept in shackles at all times, so Scofflaw has learned to use them as a weapon. In truth, he could slip his bonds and escape at any time.

The Temple of Bliss

Converted from an old warehouse, the new Temple of Bliss has a flat, one-story architecture. The main floor is divided into hexagonal "cells" that you must wind your way through; there are no direct hallways between them. Each cell has a theme like the Harem (exotic dancers), the Feast Hall (tables piled high with rich, sugary foods), and the Oasis (waterfalls of liquor surrounded by lush vegetation). Staircases at the four corners of the building lead up to the roof, where there is a spacious, glass-walled office (converted from a green house) and a lot of open-air patio space (reserved for Blissites-only). It would make a great location for some kind of apocalyptic, final showdown...

Miscellaneous Conspirators

The whole point of the Blackmail plot is to bring in a bunch of scheming, back-stabbing, black ops bastards in to screw with your players. These are those bastards...

Mr. Black

Espionage (4) Mesmerism (3) Way of the Unseen Hand (4)

This spook worked for Sir Erik before a rival noble house hired him to dig up the dirt on his employer. When he uncovered Erik's connection to the Thali, he made a desperate request for extraction and went into hiding. Now, he needs to recover the documents that are his only proof before his ship drops anchor, or he'll end up at the bottom of the harbor! (His fighting style is meant to be used in crowded places, when one needs to subdue an opponent without letting anyone know there's a fight going on. It's fast, silent, and efficient.)

The Apartment

Mr. Black's home away from home is a low-rent apartment in a wildlands haven on the south side of the city. It's across the street from a saloon where a gang of gunslingers, the local protection racket, hangs out. Any reasonably street smart character can tell that they're keeping an eye on the apartment.

In addition, Mr. Black has rigged his room with a little welcome surprise for any would-be burglars. Opening the door or any of the windows will cause a bit of Philosopher's Stone to drop into an alchemical concoction and instantly release a cloud

of noxious, brightly colored vapor. (Describe the trap and the gas, then roll Yang dice against a target number of 4.) Of course, a secondary effect is that it alerts the gunslingers across the street to the break-in...

Once inside, the documents should be easy to find. (Hey, if they don't find them, there's no story!) Mr. Black, who is nowhere to be found, has them packed away in suitcase with a false bottom. The PCs might have time to glance at them and take down a few notes, but a thorough reading would take at least an hour, and that would look suspicious. Flint said to retrieve them as quickly as possible, not to stick their noses where they don't belong!

The Gunslingers

Shootin' (3) Brawlin' (3) Notice Stuff (3)

These are the hired guns who are looking after Mr. Black's apartment while he waits for his ship to come in. They're none too smart, but they know how to handle a handcannon and don't take too kindly to strangers. You can also run them as mooks, but they're more fun if you use fewer of them and work in some cool gun-fu stunts! Oh, and if the PCs kill any of them during the break-in, the rest will be lookin' for some payback!

Sir Erik's Goons

These guys *are* mooks. They're the shock troops that Erik will send in once he knows where the documents are being kept, or think he knows. They may end up in the hotel across from Havoc, staking out the place. They may also infiltrate the club as

humble patrons, though quick PCs may notice that they don't drink too much. They should be equipped with handcannons or, failing that, fencing swords.

The Birdman

Orniphile (5) Espionage (4) Wiry (3)

Who would have expected the world's foremost expert on birds would be such a weirdo? The Birdman, as everyone calls him, has studied his feathered friends from his treetop home in the outer city for over twenty years. He's developed such an affinity for them that he can issue complex commands, sense when something's wrong with the flock, and even talk to them as if they possessed intelligence. These talents also make him a living surveillance and communication system that covers the entire city! Naturally, he's been recruited by whatever rebel conspiracy Flint Ironstag belongs to (ie. Fallen Legacy or the Brotherhood of Ash).

The Aviary

The Birdman's home, office, and laboratory is a ramshackle collection of rooms, platforms, catwalks, rope ladders, and jungle gym bars that weave their way through the branches of a gigantic tree in the outer city. It is infested by hundreds of birds, occasionally exploding into raucous clouds of brightly colored feathers. Despite his age and apparent frailty, the Birdman is quite agile when it comes to his treehouse, flipping and swinging through the place like a spider monkey.

He lets his rebel friends use his labyrinthine home as a weapons depot. There are stashes of blades, guns, and armor suspended in the branches, carved into the wood, and even dug into the root structure. One of those nooks contains Mr. Black's precious documents, but finding it without a diviner will be next to impossible. Getting to it without alerting the Birdman and his flock will take a miracle!

Predators & Prey

These are the principle players in the “Where Wolf?” plot.

Patient 02

Savage Fury (5) Acute Senses (5) Hide (4)

Dr. Baker's reckless experiments have twisted this cursed skinwalker into a rabid half-man half-beast. His features are grotesquely distorted, but his deformities don't seem to hamper his killing. His mind is crippled by bestial fear and rage, but still capable of exercising a man's deadly cunning. He escaped his clinic/prison a few days ago and has been living on the vermin, beasts of burden, and slow-witted humans that inhabit the Black Claw's slum. During the day, he sleeps in alleys, buried under piles of trash. Animals avoid these places like the plague!

Note: If you have a cursed werewolf PC, it might be funny to make them Patient 02. They may or may not know that they're part of a Mender experiment, but they certainly don't remember killing anybody! In this case, they only change into the wolf-man at night or after being administered one of the “treatments.”

The Cowboy

Lycanthropy Lore (4) Alchemy (3) Rifleman (4)

The Crown Church's party line is that skinwalkers are evil incarnate, a perversion of the Creator's design. They indoctrinate werewolf hunters with their dogma and train them in tracking, shooting, and the use of alchemy to identify and execute their prey. This hunter tracked a pack of werewolves from the wildlands to Erebus, and now he's decided to clean up the city of shadows before catching a ship back to the Crown. He prefers to take down his targets with silver bullets fired from a block or two away, but he can also swing his rifle like a quarterstaff and likes to carry vials of liquid fire!

Geech

The Nose Knows (5) Big, Mean Dog (3)

The Cowboy trained this junkyard dog to identify werewolves by scent. He's big enough to pin most humans to the ground, not to mention mean enough to tear out their throats!

Dr. Gwendolyn Baker

Philosophy (4) Medicine (4) God's Wrath (3)

The Mender alchemist who created the wolf-man is determined to bring her patient back alive. If she can't cure him, it's her duty to take care of him for the rest of his unnatural life. Despite her charitable goals, Dr. Baker is a severe woman who doesn't flinch at violence. She's also a decent shot with a bolt-thrower. When out on the hunt, she may have a team of mender mooks for back-up.

The Freak Show

This trio of misfits has carved out a niche in the blood dance circuit by letting more popular fighters ridicule and beat on them. It's not great for the self-esteem, but it's a living. Consequently, they'll be thrilled to work Havoc's blood dance, if only because they'll be the main attraction!

Inertia

Shrewd (3) Way of the Tortoise (4)

The group's nominal leader is a mountain of a man, but not the mental midget most take him for. He handles all of the business deals and is fiercely loyal to his fellow freaks. He's famous for this opening act where he offers a cash reward to anyone from the audience who can move him, even an inch. So far, no one has collected.

Eeeel

Legerdemain (3) Way of the Squid (4)

This fighting style requires its students to spend years stretching out their tendons and ligaments so that they become incredible contortionists. Eeeel has a hard time walking on his own anymore, so he uses a pair of crutches that double as short staves. He can slip out of any hold, strike from impossible angles, and take a punch like nobody's business. He uses a little sleight of hand to spice up his act by spitting "ink" at his opponents!

Fingers

Legerdemain (3) Way of the Money (4)

The Freak Show's junior member goes to great pains to look his part: he has enlarged his ears, he runs around on all fours, and on occasion he even wears a fake tail! However, his comical appearance only makes defeat at his hands all the more humiliating! He is adept at disarming opponents and turning an enemy's weapon against them. He's also fond of stealing bits of jewelry and armor, then tossing them into the crowd!

Crud Bonemeal

Loud & Obnoxious (5) Way of the Bottle (4)

Crud isn't a member of the Freak Show, but this is as good a place for him as any. His routine is that he gets drunk (or acts like it), says a lot of lewd things to (or about) his opponent, then kicks their ass (or gets the crap kicked outta him). His drunken boxing is good, not great, but he sells it with the attitude. He's the blood dancer you love to hate!