

# The Greatest Show on Oerth

## A One-Round Dungeons & Dragons® Living Greyhawk™ Perrenland Regional Adventure

Version 1.0

**by Peter Wood**

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Roll up, roll up, welcome to Den Masque von Tausend Gesichtern, the Greatest Show on Oerth. Be amazed by fantastic beasts, caged and chained for your pleasure. Marvel at the strange and unusual people the like of which you have never seen before. Gasp at the breathtaking skill of our performers. All in a perfectly safe environment, dangerous outsiders notwithstanding... A one-round Perrenland Regional adventure set near Schwartzenbruin for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Arms and Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt], *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Den Masque von Tausend Gesichtern* [Perrenland Website], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Eric Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Living Greyhawk Deities* [Steven Conforti], *Magic Item Compendium* [Andy Collins, Eyten Bernstein, Frank Brunner, Owen K. C. Stephens, John Snead], *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, and David Noonan], *Player's Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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### PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

### PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to **Appendix 1** for full information on NPCs and monsters. For your convenience, **Appendix 1** is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10

	7	7	9	10	11
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3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. All characters from the Perrenland region pay 1 Time Units. Out of region characters pay 2 Time Units.

Information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

When Dorthë lost her son, Steffen, it seemed that no kopprijs could ever compensate her for the loss. Regardless she didn't receive any kopprijs. Steffen had run away from home to join Den Masque von Tausend Gesichtern. He hadn't exactly been a good boy, he had been a light-

fingered thief for many years. Running away was, only the beginning.

Steffen continued getting himself into trouble while he was traveling with Den Masque. He had a number of accomplices, and when Den Masque came to a town, they would use their skills to break in to houses and steal something – anything – that would take their fancy. Money was often the target, the odd artwork, sometimes just a simple ornament.

It was on one of these raids that Steffen had an accident. A skilled tightrope walker, he chose to enter a property via the roof. A combination of water making the roof slippery, wind, and an encounter with some bats, and Steffen fell to his death in the street below.

The house-owner was pleased – somebody on his roof at night was obviously up to no good. Den Masque moved on, as was their way. Only after the news reached Dorthë was she able to mourn the loss of her son. And when she met Lorenz it became obvious who was to blame, Den Masque.

At the same time Perrenland has been under attack by the forces of evil. Opposing evil have been the forces of good, often working quietly behind the scenes. One of these opponents, in the guise of a member of the auszug, was Shahrevar, a Movanic Deva. Movanic Devas are charged with the defense of the material plane, and Shahrevar joined the mortals in the battle against the evil forces that assailed Perrenland.

Also in Perrenland is a corrupt wizard who uses the alias Waldemar. Waldemar fears death, and is researching a means of becoming a lich. He has made contact with a Night Hag about the ritual and the requirement for larva. The Night Hag has agreed to assist Waldemar on one condition, that Waldemar obtain for her the memories of a celestial. The deal was agreed, and the Night Hag gave Waldemar a crystal sphere containing water from the River Styx. This, she said, could be used to suck the memories from the celestial (refer **Appendix 2** for the amnesia effect of River Styx water). A few carefully considered divinations, and for one battle Waldemar accompanied the auszug on the front lines. It was no coincidence that Shahrevar was fighting on that occasion.

At first the battle went according to Waldemar's plan. Shahrevar was in the front line, and was on the receiving end of many of the enemies' attacks. When he was felled by a blow to the head, Waldemar used the sphere and extracted Shahrevar's memories. Then an unfortunate attack triggered Waldemar's teleport contingency. Waldemar had not finished what he

intended to do, and Shahrevar was left where he fell with the crystal sphere that contained his memories. The battle moved on.

Shahrevar woke up. He didn't know who he was. He picked up the weapon that lay by his side – a greatsword. He looked at the uniform he didn't recognize. Confused and lost, he wandered off.

After a while Shahrevar met some people in the area scouting for Den Masque. Den Masque also had an interest in seeing the war ended. Lothar was the leader of the group, and she asked Shahrevar who he was. Shahrevar said he didn't know. Lothar asked Shahrevar where his unit was. Shahrevar asked what she meant. Lothar explained that the uniform was an auszug uniform. Shahrevar said he didn't remember anything.

Lothar considered what should be done. This person she met was obviously in no state to return to the war, and needed help. She called him Lukas, and took this 'Lukas' back to Den Masque, confident that at some point he would regain his memory.

Lukas began traveling with Den Masque under their protection, employed as a roustabout (laborer). His possessions are in his wagon, and they include the crystal sphere containing his memories, his *+1 flaming greatsword*, and his uniform. These things mean nothing to him. He doesn't know his true identity and doesn't realize what powers he has.

Waldemar has now determined where Shahrevar/Lukas is, and is making arrangements that involve the PC's to obtain the crystal sphere he prepared. Dorthë and Lorenz are now traveling with Den Masque, determined to make them pay for their part in Steffen's death. And Den Masque is traveling through Perrenland with a hard-working laborer who just happens to be a Movanic Deva disguised by shape change with no memory of his real existence...

## ADVENTURE SUMMARY

The adventurers meet with Waldemar, a wizard with a proposition. He is aware that a dangerous outsider is traveling with Den Masque. He is known to some in Den Masque, and they don't see eye-to-eye, so he can't deal with it himself. Waldemar is looking for able adventurers to travel with Den Masque and identify the outsider. Waldemar suggests caution in dealing directly with the outsider; he is initially more concerned about the evil artifact this creature possesses. It is a water-filled crystal sphere. The sphere is fragile and must not be broken lest the evil it contains becomes part of the fabric of Perrenland. Instead

the adventurers are asked to locate the item, summon Waldemar, give him the item, and he will dispose of it safely. Waldemar uses *greater scrying* on the adventurers during the course of the adventure.

The adventurers arrive at Den Masque as they are packing away their site. They are assigned some roustabouts to act as minders and are introduced to the setting. They can learn about recent equipment failures.

**Encounter 2** is a summary of some aspects of the adventure independent of the main course of events.

When Den Masque sets off for Schwarzenbrun the adventurers can travel with them. The adventurers can interact with some of the performers and the freaks, and will witness a minor piece of equipment failure (sabotage). Den Masque also finds some angry bears on the road. Den Masque stops, and the PC's can react if they want, but the Ringmaster sends for Lukas. When Lukas approaches the animals they become calm.

When Den Masque reaches Schwarzenbrun they set up the big top, establish the sideshows, and arrange the site. The adventurers have the opportunity to interact with some of the stallholders.

Den Masque opens the next morning. Lorenz has sabotaged the cages and the chains that hold the beasts. The adventurers have to either kill or subdue some escaped beasts.

In the commotion caused by the beast escape, Lorenz then sabotages the tightrope walker's equipment. During a performance they fall. The adventurers can assist the tightrope walkers to check their gear.

The adventurers have the opportunity to go to town with some of the roustabouts. They run into some thugs intent on causing trouble, and find out that one of the tightrope walkers recently died in an accident. The adventurers may receive a clue that points to Lorenz hanging around the Big Top.

At some point the adventurers may face Dorthë and Lorenz. Lorenz will put up a fight. Dorthë refuses to accept Steffen's death and was determined that Den Masque will pay. However she is horrified by Lorenz's tactics.

The adventurers also have the opportunity to deal with Waldemar and his allies. There are many ways that this can occur dependent on the PCs actions. The DM is free to modify the circumstances of this encounter to take account of PC actions.

The fate of the key NPCs in this adventure rests with the actions of the PCs. Does

Lukas/Shahrevar get his memory back? Does Waldemar get the crystal sphere? How will Den Masque react to the adventurers in the future? The conclusion may resolve some of these issues, or may not – depending on PC actions.

## PREPARATION FOR PLAY

This adventure is an event-based adventure. The most likely scenario is that the PCs travel with Den Masque, while trying to identify a “dangerous outsider” and find an evil artifact. Players are very inventive people, so there are plenty of opportunities to go off on a tangent. In addition convention play time is limited, and so the investigation of countless options may not be appropriate. The structure of the adventure aims to assist the DM to keep the adventure from being derailed by unexpected player actions, while still allowing the players to dictate the actions of their characters. It is not recommended that you try to run this adventure unprepared. There is a lot going on that the DM has to be aware of.

**DM Aid 2** contains relatively detailed information about Den Masque in its current form. Note that Den Masque is ever-changing, so this is only a snapshot of Den Masque in 598 CY for the Schwartzenbruin season. The PCs can spend a substantial amount of time interacting with the people that have joined Den Masque at this time. This reference provides an opportunity for the DM to bring Den Masque life should time not be an issue.

**Player Handout 1** is a summary of Den Masque for members of the metaorganisation, and includes some of the terms and language used by Den Masque. Some of these terms are used through the text. Consider using carnie speak for members of Den Masque. Den Masque is noted for comedy, and is described as boisterous and bawdy. As written, the adventure does not highlight the bawdy (humorously indecent) nature of Den Masque. We recognize that children of many ages may play this adventure.

Prior to running the adventure, the DM should determine how much a PC would know about Den Masque von Tausend Gesichtern. The DM should ask if any of the PCs are members of Den Masque. Give each member of Den Masque a copy of **Player Handout 1**. Members of Den Masque find that their PC’s are faced with role-playing dilemmas during the adventure.

Den Masque is established in Perrenland, and is known to the people of Perrenland. Ask all PCs to make a Knowledge Local (luz meta-region) or Bardic Knowledge check. Based on the result

each of these players should receive the appropriate information from **Player Handout 2** during the introduction.

Finally, please note the various Perrenland Specific Effects on play, as set out in **DM Aid 1: Perrenland Specific Effects**.

## NEW RULE ITEMS

Living Greyhawk adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player’s Handbook*, *Dungeon Master’s Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in **Appendix 2**. Information on featured classes, prestige classes, and races appears in the relevant creature’s stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

Errata and the 3.5 update for the Movanic Deva is included in the entries in the Appendices.

## INTRODUCTION

*Dargstadt, a small town between Schwartzenbruin and Clatsberg is an out-of-the way location for a powerful Wizard to live. It therefore seems inappropriate that it is in this town you are meeting your potential new employer, the wizard Waldemar. Monetary reward was promised. There was a statement of a threat to Perrenland. The message implied that the stakes were high. If this is the case the spartan sitting room in a modest house is a very mundane location. And Waldemar is keeping everybody waiting.*

*The sound of somebody coughing, and approaching footsteps signals the end of the wait. The door opens, and a man enters. He wears a dark blue robe, and is missing the little finger of his left hand.*

*“I’m pleased you could come,” his voice is deep and grave. “I am Waldemar. I’d like to meet those who responded to my call.”*

If any PC is a member of Den Masque, and comes to the meeting “in costume”, Waldemar asks the PC to leave at this point – refer to **Development** for the issues surrounding members of Den Masque.

If the adventurers don’t know each other, this is an opportunity for them to introduce themselves.

When the player's are ready continue with the following:

**Waldemar continues, "I'm pleased so many of you have responded. What do you know of Den Masque von Tausend Gesichtern?"**

Allow the player's the opportunity to contribute what they know of Den Masque, and distribute **Player Handout 1** and **Player Handout 2** as appropriate. Depending of their answers, Waldemar will contribute some basic information.

- Den Masque travels the length and breadth of Perrenland entertaining the people - and in that time, it has been home to some of the finest raconteurs, rogues, and reprobates to roam the rivers and roads of Perrenland.
- Den Masque's membership is in a constant state of flux. Individuals come and go at whim, and it's not uncommon for small groups to break off or rejoin at any time.
- The show itself is an ever changing spectacle of color, sound, movement, and improvised comedy. When the company swells to it largest size it becomes a vast fair accompanied by side-shows that promise games of skill and chance, and stalls that offer all manner of refreshments and knick-knacks.
- The people flock to its shows, while the authorities grow weary of its outlandish behavior and rumors of criminal activity, rumors that have never been conclusively proven.
- It is normal for its members to go about their daily lives with their identities hidden behind elaborate masks and costumes; as a matter of fact, it is not unheard for members to assume multiple identities when traveling with the Masque. Likewise, members rarely share personal details with each other.
- Den Masque is currently camped in a field outside Dargstadt, and is packing up to leave for Schwarzenbruin tomorrow.

Waldemar will then continue with the following:

**"I have determined that a dangerous outsider is traveling with Den Masque. This outsider possesses an evil artifact, that I believe poses a threat to our land, I can't say how great that threat is without examining the object.**

**"I am looking for people to travel with Den Masque. Identify the outsider if you can, and locate this evil object. When you have the item, summon me, and I will dispose of it safely. What say you?"**

Sample responses to some expected questions:

Why don't you deal with this yourself? **I am known to some members of Den Masque. Den Masque is known for harboring criminals and may be protecting the outsider. I believe that if I tried to deal with Den Masque in any form, my life would be under threat. Even if I managed to convince them that I didn't mean to harm them, they wouldn't trust me and the task would be far more difficult.**

Why us? **You are here, and people like you are rare in Dargstadt. I'm here because this is my home. Den Masque is here on their way to Schwarzenbruin. This is an opportunity to deal with a serious issue.**

What is this Artifact? **It is a fragile crystal sphere containing water from a river on the Abyss. The sphere is about six inches in diameter. It must not be broken – I am convinced that if this 'abyssal water' escaped from this sphere and seeped into the land, there would be serious consequences.**

What sort of outsider is it? **I cast a contact other plane spell some time ago. The creature I spoke with resented the contact, as is often the way with such things. So, unfortunately, I lack specific information. I would caution against dealing with the outsider directly, I don't know its power. I believe that if we can separate this create from the crystal sphere, the outsider will pose less of a threat.**

What about payment? **I will pay you <<25 x APL>> now and the same again on receipt of the artifact.**

**Waldemar:** male human wizard (diviner) 13; hp 53; Appendix 1.

Some PCs could distrust Waldemar from the start. Waldemar is an intelligent and relatively powerful wizard. He is very careful about what he says, and is always warded against detection. He always describes his opponent as a "dangerous" outsider, not an evil one. He always tries to answer questions truthfully, to avoid the effects of *discern lies* or *zone of truth* spells. He is a coward protected by a *nondetection* spell and a *contingency teleport* at all times. If he is attacked and takes damage he will automatically *teleport* to a safe location.

A PC may attempt a background check on Waldemar before the meeting. Waldemar is not his real name, and he doesn't really live in Dargstadt, so a background check based on this information draws a blank. If a PC is a member of the Den Zauber, allow the PC a DC 15 Intelligence

check. If successful the PC has heard of a wizard called Waldemar, from Exag. Waldemar has a Den Zauberpfeife (stolen), and has taken the name.

PCs may try Sense Motive opposed by Waldemar's Bluff check. A successful Sense Motive roll reveals that Waldemar is telling the truth, but is being very careful about what he says. The PCs should be able to determine the following:

1. When Waldemar describes how Den Masque has been infiltrated by a dangerous outsider, he is telling the truth.
2. When Waldemar is speaking about the artifact containing water from a river on the Abyss, he is telling the truth.
3. His concern for Perrenland if the crystal is broken is genuine.
4. He is being very careful with his words, and may be holding something back. If challenged he will advise he is telling the PCs what they need to know, he doesn't know them well enough to completely trust them yet.

If the PCs ask about his missing finger, Waldemar states that he had an accident as a child, but he has never missed that finger.

Assuming the PCs agree to the proposal, Waldemar gives them a scroll inscribed with a *sending* spell. He advises they can use this to contact him when they have found the crystal sphere.

If nobody can use the scroll, then Waldemar will suggest a *scrying* spell on the PCs so he will know when the crystal is in their possession. He will ask if one of the PCs will consent to giving him a lock of hair, which makes the *scrying* that much easier. On the other hand he will not consent to giving a lock of his hair, his argument being that it serves no purpose. He will not press the matter if the PCs do not agree.

**Treasure:** The PCs can gain the initial down payment from Waldemar at this time:

**APL 2:** Coin 50 gp; *scroll of sending* (94 gp); Total 144 gp.

**APL 4:** Coin 100 gp; *scroll of sending* (94 gp); Total 194 gp.

**APL 6:** Coin 150 gp; *scroll of sending* (94 gp); Total 244 gp.

**APL 8:** Coin 200 gp; *scroll of sending* (94 gp); Total 294 gp.

**Development:** If any of the PCs do not accept Waldemar's offer, he will dismiss them. This does not mean the adventure is over for that PC, the PC can still seek out Den Masque, travel with them, and participate in the adventure.

The adventure set-up is designed to pose specific issues for members of the metaorganisation Den Masque von Tausend Gesichtern. Although Den Masque is not a secret organization, it is an organization with secrets. Members of Den Masque have a double life – a Den Masque persona hidden behind masks and costumes, and their ordinary life. Waldemar is effectively asking the PCs to infiltrate Den Masque.

If a PC is a member of Den Masque, and keeps his/her adventuring persona separate from his/her Den Masque persona, that PC has some interesting choices to make. Do they go to Den Masque as a normal PC? Do they go in costume, possibly giving away their membership to the other PCs they are traveling with? Do they try to tip off members of Den Masque about what is going on? Any PC that openly reveals their membership of Den Masque in this adventure automatically receives the disfavor of Den Masque AR entry. People are going to talk, and know the reality behind the mask.

## 1: JOINING DEN MASQUE

This encounter is designed to introduce to PCs to Den Masque. There are multiple aims in this encounter. First – this encounter is to overwhelm the PCs with the exotic nature of Den Masque. Second – the PCs should realize that the “dangerous outsider” might be difficult to identify where few people use their real name, many people wear masks, and the main aim of Den Masque is spectacular entertainment and illusion. Third – the PCs are assigned two minders, because nobody new to Den Masque is ever going to be trusted from day one.

***Den Masque has never hidden its location. It is part traveling circus, part freak show, all entertainment. Attention is necessary, because their business depends on people knowing where they are.***

***But at the moment the activity before you has nothing to do with entertainment. Den Masque is exactly where expected, just south of Dargstadt. The big top falls as two griffons drag away the poles that held it up. It seems like a small army is ready to pack the big top away. Everywhere people are loading equipment into wagons.***

***“My friends,” a compelling voice is projected effortlessly over the bustle and noise of the work. “I’m sorry that you have missed our short Dargstadt season, there are no more***

*shows scheduled and we are moving on. But feel free to catch us next year, or maybe you are travelers who would come to our next show, 3 days time outside Schwartzbruin."*

*The speaker strides towards you, tall, confident, and dressed in a bright red robe embroidered with letters taken from a variety of alphabets.*

If a member of the meta-organization Den Masque von Tausend Gesichtern is openly traveling with the party, and has chosen to be recognizable, then Den Masquemaster will acknowledge the PC with an elaborate wave and a wink.

**Den Masquemaster:** male human (Oeridian) bard 11 (Bluff +19, Diplomacy +23, Perform Oratory +20, Sense Motive +15).

Den Masquemaster projects himself as a wizard, of words. He is the master of ceremonies for shows held in the big top. Den Masque is indeed moving on, however some people come to Den Masque for many reasons. Den Masquemaster aims to find out why the PCs are here and what they want.

This is a role-playing encounter, with the PCs aiming to travel with Den Masque and interact with the people in order to work out the identity of the dangerous outsider. Den Masquemaster is receptive to any reasonable suggestion the PCs make. Traveling the roads of Perrenland is not always safe, so there is always a need for guards. There is often the need for laborers, and even the most skilled workers start off unskilled. Den Masque has harbored many fugitives from the law. Some people have items to sell in the stalls. Some people even want to become performers. Den Masquemaster is happy with any of these explanations.

Den Masquemaster is also a very astute judge of character, so throughout any of his conversations with the PCs, he will be assessing what they say and do. If the PCs have come up with a story as to why they want to travel with Den Masque, have them roll Bluff checks opposed by Den Masquemaster's Sense Motive. Den Masquemaster is used to dealing with people who sometimes act illegally. If he has reason to believe that a PC might not be telling the truth, he will alert his people, but still allow the PCs to travel with Den Masque.

Assuming that the PCs reach agreement with Den Masquemaster, then he will call over two roustabouts:

*"Lothar, Slaters, we have freshmeat. Better look after them while we pack up."*

*Den Masquemaster's summons travels effortlessly across the site. A female human and a male dwarf approach.*

*"Well freshmeat," says the woman, "looks like you're with us, at least until we leave tomorrow."*

**Lothar:** female human (Oeridian) Fighter 4/Rogue 4.

**Slaters:** male dwarf rogue 6.

Lothar and Slaters will acknowledge any members of Den Masque in the same way as Den Masquemaster. Members of Den Masque, whether in their Den Masque persona or incognito, realize that these two have been assigned as minders to accompany people new to Den Masque.

Lothar and Slaters are roustabouts, laborers for Den Masque. They will accompany the PCs around the site for the whole evening, and will point out some of the activity and unusual people. Give the players **Player Handout 5**. This checklist allows the players to keep track of the NPCs they meet over the three days.

If asked how many people are here, Lothar will answer. "At last count we had over 100 traveling with us, and we've grown since then."

The PCs can plan their investigation of Den Masque. However for all the time at Dargstadt, the PCs will be accompanied by Lothar, Slaters, or both. The roustabouts will not allow the PCs to split into more than two groups, short of everybody running in a different direction. When Den Masque is virtually packed up, Slaters suggests the PCs bunk down with the roustabouts. Lothar retires to her wagon, but Slaters and the other roustabouts sleep under the stars.

The roustabouts pass round a bottle of cheap wine, and are very happy to speak with anybody who takes a swig. If anybody doesn't take a swig, one of the roustabouts will comment how Temperance is one of the three poisons of the soul. The roustabouts' conversation is dominated by the issue of equipment failure. There has been more than usual since Den Masque left Clatsberg. This is put down to ageing metal equipment and has not affected anything important. The Illumination Man uses *mending* to repair faults.

The PCs notice two roustabouts not sleeping under the stars. Lothar and Lukas are missing, Lothar has been seen going to her wagon. If asked, the roustabouts note how Lukas shares a



wagon with Lothar. There is laughter as the roustabouts discuss what they are up to.

Although the roustabouts are concerned about recent equipment failures, they speak to the PCs about many subjects. The information obtained should be role-played, but the content determined by a Gather Information check. The Gather Information section of **Encounter 2** covers the information that can be obtained.

**Development:** This is a good opportunity for the PCs to travel with Den Masque, and from there they can carry out their investigation. The adventure continues with **Encounter 3**.

The PCs are still free to travel the roads of Perrenland independently of Den Masque, in which case they will still be able to observe from a distance. Point out that this limits their opportunity to intermingle with the people. However if the PCs still want to observe from a distance, refer to the Troubleshooting section of **Encounter 2**.

## **2: INVESTIGATIONS**

This section is not an individual encounter. Instead it covers some generic information and possible PC actions as they continue through the adventure. In addition, the outcome of Gather Information checks can be determined. If the PCs choose to search the wagons this section includes the contents of certain wagons, including one sample. Finally there is a troubleshooting section – what if the PCs choose to do something different.

### **The Arrangement of Den Masque**

Den Masque is a traveling circus, sideshows, and entertainment. It is currently at its biggest, as it moves towards Schwartzenbruin. Den Masque is either on the move or set up.

On the move, Den Masque is a series of wagons. The first wagon is a massive wagon pulled by three Spider Eaters. This wagon contains the canvas for the big top, as well as the canvas for many of the smaller stalls, and the canvas walls that are placed around the Freak show and the Beasts to ensure people pay before they can see the freaks or the beasts.

The second massive wagon is pulled by two griffons, and this contains the cages of the Beasts separated by canvas.

A big wagon behind this is pulled by two horses. This contains much of the performers gear. This whole wagon is broken down to be used in the shows, even the wheels are taken off and used to form some of the props for the shows.

The wagon that follows, pulled by two horses, contains the musical instruments. After this wagon is a horse pulling a catapult, used by Trebuchet – the human catapult.

Following these wagons are the small wagons used as living quarters. There are 40 of these wagons, and they all look much the same in design and color – a uniform brown. There are exceptions. One of the small wagons is bright yellow – it belongs to the Illumination Man. The red wagon with blue trim belongs to Den Masquemaster. The wagon painted with the mask of the Laughing Rogue is the wagon of Laughter.

When Den Masque sets up, the general layout can be seen in **DM Map 4**. The Freak show and the Beasts are surrounded by canvas. Other stalls are lined up in two rows that funnel people towards the Big Top. The Big Top opens for two shows per day, one in the afternoon and one in the evening.

### **Gather Information**

#### *About Den Masque generally*

DC 10 – This is about as big as Den Masque gets, when we come to Schwartzenbruin. Big city you see. We'll all split up after the Schwartzenbruin season. Some of us will go to Exag, some to Krestible, some back to Clatsberg, and some will cross Lake Quag to Traft.

#### *Dangerous Outsiders*

DC 10 – nearly everybody here is dangerous. Most of the time that's why they're here.

DC 15 – of course there could there be outsiders here. Half the people around here wear masks. You might never know what's underneath. Take Faceless for example – and he takes his mask off when the freak show is running.

#### *People New to Den Masque*

DC 10 – people are coming and going all the time. Some people might be here all the time, but wear different masks to make it look like they're coming and going.

DC 15 – the stallholders, most of them are new. Dorthë and Lorenz, they run the baskets and baubles stall – they've only been with us since Clatsberg.

#### *Specifically About Lukas*

DC 10 – Lukas has been with Den Masque about a year. Lothar brought him in.

DC 15 – Lukas can certainly hold his liquor. He's able to drink everybody here under the table.

### **Searching the Wagons**

Three Wagons are described below. These wagons are:

- A standard wagon belonging to a performer.
- Dorthë and Lorenz's wagon.
- Lukas and Lothar's wagon.

Without exception, these wagons are small (and even then they have been increased in size from real life – the concept has been derived from gypsy caravans). Because of the size, only two characters can fit inside without squeezing. The maps demonstrate the small scale of the space inside each wagon. Refer the **DM Maps** for the layouts.

Three wagons stand out, Laughter's, Den Masquemaster's, and the Illumination Man's (refer 'The Arrangement of Den Masque'). These wagons are not different, however of these is protected by a silent *alarm* spell. If the PCs trigger this alarm, then the occupant sends 4 roustabouts to investigate, and this can contribute to the PCs earning the disfavor of Den Masque (refer to the Conclusion).

#### *Standard Wagon – Refer DM Map 1*

1. The wagon contains a small shrine. The shrine is a pedestal, above which is a holy symbol resembling a misshapen black and white mask (DC 10 Knowledge Religion to confirm this is a holy symbol of Olidammara). On the pedestal are one or two glasses and a bottle of wine. Worship consists of drinking a toast to the Laughing Rogue.
2. Small pot-bellied stove used for heating and able to be used for very simple cooking. This is placed on a stone.
3. Built-in drawers containing simple clothing appropriate to the owner of the wagon.
4. Built-in bed at the end of the wagon.
5. If the wagon belongs to somebody who wears a mask, mask-stands can be found here.

#### *Dorthë and Lorenz's Wagon – Refer DM Map 2*

The wagon is quite cluttered with can and baskets in various stages of completion.

1. Instead of a small shrine, there is a very small built-in desk. An ink-pot, pen, small crystals and cheap metal for costume jewelry sit on the desk.
2. Small pot-bellied stove as per standard wagon.
3. Built-in drawers containing simple clothing. A DC 15 Search check reveals that these swing away from the caravan walls. Behind is a small cavity containing masterwork thieves tools, a device (refer below), two vials of a clear liquid (acid), and Dorthë's diary. If a PC

reads Dorthë's diary, they receive **Player Handout 4**.

4. Built-in bed at the end of the wagon. Dorthë sleeps here.
5. A hammock slung across the wagon. Lorenz has got used to sleeping here.

The device consists of two metal clamps, a screw mechanism, and a small needle made of adamantine. The clamps are used to clamp the device to a metal bar, and the screw is used to screw the adamantine needle into the bar (the adamantine overcomes the hardness of the bar and enters relatively easily. Then acid is run down the needle into the centre of the bar, weakening it from the inside, but leaving the outside almost unmarked (a few scratches and a tiny hole). The needles are not immune to the acid, but the adamantine lasts longer than most other materials.

**Treasure:** The PCs can gain the following treasure here:

- Costume jewelry items – gems and precious metal (coin).
- Acid, masterwork thieves tools, adamantine needle, and apparatus – masterwork tool (loot).

**All APLs:** Loot 23 gp; Coin 10 gp; Total 33 gp.

#### *Lothar and Lukas' Wagon – Refer DM Map 3*

1. This wagon contains a small shrine as per the Standard wagon.
2. Small pot-bellied stove as per standard wagon.
3. Built-in drawers containing simple clothing.
4. Instead of the built-in bed, there are two beds built in to the side walls that are folded up when not in use.

In this wagon a DC 20 Search check reveals a hidden space underneath the floor of the wagon between the two beds. This contains a 4<sup>th</sup> auszug uniform, a greatsword, and a crystal sphere filled with water, six inches in diameter.

**Treasure:** The PCs can gain the following treasure here:

**All APLs:** Magic 696 gp +1 *flaming greatsword* (696 gp); Total 696 gp.

#### **Magical Investigations**

More than most adventures, this adventure lends itself to magical investigations. While the PCs are being accompanied by minders it is very difficult to cast spells without questions being asked. Den Masque does not appreciate people trying to determine their secrets. However once Den Masque is encamped at Schwarzenbruin it is

relatively easy to cast a divination spells unnoticed and try to screen people or wagons.

#### *Detect Chaos/Evil/Good/Law*

The PCs may consider either screening people or wagons. Nearly everybody in Den Masque has a faint aura of something, often chaos (70% of the people of Den Masque detect as chaotic), regularly good (40% of the people of Den Masque detect as good), and sometimes evil (only 10% of the people are evil, no important NPCs detect as evil). These are the auras of everyday people. The most powerful evil aura belongs to the Displacer Beast. Laughter has a strong aura of Chaos being a 6<sup>th</sup> level cleric of Olidammara. Lukas has a strong aura of good, as a good outsider of 6 Hit Dice. The crystal sphere has a strong aura of evil representing Styx water and a moderate aura of good representing Lukas memories.

Character with spell-like abilities to *detect evil* have an advantage, and should find it straightforward to identify Lothar and Lukas' wagon as containing an evil aura.

#### *Detect Magic*

*Detect magic* is a useful spell under the circumstances, particularly for looking through the wagons. A number of the wagons contain faint magical auras, and there is only one exception – the wagon belonging to Lukas and Lothar. Lukas greatsword detects as moderate evocation, and the sphere as strong enchantment.

The PCs will have opportunity to effectively scan the wagons for magic, in which case, wagons belonging to the Illumination man, Laughter, and Den Masquemaster all have faint magic auras. However the wagon belonging to Lukas and Lothar stands out like a beacon.

#### *Speak with Animals*

*Speak with animals* is one spell with the potential to be used with some effect. There are lots of horses and sheep. For the most part they are well treated, and they have their own special people that they recognize. However every animal recognizes and likes Lukas specifically – although they describe him as a sweet-smelling calming man.

#### **Speaking with Key NPCs**

The most obvious person to speak with in this scenario is Lukas. He is also one of the most frustrating. Lukas can't remember anything of his life before he met Lothar and joined Den Masque. He began by looking after the sheep, and then

was asked to help Dogman with the beasts after the Displacer Beast took a dislike to another roustabout named Yvo. He has no special affinity with the beasts, and does basic laboring. However the Displacer Beast decided to tolerate him when he started to feed it little bits of meat from his meals. Otherwise he knows that animals are well-behaved around him, and that's about it.

The Displacer Beast is in a unique position as a fairly intelligent creature. His name sounds like a growl. He is a bad-tempered, dangerous creature, but is also very lazy and likes having his meals brought to him. The Displacer Beast identifies Lukas as being different from everybody else. Lukas is the only one who consistently treats him as intelligent and takes time out to speak to him.

Lothar knows as much about Lukas as anybody, as she met him first. She believes Lukas suffered some trauma, and is very protective of him. She has grown to love him over the last year. If approached she will relate the story of how she met Lukas (refer **Adventure Background**).

#### **Issues with Scrying**

During this adventure Waldemar is scrying on the PCs whether they agreed to it or not. It is inevitable that members of Den Masque will notice, but for the most part they don't realize the significance. They are not magical, ordinary people, and Den Masque is filled with unusual things all the time. However if the PCs interact with Den Masquemaster, Laughter, Faceless, Lothar or The Illumination Man, allow them a DC 20 Intelligence Check. The Illumination Man has +1 to this check, the others have +1. If they detect the scrying, they will confront the PCs.

Waldemar wants to protect the crystal sphere. If the PCs appear to be in danger of smashing the sphere, he teleports in with Mose, Vester, and Dana, and tries to obtain it.

#### **Troubleshooting**

##### **What if the PCs don't ever join Den Masque?**

It depends on whether they choose to follow Den Masque from a distance or not. If they choose to turn their back on adventure then they can't complete their assigned mission.

If the PCs are thinking about following Den Masque from a distance, make it clear that they lose the ability to talk to people and find out what is happening. If they still choose this approach, then the read-aloud text needs to be paraphrased. The PC's will not be close enough to hear any of the conversations. The only person they could hear is Den Masquemaster when he projects his voice to move or stop Den Masque, but any detail

of other activity and the interaction with the people will all be lost.

#### **What if the PCs don't ever suspect Dorthë and Lorenz, Lukas, or maybe even don't search wagons?**

In any of these cases the PCs may not uncover the truth about Dorthë and Lorenz, and may miss out on **Encounter 8**. They may also miss out on some evidence regarding Lukas past. However Waldemar will still decide to take action and most of the adventure can play out as written.

#### **What if the PCs inform Den Masque of their Mission?**

Any member of Den Masque, hearing of the mission will bring take the PCs to Den Masquemaster and Laughter. If told they are working for a wizard, Laughter will ask for a description. They will recognize Waldemar as Spyder if one of the PCs mentions the wizard was missing some fingers.

Coming clean with Den Masque earns their trust. The allegation that a dangerous outsider travels with them is concerning, they rely on safely entertaining the people. They don't know who it is, and they don't immediately think of Lukas, to their minds he is one of the least dangerous people traveling with them. However they are intelligent people and will accept evidence that the PCs present. If this incriminates Lukas, they will treat Lukas gently and with respect.

They will assist the PCs, on the condition that Den Masque deals with the issue, and Waldemar is not advised.

#### **What if the PCs attack Lukas?**

Lukas will immediately and involuntarily activate his protective aura. Three members of Den Masque will come to his aid – yelling “Hey Rube”. Use the statistics for Mose, Vester and Dana, and have them wearing masks the PC's have not seen before. Lukas will not take part. At the end of the battle more members of Den Masque will be running towards them, at this time Den Masque has over 100 members. The PCs will have to flee for their lives, and will all earn the disfavor of Den Masque.

#### **What about members of Den Masque?**

Members of Den Masque will have a lot of inside information even though they have no reason to know any of the current performers. The DM is the ultimate arbiter of what that PC will know, and the passing of notes to that player is encouraged. For instance, if the PCs want to

break in to Den Masquemaster's wagon, pass a note to the player advising that “important members of Den Masque have their wagons alarmed. They protect their secrets.”

Members of Den Masque who openly display their affiliation will find they have more freedom than the other PC's – the “freshmeat” is being watched, not the “carnies”. If the PCs want to split the party, that member of Den Masque can investigate while the other PCs do something else.

### **3: ALONG THE ROAD**

This encounter describes Den Masque's travel to Schwartzenbruin. There are individual set-pieces that are to be run in order along the road. In between times the PCs may choose to speak to members of Den Masque, or try to investigate some of the wagons. If the PCs choose to speak to one of the members of Den Masque, refer to **DM Aid 2**.

The PCs may make a number of plans to investigate Den Masque on the road. They will certainly have plenty of opportunities to interact with some of the people of Den Masque.

**Encounter 3a** introduces an opportunity to interact with the performers, and **Encounter 3b** introduces an opportunity to interact with the freaks. Both of these groups have a different understanding of Den Masque. The Gather Information section of **Encounter 2** covers the information that can be obtained.

**Encounter 3c** specifically manages an encounter with the Illumination Man.

The PCs may wish to investigate some of the wagons. They cannot do this discretely while Den Masque is traveling. There is no way of entering the wagons unobtrusively when the wagons are moving as there is always somebody sitting in front of the door guiding the horse. The wagons are locked up, and the PCs must consider how suspicious breaking in to a moving wagon with all the people around will look.

When Den Masque stops for the night, the PCs will be expected to join the group (refer **Encounter 3b**). If they excuse themselves and try to investigate the wagons, they are interrupted by somebody seeing what they are doing – the PCs are under observation at this time.

#### **3a – Setting Off Day One**

At the beginning of the day, have one of the PCs make a DC 22 Will save as Waldemar initiates a *greater scrying* spell. He does this regardless of whether the PCs consented. He will either choose somebody who gave him a lock of their hair, or – if

nobody gave this to him – he will pick a fighter type. Anybody who gave him a lock of their hair receives a -10 penalty to the save. Waldemar's *greater scrying* lasts 13 hours.

This encounter includes a clue that Dorthë does not fit in.

***Dawn brings the best traveling weather as Den Masque is due to set off for Schwartzbruin. The hum of anticipation is silenced as Den Masquemaster raises his hand. "Den Masque, we roll!"***

***The cry is taken up by people all over the site. The two largest wagons containing the Big Top set off first. The first is pulled by the spider eaters. The second is pulled by the griffons. From there the wagons pulled by horses move out one-by-one. Den Masque is on the move, at a casual walking pace.***

***"Well, freshmeat, we travel together," a male voice sounds behind you. A tall, lithe man wears a white halfmask with a blue ring around his right eye. He fingers large metal rings hanging from his belt. "It is always good to have new company on the road," he says with a smile. "I am Ringer, and I sing, juggle, and otherwise make myself irresistible to the ladies."***

Members of the Den Masque metaorganisation will recognize that Ringer has been assigned as a minder.

**Ringer:** male human (white halfmask, blue ring around right eye) rogue 6.

**Creatures:** Ringer will take the opportunity to introduce the PCs to many of the other performers at The Firm (he always refers to Den Masque as The Firm, short for Firma des Lachenden Mannes – the Company of the Laughing Man). The performers take any free time they have to practice their art. Therefore the PCs should have the opportunity to speak with the tumblers while they are tumbling; the jugglers while they are juggling, and even the tightrope walkers try to balance on a low rope stretched tight between two moving wagons.

Ringer enjoys his role as guide, especially if there are any attractive female PCs among the party regardless of race. He is also a devout worshipper of Olidammara. Intersperse his conversation with the following phrases that point to his faith:

- "The Firm is an expression of our belief in the enjoyment of life."

- "The Laughing Rogue expects us to be as skilled as he. Life is supposed to be happy and entertaining."
- "As the Laughing Rogue tells us, music should be treated like the art it is. I always perform to music as a tribute to him."
- "The Laughing Rogue tells us that the only thing better than making wine is drinking it."
- "We are taught about the three great poisons of the soul, misery for example," Ringer will point to a middle-aged woman sitting on a wagon (Dorthë). "Now that face shows every sign of a soul being poisoned."
- "Our life is our worship. As Laughter says, the show must go on."

No matter where the PCs go, Ringer will be following, inviting them to meet people, wanting to hear of their exploits. The PCs might consider that he's trying to keep them company. If asked directly, he will cheerfully admit that he is being a minder for them. "After all, we don't know you, freshmeat. The Firm is filled with secrets, and we don't want spiders (spies) creeping in to find them out."

While Ringer accompanies 'Freshmeat', members of the Den Masque metaorganisation have relative freedom do what they want without a minder.

### **3b – Evening Day One**

Although written with a carnival atmosphere in mind, this encounter offers the DM an opportunity to highlight the tragic element. The 'freaks' can never have a normal life, and Den Masque is the best option they have. They live on display, for people to point at, ridicule, and maybe even fear (safely of course).

***It has been a relaxing day of travel when Den Masquemaster's voice calls a halt to the journey: "Den Masque, we rest tonight."***

***Den Masque becomes a well-oiled machine, as the wagons stop, horses are brushed down, beasts are chained, fed and watered. The sheep were here for a reason after all, and it appears like shocker lizards prefer fried food. It feels like there is nothing for you to do.***

***"There's always a drawback being freshmeat," a sensual female voice states. The voice comes from a creature that you assume must be a woman. She is covered in silky blonde fur, and it must run from head to toe, although she does wear a loose-fitting tunic and trousers. "Maybe you would like to come***

***and join us freaks for the night," she says with a smile.***

Members of the Den Masque metaorganisation will recognize that Allspice has been assigned as a minder. They will also know that joining the evening celebrations of Den Masque is important to members of Den Masque.

**Allspice:** female human (hirsute Suel) expert 8.

**Creatures:** This is Allspice, the beast-woman. Allspice was born into a wealthy Vossler family from Koetheim. She was a perfectly normal child until she hit puberty, and began growing hair all over her body.

It appears that everybody who is part of or traveling with Den Masque have gathered together for the night. There is a sense of expectation and excitement noticeable. A PC can specifically try to observe who is there and who isn't. Of all the people they have had pointed out to them, they will note Dorthë and Lorenz are not present. Neither is the Illumination Man.

Allspice will describe herself as a "party girl." She then goes on to say: "Unfortunately I don't get invited out as much as I'd like, given my fur." She will introduce the PCs to the other 'freaks'. With the exception of Faceless, the freaks call Den Masque Der Ewig Zirkus (The Eternal Circus). Faceless refers to Den Masque as Der Mitternacht-Zirkus (The Midnight Circus).

The only freak to wear a mask is Faceless. Faceless' mask is different from all the other masks in that it covers his mouth. All the performers can still eat with their masks on. Faceless has to take his off. The Freaks are also faithful worshippers of Olidammara, and when Den Masquemaster calls out "it is time for the ceremony of the cork," Allspice produces a bottle of wine, and the cork is popped. This is when Faceless takes off his mask, revealing the ruin of his face as the freaks pass around the wine.

While the PCs spend time with the Freaks, members of the Den Masque metaorganisation will again have relative freedom do what they want without a minder.

### **Optional**

This section covers the worship of Olidammara by Den Masque. The DM may choose to omit this section if pressed for time. This evening Den Masque comes together in worship. Laughter is the spiritual leader of Den Masque.

**Laughter:** male human bard 1/cleric (Olidammara) 6 (Laughing Mask) Perform (sing) +12, Search +10.

This evening, all over Den Masque, the ceremony of the cork is being repeated. As night draws on, the musicians begin playing, and the people start shouting for Laughter to come and give them a word. He doesn't take much encouragement, and stands; "Have you enjoyed the wine!" he cries. Without waiting for the response, he gestures to the musicians. "It is time for a prayer!"

The musicians stand, and begin playing a tune. Laughter waves for them to stop. "That's a bit slow, isn't it?"

One of the musicians shrugs. "You're the priest. Improvise!" The musicians begin again.

Laughter sings the following – representing his improvised sung prayer. These words fit to the tune of "All Things Bright and Beautiful".

***The Laughing Rogue invites us all  
To join him for a wine.  
Eat and drink and be merry  
And you will be just fine.***

***He teaches us of poisons  
Three things that kill the soul.  
Misery is one of these  
That stops you being whole.***

***The Laughing Rogue invites us all  
To enjoy ourselves each night.  
Drain your glass and fill again  
And you will be alright.***

***The second thing is temperance  
You can never have too much.  
Solemnity is the third thing  
That we should never touch.***

***The Laughing Rogue invites us all  
To join him for a wine.  
Eat and drink and be merry  
And you will be just fine.***

***A toast to the Laughing Rogue! Let those who wish to praise him come forth.***

There is overall cheering, and whooping, and others will come forth. Prayers are generally sung, and almost always rhyme. There are no set prayers and praises, priests and worshippers improvise their worship.

The PCs are encouraged to join in, the people they have met so far all encourage them. Any

simple rhyme is met with shouts of “more!” Participating is an important way of being accepted by Den Masque.

### **3c – Morning Day Two**

As before, at the beginning of the day, have one of the PCs make a DC 22 Will save as Waldemar initiates a *greater scrying* spell. He does this regardless of whether the PCs consented. He will either choose somebody who gave him a lock of their hair, or – if nobody gave this to him – he will pick a fighter type. Anybody who gave him a lock of their hair receives a -10 penalty to the save. Waldemar's *greater scrying* lasts 13 hours.

***“Den Masque, we roll,” Den Masquemaster's voice carries effortlessly across the noise as the wagons are prepared for the final day of travel to Schwartzbruin.***

***Your attention is drawn by a loud crack from the Illumination Man's yellow wagon. The Illumination Man stops his wagon and gets off to repair what appears to be a broken axle.***

Members of the Den Masque metaorganisation will recognize that no minder has been assigned, however the PCs are still being watched.

**The Illumination Man:** male human (shining yellow mask) wizard 10.

**Creatures:** The Illumination Man does not initiate conversation, but is certainly friendly enough if spoken to. He intends using *mending* to fix the axle swiftly so he won't delay Den Masque. If the PCs want to check the axle to find out why it broke they will have to be quick. The axle has broken in the centre. Each person who studies the axle is entitled to a DC 21 Search check to identify the faint scratch-marks and pin-prick hole on the metal axle that could point to sabotage. Any PC who specifically takes time to observe what is going on can make a DC 10 Spot Check. They notice a stallholder, Lorenz, standing nearby smiling. If approached, he says how funny he finds a wizard doing real work. This is a lie, in reality he was testing his equipment, and is pleased with how well it worked. A successful Sense Motive check opposed by Lorenz's Bluff check determines Lorenz is lying. If challenged, Lorenz tells the PC to 'go away', and walks away from the conversation. He will not engage further.

The PCs may have questions for the Illumination Man, for example why he wasn't at last night's festivities. He quite openly says he was in his wagon scribing scrolls – he always tries to

prepare some additional scrolls when Den Masque is not performing. He is the only one doing the lighting for the shows now, and sometimes he needs a little bit of extra magic.

If the PCs ask why he doesn't get some help, he will tell them that he had help. There used to be another wizard, who wore a spider mask, that used to do the lighting for every second show. He was found to be a divination expert and was caught using magic to discover secrets about members of Den Masque and was then selling them to Den Masque's enemies. He was told to leave and never return, and since then spies have always been referred to as spiders.

The PCs may suspect that this is Waldemar, and would be absolutely right. The Illumination man doesn't know what “Spyder” looked like – he always wore his mask. The PCs might mention that Waldemar was missing his little finger. The Illumination man notes that “Spyder” always wore gloves. However there was something funny about that finger – it was very immobile.

### **3d – Just Past Noon Day Two**

The purpose of this encounter is to demonstrate Lukas has some unusual powers, and raise PCs suspicions.

***It is high sun, and traveling with Den Masque is an experience not easily forgotten. It certainly isn't hard traveling, the pace is slow, steady, and easy. The mix of people is unusual to say the least, but there is always entertainment to be had. People are practicing their art on the road. Tumblers tumble, jugglers juggle, and a group of dancing horses are being put through their paces.***

***The beasts are disconcerting, particularly the caged displacer beast that never looks properly in its cage.***

***Near the front of the travelers, the spider eaters and the griffons are a sight to behold, every now and then beating their wings and rising on their haunches before their rippling muscles again being pulling the weight of the great wagons.***

***Then suddenly there is a call from Den Masquemaster, “Den Masque, we stop.”***

***Ahead three large bears are fishing and eating their catch on the road and the ford across a river. The bears look grumpy and bad-tempered.***

***“Lukas!” comes the cry.***

One bear occupies the road between Den Masque and the ford used to cross the river. The others

are fishing on the ford, and Den Masque has no choice but to go through them if they are to cross the river.

If the PC's try to respond to the threat, Den Masquemaister or Lothar will intervene, saying: "This is not your fight, freshmeat. Lukas has been called." There is no experience for fighting the bears as this is an encounter easily avoided.

ALL APLs (EL –)

**Brown Bear (3):** hp 51; *Monster Manual* 269.

**Creatures:** The brown bears are hungry, and very grumpy, and want to be left alone to eat the fish. Even though the Spider Eaters at the front of Den Masque are an intimidating sight, the bears are not prepared to shift.

It doesn't take Lukas long to come up from the rear of Den Masque where the beasts are. Where the bears are reacting very angrily to everyone, they make no threatening moves towards Lukas. Lukas walks straight up to the bear on the road, and picks up the fish it is eating. He waves it at the other two bears, and walks away. Obviously wanting the fish, all three bears follow, apparently quite calm. (Refer Lukas, Appendix 1, for the Soothing Presence of Nature effect.

When Lukas walks back, having left the fish and the bears a safe distance away from the road, Den Masquemaister calls out: "Den Masque, we roll" and the trip continues.

**Development:** At the end of this encounter, the PCs should have some suspicions about Waldemar and his motives. They should also have identified that Dorthë and Lorenz don't fit in, and that Lukas is highly respected and has some unusual powers.

Any PC who participates in the worship (**Encounter 3b** – Optional) is more likely to be accepted by Den Masque.

## 4: SETTING UP

This encounter takes place in the late afternoon of the second day of travel. At this stage, the PCs should be considering how to investigate the wagons, specifically those belonging to Dorthë/Lorenz and Lothar/Lukas, to identify the "dangerous outsider" or saboteur. This encounter introduces an opportunity to interact with some of the stallholders.

This is an opportunity for PCs to follow-up on some of their own leads. It is easy enough to slip away and investigate some of the parked wagons. Unless they were very careful, and noted precisely

where their wagons of interest were parked, they will find all the wagons bunched together and finding the right wagon might take some time unless the PCs have magic available. Refer to the Searching the Wagons section of **Encounter 2**.

Note that the site is very busy at this time. People are moving around the wagons unloading. Lorenz and Lothar are in and out of their wagons, making covert investigation very difficult.

*The biggest profits are always to be made in Schwartzenbruin. It is evening when Den Masque arrives. The walls of the city and the Gate Keep are clearly visible as Den Masquemaister calls: "Den Masque, we're here."*

*Once more the well-drilled side of Den Masque is highlighted, as the circus efficiently begins to set itself up. You realize that, when setting up a tent the size of the Big Top, trained griffons are a real asset.*

*"Ahem," Slaters observes the industry. "We don't want idle hands, do we," he says. "Madame Sibylle and some of the other stallholders are looking for unskilled labor. Sounds like the perfect job for freshmeat like you."*

**Madame Sibylle:** female human (Rhenee) expert 7.

**Hubrecht:** male gnome expert 4.

**Alban:** male human (Flan) expert 3.

This is an opportunity for the PCs to interact with Madame Sibylle and the other stallholders. It seems as though most of them want help with setting up their stalls.

Hubrecht wants help carrying chilies over to his sausage stand. "I sell them for 25 gold per pound," he says, "and worth every penny. I grind them and put the powder over my sausages. That gets them sizzling. Lots of people want them once they've tried them."

Alban wants help setting up the blocks on the throwing stand. "It's easy to make money. Buy a few cheap toys, and always charge more for 3 throws that the toys are worth. People always believe something is worth more when they've won it."

Madame Sibylle is a Rhenee, and the unofficial leader of the stallholders. The stallholders come to her when they want anything. Her stall is easy to set up. "I don't have anything to carry. Most people bring their palms with them."

The only stallholders that never come to Madame Sibylle are Dorthë and Lorenz. "I give



them their site and they set up 'Baskets and Baubles'. Don't think they get much business – would you buy anything from people who look as grumpy as they do.

If the PCs approach Dorthë and Lorenz, offering any assistance, they politely decline. "We're fine, thanks for the offer." They will not engage in conversation, and if the PCs push it, Lorenz will say: "We don't need any help. Leave us alone."

## **5: THE BEAST RELEASED**

This encounter takes place in the morning of the first day of the festival. Refer **DM Map 5** for use with this encounter.

As before, at the beginning of the day, have one of the PCs make a DC 22 Will save as Waldemar initiates a *greater scrying* spell. He does this regardless of whether the PCs consented. He will either choose somebody who gave him a lock of their hair, or – if nobody gave this to him – he will pick a fighter type. Anybody who gave him a lock of their hair receives a -10 penalty to the save. Waldemar's *greater scrying* lasts 13 hours.

The PCs will have had opportunities to speak with all the different groups at Den Masque, although they can certainly seek out and speak with individuals as they wish. **DM Aid 2** gives some assistance, or the Gather Information section of **Encounter 2** can be used to fill in any gaps that the PCs may choose to investigate.

Den Masque is in full swing, and many of the wagons are unattended. Now that Den Masque is set up in Schwartzenbruin, the PCs have the time to investigate the wagons. As members of Den Masque are busy with the site and the shows, the PCs are not being closely watched and have no minders.

***Den Masque opens at dawn. The smell of food cooking in the stalls entices people out of Schwartzenbruin for breakfast. The festival atmosphere begins as soon as the sun is up.***

Allow the PCs the opportunity to work out what they intend to do today. They may by this time have a number of leads that they are interested in following up. This encounter should be timed for when the PCs are considering their next move.

***Suddenly, above the noise and bustle of the Den Masque, comes the sound of screaming, and people are running away from the caged beasts.***

Allow the PCs to react. Most PCs are going to respond to the screams, although some may wish to use the diversion to investigate one of the wagons in relation to their investigation. For those that respond to the screams continue with the following based on APL:

### **APL 2**

***It is obvious from the reaction of the crowd that some of the beasts have escaped. One of the Krenshar stands over the bloody motionless body of a child, its mate rears up ready to screech.***

***You hear Dogman's clear voice; "Don't harm them, they are valuable beasts." Then a fleeing patron knocks him to the ground.***

### **APL 4**

***It is obvious from the reaction of the crowd that some of the beasts have escaped. One of the Shocker Lizards stands next to the blackened motionless body of a child, its mate standing less than 20 feet from it.***

***You hear Dogman's clear voice; "Don't harm them, they are valuable beasts." Then a fleeing patron knocks him to the ground."***

### **APL 6**

***It is obvious from the reaction of the crowd that some of the beasts have escaped. One of the Griffons stands over the bloody motionless body of a child, the other circles in the air 20 feet above, trailing its chain.***

***You hear Dogman's clear voice; "Don't harm them, they are valuable beasts." Then a fleeing patron knocks him to the ground.***

### **APL 8**

***It is obvious from the reaction of the crowd that some of the beasts have escaped. One of the Spider Eaters stands over the bloody motionless body of a child, the other two circle in the air 20 feet above, trailing their chains.***

***You hear Dogman's clear voice; "Don't harm them, they are valuable beasts." Then a fleeing patron knocks him to the ground.***

Lorenz had sabotaged the beast's restraints. The child had thrown a stone at the creature, and the creature reacted. At APL's 2 and 4 they broke out of their cages, at APL's 6 and 8 they broke their

restraining chains. Dogman has been knocked unconscious by a fleeing patron. The PCs are ideally placed to respond to the situation.

APL 2 (EL 2)

**Krenshar (2):** hp 11 each; *Monster Manual* 163.

APL 4 (EL 4)

**Shocker Lizards (2):** hp 13 each; *Monster Manual* 224.

APL 6 (EL 6)

**Griffons (2):** hp 59 each; *Monster Manual* 139.

APL 8 (EL 8)

**Spider Eaters (3):** hp 42 each; *Monster Manual* 234.

**Tactics:** None of the Beasts are bright, and at the moment they are acting on instinct, doing what comes naturally.

At APL 2, the Krenshars begin by trying to scare off the PCs, before closing with natural weapons. Their scare proves very effective against the crowd.

At APL 4, the Shocker Lizards will act together, dealing lethal damage until one of them is killed or incapacitated.

At APL 6, the Griffons will pounce on an opponent to initiate combat.

At APL 8, the Spider Eaters will charge and attempt to sting.

### **Aftermath**

When the battle is over, one way or the other, the PCs can take stock of the situation. They will see Lukas cradling the body of the boy in his arms, fierce concentration showing on his face. Lukas has just used his *raise dead* spell-like ability, it has no verbal, somatic, or material components (*PH* 180). The boy takes a breath, and opens his eyes.

The PCs can also investigate the cages or chains of the beasts. They will find that most of them have been sabotaged, the Displacer Beast being the only exception. Cage bars and chains have been carefully filed nearly all the way through. If this is pointed out to one of Den Masque, The Illumination Man will be summoned, and he will use *mending* to fix as many as possible. The chains can be shortened in the interim.

With the boy restored to life and the beasts safely restrained, Den Masque will continue as though nothing has happened. THE SHOW MUST

GO ON! However there is disquiet amongst the carnies about a saboteur in their midst.

In addition Lukas has just raised somebody from the dead. All the carnival people are amazed by this. Lukas himself seems confused by events. If spoken to, he will confirm that he has no idea how he did it. In the emotion of the moment he reached inside himself, and it just happened. He doesn't know if he could do it again.

**Development:** The PCs have the choice of killing or incapacitating the creatures. If they kill the beasts, this will ensure some members of Den Masque will never look on them favorably. Neither Dogman nor Lukas will speak with them for the remaining duration of this adventure.

If the PCs are killed or incapacitated, the beasts will flee into the countryside.

If the PCs incapacitate or otherwise subdue the beasts, but do not kill them, the beast-tenders are grateful. They are more likely to be accepted by Den Masque – refer to the Conclusion of the adventure.

Thinking PCs might also consider questioning the beasts, the displacer beast is not dumb and can speak common. He doesn't differentiate people very well, they are not individuals like displacer beasts are... He knows Dogman and Lukas who are always around. Other people are either medium meals or small snacks, it knows of whelps (children) that are more tender than adults, and can tell the difference between genders – bucks and does. By talking to the displacer beast the PCs are able to learn that the cages were tampered with by a medium meal-sized buck. The buck didn't come close to his cage, he smelled afraid.

PC's may try tracking around the cages. This is extremely difficult, as there is no shortage of footprints. The ground is firm, and tracking one medium opponent would normally be DC 15 – however the tracks have been crisscrossed by tracks from other members of Den Masque (over 100 on site) and a crowd from Schwartzenbruin. Even tracking by scent is effectively impossible.

## **6: WALKING THE TIGHTROPE**

This encounter takes place after the escape of the beasts, during the afternoon show. At this point the PCs may be watching the show in the big top, still exploring Den Masque, or some may be watching and some exploring. Any PC that attends a show should be given a copy of **Player Handout 3 – Den Masque Program**. If the PCs are watching

the show, read option 6a – Almost a Show Stopper. If the PCs are exploring the site read option 6b – The Crowd Draws Breath.

### **6a – Almost a Show Stopper.**

*The show is dazzling, this is Den Masque at its best and most spectacular. Already you have seen Enri and his dancing horses, the tumblers, jugglers, all to the music of the Dynamics. And the roustabout clowns are having enormous fun with brooms and mops. Each act is announced by Den Masquemaster, who seems to be able to make himself heard even above the roar of the crowd.*

*Currently the tightrope walkers thrill you above the ring. Sitting on a chair on the tightrope looked precarious. Now they have a rope, and it looks like they are going to skip on the tightrope. The tightrope walker with the black and silver eyemask encourages the crowd to cheer and clap to a steady rhythm. Then in time to the rhythm one of the tightrope walkers – with the black and gold eyemask begins to jump. Then suddenly a pole at the side of the apparatus buckles, the tightrope walkers fall, and everything goes black.*

*The Dynamics pick up the music to a loud crescendo that drowns out the collective gasp of the crowd, then the three tightrope walkers run out of the darkness and take a bow.*

*“Ladies and gentlemen,” Den Masquemaster holds centre stage, “we apologize for that small malfunction, but as you can see nobody is hurt. So THE SHOW MUST GO ON!” Immediately the dancers enter the ring.*

### **6b – The Crowd Draws Breath**

*The afternoon show in the big top is certainly a crowd-puller, and although still crowded, Den Masque seems much emptier than it did half an hour ago. Every now and then there is a deafening roar from the big top, as yet another act entertains for the crowd.*

*Suddenly the crowd falls silent. It is almost as if, at one instance, the crowd all held their breath. Then the music strikes a loud crescendo, and amazingly the voice of Den Masquemaster carries through the air. “Ladies and gentlemen, we apologize for that small malfunction, but as you can see nobody is hurt. So THE SHOW MUST GO ON!”*

*It sounds like something has happened that is not in the script.*

Regardless of whether the PCs were inside or outside at the time of the accident, they can investigate what happened. At the back of the Big Top, checking their equipment, are the four tightrope walkers and Laughter the Priest.

**Laughter:** male human bard 1/cleric (Olidammara) 6 (Laughing Mask) Perform (sing) +12, Search +10.

**Tightrope Walkers (4):** male human rogue 6 (black and gold eyemask, black and silver eyemask, black and red eyemask, black and white eyemask) Balance +16, Search +9.

If the PCs did not witness the collapse of the equipment, they can soon find out what happened. Glitter, who was skipping, was hurt in the accident, but Laughter was there backstage and healed him to rush out of the darkness. The darkness was a deeper darkness that The Illumination Man had prepared for the end of the show – but it was necessary at the time.

The PCs can help with checking the equipment. The pole appears to have buckled normally, however each person who studies the pole is entitled to a DC 21 Search check to identify the faint scratch-marks and pin-prick hole on the pole that could point to sabotage. If one of the PCs notices this, the tightrope walkers and Laughter will be impressed. If the PCs don't notice the sabotage, then Glitter, the tightrope walker who fell, examines the pole in great detail and points out the marks.

The tightrope walkers are adamant. They check their gear thoroughly, because their life could depend upon it.

**Development:** A PC that notices the scratches and hole on the pole will earn a measure of respect with Den Masque – which may be important at the conclusion of the adventure.

## **7: GOING TO TOWN**

This encounter takes place some time later in the evening after the release of the beast and the sabotage of the tightrope walkers act. Refer **DM Map 6** for use with this encounter.

*“Hey, freshmeat.” You turn to see Lothar striding towards you. “Me and some of the rousties are going into town to post some more fliers. Do you want to come?”*

Again there is no compulsion on the part of Den Masque to come with them into town.

**Lothar:** female human (Oeridian) Fighter 4/Rogue 4.

**Marzell:** male half-elf warrior 3; hp 20; Appendix 1.

**Roustabouts (10):** male and female humanoids (various) commoners, experts, warriors 1.

Lothar and the other roustabouts are going into Schwarzenbruin to post fliers in the taverns and on notice boards. A copy of the flier is included as **Player Handout 3** (the PCs may have this already as it includes the program). "After all," Lothar says, "the crowd should be bigger tomorrow." If the PCs ask, Lukas and Slaters are not part of this group. Unsurprisingly, the roustabouts are talking about the events of the day. For Den Masque, today was almost disastrous, two pieces of equipment failing in one day. The roustabouts will suspect sabotage even if the PCs do not confirm it, and they will discuss who was going in and out of the Big Top. Unfortunately that seems to include dozens of people. What's worse, nearly all of them were wearing masks. However by the time the group is at Schwarzenbruin, they will have noted:

- Den Masquemaster.
- The Tumblers.
- The Tighrope Walkers.
- The Jugglers, including Ringer.
- Lorenz (who looked to be hiding from the beasts when they were released).
- Several roustabouts, including Lothar.
- The Jugglers (who were in and out at least twice).
- Enri, Straightlace, and their horses (maybe it was one of the horses).
- The Illumination man.
- Faceless and Laughter, who were talking and went in together.

Passing through Gate Keep is relatively easy, the guard asks for weapons to be peace-bound, and lets everybody through. Once inside Schwarzenbruin, the roustabouts split into groups, and the PCs are teamed with Marzell. They are assigned the job of posting fliers in the area of the Hillside Market.

As the PCs are putting up a flier in the Hillside Market square, read the following.

***You have just finished placing the last flier in Hillside Market square, a group of young men enters the square. "Well," says one, "we heard Den Masque was back. Trouble always arrives with Den Masque." They raise their clubs.***

APL 2 (EL 2)

**Schwarzenbruin Thugs (3):** male human warrior 2; hp 14; Appendix 1.

APL 4 (EL 3)

**Schwarzenbruin Thugs (4):** male human warrior 2; hp 14; Appendix 1.

APL 6 (EL 5)

**Schwarzenbruin Thugs (4):** male human warrior 3; hp 20; Appendix 1.

APL 8 (EL 6)

**Schwarzenbruin Thugs (4):** male human warrior 4; hp 25; Appendix 1.

Marzell assists the PCs at all APLs, providing a -1 EL adjustment (already taken into account above).

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Loot 23 gp; Coin 6 gp; Total 29 gp.

**APL 4:** Loot 34 gp; Coin 9 gp; Total 43 gp.

**APL 6:** Loot 34 gp; Coin 12 gp; Total 46 gp.

**APL 8:** Loot 34 gp; Coin 15 gp; Total 49 gp.

**Development:** When the last thug has fallen, Marzell will turn to the PCs and recommend they leave before the Bruinsgardt arrive.

***"Last year was a bad year. We had a tighrope walker die in a fall in town here, and the Bruinsgardt wanted to arrest the others."***

A clue in this encounter is that Lorenz is the only stallholder to enter the Big Top. If the PCs don't come with the roustabouts into town, they won't receive this clue. They may not pick up on the clue given the rest of the conversation. However the real evidence can be found in the wagon shared by Dorthë and Lorenz.

## **8: CONFRONTING DORTHË AND LORENZ**

This encounter can be run any time the PCs believe they have evidence that Dorthë and Lorenz were behind the sabotage. Refer **DM Map 7** for use with this encounter.

Depending on the evidence they have collected and the PCs characters, they may either confront Dorthë and Lorenz themselves, or take the evidence to one of the many NPCs they have struck up a friendship with. Obvious possibilities could include Den Masquemaster, Laughter, or Lothar.

If they only take suspicions to one of the NPCs, then the PCs will be shown to Dorthë's wagon to look for evidence. The contents of the wagon are detailed in **Encounter 2**. If they take the evidence to one of the NPCs, then the NPC will accompany them to Dorthë's stall. However that NPC will not take part in this encounter – they will be watching the PCs and how they handle this issue.

When the PCs do confront Dorthë and Lorenz, they can be found at their stall arranging their stock.

***Dorthë and Lorenz are organizing their products. The stall sells small woven baskets and costume jewelry, and the sign proclaims – all items made by hand by the lady of the stall. You note that both of them are armed, Dorthë with a dagger and Lorenz with a scimitar. However the weapons are ruhebinden – peace bound.***

If a Player notes they are studying the ruhebinden, allow the PC a Spot Check. The DC is 17 at APL 2 and 18 at APLs 4 to 8. A successful Spot check identifies the ruhebinden are actually slip knots.

Dorthë and Lorenz will make no overtly hostile moves. However if the PCs produce their evidence, Lorenz will snarl, and draw his weapon easily as the ruhebinden is a slip knot, and aggressively attack his accusers. Dorthë's ruhebinden is also a slip knot, and she will defend herself with her dagger.

APL 2 (EL 4)

**Dorthë:** female human expert 2; hp 7; Appendix 1.

**Lorenz:** male human fighter 1/rogue 2; hp 18; Appendix 1.

APL 4 (EL 5)

**Dorthë:** female human expert 3; hp 7; Appendix 1.

**Lorenz:** male human fighter 1/rogue 3; hp 23; Appendix 1.

APL 6 (EL 5)

**Dorthë:** female human expert 3; hp 7; Appendix 1.

**Lorenz:** male human fighter 1/rogue 3; hp 23; Appendix 1.

APL 8 (EL 6)

**Dorthë:** female human expert 4; hp 7; Appendix 1.

**Lorenz:** male human fighter 2/rogue 3; hp 29; Appendix 1.

**Tactics:** Lorenz is surly and aggressive, and tries to maneuver into a flanking position to use his sneak attack. Dorthë is no combatant. However with Lorenz aggressively taking the initiative, she feels she has no choice but to follow his lead.

If Lorenz is killed or incapacitated, and Dorthë is still conscious, she will surrender.

**Treasure:** The PCs can gain the following treasure here:

**All APLs:** Loot 58 gp; Total 58 gp.

**Development:** Unless the PCs kill Dorthë outright, and if all the evidence has been, or is presented, Den Masquemaister will offer Dorthë the opportunity to continue traveling with them. They recognize Dorthë has acted out of grief for her son. Laughter will make a short speech. "This woman grieves for her lost son Steffen, as do we for he was one of us. In her grief her misery has poisoned her soul. The Laughing Rogue would have us celebrate Steffen's life. Tonight the ceremony of the cork will be in memory of Steffen."

If the PCs incapacitate or otherwise subdue Dorthë, but do not kill her, certain members of Den Masque will be impressed with their restraint, and this may be important at the conclusion of the adventure.

This does not apply to Lorenz, who is expelled from Den Masque (if he lives).

## 9: WALDEMAR ARRIVES

Although this encounter is written as taking place at Den Masque with Waldemar attacking Lukas, it can easily be adapted to suit the specific actions of the PCs. Waldemar and his allies can appear if the adventurers seem likely to break the Crystal Sphere within earshot. The PCs may force-march back to Dargstadt to confront Waldemar at the house, and have to face his allies there. In no circumstances will Waldemar target the PCs. He intends to demonstrate how "blameless" he is in this matter by his behaviour. In that respect the encounter works best if Waldemar is there and has Lukas to target. If the PCs have tried to hunt down Waldemar, then it is only his three allies they will face.

Waldemar has been scrying on Den Masque over the last few days, checking up on the PCs and trying to find Lukas. He has worked out Lukas' routine and, no longer content to wait, he will take

matters into his own hands. When Lukas is outside alone, he will teleport in with three hired mercenaries, in an attempt to kill Lukas. Refer **DM Map 8** for use with this encounter.

***There is the unmistakable low roaring sound and the thump of a detonation – the sound of a fireball. You look across the field towards the noise. As the fire dissipates, you see Lukas crouched, within a hemisphere of light, clutching himself in the fetal position. Beyond, the tall figure of Waldemar gestures to his companions. “You three, go and get them, I want my money back and I want the sphere.”***

***As he raises his hands, ready to cast another spell, the faint sound of somebody yelling “Hey Rube” can be heard faintly in the distance.***

This encounter takes place in open ground near the edge of Den Masque. Lukas was by himself, minding his own business, when Waldemar teleported in and assaulted him with a *fireball*. He has dropped to the ground, and instinctively he has triggered his Protective Aura.

Waldemar poses no threat to the PCs because he believes he can plausibly claim to have been targeting only the “dangerous outside” if he doesn’t harm anybody else. He will carefully sculpt his spells around them ensuring they are not hurt. He also has a *contingency* active that will *teleport* him away as soon as he is injured. He has not brought much equipment with him, preferring to relay on his own spell casting ability and because he believes there is little threat to him here.

Waldemar expects this to be a surgical strike. When he has killed Lukas, he hopes to have the opportunity to find the crystal sphere while Den Masque is in mourning. He has hired three mercenaries, Mose, Vester, and Dana. Although they believe they are there to protect him, in reality he trusts his *contingency*. The mercenaries are there to keep everybody else busy while Waldemar finishes off Lukas.

ALL APLs (EL –)

**Waldemar:** male human wizard (diviner) 13; hp 53; Appendix 1.

APL 2 (EL 4)

**Mose:** male human fighter 1; hp 15; Appendix 1.

**Vester:** male human rogue 1; hp 10; Appendix 1.

**Dana:** female halfling sorcerer 2; hp 13; Appendix 1.

APL 4 (EL 6)

**Mose:** male human fighter 3; hp 30; Appendix 1.

**Vester:** male human rogue 3; hp 19; Appendix 1.

**Dana:** female halfling sorcerer 3; hp 18; Appendix 1.

APL 6 (EL 8)

**Mose:** male human fighter 5; hp 45; Appendix 1.

**Vester:** male human fighter 1/rogue 4; hp 30; Appendix 1.

**Dana:** female halfling sorcerer 5; hp 37; Appendix 1.

APL 6 (EL 10)

**Mose:** male human fighter 7; hp 67; Appendix 1.

**Vester:** male human fighter 1/rogue 6; hp 39; Appendix 1.

**Dana:** female halfling sorcerer 7; hp 48; Appendix 1.

**Tactics:** The PCs can prevent becoming embroiled in a fight. If they raise the crystal sphere and agree to hand it over, then Waldemar will call off his mercenaries. However he will still assault Lukas.

Waldemar throws everything he has exclusively at Lukas. He is careful to use sculpted spells to avoid affecting anybody else. He believes he can get away with claiming that he was targeting a dangerous outsider and taking care not to hurt anybody else. He is still a coward, and has his contingency up. If he takes any damage at all, his contingency triggers and he is teleported away. With Lukas' Protective Aura up, Waldemar will use a quickened *dispel magic* targeted against the aura to try to take it down, and will then follow it up immediately with one of his offensive spells.

The opponents that the PCs will have to fight Mose, Vester, and Dana.

Mose is a straightforward combatant. At all APLs he intends to hit his opponents with his greatsword.

Vester hopes to get the jump on the PCs and use his crossbow to sneak attack flat-footed PCs. At APL's 6 and 8 he has the Crossbow Sniper feat, and can use his sneak attack from 60 feet. In melee combat he will try to get flanking and activate his *bracers of quick strike* at the first available opportunity.

Dana tries very hard to keep out of melee combat, and will use her spells to best effect. At APLs 4 to 8 she will activate her *armband of elusive action* to extract herself from trouble if she has to. At APLs 6 and 8 she will try to maneuver close to an enemy spell caster and activate her *ring of silent spells*. Her aim is to take a spell caster out of the equation with the silence effect while she can still use her spells. She doesn't care about Waldemar, and it is possible that the silence effect hinders Waldemar as well. At APL 8 she is has Ranged Spell Specialization with her ray spells. She favors *scorching ray* to get the most out of this feat.

If they have the crystal sphere, the PCs might choose to smash it. This instantly restores Lukas memories, however the flood of information stuns him for the rest of the battle. In addition, if the PC isn't careful, water from the River Styx might splash them or run over their hands. Allow the PC a DC 15 Reflex save. A successful save indicates the PC has not been splashed by the water, otherwise the water has touched the PC. The water is weakened from being removed from the Styx and has been subjected to a Night Hag's ritual. Any PC or creature touched by the Styx water is permitted a DC 15 Fortitude save. If this save is failed the PC is completely drained of their memories, but is not subject to *feeblemind*, this PC receives the Lost Memory entry on the AR. If this save is successful, the PC still suffers a memory loss effect, but this only lasts six hours. The full effect of the River Styx is found in Appendix 2.

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Loot 53 gp; Coin 16 gp; Total 69 gp.

**APL 4:** Loot 163 gp; Coin 30 gp; Magic 281 gp +1 *chain mail* (109 gp), *armband of elusive action* (67 gp), *goggles of minute seeing* (105 gp); Total 474 gp.

**APL 6:** Loot 134 gp; Coin 45 gp; Magic 761 gp +1 *chain mail* (109 gp), +1 *greatsword* (196 gp), *armband of elusive action* (67 gp), *bracers of quick strike* (117 gp), *goggles of minute seeing* (105 gp), *ring of silent spells* (167 gp); Total 940 gp.

**APL 8:** Loot 63 gp; Coin 60 gp; Magic 1583 gp +1 *chain mail* (109 gp), +1 *greatsword* (196 gp), +1 *light crossbow* (x2) (195 gp each), +1 *studded leather* (98 gp), *armband of elusive action* (67 gp), *bracers of quick strike* (117 gp), *cloak of charisma* +2 (334 gp), *goggles of minute seeing* (105 gp), *ring of silent spells* (167 gp); Total 1706 gp.

**Development:** Just as this battle ends, members of Den Masque will rush over to find out what is happening. Refer to the conclusion.

## CONCLUSION

There are a number of different endings for the adventure. If the PCs did not cooperate with Waldemar at the end by handing over the Crystal Sphere, then it is necessary to judge whether Den Masque will consider them favorably. A numeric points system is noted below:

- Were the PCs caught investigating Laughter's, Den Masquedmaster's, or The Illumination Man's wagon (**Encounter 2**)? Minus 1 point, illegal activity is accepted as a way of life around Den Masque.
- Coming clean about their mission to Den Masque (**Encounter 2**). Plus 5 points.
- Did the PCs join in the worship (**Encounter 3**)? Plus 1 point.
- Did the PCs subdue the escaped beasts (**Encounter 5**)? Plus 2 points.
- Did the PCs kill the escaped beasts (**Encounter 5**)? Minus 5 points.
- Did the PCs point out that the tightrope walker's equipment was sabotaged (**Encounter 6**)? Plus 1 point.
- Did the PCs subdue Dorthë (**Encounter 8**)? Plus 1 point.
- Did the PCs kill Dorthë (**Encounter 8**)? Minus 2 points.

If the overall points tally is positive, then the PC is eligible for the favor of Den Masque. One key issue over-rides this points system. If any members of Den Masque saw the PCs hand over the Crystal Sphere to Waldemar they will be perceived as his allies regardless of whether they fought Waldemar and his allies or not. In this case the PCs receives the Disfavor AR entry

The conclusion covers a number of possibilities. Paraphrase all of the items that apply in the particular circumstance, and allow the players to feel a sense of closure for the adventure.

### Lukas Killed

This is a tragedy for Den Masque, read the following:

***As the last breath of Lukas life leaves his body, his body vanishes. Lothar rushes over to where his body once lay in grief and disbelief.***

### The PCs are observed collaborating with Waldemar by handing over the Crystal Sphere

Continue with the following:

***Laughter comes over. "We don't appreciate people collaborating with the Spyder here," he says. "You are not welcome in Den Masque. Pick up your belongings and leave."***

**The PCs are observed opposing Waldemar, fighting to protect Lukas and Den Masque considers them favorably**

Continue with the following:

***Laughter comes over. "Thank you for doing you best to protect Lukas," he says. "We don't know what has happened to Lukas, but tonight I believe we need a ceremony for people to begin expressing what they feel about what has happened here today. You are most welcome to participate in the ceremony." Performers go over and help Lothar to her feet. Den Masque will take care of their own.***

**The PCs are observed opposing Waldemar, fighting to protect Lukas but Den Masque does not consider them favorably**

Continue with the following:

***Laughter comes over. "Thank you for doing you best to protect Lukas," he says. "We don't know what has happened to him, but tonight I believe we need a ceremony for people to begin expressing what they feel about what has happened here today. You may observe the ceremony if you wish." Performers go over and help Lothar to her feet. Den Masque will take care of their own.***

**Lukas is alive and his memories have been restored**

The PCs did not hand over the Crystal Sphere, it has been destroyed. Read the following.

***Lukas stands tall, recognition flashes across his face. Then he transforms, instead of the roustabout, a slender creature with milky-white skin, silver hair, silver eyes, and feathered wings stands peacefully.***

***"Thank you," he says. "I now know that I am Shahrevar. I fought with the 4<sup>th</sup> Auszug against the forces of the Famine Queen." He raises his voice for Den Masque. "I thank you all for the kindness and joy you have shown me. May I have my greatsword?"***

It may take a little while for the greatsword to be located, especially if the PCs stole it. There is no

adverse outcome for those that stole the greatsword unless they are members of the Den Masque metaorganisation. Den masque accepts larceny as a way of life, but members stealing from other members is frowned upon.

***Lukas/Shahrevar holds out his greatsword. "This is my reward for the choices you made, and trying to protect me against the man who stole my memories. I don't know what he wanted them for, but the memories of my people are valuable to many. I thank you by giving you my sword. Do with it what you will."***

**Lukas still alive, but has not had his memories restored**

Waldemar or the PCs may have the Crystal Sphere. Continue with the following.

***Lukas staggers to his feet. Lothar rushes over and steadies him. "Come on, time to go home." She begins to lead the dazed roustabout over to his wagon.***

The PCs may still have the Crystal Sphere, and may want to speak with Lukas before they decide what to do with it. Lukas remains confused. As far as he is concerned, he is a normal roustabout. He may have just been subjected to an unprovoked attack. He may have discovered the ability to project an aura that he didn't know he had. He still doesn't know what he is. The PCs may choose to break the Crystal Sphere, or may consider that the risks are too high...

#### **Issues for Closure**

The PCs may wish to confront Waldemar. They can return to Dargstadt, but the house is empty. It isn't hard to find the house owner. Waldemar rented the house for a week and paid well, but there is no longer any sign of him.

The PCs receive the following AR entries:

- If the PCs have not handed the Crystal Sphere over to Waldemar or broken it, then 1 PC may keep it. That PC gains the Crystal Sphere AR entry.
- If the PCs smashed the Crystal Sphere and anyone was affected by the Styx Water (failing their Fort save), that PC receives the Lost Memory AR entry.
- If the PCs smashed the Crystal Sphere restoring Lukas' memories, the PCs receive the Enlightened AR entry.
- Any PC that gave Waldemar a lock of their hair receives the Lock of Hair AR entry.



- If the PCs have not handed the Crystal Sphere over to Waldemar, and the PCs actions are considered favorable by Den Masque they will receive the Favor of Den Masque AR entry.
- If the PCs handed the Crystal Sphere over to Waldemar, the PCs receive the Disfavor of Den Masque AR entry.
- A PC member of Den Masque who reveals his identity receives the Disfavor of Den Masque AR entry and cannot receive the favor of Den Masque.
- A PC member of Den Masque who stole the greatsword or stole from another member of Den Masque receives the Disfavor of Den Masque AR entry and cannot receive the favor of Den Masque.
- If Lukas' is killed, his *+1 flaming greatsword* will have vanished with his body, and the PCs will not receive it.

**THE END**

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

### 5: The Beast Released

Defeating the beasts that have broken free of their restraints.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

### 7: Going to Town

Defeat the thugs.

APL 2	60 XP
APL 4	90 XP
APL 6	150 XP
APL 8	180 XP

### 8: Confronting Dorthë and Lorenz

Defeat Dorthë and Lorenz.

APL 2	120 XP
APL 4	150 XP
APL 6	150 XP
APL 8	180 XP

### 9: Waldemar Arrives

Defeating Waldemar's lackeys and triggering Waldemar's contingency.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### Story Award

Establishing a creative or thorough plan for investigating Den Masque.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

### Discretionary role-playing award

APL 2	60 XP
APL 4	75 XP
APL 6	90 XP
APL 8	105 XP

### Total Possible Experience

APL 2	450 XP
APL 4	675 XP

APL 6  
APL 8

900 XP  
1125 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

### Introduction

Up-front money and items provided by Waldemar:

**APL 2:** Coin 50 gp; *scroll of sending* (94 gp);  
Total 144 gp.

**APL 4:** Coin 100 gp; *scroll of sending* (94 gp);  
Total 194 gp.

**APL 6:** Coin 150 gp; *scroll of sending* (94 gp);  
Total 244 gp.

**APL 8:** Coin 200 gp; *scroll of sending* (94 gp);  
Total 294 gp.

## **2: Investigations**

Treasure found in the wagon belonging to Dorthë and Lorenz:

**All APLs:** Loot 23 gp; Coin 10 gp; Total 33 gp.

Treasure found in the wagon belonging to Lukas and Lothar:

**All APLs:** Magic 696 gp +1 *flaming greatsword* (696 gp); Total 696 gp.

## **7: Going to Town**

Treasure that can be looted from the Schwartzenbruin thugs:

**APL 2:** Loot 23 gp; Coin 6 gp; Total 29 gp.

**APL 4:** Loot 34 gp; Coin 9 gp; Total 43 gp.

**APL 6:** Loot 34 gp; Coin 12 gp; Total 46 gp.

**APL 8:** Loot 34 gp; Coin 15 gp; Total 49 gp.

## **8: Confronting Dorthë and Lorenz**

**All APLs:** Loot 58 gp; Total 58 gp.

## **9: Waldemar Arrives**

**APL 2:** Loot 53 gp; Coin 16 gp; Total 69 gp.

**APL 4:** Loot 163 gp; Coin 30 gp; Magic 281 gp +1 *chain mail* (109 gp), *armband of elusive action* (67 gp), *goggles of minute seeing* (105 gp); Total 474 gp.

**APL 6:** Loot 134 gp; Coin 45 gp; Magic 761 gp +1 *chain mail* (109 gp), +1 *greatsword* (196 gp), *armband of elusive action* (67 gp), *bracers of quick strike* (117 gp), *goggles of minute seeing* (105 gp), *ring of silent spells* (167 gp); Total 940 gp.

**APL 8:** Loot 63 gp; Coin 60 gp; Magic 1583 gp +1 *chain mail* (109 gp), +1 *greatsword* (196 gp), two +1 *light crossbows* (195 gp each), +1 *studded leather* (98 gp), *armband of elusive action* (67 gp), *bracers of quick strike* (117 gp), *cloak of charisma* +2 (334 gp), *goggles of minute seeing* (105 gp), *ring of silent spells* (167 gp); Total 1706 gp.

## **Treasure Cap**

**APL 2:** 450 gp.

**APL 4:** 650 gp.

**APL 6:** 900 gp.

**APL 8:** 1300 gp.

## **Total Possible Treasure**

**APL 2:** 1029 gp.

**APL 4:** 1498 gp.

**APL 6:** 2017 gp.

**APL 8:** 2836 gp.

# **ADVENTURE RECORD ITEMS**

**Crystal Sphere:** You have in your possession a crystal sphere about six inches in diameter containing water from the River Styx. It detects as both evil and good.

**Lost Memory:** When the crystal sphere broke, you came into contact with water from the River Styx. You have no memory of your life, not even your name, although all your skills and abilities remain intact. Anything you learn about yourself from others will help you piece together your lost past. Your memories can be restored by any effect that can cancel the effect of a *feeblemind* (CL 9).

**Lock of Hair:** You gave Waldemar a lock of your hair. If he chooses to scry on you in the future, you suffer a -10 penalty on the saving throw to resist his attention.

**Favor of Den Masque:** Den Masque is pleased with your assistance and behavior while traveling with them. They arrange for regional access to the one of the following items, all from the MIC: Acrobat Boots, Belt of Ultimate Athleticism, Boots of Agile leaping, Boots of Jumping, Chronocharm of the Laughing Rogue, Gloves of Manual Prowess, Hat of Anonymity, Mask of Lies, Sandals of Springing, Silkslick Belt, Wink Brooch.

**Disfavor of Den Masque:** Den Masque is displeased with your behavior while traveling with them. They spread your bad reputation around Perrenland, and you suffer a -2 circumstance penalty on all Diplomacy and Charisma checks to influence the attitudes of non-lawful Perrender NPCs for one year from the date of this AR. while in Perrenland until the end of the current campaign. Members of Den Masque are 'expelled' from the organization. They must spend 4 TUs developing a new Den Masque persona and rejoining the organization to retain their membership. Another secret that has to be kept.

**Enlightened:** You have had direct contact with an enlightened being embodying the principles of good. This satisfies the special requirements for the Contemplative prestige class.

## ITEM ACCESS

APL 2:

- *+1 flaming greatsword* (Adventure; DMG)
- *Scroll of sending* (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- *Goggles of minute seeing* (Adventure; DMG)
- *Armband of elusive action* (Adventure; CL 3rd; *Magic Item Compendium*; 800 gp)

APL 6-8 (all of APL 4 plus the following):

- *Bracers of quickstrike* (Adventure; CL 5th; *Magic Item Compendium*; 1,400 gp)
- *Ring of silent spells* (Adventure; CL 12th; *Magic Item Compendium*; 2,000 gp)

## APPENDIX 1: ALL APLS

### LUKAS/SHAHREVAR

CR 9

Male Movanic Deva

NG Medium Outsider (extraplanar, good)

**Init** +8; **Senses** Listen +12, Spot +12, low-light vision, darkvision 60 ft.

**Aura** Strong Good

**Languages** Celestial, Infernal, Draconic, *tongues*

**AC** 22, touch 14, flat-footed 18

(+4 Dex, +8 natural)

**hp** 39 (6 HD); **DR** 10/evil

**Immune** acid, cold, electricity, petrification

**Resist** fire 20; **SR** 19

**Fort** +7 (+11 against poison), **Ref** +9, **Will** +10

**Speed** 40 ft., base movement 40 ft., fly 90 ft. (good);

**Melee** +1 *flaming greatsword* +11/+6 (2d6+5 plus 1d6 fire)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +9

**Atk Options** spell-like abilities

**Special Actions** heavenly deflection, protective aura

**Spell-Like Abilities** (CL 9th):

At Will—*aid, consecrate, continual flame, create food and water, death ward, detect evil, discern lies, prayer, protection from arrows*

3/day—*atonement, bless weapon, cure serious wounds, daylight, divination, ethereal jaunt, hallow, holy smite, neutralize poison, plane shift, remove curse, remove disease, remove fear*

1/day—*commune, raise dead*

**Abilities** Str 17, Dex 18, Con 15, Int 17, Wis 16, Cha 18

**SQ** Celestial traits, DR 10/evil, divine equilibrium, fire resistance 20, heavenly deflection, immunities, outsider traits, protective aura, soothing presence of nature, SR 19

**Feats** Improved Initiative, Iron Will, Weapon Focus (greatsword)

**Skills** Balance +13, Concentration +11, Diplomacy +15, Intimidate +13, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +12, Sense Motive +12, Spot +12.

**Possessions** +1 *flaming greatsword*, crystal sphere, auszug uniform (see adventure text)

**Change Shape (Su)** A movanic deva can assume the form of any Small or Medium humanoid

**Divine Equilibrium (Ex)** Movanic devas are immune to the effects of negative-dominant or positive-dominant planar energy traits

**Heavenly Deflection (Su)** Once per round as a free action, a movanic deva can deflect ranged attacks and certain spells by batting them away with its +1 *flaming greatsword*. When a ranged attack, ray, or single-target spell would ordinarily hit or affect the deva, the deva can make a Reflex saving throw against a base DC of 20. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If the attack is from a spell, the spell level is added to the base DC. If the deva succeeds, it

deflects the attack. Deflected spells are negated as if counterspelled.

The deva must be aware of an attack in order to deflect it.

**Immunities (Ex)** Devas are immune to acid, cold, and electricity.

**Protective Aura (Su)** As a free action, a deva can surround itself with a nimbus of light that has a radius of 20 feet. This aura acts as a double-strength *magic circle against evil* and as a *minor globe of invulnerability*, both as cast by a sorcerer whose level is equal to the deva's Hit Dice. The aura can be dispelled, but the deva can create it again as a free action on its next turn.

**Soothing Presence of Nature (Ex)** Movanic devas have a calm spirit that is pleasing to inhabitants of the natural world. Unless magically compelled to do so, no plant or animal will attack a movanic deva.

**Celestial traits** A celestial creature can speak with any creature that has a language as though using a *tongues* spell (caster level 14<sup>th</sup>, always active. It is immune to petrification attacks, and it has low-light vision, darkvision (60 feet), and a +4 racial bonus on Fortitude saves against poison.

**Outsider Traits** Cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

While Lukas/Shahrevar has lost his memory, he believes that he is Lukas – a roustabout, and this is the only life he has known. He does not carry his greatsword and therefore does not have access to his Heavenly Deflection ability. He retains all his other special qualities, but he doesn't remember that he has any. If placed in an extreme circumstance (as in **Encounter 5** and **Encounter 9**) he can trigger his supernatural or spell-like abilities, but if questioned he doesn't know how he can do these things or what he can do.

## 7: GOING TO TOWN

### MARZELL

CR 2

Male half-elf warrior 3

CN Medium humanoid (elf)

**Init** +0; **Senses** Listen +0, Spot +0, low-light vision

**Languages** Common

**AC** 14, touch 10, flat-footed 14

(+4 armor)

**hp** 20 (3 HD)

**Immune** *sleep* and similar magical effects

**Fort** +4, **Ref** +1, **Will** +0 (+2 vs enchantment)

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** short sword +4 (1d6+1/19-20) or

**Ranged** light crossbow +3 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +4

---

**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

**Feats** Power Attack, Toughness

**Skills** Climb +3, Diplomacy +1, Gather Information +1, Jump +3, Listen +0, Ride +4, Spot +0

**Possessions** short sword, light crossbow, 10 crossbow bolts, chain shirt, coin pouch, 24 gp

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**Elf Blood** For all effects related to race a half-elf is considered to be an elf.

**Skills** Half-elves gain a +1 racial bonus on Listen and Spot, and a +2 racial bonus on Diplomacy and Gather Information checks.

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**Possessions** masterwork dagger, masterwork light crossbow, spell component pouch

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**Diviner** Waldemar is specialized in the school of Divination. He can prepare one additional divination spell per level each day. He gains a +2 bonus to spellcraft checks to learn spells from this school. Necromancy spells are forbidden to him.

**Familiar** Waldemar has called an owl as his familiar.

**Scry on Familiar (Sp)** Waldemar may scry on his familiar once/day.

## 9: WALDEMAR ARRIVES

### WALDEMAR

CR 13

Male Human (Suel) Wizard (diviner) L13

LE Medium Humanoid (human)

**Init** +0; **Senses** Listen +4, Spot +4 (+7 in shadows – familiar), *see invisibility*

**Languages** Common, Draconic, Infernal

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**AC** 10, touch 10, flat-footed 10

**hp** 53 (13 HD); regeneration/fast healing; DR

**Fort** +5, **Ref** +4, **Will** +10

---

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;

**Melee** masterwork dagger +6 (1d4/19-20) or

**Ranged** masterwork light crossbow +7 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +5

**Atk Options** Spells

**Special Actions** Contingency, Spells

**Wizard Spells Prepared** (CL 13th):

7th—*dispel magic* (quicken); *greater scrying* ½;

6th—*cone of cold* (sculpted), *contingency* ½; *true seeing*;

5th—*contact other plane*, *teleport* ½, *teleport* ½ (x2), *ice storm* (sculpted);

4th—*arcane eye*, *detect scrying*, *fireball* (sculpted), *fireball* (sculpted) ½, *lightning bolt* (sculpted) (x2);

3rd—*arcane sight*, *blink*, *dispel magic*, *nondetection* ½, *slow*, *tongues*;

2nd—*detect thoughts*, *invisibility*, *mirror image*, *scorching ray*, *scorching ray*, *see invisibility* ½

1st—*color spray*, *comprehend languages*, *grease*, *magic missile*, *magic missile*, *true strike*

0—*acid splash*, *arcane mark*, *detect magic*, *prestidigitation*, *ray of frost*

½ Already cast

---

**Abilities** Str 8, Dex 10, Con 12, Int 18, Wis 14, Cha 13

**SQ** Familiar, Diviner, Scry on Familiar, *contingent teleport*

**Feats** Combat Casting, Negotiator, Persuasive, Quicken Spell, Scribe Scroll, Sculpt Spell, Silent Spell, Skill Focus (Bluff), Spell Focus (Divination)

**Skills** Bluff +14, Concentration +17, Diplomacy +9, Intimidate +5, Knowledge (arcana) +20, Knowledge (the Planes) +12, Sense Motive +12, Spellcraft +22,

## 7: GOING TO TOWN

### SCHWARTZENBRUIN THUGS CR 1

Male human warrior 2

CN Medium humanoid (human)

**Init** +0; **Senses** Listen -1, Spot -1

**Languages** Common

**AC** 14, touch 10, flat-footed 14  
(+4 armor)

**hp** 14 (2 HD)

**Fort** +4, **Ref** +0, **Will** -1

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** club +3 (1d6+1) or

**Ranged** light crossbow +2 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +3

**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

**Feats** Power Attack, Toughness

**Skills** Climb +4, Jump +4, Ride +5

**Possessions** club, light crossbow, 10 crossbow bolts, chain shirt, coin pouch, 18 gp

## 8: CONFRONTING DORTHE AND LORENZ

### DORTHE CR 1

Female human expert 2

N Medium humanoid (human)

**Init** -1; **Senses** Listen +1, Spot +1

**Languages** Common, Elven

**AC** 9, touch 9, flat-footed 9  
(-1 Dex)

**hp** 7 (2 HD)

**Fort** +0, **Ref** -1, **Will** +4

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;

**Melee** dagger +1 (1d4/19-20)

**Ranged** light crossbow +0 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +1 **Abilities** Str 11, Dex 9, Con 10, Int 13, Wis 12, Cha 8

**Feats** Negotiator, Skill Focus Profession (merchant)

**Skills** Appraise +6, Bluff +4, Craft (basketweaving) +3, Craft (jewelry-making) +6, Craft (weaving) +3, Diplomacy +8, Knowledge (local luz metaregion) +6, Profession (bookkeeper) +3, Profession (merchant) +9, Sense Motive +7,

**Possessions** dagger, light crossbow, 10 crossbow bolts

### LORENZ CR 3

Male human Fighter 1/Rogue 2

CN Medium humanoid (human)

**Init** +2; **Senses** Listen +2, Spot +1

**Languages** Common

**AC** 14, touch 12, flat-footed 12  
(+2 Dex)

**hp** 18 (3 HD)

**Fort** +3, **Ref** +5, **Will** -1

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;

**Melee** masterwork scimitar +5 (1d6+2/18-20)

**Ranged** masterwork shortbow +5 (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +4

**Atk Options** Sneak Attack +1d6

**Abilities** Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10

**SQ** Evasion, Trapfinding

**Feats** Cleave, Point Blank Shot, Precise Shot, Power Attack

**Skills** Balance +9, Climb +4, Craft (trapmaking) +7, Disable Device +6, Hide +7, Jump +5, Listen +2, Move Silently +7, Open Lock +7, Sleight of Hand +7, Spot +1, Tumble +7, Use Rope +7

**Possessions** masterwork scimitar, masterwork shortbow, 20 arrows, leather armor

**Evasion (Ex)** On a successful Reflex save against a magical attack, Lorenz takes no damage.

**Sneak Attack** Any time Lorenz attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 1d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.

**Trapfinding (Ex)** Lorenz can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.

## 9: WALDEMAR ARRIVES

### MOSE CR 1

Male human fighter 1

NE Medium humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 armor)

**hp** 15 (1 HD)

**Fort** +4, **Ref** +1, **Will** +1

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** greatsword +4 (2d6+3/19-20)

**Ranged** light crossbow +2 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +3

**Atk Options** Power Attack

**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

**Feats** Power Attack, Toughness, Weapon Focus

**Skills** Climb +4, Jump +4, Tumble +1

**Possessions** greatsword, light crossbow, 10 crossbow bolts, chain shirt, coin pouch containing 24gp.

### VESTER CR 1

Male human rogue 1  
 CE Medium humanoid (human)  
**Init** +2; **Senses** Listen +3, Spot +3  
**Languages** Common

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**AC** 15, touch 12, flat-footed 13  
 (+2 Dex, +3 armor)  
**hp** 10 (1 HD)  
**Fort** +1, **Ref** +4, **Will** -1

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**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;  
**Melee** short sword +2 (1d6+2/19-20)  
**Ranged** light crossbow +2 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +0; **Grp** +2  
**Atk Options** Sneak Attack +1d6

---

**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12  
**Feats** Combat Reflexes, Toughness  
**Skills** Balance +5, Disable Device +4, Hide +5, Listen +3, Move Silently +5, Open Lock +6, Search +4, Spot +3, Tumble +5  
**Possessions** short sword, light crossbow, 10 crossbow bolts, studded leather, thieves tools, coin pouch containing 24gp

---

**Sneak Attack** Any time Vester attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 1d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.  
**Trapfinding (Ex)** Vester can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.

## DANA

## CR 2

Female halfling sorcerer 2  
 NE Small humanoid (halfling)  
**Init** +2; **Senses** Listen +3, Spot +1  
**Languages** Common, Halfling

---

**AC** 17, touch 17, flat-footed 15  
 (+1 size, +2 Dex, +0 class, +4 *mage armor*, +0 shield, +0 deflection, +0 insight, +0 natural)  
**hp** 14 (2 HD)  
**Fort** +3, **Ref** +3, **Will** +3 (+5 against fear)

---

**Speed** 20 ft. in no armor (4 squares), base movement 20 ft.;  
**Melee** dagger +2 (1d4/19-20) or  
**Ranged** masterwork light crossbow +5 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** -3  
**Atk Options** Spells  
**Special Actions** Spells  
**Sorcerer Spells Known** (CL 2nd):  
   1st (5/day)—*mage armor* †, *magic missile*  
   0 (6/day)—*acid splash*, *detect magic*, *light*, *ray of frost*, *read magic*  
 † Already cast

---

**Abilities** Str 10, Dex 15, Con 15, Int 10, Wis 8, Cha 14

**SQ** Familiar  
**Feats** Combat Casting  
**Skills** Concentration +7, Spellcraft +5  
**Possessions** dagger, masterwork light crossbow, 10 crossbow bolts, spell component pouch, coin purse containing 48 gp

---

**Familiar** Dana has called a toad as her familiar.  
**Skills** Halflings gain a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.



## 7: GOING TO TOWN

### SCHWARTZENBRUIN THUGS CR 1

Male human warrior 2  
 CN Medium humanoid (human)  
**Init** +0; **Senses** Listen -1, Spot -1  
**Languages** Common

---

**AC** 14, touch 10, flat-footed 14  
 (+4 armor)  
**hp** 14 (2 HD)  
**Fort** +4, **Ref** +0, **Will** -1

---

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;  
**Melee** club +3 (1d6+1) or  
**Ranged** light crossbow +2 (1d8)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +3

---

**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8  
**Feats** Power Attack, Toughness  
**Skills** Climb +4, Jump +4, Ride +5  
**Possessions** club, light crossbow, 10 crossbow bolts, chain shirt, coin pouch, 18 gp

## 8: CONFRONTING DORTHE AND LORENZ

### DORTHE CR 2

Female human expert 3  
 N Medium humanoid (human)  
**Init** -1; **Senses** Listen +1, Spot +1  
**Languages** Common, Elven

---

**AC** 9, touch 9, flat-footed 9  
 (-1 Dex)  
**hp** 10 (3 HD)  
**Fort** +1, **Ref** +0, **Will** +4

---

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;  
**Melee** dagger +3 (1d4/19-20)  
**Ranged** light crossbow +1 (1d8)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +2

---

**Abilities** Str 11, Dex 9, Con 10, Int 13, Wis 12, Cha 8  
**Feats** Negotiator, Skill Focus Profession (merchant), Weapon Focus (dagger)  
**Skills** Appraise +7, Bluff +5, Craft (basketweaving) +3, Craft (jewelry-making) +7, Craft (weaving) +3, Diplomacy +11, Knowledge (local luz metaregion) +7, Profession (bookkeeper) +3, Profession (merchant) +10, Sense Motive +9,  
**Possessions** dagger, light crossbow, 10 crossbow bolts

### LORENZ CR 4

Male human Fighter 1/Rogue 3  
 CN Medium humanoid (human)  
**Init** +3; **Senses** Listen +2, Spot +2  
**Languages** Common

---

**AC** 15, touch 13, flat-footed 12  
 (+3 Dex, +2 armor)

**hp** 23 (4 HD)  
**Fort** +4, **Ref** +6, **Will** +0

---

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;  
**Melee** masterwork scimitar +6 (1d6+2/18-20)  
**Ranged** masterwork shortbow +7 (1d6/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +5  
**Atk Options** Sneak Attack +2d6

---

**Abilities** Str 14, Dex 16, Con 13, Int 12, Wis 8, Cha 10  
**SQ** Evasion, Trapfinding, Trap Sense  
**Feats** Cleave, Point Blank Shot, Precise Shot, Power Attack  
**Skills** Balance +11, Climb +4, Craft (trapmaking) +8, Disable Device +8, Hide +9, Jump +5, Listen +2, Move Silently +9, Open Lock +9, Sleight of Hand +9, Spot +2, Tumble +9, Use Rope +8  
**Possessions** masterwork scimitar, masterwork shortbow, 20 arrows, leather armor

---

**Evasion (Ex)** On a successful Reflex save against a magical attack, Lorenz takes no damage.  
**Sneak Attack** Any time Lorenz attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 2d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.  
**Trapfinding (Ex)** Lorenz can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.  
**Trap Sense (Ex)** +1 to Reflex saves and AC against traps.

## 9: WALDEMAR ARRIVES

### MOSE CR 3

Male human fighter 3  
 NE Medium humanoid (human)  
**Init** +1; **Senses** Listen +1, Spot +1  
**Languages** Common

---

**AC** 17, touch 11, flat-footed 16  
 (+1 Dex, +6 armor)  
**hp** 30 (3 HD)  
**Fort** +5, **Ref** +2, **Will** +2

---

**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.;  
**Melee** masterwork greatsword +7 (2d6+3/19-20)  
**Ranged** masterwork light crossbow +5 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +5  
**Atk Options** Blind-Fight, Cleave, Power Attack

---

**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8  
**Feats** Blind-Fight, Cleave, Power Attack, Toughness, Weapon Focus  
**Skills** Climb +4, Jump -2, Tumble +2

**Possessions** masterwork greatsword, masterwork light crossbow, 10 crossbow bolts, +1 *chain mail*, coin pouch, 60gp

## VESTER

CR 3

Male human rogue 3

CE Medium humanoid (human)

**Init** +2; **Senses** Listen +5, Spot +5

**Languages** Common

---

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

**hp** 19 (3 HD)

**Fort** +2, **Ref** +5, **Will** +0

---

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** masterwork short sword +5 (1d6+2/19-20)

**Ranged** masterwork light crossbow +6 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +4

**Atk Options** Sneak Attack +2d6

---

**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12

**Feats** Combat Reflexes, Toughness, Weapon Focus (light crossbow)

**Skills** Balance +10, Disable Device +8, Hide +8, Listen +5, Move Silently +8, Open Lock +10, Search +11, Spot +5, Tumble +8

**Possessions** masterwork short sword, masterwork light crossbow, 10 crossbow bolts, masterwork studded leather, masterwork thieves tools, *goggles of minute seeing*, coin pouch, 60 gp

---

**Evasion (Ex)** On a successful Reflex save against a magical attack, Vester takes no damage.

**Sneak Attack** Any time Vester attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 2d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.

**Trapfinding (Ex)** Vester can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.

**Trap Sense (Ex)** +1 to Reflex saves and AC against traps.

## DANA

CR 3

Female halfling sorcerer 3

NE Small humanoid (halfling)

**Init** +2; **Senses** Listen +3, Spot +1

**Languages** Common, Halfling

---

**AC** 17, touch 17, flat-footed 15

(+1 size, +2 Dex, +4 *mage armor*)

**hp** 18 (3 HD)

**Fort** +4, **Ref** +4, **Will** +3 (+5 against fear)

---

**Speed** 20 ft. in no armor (4 squares), base movement 20 ft.;

**Melee** dagger +2 (1d4/19-20) or

**Ranged** masterwork light crossbow +5 (1d8/19-20)

**Ranged** ray +5 (by spell)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** -3

**Atk Options** Spells

**Special Actions** Spells

**Combat Gear** *armband of elusive action*

**Sorcerer Spells Known** (CL 3rd):

1st (6/day)—*mage armor* †, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *detect magic*, *light*, *ray of frost*, *read magic*

---

† Already cast

---

**Abilities** Str 10, Dex 15, Con 15, Int 10, Wis 8, Cha 14

**SQ** Familiar

**Feats** Combat Casting, Weapon Focus (ray)

**Skills** Concentration +8, Spellcraft +6

**Possessions** combat gear plus dagger, masterwork light crossbow, 10 crossbow bolts, spell component pouch, coin pouch with 60 gp

---

**Familiar** Dana has called a toad as her familiar.

**Skills** Halflings gain a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.

## 7: GOING TO TOWN

### SCHWARTZENBRUIN THUGS CR 2

Male human warrior 3

CN Medium humanoid (human)

**Init** +0; **Senses** Listen -1, Spot -1

**Languages** Common

**AC** 14, touch 10, flat-footed 14  
(+4 armor)

**hp** 20 (3 HD)

**Fort** +4, **Ref** +1, **Will** +0

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** club +4 (1d6+1) or

**Ranged** light crossbow +3 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +4

**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

**Feats** Cleave, Power Attack, Toughness

**Skills** Climb +5, Jump +5, Ride +6

**Possessions** club, light crossbow, 10 crossbow bolts, chain shirt, coin pouch, 24 gp

## 8: CONFRONTING DORTHE AND LORENZ

### DORTHE CR 2

Female human expert 3

N Medium humanoid (human)

**Init** -1; **Senses** Listen +1, Spot +1

**Languages** Common, Elven

**AC** 9, touch 9, flat-footed 9  
(-1 Dex)

**hp** 10 (3 HD)

**Fort** +1, **Ref** +0, **Will** +4

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;

**Melee** dagger +3 (1d4/19-20)

**Ranged** light crossbow +1 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +2

**Abilities** Str 11, Dex 9, Con 10, Int 13, Wis 12, Cha 8

**Feats** Negotiator, Skill Focus Profession (merchant), Weapon Focus (dagger)

**Skills** Appraise +7, Bluff +5, Craft (basketweaving) +3, Craft (jewelry-making) +7, Craft (weaving) +3, Diplomacy +11, Knowledge (local luz metaregion) +7, Profession (bookkeeper) +3, Profession (merchant) +10, Sense Motive +9,

**Possessions** dagger, light crossbow, 10 crossbow bolts

### LORENZ CR 4

Male human Fighter 1/Rogue 3

CN Medium humanoid (human)

**Init** +3; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 15, touch 13, flat-footed 12  
(+3 Dex, +2 armor)

**hp** 23 (4 HD)

**Fort** +4, **Ref** +6, **Will** +0

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;

**Melee** masterwork scimitar +6 (1d6+2/18-20)

**Ranged** masterwork shortbow +7 (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** Sneak Attack +2d6

**Abilities** Str 14, Dex 16, Con 13, Int 12, Wis 8, Cha 10

**SQ** Evasion, Trapfinding, Trap Sense

**Feats** Cleave, Point Blank Shot, Precise Shot, Power Attack

**Skills** Balance +11, Climb +4, Craft (trapmaking) +8, Disable Device +8, Hide +9, Jump +5, Listen +2, Move Silently +9, Open Lock +9, Sleight of Hand +9, Spot +2, Tumble +9, Use Rope +8

**Possessions** masterwork scimitar, masterwork shortbow, 20 arrows, leather armor

**Evasion (Ex)** On a successful Reflex save against a magical attack, Lorenz takes no damage.

**Sneak Attack** Any time Lorenz attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 2d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.

**Trapfinding (Ex)** Lorenz can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.

**Trap Sense (Ex)** +1 to Reflex saves and AC against traps.

## 9: WALDEMAR ARRIVES

### MOSE CR 5

Male human fighter 5

NE Medium humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 17, touch 11, flat-footed 16  
(+1 Dex, +6 armor)

**hp** 45 (5 HD)

**Fort** +6, **Ref** +2, **Will** +2

**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.;

**Melee** +1 *greatsword* +10 (2d6+7/19-20)

**Ranged** masterwork light crossbow +7 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +8

**Atk Options** Blind-Fight, Cleave, Power Attack

**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

**Feats** Blind-Fight, Cleave, Power Attack, Toughness, Weapon Focus, Weapon Specialisation

**Skills** Climb +7, Jump +1, Tumble +3

**Possessions** +1 *greatsword*, masterwork light crossbow, 10 crossbow bolts, +1 *chain mail*, coin purse, 90 gp

## VESTER

CR 5

Male human fighter 1/rogue 4  
CE Medium humanoid (human)  
**Init** +3; **Senses** Listen +6, Spot +6  
**Languages** Common

---

**AC** 16, touch 13, flat-footed 16  
(+3 Dex, +3 armor)

**hp** 30 (5 HD)

**Fort** +4, **Ref** +7, **Will** +0

---

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** masterwork short sword +7 (1d6+2/19-20)

**Ranged** masterwork light crossbow +9 (1d8+1/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

**Atk Options** Crossbow Sniper, Sneak Attack +2d6

**Combat Gear** *bracers of quickstrike*

---

**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 8, Cha 12

**Feats** Combat Reflexes, Crossbow Sniper, Toughness, Weapon Focus (light crossbow)

**Skills** Balance +12, Climb +3, Disable Device +9, Hide +10, Listen +6, Move Silently +10, Open Lock +12, Search +12, Spot +6, Tumble +11

**Possessions** combat gear plus masterwork short sword, masterwork light crossbow, 10 crossbow bolts, masterwork studded leather, masterwork thieves tools, *goggles of minute seeing*, coin pouch, 90 gp

---

**Evasion (Ex)** On a successful Reflex save against a magical attack, Vester takes no damage.

**Sneak Attack** Any time Vester attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 2d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.

**Trapfinding (Ex)** Vester can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.

**Trap Sense (Ex)** +1 to Reflex saves and AC against traps.

**Uncanny Dodge (Ex)** Vester retains his Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

## DANA

CR 5

Female halfling sorcerer 5  
NE Small humanoid (halfling)  
**Init** +2; **Senses** Listen +3, Spot +1  
**Languages** Common, Halfling

---

**AC** 17, touch 17, flat-footed 15  
(+1 size, +2 Dex, +4 *mage armor*)

**hp** 37 (5 HD, false life)

**Fort** +4, **Ref** +4, **Will** +4 (+6 against fear)

---

**Speed** 20 ft. in no armor (4 squares), base movement 20 ft.;

**Melee** dagger +3 (1d4/19-20) or

**Ranged** light crossbow +5 (1d8/19-20)

**Ranged** ray +6 (by spell)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** -2

**Atk Options** Spells

**Special Actions** Spells

**Combat Gear** *armband of elusive action*, *ring of silent spells*

**Sorcerer Spells Known** (CL 5th):

2nd (5/day)—*false life* †, *scorching ray*

1st (7/day)—*expeditious retreat*, *mage armor* †, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *detect magic*, *light*, *ray of frost*, *read magic*, *touch of fatigue*

† Already cast

---

**Abilities** Str 10, Dex 15, Con 15, Int 10, Wis 8, Cha 15

**SQ** Familiar

**Feats** Combat Casting, Weapon Focus (ray)

**Skills** Concentration +10, Spellcraft +8

**Possessions** combat gear plus dagger, masterwork light crossbow, 10 crossbow bolts, spell component pouch, coin pouch with 90 gp

---

**Familiar** Dana has called a toad as her familiar.

**Skills** Halflings gain a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.

## 7: GOING TO TOWN

### SCHWARTZENBRUIN THUGS CR 3

Male human warrior 4

CN Medium humanoid (human)

**Init** +0; **Senses** Listen -1, Spot -1

**Languages** Common

**AC** 14, touch 10, flat-footed 14  
(+4 armor)

**hp** 25 (4 HD)

**Fort** +5, **Ref** +1, **Will** +0

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** club +6 (1d6+2) or

**Ranged** light crossbow +4 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

**Abilities** Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8

**Feats** Cleave, Power Attack, Toughness

**Skills** Climb +7, Jump +7, Ride +7

**Possessions** club, light crossbow, 10 crossbow bolts, chain shirt, coin pouch, 30 gp

## 8: CONFRONTING DORTHE AND LORENZ

### DORTHE CR 3

Female human expert 4

N Medium humanoid (human)

**Init** +0; **Senses** Listen +1, Spot +1

**Languages** Common, Elven

**AC** 10, touch 10, flat-footed 10

**hp** 14 (4 HD)

**Fort** +1, **Ref** +0, **Will** +5

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;

**Melee** dagger +4 (1d4/19-20)

**Ranged** light crossbow +2 (1d8)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +3

**Abilities** Str 11, Dex 10, Con 10, Int 13, Wis 12, Cha 8

**Feats** Negotiator, Skill Focus Profession (merchant), Weapon Focus (dagger)

**Skills** Appraise +8, Bluff +6, Craft (basketweaving) +4, Craft (jewelry-making) +8, Craft (weaving) +3, Diplomacy +12, Knowledge (local luz metaregion) +8, Profession (bookkeeper) +3, Profession (merchant) +11, Sense Motive +10,

**Possessions** dagger, light crossbow, 10 crossbow bolts

### LORENZ CR 5

Male human Fighter 2/Rogue 3

CN Medium humanoid (human)

**Init** +7; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 15, touch 13, flat-footed 12  
(+3 Dex, +2 armor)

**hp** 29 (5 HD)

**Fort** +5, **Ref** +6, **Will** +0

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.;

**Melee** masterwork scimitar +7 (1d6+2/18-20)

**Ranged** masterwork shortbow +8 (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

**Atk Options** Sneak Attack +2d6

**Abilities** Str 14, Dex 16, Con 13, Int 12, Wis 8, Cha 10

**SQ** Evasion, Trapfinding, Trap Sense

**Feats** Cleave, Improved Initiative, Point Blank Shot, Precise Shot, Power Attack

**Skills** Balance +11, Climb +4, Craft (trapmaking) +9, Disable Device +8, Hide +9, Jump +6, Listen +2, Move Silently +9, Open Lock +9, Sleight of Hand +9, Spot +2, Tumble +10, Use Rope +8

**Possessions** masterwork scimitar, masterwork shortbow, 20 arrows, leather armor

**Evasion (Ex)** On a successful Reflex save against a magical attack, Lorenz takes no damage.

**Sneak Attack** Any time Lorenz attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 2d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.

**Trapfinding (Ex)** Lorenz can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.

**Trap Sense (Ex)** +1 to Reflex saves and AC against traps.

## 9: WALDEMAR ARRIVES

### MOSE CR 7

Male human fighter 7

NE Medium humanoid (human)

**Init** +5; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 17, touch 11, flat-footed 16  
(+1 Dex, +6 armor)

**hp** 67 (7 HD)

**Fort** +7, **Ref** +3, **Will** +3

**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.;

**Melee** +1 *greatsword* +12/+7 (2d6+7/19-20)

**Ranged** +1 *light crossbow* +9 (1d8+1/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +10

**Atk Options** Blind-Fight, Cleave, Power Attack

**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

**SQ**

**Feats** Blind-Fight, Cleave, Improved Initiative, Improved Toughness, Power Attack, Toughness, Weapon Focus, Weapon Specialisation

**Skills** Climb +8, Jump +4, Tumble +3  
**Possessions** +1 *greatsword*, +1 *light crossbow*, 10 crossbow bolts, +1 *chain mail*, coin pouch, 120gp

## VESTER

CR 7

Male human fighter 1/rogue 6  
CE Medium humanoid (human)  
**Init** +3; **Senses** Listen +8, Spot +8  
**Languages** Common

---

**AC** 17, touch 13, flat-footed 17  
(+3 Dex, +4 armor)

**hp** 39 (7 HD)

**Fort** +5, **Ref** +8, **Will** +1

---

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** masterwork short sword +8 (1d6+2/19-20)

**Ranged** +1 *light crossbow* +10 (1d8+2/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

**Atk Options** Crossbow Sniper, Point Blank Shot, Sneak Attack +3d6

**Combat Gear** *bracers of quick strike*

---

**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 8, Cha 12

**Feats** Combat Reflexes, Crossbow Sniper, Point Blank Shot, Toughness, Weapon Focus (light crossbow)

**Skills** Balance +14, Climb +3, Disable Device +11, Hide +12, Listen +8, Move Silently +12, Open Lock +14, Search +14, Spot +8, Tumble +13

**Possessions** combat gear plus masterwork short sword, +1 *light crossbow*, 10 crossbow bolts, +1 *studded leather*, masterwork thieves tools, *goggles of minute seeing*, coin pouch, 120 gp

---

**Evasion (Ex)** On a successful Reflex save against a magical attack, Vester takes no damage.

**Sneak Attack** Any time Vester attacks somebody who is denied the Dex bonus to AC, or if he is flanking, he inflicts an extra 3d6 damage. Ranged attacks must be made within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to criticals and creatures with concealment ignore this damage.

**Trapfinding (Ex)** Vester can use the Search skill to locate traps with a DC higher than 20, and can use the Disable Device skill to disarm magical traps.

**Trap Sense (Ex)** +2 to Reflex saves and AC against traps.

**Uncanny Dodge (Ex)** Vester retains his Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

## DANA

CR 7

Female halfling sorcerer 7  
NE Small humanoid (halfling)  
**Init** +2; **Senses** Listen +3, Spot +1  
**Languages** Common, Halfling

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**AC** 17, touch 17, flat-footed 15  
(+1 size, +2 Dex, +4 *mage armor*)

**hp** 48 (7 HD, false life)

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**Fort** +5, **Ref** +5, **Will** +5 (+7 against fear)

**Speed** 20 ft. in no armor (4 squares), base movement 20 ft.;

**Melee** dagger +4 (1d4/19-20) or

**Ranged** light crossbow +6 (1d8/19-20)

**Ranged** ray +7 (by spell)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** -1

**Atk Options** Spells, Ranged Spell Specialization

**Special Actions** Spells

**Combat Gear** *armband of elusive action*, *ring of silent spells*

**Sorcerer Spells Known** (CL 7th):

3rd (4/day)—*fireball*, *ray of exhaustion*

2nd (7/day)—*false life* †, *scorching ray*, *web*

1st (7/day)—*expeditious retreat*, *lesser orb of acid*, *mage armor* †, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze*, *detect magic*, *light*, *ray of frost*, *read magic*, *touch of fatigue*

† Already cast

---

**Abilities** Str 10, Dex 15, Con 15, Int 10, Wis 8, Cha 17

**SQ** Familiar

**Feats** Combat Casting, Ranged Spell Specialisation, Weapon Focus (ray)

**Skills** Concentration +12, Spellcraft +10

**Possessions** combat gear plus dagger, masterwork light crossbow, 10 crossbow bolts *cloak of charisma* +2, spell component pouch, coin pouch with 120 gp

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**Familiar** Dana has called a toad as her familiar.

**Skills** Halflings gain a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Crossbow Sniper

You are skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add custom-made sights to your weapon, or you have learned to maximize the stability and precision the weapon offers.

**Prerequisites:** Proficient with the hand, heavy, or light crossbow, base attack bonus +1.

**Benefit:** When using a crossbow for which you have the weapon focus feat, you gain a bonus on damage rolls equal to ½ your dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range at which you can make such attacks increases to 60 feet when you are using a crossbow for which you have the Weapon Focus feat.

**Special:** A fighter can select Crossbow Sniper as one of his fighter bonus feats.

**Source:** *Player's Handbook II* 77-78

#### Improved Toughness

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lost a HD (such as by losing a level) you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

**Source:** *Complete Warrior* 101

#### Ranged Spell Specialization

You deal more damage with ranged touch attack spells.

**Prerequisite:** Weapon Focus (ranged spell), caster level 4<sup>th</sup>.

**Benefit:** Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage only applies to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's acid arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

**Source:** *Complete Arcane* 82

#### Sculpt Spell

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, for 10-foot cubes, a ball (20-foot-radius spread), or a 120ft line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

**Source:** *Complete Arcane* 83

### MAGIC ITEMS

#### Armband of Elusive Action

**Price (Item Level):** 800 gp (3rd).

**Body Slot:** Arms.

**Caster Level:** 3rd.

**Aura:** Faint; (DC 16) transmutation.

**Activation:** Immediate (mental).

**Weight:** 1 lb.

*This solid gold band is polished to a bright shine.*

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

**Prerequisites:** Craft Wondrous Item, cat's grace or evade attack (CP 89).

**Cost to Create:** 400gp, 32 XP, 1 day.

**Source:** *Magic Item Compendium* 72

#### Bracers of Quick Strike

**Price (Item Level):** 1,400 gp (5th).

**Body Slot:** Arms.

**Caster Level:** 5th.

**Aura:** Faint; (DC 17) transmutation.

**Activation:** Swift (command).

**Weight:** 1 lb.

*Each of these mithral bracers bears an image of a needle-sharp dagger.*

When you activate *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack action on this turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This is not cumulative with any other effect that grants you

an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the *haste* spell.

*Bracers of quick strike* function once per day.

You must wear *bracers of quick strike* for 24 hours before you can access their abilities. If you take them off, they become inactive until worn for an additional 24 hours.

*Prerequisites:* Craft Wondrous Item, *haste*.

*Cost to Create:* 700gp, 56 XP, 2 days.

*Source:* *Magic Item Compendium* 81

### **Ring of Silent Spells**

**Price (Item Level):** 2,000 gp (6th).

**Body Slot:** Ring.

**Caster Level:** 5th.

**Aura:** Faint; (DC 17) illusion.

**Activation:** Swift (command).

**Weight:** -.

*Sculpted teeth surround the soft silk padding of this copper band, like a mouth biting down on a gag.*

When you activate a *ring of silent spells*, it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to 3 spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

*Prerequisites:* Forge Ring, Silent Spell, *silence*.

*Cost to Create:* 1,000gp, 80 XP, 2 days.

*Source:* *Magic Item Compendium* 127

### **The River Styx**

This river bubbles with grease, foul flotsam, and putrid remains of battles along its banks. Those who taste or touch its water must make a Fortitude saving throw (DC 17) or suffer total amnesia. Treat the victim as if feeble-minded (as the *feeblemind* spell). Even those who make their saves lose all memory of the events of the last 8 hours. Prepared spells remain in memory, although the victim might not realize they're prepared.

*Source:* *Manual of the Planes* 86

## **SPELLS**

### **Orb of Acid, Lesser**

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** 1 orb of acid

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.*

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every 2 caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

*Source:* *Spell Compendium* 150-151

## **DEVA**

*Source:* *Fiend Folio* 55-57, 3.5 update and errata included.

Devas are the rank-and-file soldiers in the never-ending war of good against evil. Proactive messengers of the gods of weal, devas prefer to deliver their missives at swordpoint, and they take their battles to all corners of the multiverse. Devas most often descend from the planes of good at the behest of their powerful sponsors. Agents of good frequently summon them using spells such as *gate* or *planar ally*. Rarely, devas act independently, spreading the cause with fervent application of righteous violence.

A deva appears as a handsome human. Two beautiful feathered wings grow from its back. Devas reluctantly clothe themselves in simple loincloths or coverings when traveling to the Material Plane, in deference to mortal customs. All remnants of a deva's body, clothing, and items vanish upon the creature's death.

Every deva belongs to one of three orders: astral, movanic, or monadic (astral devas appear in the *Monster Manual*). Each order is the political equal of the others, and while squabbles of personality occasionally occur, the groups themselves cooperate unfailingly. Devas never knowingly negotiate with evil creatures, though nonlawful devas occasionally treat with nonevil neutrals.

Devas speak Celestial, Infernal, and Draconic.

### **Combat**

Devas have a number of common qualities that enable them to act more effectively in battle.



**Outsider Traits:** A deva has darkvision (60-foot range). It cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life). In addition all devas have the following abilities in common.

**Celestial Traits:** A celestial can speak with any creature that has a language as though using a *tongues* spell (caster level 14<sup>th</sup>, always active). It is immune to petrification attacks, and it has low-light vision, darkvision (60 feet), and a +4 racial bonus on Fortitude saves against poison. As an outsider, it cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

**Immunities (Ex):** Devas are immune to acid, cold, and electricity. Monadic devas also have fire immunity.

**Protective Aura (Su):** As a free action, a deva can surround itself with a nimbus of light that has a radius of 20 feet. This aura acts as a double-strength *magic circle against evil* and as a *minor globe of invulnerability*, both as cast by a sorcerer whose level is equal to a deva's Hit Dice. The aura can be dispelled, but the deva can create it again as a free action on its next turn.

## MOVANIC DEVA

**Medium Outsider (Extraplanar, Good)**

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +8

**Speed:** 40 ft., fly 90 ft. (good)

**AC:** 22 (+4 Dex, +8 natural), touch 14, flat-footed 18

**Base Attack/Grapple:** +6/+9

**Attack:** +1 *flaming greatsword* +11 melee

**Full Attack:** +1 *flaming greatsword* +11/+6 melee

**Damage:** +1 *flaming greatsword* 2d6+5 plus 1d6 fire

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Celestial qualities, change shape, DR 10/evil, divine equilibrium, fire resistance 20, heavenly deflection, immunities, outsider traits, protective aura, soothing presence of nature, SR 19

**Saves:** Fort +7, Ref +9, Will +10

**Abilities:** Str 17, Dex 18, Con 15, Int 17, Wis 15, Cha 18

**Skills:** Balance +13, Concentration +11, Diplomacy +15, Intimidate +13, Knowledge (any three) +12, Listen +12, Sense Motive +12, Spot +12.

**Feats:** Improved Initiative, Iron Will, Weapon Focus (greatsword)

**Climate/Terrain:** Any land and underground (Upper Planes)

**Organization:** Solitary, pair, or squad (3–6)

**Challenge Rating:** 9

**Treasure:** -

**Alignment:** Always good (any)

**Advancement:** 7-12 HD (Medium); 13-18 HD (Large)

As the most numerous and weakest of their kind, movanic devas serve proudly as infantry against the hordes of evil. Tasked with serving the needs of the Positive Energy Plane, the Negative Energy Plane, and the Material Plane, some movanic deva consider themselves more worldly than their astral and monadic counterparts, since their travels grant them a better grasp of mortal affairs.

Slender and exceedingly agile, movanic devas have milky-white skin and silvery hair and eyes. When at peace among mortals, they prefer to take the form of a humanoid or animal.

### Combat

Movanic devas enjoy combat and prefer to wade into melee with a firm grip on their +1 *flaming greatswords*.

Movanic devas can be summoned using a *summon monster VII* spell.

**Spell-like Abilities:** At will – *aid*, *consecrate*, *continual flame*, *create food and water*, *death ward*, *detect evil*, *discern lies*, *prayer*, *protection from arrows*; 3/day – *atonement*, *bless weapon*, *cure serious wounds*, *daylight*, *divination*, *ethereal jaunt*, *hallow*, *holy smite*, *neutralize poison*, *plane shift*, *remove curse*, *remove disease*, *remove fear*; 1/day – *commune*, *raise dead*. Caster level 9<sup>th</sup>; save DC 14 + spell level.

**Change Shape (Su)** A movanic deva can assume the form of any Small or Medium humanoid

**Divine Equilibrium (Ex)** Movanic devas are immune to the effects of negative-dominant or positive-dominant planar energy traits

**Heavenly Deflection (Su)** Once per round as a free action, a movanic deva can deflect ranged attacks and certain spells by batting them away with its +1 *flaming greatsword*. When a ranged attack, ray, or single-target spell would ordinarily hit or affect the deva, the deva can make a Reflex saving throw against a base DC of 20. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If the attack is from a spell, the spell level is added to the base DC. If the deva

succeeds, it deflects the attack. Deflected spells are negated as if counterspelled.

The deva must be aware of an attack in order to deflect it.

**Soothing Presence of Nature (Ex)**

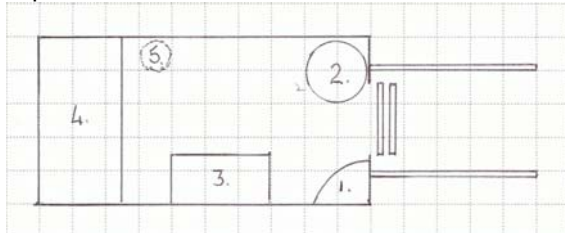
Movanic devas have a calm spirit that is pleasing to inhabitants of the natural world. Unless magically compelled to do so, no plant or animal will attack a movanic deva.

# DM MAPS

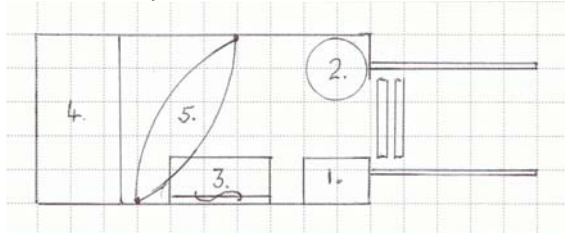
## 2: Investigations

Caravan Layouts. Note – the whole wagon space for each wagon consists of 2 five-foot squares.

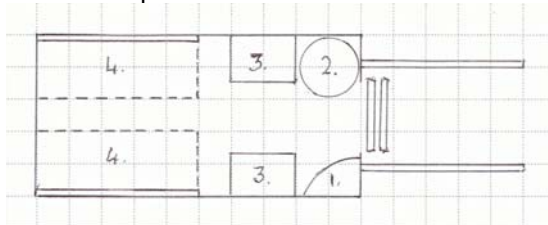
**DM Map 1:** Standard Performer's Wagon. Scale: 1 Square = 1 Foot



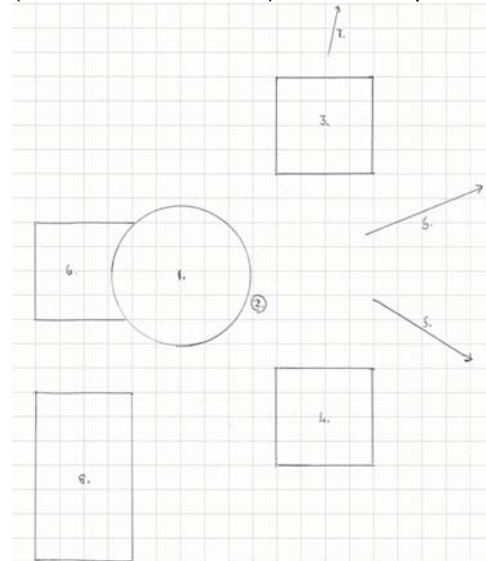
**DM Map 2:** Wagon Belonging to Dorthë and Lorenz. 1 Square = 1 Foot



**DM Map 3:** Wagon Belonging to Lothar and Lukas. 1 Square = 1 Foot

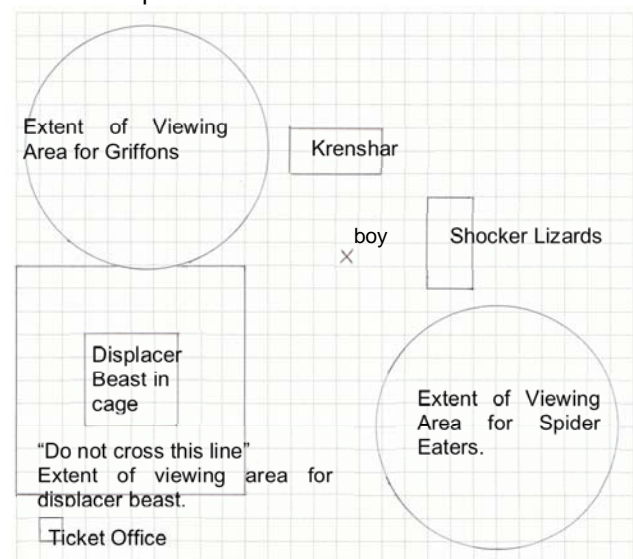


**DM Map 4:** Layout of Den Masque (Schwartzbruin site) Scale: 1 Square = 30 feet



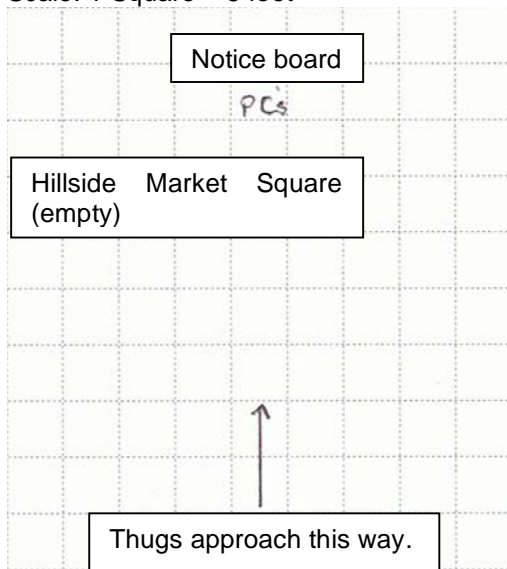
1. Big Top
2. Ticket Officer
3. Location of the Beasts
4. Freakshow
5. Lines of Stalls
6. Backyard
7. Direction to Schwartzbruin
8. Area where the wagons are located.

**DM Map 5 – Encounter 5: The Beasts Released.**  
Scale: 1 Square = 5 feet



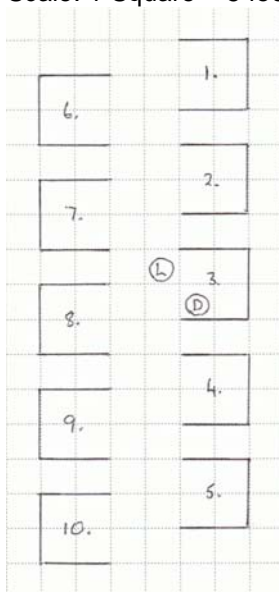
### DM Map 6 – Encounter 7: Going to Town

Scale: 1 Square = 5 feet



### DM Map 7 – Encounter 8: Confronting Dorthë and Lorenz

Scale: 1 Square = 5 feet



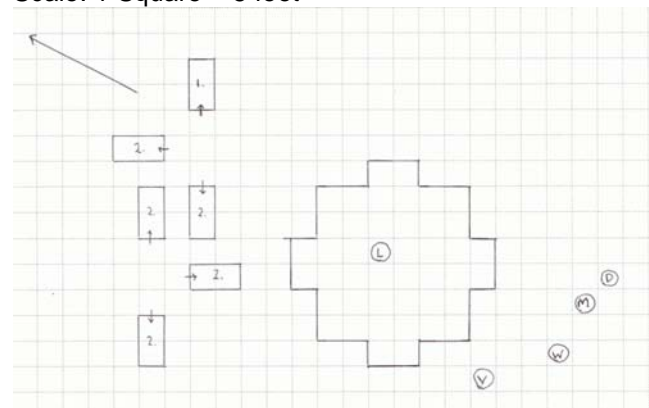
D = Dorthë      L = Lorenz

Stalls:

1. "Knock Your Block Off"
2. "Have More Sizzle with your Sausage."
3. "Basket's and Baubles"
4. "Meatball dip"
5. "Darts"
6. "Pin the Tail on the Witch-Queen"
7. "Clothing by Clara"
8. "Paintings by Pia"
9. "Otto's irresistible Delicacies"
10. "Poldi's Pots"

### DM Map 8 – Encounter 9: Waldemar Arrives

Scale: 1 Square = 5 feet



Wagon belonging to Lukas and Lothar (arrow indicates entrance).

Other wagons (arrows indicate entrance).

L = Lukas (showing the extent of his protective aura).

W = Waldemar

M = Mose

V = Vester

D = Dana

Arrow – direction of Den Masque.

## DM AID 1: PERRENLAND SPECIFIC EFFECTS

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*Exiled:* You have been tried by a rechter, convicted of a serious crime, and sentenced to exile from the Quaglands. This has the following effects on play.

1. The TU cost of all regional adventures are doubled (2 TU for a 1-round adventure, 4 TU for a 2-round adventure).

2. While in Perrenland, you are unprotected by the law – an outlaw – unless you choose to repudiate the heresy or stall the imposition of your sentence (see 3 below).

3. You must tell your DM at the start of the game which of the following options your character is taking as they travel through Perrenland.

- *Repudiate the heresy* [only available to those exiled for supporting the heresy]. Your sentence of exile is removed if you expend 1 Perrenland favour or 2 uitlander favors to obtain suitable character witnesses who testify to your sincere change of heart. If you had it, you lose access to the Heretic organisation. You also have a -2 circumstance penalty to all Diplomacy checks made to influence the attitude of heretic and traditionalist NPCs, as neither faction trusts your loyalty. Have your DM note that you have repudiated the heresy and have this penalty in the Notes section of the Adventure Record.
- *Stall the imposition of your sentence through the legal system* by having additional character witnesses testify on your behalf. This expends 1 Perrenland favour or 2 uitlander favours per adventure, but does not change the rechter's decision to sentence you to exile.
- *Conceal your identity* by wearing a disguise and using a different name. During the adventure, you must succeed on any required Disguise check and always use a false name to successfully alter your appearance: if not, you run the risk of an NPC recognising you (see 4 below) and positively identifying you as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by wearing a disguise* but using your own name. During the adventure, you must succeed on any required Bluff check or run the risk of an NPC recognising your name (see 4 below) and becoming suspicious of your disguise. If that occurs, you must succeed on a Disguise check or be positively identified as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by using a different name* but not wearing a disguise. During the adventure, you automatically run the risk of an NPC recognising your appearance (see 4 below). If that occurs, you must succeed on a Bluff check or be positively identified as an outlaw. In addition, if you were not recognised during the adventure, you must succeed on a DC 15 Bluff check at the end of the adventure or be positively identified.
- *Travel openly.* You are positively identified by NPCs during and after the adventure.

4. To recognise your appearance or your name as that of an outlaw, an NPC must succeed on a DC 25 Intelligence check, using your equivalent character level (ECL) as a circumstance bonus to the roll. The NPC may use their Knowledge: Local (Iuz's Border States) skill instead of their Intelligence check if they have ranks in the skill.

5. Your character may be arrested if they are positively identified by a lawfully aligned non-heretic Perrenlander NPC and reported to the authorities. During the adventure, the scenario states if an NPC will do this, and what the consequences are if they do. If you are positively identified after the adventure, the TU cost of the adventure is doubled again (4 TU for a 1-round adventure, 8 TU for a 2-round adventure) as you spend weeks resisting arrest, escaping from custody, avoiding the authorities, and so on. You have a -5 circumstance penalty to all Bluff and Disguise checks to conceal your identity in future Perrenland scenarios, as you are now notorious as an outlaw who travels incognito throughout Perrenland. Have your DM note that you have this penalty in the Notes section of the Adventure Record.

## DM AID 2: DEN MASQUE

### People of Den Masque as of the CY 598 Schwarzenbruin Season.

Den Masque von Tausend Gesichtern usually swells to its largest size around the time of the annual Schwarzenbruin Season. Most people associated with Den Masque see a visit to Schwarzenbruin as the opportunity to make substantial amounts of money. At this time in 598 CY Den Masque is a whole community larger than some villages.

Note: the people of Den Masque are described in terms of how they appear, not what they really are. Reference is given to specific encounters where more detail on certain NPCs can be found.

### LEADERS

**Den Masquemaster:** male human.

Den Masquemaster does not wear a mask. However he is often heavily made up, generally with whitened face. He wears a red robe embroidered with letters, and styles himself the "Wizard of Words." Some of the performers know his name, and he makes no attempt to hide it.

Den Masquemaster always travels with Den Masque. He appears in **Encounters 1, 3, and 6.**

**Laughter:** male human.

Laughter is the spiritual leader of Den Masque. He wears the mask of the Laughing Rogue, and is a cleric of Olidammara.

Laughter always travels with Den Masque. He appears in **Encounters 3b (optional), and 6.**

**The Illumination Man:** male human.

The Illumination Man wears a shining yellow halfmask. He is a wizard who manages the "special effects" during shows in the Big Top.

The Illumination Man always travels with Den Masque. He appears in **Encounters 3c and 5.**

### PERFORMERS

**Enri, Straightlace, and the Dancing Horses**

**Enri:** male human (Oeridian, no mask).

**Straightlace:** female human (black lace and feathered eyemask, and black lace clothing – ride the horses).

#### Dancers

The current dancers call themselves exotic dancers, because of the mixture of races. They are an all-female dance troupe:

**Bootiful:** female gnome (high red leather boots, small red dress, red feather mask).

**Fishnet:** female dwarf (fishnet stockings, large black feathered mask).

**Hotstuff:** female elf (yellow feathery mask and outfit).

**Petal:** female halfling (flowery costume and flower mask).

**The Queen of Sin:** female half-orc (black leather outfit, spiked collar, black and white leather mask).

#### Jugglers

The three jugglers traveling with Den Masque are Dagger, Ringer, and Torch.

**Dagger:** female human, white halfmask, red diamonds above and below eyes.

**Ringer:** male human, white halfmask, blue circle around right eye. He appears in **Encounter 3a.**

**Torch:** male human, white halfmask, yellow rays above and below eyes.

#### Mime

**The Mute:** male human, does not wear a mask but has his face covered with white make-up, and he wears a shiny black one-piece costume. He never speaks, and usually performs in front of the ticket-office. He does not appear in the big top.

#### Tightrope Walkers

The four Tightrope Walkers traveling with Den Masque are:

**Contrast:** male human (black and white eye-mask). He appears in **Encounter 6.**

**Glitter:** male human (black and gold eyemask). He appears in **Encounter 6.**

**Hothead:** male human (black and red eye-mask). He appears in **Encounter 6.**

**Shiny:** female human (black and silver eye-mask). She appears in **Encounter 6.**

#### Trampoline/Trapeze Performers (The Flying Roodbergs)

The five Trampoline Performers traveling with Den Masque are:

**Bird:** female half-elf (yellow bird eyemask). Bird is also "Trebuchet" who performs the human catapult. A DC 15 Sense Motive check confirms the similarity in speech and body language.

**Leopard:** male human (leopard eyemask).

**Lion:** male human (lion eyemask).

**Monkey:** male human (monkey halfmask).

**Tiger:** female human (tiger eyemask).

They bounce to their trapeze from the trampoline, and the trampoline plays an important role in the act as well as being almost a safety-net.

### **Tumblers**

The four Tumblers traveling with Den Masque are:

**Angie:** female human (angel halfmask).

**Fluffy:** female human (white feather halfmask and white feathery costume).

**Parrot:** female human (red feather halfmask and red feathery costume).

**Little Devil:** male human (red devil halfmask).

### **The Human Catapult**

**Trebuchet:** female half-elf (full helmet, padded armor). Trebuchet is also "Bird", one of the Flying Roodbergs. A DC 15 Sense Motive check confirms the similarity in speech and body language.

### **Dogman**

**Dogman:** male human (dog halfmask).

Dogman does not perform in the big top, but instead he looks after the Beasts. He appears in **Encounter 5**.

## **MUSICIANS**

Currently there are two major bands traveling with Den Masque, not including the other performers who happen to be musicians as well.

### **The Tempen**

The Tempen take their individual names from musical terms describing tempo. They predominantly play wind instruments, although Vivace can play strings, and Adagio and Molto both play drums.

The Tempens generally wear halfmasks decorated with animal fur. The current members are:

Largo; Larghetto; Adagio; Andante; Andantino; Allegretto; Allegro; Vivace; Presto; Prestissimo; Moderato; Molto; Accelerando; Ritardando.

### **The Dynamics**

The Dynamics take their individual names from dynamic musical terms. They predominantly play string instruments, lutes, lyres, and harps.

The Dynamics wear eyemasks, all black, Forte and Crescendo both have feathers on their black eyemasks.

Pianississimo; Pianissimo; Piano; Mezzopiano; Mezzoforte; Forte; Fortissimo; Fortississimo; Crescendo; Decrescendo; Diminuendo; Messadivoce.

## **THE FREAKS**

**Allspice:** female humanoid (claims to be human).

Suel who is now covered in fur after puberty. She appears in **Encounter 3b**.

**Faceless:** male humanoid (indeterminate).

Faceless wears a white featureless mask while traveling, but uncovers his face when Den Masque is open.

Faceless was once an ordinary half-orc, unfortunately an encounter with an acidic tree hideously scarred him. Initially unable to afford a regeneration, Faceless found he could make more money without a face, scaring people, than with. Faceless has lost most of his nose and ears, his eyelids are almost transparent, and his pupils can be seen when he closes his eyes. His skin is bleached, and he has no hair on his head or face.

His real name is unknown, and nobody who knew him before his "accident" can identify him now. He appears in **Encounter 3b**.

**Grim:** male human.

Grim does not wear a mask. He is a human with three legs. His third leg is withered and hangs limply. For full effect he wears a kilt.

**Pinhead:** male half-orc.

Pinhead does not wear a mask, although his body is normal size his head has not grown since he was a baby. He is not very bright, but this is a function of his heritage, not the size of his head.

**Tattooed:** male half-orc.

Tattooed does not wear a mask. In fact he seldom wears more than a loincloth unless he is really cold.

Tattoo is covered from head to foot in tattoos, there isn't a square centimeter of his body that isn't covered.

**The Willies:** male humans.

Conjoined twins, Wilfreid and Wilhelm are conjoined twins, literally joined at the hip. Most of the time they are unmasked, but in the big top they wear happy and sad clown-face masks.

**Wolfie:** male human.

Wolfie does not wear a mask. He has an elongated face, much like a wolf's. He spreads the story there is a little bit of werewolf in his family, and that the curse of lycanthropy was successfully broken, but all the male children have carried the face of the wolf ever since. In

reality he has no idea why his face is deformed, and he has no shapechange abilities.

## STALL HOLDERS

**Alban a.k.a. Blockhead:** male human. Runs the stall “Knock Your Block Off.”

**Arrowears:** male elf. Runs the Archery competition.

**Cedric the Strongman:** male halfling. Cedric is an 8<sup>th</sup> level fighter, and has 18 Strength. He will arm-wrestle anybody for a gold piece, and wins more than he loses.

**Clara:** female human. Runs Clothing by Clara.

**Dagmar the Darter:** female human runs the darts game.

**Dorthë:** female human. Runs the stall “Basket’s and Baubles”. She appears in **Encounter 3a, 4 and 8**.

**Doctor Dietfreid:** male human. Runs Doctor Deitfrieds Universal Elixirs. Famous for his hair restorer.

**Flora:** female gnome. Runs Flowers by Flora.

**Fritz:** male Halfling. Runs Fritz’s dried fish and tackle stall.

**Hubrecht:** male gnome. Runs the Sausage Sizzle. He appears in **Encounter 4**.

**Horse (Horst):** male human. Runs the horseshoe game.

**James:** male human. Runs the Adventurer’s Kitchen. “You kill it – we cook it!”

**Leon:** male Human. Runs the letters stall. A calligrapher who does cards and letters.

**Lorenz:** male human. Helps to run the stall “Basket’s and Baubles.” He appears in **Encounters 3c, 4, and 8**.

**Madame Sibyll:** female human. Runs the palm-reading stall.

**Malte:** male human. Runs Malte’s Malted Beverages.

**Meatball:** male Halfling. Runs the meatball dip stall.

**Otto:** male dwarf. Runs Otto’s irresistible delicacies (muffins and pastries).

**Peter:** male human. Runs “Pin the tail on the witch-queen”.

**Pia:** female elf. Runs Paintings by Pia. Paints portraits on-site.

**Poldi:** male human. Runs Poldi’s Pots.

**Sara:** female human. Assists at the Adventurers Kitchen.”

**Silke:** female human. Runs the stuffed toy stall.

**Wiebe:** female human. Runs Wooden Toys.

## ROUSTABOUTS

Normally none of the roustabouts wear masks. Sometimes, when Den Masque is performing, they may wear identical clown masks.

**Adelheid:** female human.

**Arie:** male elf.

**Caas:** male human.

**Doris:** female halfling.

**Elkhart:** male half-orc.

**Eugen;** male human.

**Frauke:** female human.

**Georg:** male human.

**Hans:** male human.

**Hugo:** male half-orc.

**Isaak:** male human.

**Josef:** male half-elf.

**Lothar:** female human – Lothar is a fairly straightforward woman of flan descent. She does not wear a mask. Lothar is effectively the leader of the roustabouts, even though the roustabouts are officially leaderless. If asked about her name being masculine, she just says it was the name her parents gave her. She appears in **Encounters 1 and 7**.

**Lukas:** male human – Lukas has been with Den Masque for a year. He remembers nothing of his life before joining Den Masque, even his name was given to him by Lothar. He assists with Beasts. He appears in **Encounter 3d, 5 and 9**.

**Marzell:** male half-elf. He appears in **Encounter 7**.

**Nadja:** female dwarf.

**Ortwin:** male dwarf.

**Rambert:** male human.

**Rupert:** male halfling.

**Slaters:** male dwarf – Slaters comes and goes from Den Masque. He was given his name when he first joined, and was told that to be accepted he had to eat a bowl of slaters. Determined to be accepted he ate the slaters, only to find out he was being tricked. He accepted the laugh, and appreciated the trick. He appears in **Encounters 1 and 4**.

**Svenja:** female gnome.

**Thora:** female half-orc.

**Torsten:** male half-elf.

**Vinzenz:** male human.

**Walthar:** male human.

**Yvo:** male half-orc.



## PLAYER HANDOUT 1 – A MEMORY JOG AND INFORMATION FOR MEMBERS OF DEN MASQUE

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Den Masque is not a secret organization, but it is an organization with secrets. Nobody really knows who is a member of Den Masque, the members live double lives, hiding behind elaborate masks and costumes while they travel. So, as a member of Den Masque, you have to consider whether you want to reveal the secrets of Den Masque to those who travel with you...

### DEN MASQUE VON TAUSEND GESICHTERN – FROM THE PERRENLAND WEBSITE.

Part divine comedy, part killing joke, this traveling temple of Olidammara claims to have been formed by the Laughing Rogue himself. It has relentlessly traveled the length and breadth of Perrenland entertaining countless generations of Perrenders – and in that time, it has been home to some of the finest raconteurs, rogues, and reprobates to roam the rivers and roads of Perrenland. Reflecting its constant state of motion, the Masque's membership is in a constant state of flux. Individuals come and go at whim, and it's not uncommon for small groups to break off or rejoin at any time. Often these groups will journey to the more distant corners of Perrenland to perform, picking up all manner of interesting tidbits along the way. So as a result of these constant comings and goings, the Masque is always up to date with the latest goings on in Perrenland.

The show itself is an ever changing spectacle of color, sound, movement, and improvised comedy. The only limitation is the number of performers present. Performances have included everything from improvised plays (in the style of commedia dell arte) to sound and light shows of Wagnerian proportions. When the company swells to its largest size it becomes a vast fair accompanied by side-shows that promise games of skill and chance, and stalls that offer all manner of refreshments and knick-knacks.

Just as the Masque publicly celebrates the boisterous and bawdy nature of its performances, tawdry side-shows, and alehouses, it shyly hides a darker side from prying eyes. Members of the group have been accused of all manner of daring thefts and elaborate swindles, however very little is ever proven, and through careful management the Masque has never been called to public account. From time to time rumors have surfaced that it harbors members of the secretive Temple Raiders of Olidammara. Likewise it has been said that the Temple Raiders have used the Masque as a recruiting ground. Of course the Masque has always denied any connection. Following an unfortunate misunderstanding involving two drunken members and the undergarments of the High Priest of Pelor, the Masque has publicly stated that any member convicted of serious criminal activity would be expelled.

Their relationships with Perrenders tend to be ambiguous. The populace flock to shows; while the authorities grow weary of the outlandish behavior and rumors of criminal activity. These are rumors that have never been conclusively proven due to their constant relocations. Interestingly, relations between the Rhenee and the Masque are warm and cordial – the two groups having realized their common ground on the margins of Perrender society. As a result, members of the Masque are often seen traveling on Rhenee barges, while Rhenee often run the Stalls and Side-shows and occasionally appear in performances.

The Masque eschews oaths of secrecy and exclusivity for its security, relying instead on the anonymity and discretion of its members to guard its secrets. As such, it is normal for its members to go about their daily lives with their identities hidden behind elaborate masks and costumes; as a matter of fact, it is not unheard for members to assume multiple identities when traveling with the Masque. Likewise, members rarely share personal details with each other. Those who would cross the Masque face retribution in many forms. And in a land where reputation is essential, character assassination is every bit as deadly as physical attack.

Of course, all that really matters is that the show must go on.

**Alternate names:** der Ewig Zirkus (The Eternal Circus), der Mitternacht-Zirkus (The Midnight Circus), Firma des Lachenden Mannes (Company of the Laughing Man), The Harlequinaide, der Zirkus des Schattens (the Circus of Shadow), der Dämmerungs Zirkus (the Twilight Circus)

**Motto:** The show must go on.

## THE LANGUAGE OF DEN MASQUE VON TAUSEND GESICHTERN

Den Masque uses certain language specific to the traveling circus. Members of Den Masque von Tausend Gesichtern are familiar with this language and the meanings of certain phrases and words.

<b>Back Door</b>	Performer's entrance to the tent.
<b>Backyard</b>	The area behind the big top where props, animals, and performers are readied for the performance.
<b>Bale Ringe</b>	Large steel ring encircling a centre pole, on which the tent is attached and lifted into place by the griffons.
<b>Blow Off</b>	Immediately following the end of a performance, when the crowd mills out of the tent.
<b>Blowdown</b>	When the tent is destroyed in a high wind.
<b>Butcher</b>	A stallholder who sells his/her wares by carrying them into the audience before a show and during an interval.
<b>Carnies</b>	People of the carnival, applied to members of Den Masque.
<b>Come-In</b>	Just prior to the start of a performance, when the crowd is moving from the midway into the tent.
<b>Doniker</b>	Toilet
<b>Doors!</b>	Order used to open the gates and let the public enter the big top.
<b>Freshmeat</b>	People new to Den Masque who are not members or are unknown to the performers.
<b>Hey Rube</b>	A call for help among Den Masque, usually involving fights with locals.
<b>Jawjaw</b>	Meaningless chatter.
<b>Midway</b>	The area where the stallholders set up their stalls and sell their wares.
<b>Nut</b>	The daily cost of operating a show. The hetman of a small town typically removes a nut from the wagon wheel of the Den Masque office and keeps it to ensure everyone gets paid.
<b>Roustabouts</b>	Normally means an unskilled dock laborer or deck hand. Den Masque uses the term to describe laborers familiar with setting up and taking down the stalls and big top.
<b>Rousties</b>	A shortened form of roustabout.
<b>Spiders</b>	Spies.
<b>Spool Wagon</b>	Wagon which carries the big top canvas, generally pulled by spider eaters.
<b>Straw House</b>	Sold out performance.
<b>Tear Down</b>	Take down equipment and ready Den Masque for moving.
<b>Towny</b>	Anyone not traveling with the Den Masque.
<b>Windjammer</b>	Den Masque musician.

## PLAYER HANDOUT 2 – LOCAL KNOWLEDGE ABOUT DEN MASQUE

<b>DC 10 Knowledge Local (luz metaregion) or Bardic Knowledge</b> <ul style="list-style-type: none"> <li>• Den Masque is a traveling circus and carnival that travels the length and breadth of Perrenland.</li> <li>• The performers always change, and each year the shows are always different.</li> <li>• The people of Den Masque generally wear masks and costumes to hide their identity.</li> </ul>	<b>DC 10 Knowledge Local (luz metaregion) or Bardic Knowledge</b> <ul style="list-style-type: none"> <li>• Den Masque is a traveling circus and carnival that travels the length and breadth of Perrenland.</li> <li>• The performers always change, and each year the shows are always different.</li> <li>• The people of Den Masque generally wear masks and costumes to hide their identity.</li> </ul>
<b>DC 15 Knowledge Local (luz metaregion) or Bardic Knowledge</b> <ul style="list-style-type: none"> <li>• Den Masque is a traveling circus and carnival that travels the length and breadth of Perrenland.</li> <li>• The performers always change, and each year the shows are always different.</li> <li>• The people of Den Masque generally wear masks and costumes to hide their identity.</li> <li>• Den Masque is on good terms with the Rhenee.</li> <li>• The people of Den Masque don't share personal details with each other. Most of them don't use their real names.</li> </ul>	<b>DC 15 Knowledge Local (luz metaregion) or Bardic Knowledge</b> <ul style="list-style-type: none"> <li>• Den Masque is a traveling circus and carnival that travels the length and breadth of Perrenland.</li> <li>• The performers always change, and each year the shows are always different.</li> <li>• The people of Den Masque generally wear masks and costumes to hide their identity.</li> <li>• Den Masque is on good terms with the Rhenee.</li> <li>• The people of Den Masque don't share personal details with each other. Most of them don't use their real names.</li> </ul>
<b>DC 20 Knowledge Local (luz metaregion) or Bardic Knowledge</b> <ul style="list-style-type: none"> <li>• Den Masque is a traveling circus and carnival that travels the length and breadth of Perrenland.</li> <li>• The performers always change, and each year the shows are always different.</li> <li>• The people of Den Masque generally wear masks and costumes to hide their identity.</li> <li>• Den Masque is on good terms with the Rhenee.</li> <li>• The people of Den Masque don't share personal details with each other. Most of them don't use their real names.</li> <li>• Den Masque has been accused of all manner of criminal activity, although noting is proven.</li> <li>• If you cross Den Masque, that will reach all of Perrenland.</li> <li>• Den Masque is a traveling temple of Olidammara, and worships the Laughing Rogue.</li> </ul>	<b>DC 20 Knowledge Local (luz metaregion) or Bardic Knowledge</b> <ul style="list-style-type: none"> <li>• Den Masque is a traveling circus and carnival that travels the length and breadth of Perrenland.</li> <li>• The performers always change, and each year the shows are always different.</li> <li>• The people of Den Masque generally wear masks and costumes to hide their identity.</li> <li>• Den Masque is on good terms with the Rhenee.</li> <li>• The people of Den Masque don't share personal details with each other. Most of them don't use their real names.</li> <li>• Den Masque has been accused of all manner of criminal activity, although noting is proven.</li> <li>• If you cross Den Masque, that will reach all of Perrenland.</li> <li>• Den Masque is a traveling temple of Olidammara, and worships the Laughing Rogue.</li> </ul>

## **PLAYER HANDOUT 3 – DEN MASQUE PROGRAM**

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The fliers have all been carefully handwritten and show use of colorful inks and meticulous calligraphy:

Den Masque von Tausend Gesichtern

Proudly Presents

# **The Greatest Show on Oerth**

Featuring

Enri and His Dancing Horses

The Tremendous Tumblers

Juggling with Joy

Walking the Unimaginable Walk

Dance the Light Fantastic

The Tempens play a medley Popular Music of Perrenland

And the Flying Roodbergs!

You will marvel at the skill of our performers.

You will gasp at the majesty of our beasts.

You will be shocked by the sights at the Freak show.

The big Top performs daily after high sun and at dusk. Be sure to catch  
the show.

This is our biggest show in years.

We know you will not be disappointed.

On common land, just south of

**Koetheim**

Laufgen

Moensk

Swaartzart

Keuzberg

**Clatsberg**

Roodenhuis

Dargstadt

**Schwarzenbruin**

## PLAYER HANDOUT 4 – EXTRACTS FROM DORTHË'S DIARY

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Dorthë's diary does not have dates by any of the entries. She just writes her thoughts, feelings, and some events as she feels like it. It is not always coherent, however some entries stand out:

I had some horrible news today. My beloved Steffen is dead! He died in Schwartzenbruin, such a long way from home! I was given his things – a mask, a few other items. So little to show for a son's life. No kopprijs. No restitution. No head to preserve.

Lorenz says the mask I showed him belonged to a performer in Den Masque – one of the tightrope walkers. Steffen would have loved performing. He always shined in front of the crowd.

I got a letter from the Bruinsgardt today. They say Steffen fell off the roof while breaking in to a house. Steffen would never have done that – he was a good boy. Yes he was spirited, but always good. Lorenz says it was probably Den Masque's fault – they are untrustworthy thieves luring people into trouble. I paid Lorenz for what he had done – but he reckons we can make sure those rogues pay for Steffens death.

Lorenz and I joined Den Masque today. I hate sharing this wagon with Lorenz – he has the manners of a pig, not like my darling Steffen. The Den Masque people are insulting and lawless. They get drunk, they keep calling us 'freshmeat', and they have horrible things here, and horrible people if they really are people. How can they think of people as meat! My poor Steffen – was he just meat to them!

Lorenz says if we are going to teach them a lesson we need to do it at Schwartzenbruin. They split up after that.

When Lorenz told me he had arranged for a distraction I never dreamed he was going to release a beast. That poor boy and his mother! Thank the gods for Lukas. Lorenz told me not to be squeamish, what's done is done and the tightrope walkers will know about it soon enough.

# PLAYER HANDOUT 5 – PEOPLE OF DEN MASQUE

## CHECKLIST

This adventure contains a lot of NPC interaction, and tries to simulate a fair-size community that the PCs spend some time with. This handout lists the NPCs so the players have some sense of who they have spoken to over the course of the adventure. Lothar and Slaters point out many of the people during **Encounter 1**.

### LEADERS

**Den Masquemaster:** male human (heavy make-up).

**Laughter:** male human (mask of the laughing rogue). The spiritual leader of Den Masque.

**The Illumination Man:** male human (shining yellow halfmask). Does the lighting for the main shows, described as a technician not a performer.

### PERFORMERS

#### Enri, Straightlace, and the Dancing Horses

**Enri:** male human (Oeridian, no mask).

**Straightlace:** female human (black lace and feathered eyemask, and black lace clothing – ride the horses).

#### Dancers

**Bootiful:** female gnome (high red leather boots, small red dress, red feather mask).

**Fishnet:** female dwarf (fishnet stockings, large black feathered mask).

**Hotstuff:** female elf (yellow feathery mask and outfit).

**Petal:** female halfling (flowery costume and flower mask).

**The Queen of Sin:** female half-orc (black leather outfit, spiked collar, black and white leather mask).

#### Jugglers

**Dagger:** female human, white halfmask, red diamonds above and below eyes.

**Ringer:** male human, white halfmask, blue circle around right eye.

**Torch:** male human, white halfmask, yellow rays above and below eyes.

#### Mime

**The Mute:** male human. He never speaks, and even when Den Masque is not open, he continues to mime.

#### Tightrope Walkers

**Contrast:** male human (black and white eyemask).

**Glitter:** male human (black and gold eyemask).

**Hothead:** male human (black and red eyemask).

**Shiny:** female human (black and silver eyemask).

#### Trampoline/Trapeze Performers (The Flying Roodbergs)

**Bird:** female half-elf (yellow bird eyemask).

**Leopard:** male human (leopard eyemask).

**Lion:** male human (lion eyemask).

**Monkey:** male human (monkey halfmask).

**Tiger:** female human (tiger eyemask).

#### Tumblers

The four Tumblers traveling with Den Masque are:

**Angie:** female human (angel halfmask).

**Fluffy:** female human (white feather halfmask and white feathery costume).

**Parrot:** female human (red feather halfmask and red feathery costume).

**Little Devil:** male human (red devil halfmask).

#### The Human Catapult

**Trebuchet:** female half-elf (full helmet, padded armor).

#### Dogman

**Dogman:** male human (dog-like halfmask). He tends the beats, at present these consist of three spider eaters, two griffons, a displacer beast, two krenshar, and two shocker lizards.

### MUSICIANS

#### The Tempen

The Tempen predominantly play wind instruments, Vivace can play strings, Adagio and Molto both play drums.

Largo; Larghetto; Adagio; Andante; Andantino; Allegretto; Allegro; Vivace; Presto; Prestissimo; Moderato; Molto; Accelerando; Ritardando.

#### The Dynamics

The Dynamics predominantly play string instruments, lutes, lyres, and harps. Pianississimo; Pianissimo; Piano; Mezzopiano; Mezzoforte; Forte; Fortissimo; Fortississimo; Crescendo; Decrescendo; Diminuendo; Messadivoce.

## THE FREAKS

**Allspice:** female humanoid (furry).

**Faceless:** male humanoid (indeterminate). The only freak who wears a mask. His face is described as 'scary'.

**Grim:** male human (three legs).

**Pinhead:** male half-orc (large half-orc, small head).

**Tattooed:** male half-orc (tattooed).

**The Willies:** male humans (conjoined twins).

**Wolfie:** male human (elongated face). Claims to have a werewolf ancestor.

## STALL HOLDERS

**Alban a.k.a. Blockhead:** male human. Runs the stall "Knock Your Block Off."

**Arrowears:** male elf. Runs the Archery competition.

**Cedric the Strongman:** male halfling. He will arm-wrestle anybody for a gold piece.

**Clara:** female human. Runs Clothing by Clara.

**Dagmar the Darter:** female human runs the darts game.

**Dorthë:** female human. Runs the stall "Basket's and Baubles".

**Doctor Dietfreid:** male human. Runs Doctor Deitfrieds Universal Elixirs. Famous for his hair restorer.

**Flora:** female gnome. Runs Flowers by Flora.

**Fritz:** male Halfling. Runs Fritz's dried fish and tackle stall.

**Hubrecht:** male gnome. Runs the Sausage Sizzle under the sign 'Have More Sizzle with Your Sausage'.

**Horse (Horst):** male human. Runs the horseshoe game.

**James:** male human. Runs the Adventurer's Kitchen. "You kill it – we cook it!"

**Leon:** male Human. Runs the letters stall. A calligrapher who does cards and letters.

**Lorenz:** male human. Helps to run the stall "Basket's and Baubles."

**Madame Sibyll:** female human. Runs the palm-reading stall.

**Malte:** male human. Runs Malte's Malted Beverages.

**Meatball:** male Halfling. Runs the meatball dip stall. The meatballs are often undercooked.

**Otto:** male dwarf. Runs Otto's irresistible delicacies (muffins and pastries).

**Peter:** male human. Runs "Pin the tail on the witch-queen".

**Pia:** female elf. Runs Paintings by Pia. Paints portraits on-site.

**Poldi:** male human. Runs Poldi's Pots.

**Sara:** female human. Assists at the Adventurers Kitchen."

**Silke:** female human. Runs the stuffed toy stall.

**Wiebe:** female human. Runs Wooden Toys.

## ROUSTABOUTS

**Adelheid:** female human.

**Arie:** male elf.

**Caas:** male human.

**Doris:** female halfling.

**Elkhart:** male half-orc.

**Eugen;** male human.

**Frauke:** female human.

**Georg:** male human.

**Hans:** male human.

**Hugo:** male half-orc.

**Isaak:** male human.

**Josef:** male half-elf.

**Lothar:** female human. Unofficial leader of the roustabouts.

**Lukas:** male human. Helps the Dogman with the Beasts.

**Marzell:** male half-elf.

**Nadja:** female dwarf.

**Ortwin:** male dwarf.

**Rambert:** male human.

**Rupert:** male halfling.

**Slaters:** male dwarf.

**Svenja:** female gnome.

**Thora:** female half-orc.

**Torsten:** male half-elf.

**Vinzenz:** male human. Looks after Den Masque's sheep.

**Walthar:** male human.

**Yvo:** male half-orc.