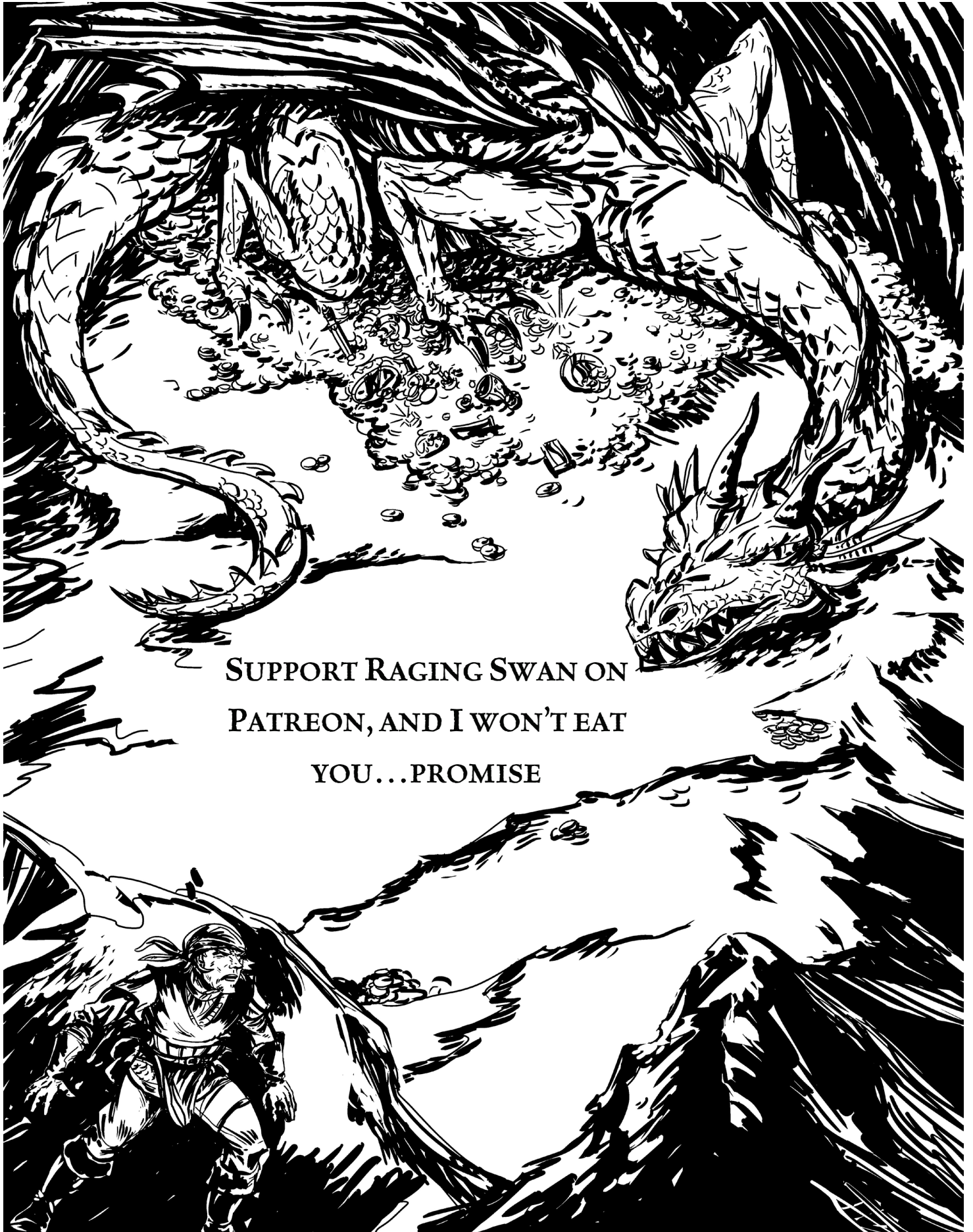


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CAMPAIGN EVENTS:
MASQUERADE BALL





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CAMPAIGN EVENTS: MASQUERADE BALL

Masquerade balls are a feature of civilised urban life, and eventually the PCs may be invited to attend such a prestigious event. Perhaps they are invited to secretly meet a new patron or to stymie some plot of these attending the event or alternatively their adventure may start unexpectedly during such an event. Masquerade balls are excellent excuses for role-playing and offer an excellent change of pace to a typical adventure. However, designing all the guests and their costumes would take more time than even the most diligent GM has at his disposal. That's where Campaign Events: Masquerade Ball comes in. Presenting copious notes on masks, costumes and guests along with hooks, opportunities and complications it takes the hassle out of running a masquerade ball and lets the GM concentrate on the important details of the campaign!

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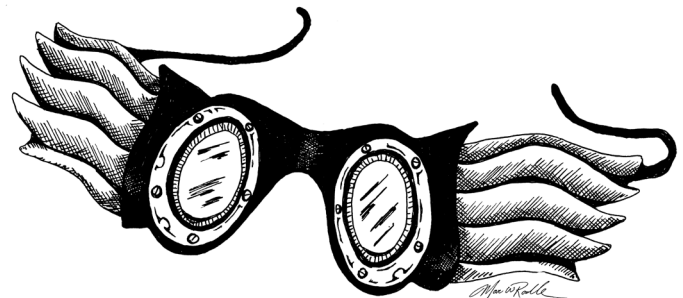


MUNDANE MASKS

Use this table to provide details of the masks guests at the ball wear. Such masks are non-magical and so are widely available. Ignore any unsuitable results and simply re-roll.

D%	
01-02	An elegant lion mask, complete with full mane.
03-04	A bright feathered bird mask with a curved beak, which covers the wearer's nose.
05-06	A smooth brown eye mask, it includes two horns that curve back over the wearer's head.
07-08	A dark shroud with a deep hood, pulled low over the wearer's face.
09-10	Stylized crow mask, like that of a plague doctor. An herbal aroma emanates from the beak.
11-12	An eye mask of delicate, pale green lace.
13-14	This white mask is covered in pattered gold spirals around the wearer's eyes.
15-16	An ornately carved wooden handle supports this plain, black mask.
17-18	A half-face mask painted in a black and white diamond pattern.
19-20	These oversized glasses have thick black frames and lenses that distort the face behind them.
21-22	Pale blue and white crystals mimic icicles on this mask.
23-24	A cheap-looking monster mask. Opportunistic vendor are selling these outside the ball.
25-26	An elaborately coiffed braided dwarven beard.
27-28	This plain, brown sack has roughly cut eyeholes.
29-30	A smooth, unadorned white porcelain mask.
31-32	A mask like an insect head, with enormous smooth black eyes.
33-34	A paper cut-out of one of the local deities, held up in front of the face on a stick.
35-36	Clown make-up.
37-38	This elegant, colourful peacock half mask is particularly ornate (and heavy).
39-40	A stylised armour mask. The expression is exaggerated for a more sinister appearance.
41-42	A grey stone gargoyle face set in a sneer; blood drips from its maw.
43-44	Cracked rocks arranged in a random pattern cover the wearer's face, making him look like an earth spirit.
45-46	Expertly applied make-up that transforms the wearer into another guest.
47-48	A delicate fascinator with a veil that covers the face. The whole is pale yellow in hue.
49-50	A stag mask, with a huge set of antlers, representative of the traditions of The Hunt.
51-52	This half mask is intricately woven from wheat; their stalks form a headdress of sorts.
53-54	This mask is a comical pig's head wearing a chef's hat.

55-56	A pirate hat, earring and eye patch. Optionally supplied with a stuffed parrot.
57-58	This mask is encrusted with a profusion of fake green and yellow gems.
59-60	A smooth elf mask with a blank expression.
61-62	A replica death mask of an ancient Pharaoh.
63-64	A majestic eagle mask with a sharp beak.
65-66	An actual fencing mask, it has never seen use.
67-68	A fan made by intricately folded paper painted to show a serene woodland scene.
69-70	A blue jewelled turban with an attached half veil.
71-72	Elaborate make-up that mimics the face and disinterested expression of a local petty noble.
73-74	This mask is a mosaic of tiny mirrors and flat stones.
75-76	A scrap of red lace covering the eyes.
77-78	An eye mask adorned with drooping violet feathers.
79-80	An intricately carved wooden mask of a creature from legend.
81-82	A scarecrow mask made of coarse burlap. The crude features are painted on.
83-84	Make-up that makes the wearer look like a veined marble statue.
85-86	A smooth metal mask, resembling a brass golem that completely covers the wearer's head.
87-88	An elegant, but overly high, top hat complete with a thick lace veil.
89-90	A full-face grey mask. It smooths out all expression from the wearer's face giving it a dull, lifeless appearance.
91-92	A tight fitting, roughly sewn brown leather mask that covers the whole face.
93-94	A smooth, metal eye mask that reflects the colours around it.
95-96	A mask of starched white linen. It is exquisitely embroidered with birds and flowers.
97-98	A collection of glass gems applied in a mask pattern around the eyes.
99-100	A brown eye mask made of embossed leather. Golden nonsense runes decorate the mask.



MAGICAL MASKS

Use this table to provide details of the masks guests wear at the ball. These all contain magical effects, so should be used in high-magic worlds, or for balls where no expense would be spared. Otherwise, use sparingly.

D%	
01-02	A crocodile mask with jaws that snap.
03-04	A collection of autumn leaves covering the entire head save the eyeholes. Live slugs inhabit it.
05-06	A faint green mist obscures the wearer's face.
07-08	A semi sheer fabric covers the wearer's face, but the wearer can see through it easily.
09-10	An elaborate wig; tendrils of hair writhe around the wearer's face, obscuring it.
11-12	A realistic red dragon mask, which periodically emits smoke through its nostrils.
13-14	A third eye painted on the forehead, which occasionally blinks.
15-16	A complicated collection of metal gears spin and move around, alternately obscuring and revealing the face.
17-18	An inverted fishbowl, filled with water and fish.
19-20	A lifelike (perhaps too lifelike) werewolf mask.
21-22	A mask that shifts its appearance to mimic the face of the closest person to the wearer.
23-24	An ornery hat and mask—models of the planets swirl around the wearer's head.
25-26	A swarm of insects flocks around the mask.
27-28	A live squid sits on the wearer's head. It's tentacles coil and twist around the wearer's face.
29-30	This person's face is half illuminated from within and half in dark shadows.
31-32	A pumpkin head which smells of pumpkin pie and occasionally drops seeds.
33-34	The wearer's face is visible, but is enveloped by an intoxicating, opaque cloud of perfume.
35-36	An opaque, multi-coloured bubble surrounds the wearer's head.
37-38	This distinctive mask from a famous opera enhances the wearer's singing skills.
39-40	A very realistic fish mask. Bubbles periodically appear from the mouth.
41-42	Thick, rough stitches makes the wearer look like a flesh golem.
43-44	The wearer's head appears to be inside an alchemist's jar, preserved in chemicals.
45-46	A skull mask, with glowing, red eyes.
47-48	The guest's face is always out of focus.
49-50	An elegant satin eye mask, when removed reveals festering, bleeding sores.
51-52	This chameleonic mask blends in with its surroundings.
53-54	A black fur-covered cat mask, with vertical pupiled eyes. At intervals the whiskers twitch.

55-56	A thick smooth green fabric covers the wearer's face completely. It is unclear how the wearer is able to see or breathe.
57-58	This illusion shows the wearer decapitated. She carries her head under one arm. The head is wearing a stylish black eye mask, of course.
59-60	A complex arrangement of delicate spider webs covers the wearer's face. Spiders crawl over the webs and spin new ones as required.
61-62	A full head goat mask, complete with horns and horizontal pupils in the eyes.
63-64	A mask which presents two different faces. One faces left, the other faces right, both can talk.
65-66	The colour of this satin eye mask shifts subtly. It always appears to be a different colour, but no one ever sees it change.
67-68	This guest smokes a pipe all evening. The thick purple smoke that comes from it, keeps the wearer's face obscured.
69-70	This smooth porcelain mask has exaggerated frown lines and a furrowed brow, moulded into the material. The mask moves as the wearer's own face when he talks.
71-72	The wearer's face appears upside down.
73-74	This expertly applied make-up gives the illusion of a skull. It also changes the wearer's voice to sound lower and more ominous.
75-76	A bright red, orange and yellow sunburst. It is difficult to look at for long periods of time.
77-78	A fan, coyly held in front to the face, by an <i>unseen servant</i> .
79-80	The appearance of this mask shifts imperceptibly between the three different heads of a chimera.
81-82	An enormous minotaur mask. The eyes burn with an inner fire; smoke puffs from the nostrils.
83-84	A crown of flowers covers the eyes and nose. It emits an intoxicating perfume, and thorns stab at anyone trying to touch the mask.
85-86	This mask always shows the inner desires of the person looking at it.
87-88	Bandages cover the entire head, except the eyes, which seem to be nothing but an empty void.
89-90	A hat with a large brim. The wearer's face is in impenetrable darkness.
91-92	An illusory effect that makes the wearer look like a different person every second.
93-94	The face appears completely featureless.
95-96	A mask made from wood. Impossibly, it stretches and moves with the wearer's face.
97-98	A dark blue velvet mask, encrusted with twinkling gems representing the constellations.
99-100	This blue and white mask seems to be of ice. It is cold to the touch, for everyone but the wearer.

FEMALE COSTUMES

Use this table to generate outfits for female characters. Since this is a masked ball, where identities are concealed, consider rolling on the male table instead. Both male and female tables contain some costumes suitable for either gender. Ignore any unsuitable results and simply re-roll.

D%	
01-02	Elaborately embroidered robes, based on those worn by a distant culture.
03-04	A dress with a voluminous skirt, and numerous ruffles, popular in an earlier century.
05-06	A long, sleek dress in a pattern reminiscent of a harlequin's motley.
07-08	A red silk dress. The embroidered gold dragons seem to chase each other around the hem.
09-10	Every inch of this pale green dress is covered in fine pleating.
11-12	A scandalous display of undergarments.
13-14	A slim skirt made of goat wool, with astrological symbols woven into it.
15-16	A full skirted, bell-shaped dress that appears to be made of frosting and candy.
17-18	A tartan kilt.
19-20	A classical dancer's costume.
21-22	A distinctive dress worn by a famous diva during her performances last year.
23-24	Roughly stitched furs, like those of a savage.
25-26	This shiny, green skirt resembles a mermaid's tail.
27-28	A provocative dancer costume, from a warmer, exotic land.
29-30	A dress made entirely of pearls. It has a fitted, strapless bodice and a cage-like skirt of suspended pearls.
31-32	A lightweight yellow cotton dress. Last fashionable in a more romantic era.
33-34	A black dress of the current fashion, with fabric bat wings added on the sleeves.
35-36	The lightweight, white robes and scarves of the residents of a distant desert.
37-38	This dress appears to be made from discarded royal jewellery from past empires.
39-40	A long black dress, covered in beads and fine sequins that shimmer like stars.
41-42	A diaphanous pale green dress made from scraps of silk chiffon.
43-44	An elegant dress in the latest fashion, rendered in the local ruler's favourite colour. She takes offence to anyone wearing her colour to a formal event.
45-46	A dress with an enormous skirt, completely covered in satin flowers, bows, ribbons and ruffles. The wearer is so encumbered by it that she finds it difficult to move around the ball.

47-48	A full skirted dress, made from the brown, weathered pages of old books.
49-50	A dress made from thousands of small metal scales, like a fish. The scales tinkle softly whenever the wearer moves.
51-52	An old, tattered and yellowing wedding dress.
53-54	A fortune teller's costume.
55-56	A dress with an enormous blue and green trail, reminiscent of a peacock's tail.
57-58	A dark yellow dress with a high neck and large bustle.
59-60	This dress is made from anachronistic elements from many different time periods: The sleeves look 100 years old, the skirt look 500 years old, and the bodice is quite modern.
61-62	A sleek red dress made from a material with more lustre than any known fabric.
63-64	A navy blue hoop skirt. With a headdress like the sun and the planetary orbits around the skirt.
65-66	A recreation of a famous statue.
67-68	The rough, soot stained work clothes of a miner.
69-70	An orange dress that seems to be made from moving octopus tentacles.
71-72	The battle armour of an ancient warrior-goddess.
73-74	A full pink dress, based on a fairy tale princess.
75-76	The white dress and wired wings of a cheap angel costume.
77-78	A cloak with a collar turned up which always obscures the face.
79-80	The conservative robes of the local clergy.
81-82	A light blue satin dress with a square neck. It is minimally embellished, but large panniers on the wearer's hips support the skirt.
83-84	The distinctive red leather armour of a notorious assassin.
85-86	The embossed patterns on this leather dress, tell the legend of a famed adventurer from the past.
87-88	The elegant, curved lines of this blue and green dress bring to mind stylized waves.
89-90	An over-the-top parody of a shepherdess' dress. It includes too many bows and ribbons to be practical.
91-92	This dress appears to be made of opaque, stained glass. It couldn't possibly be, the way it moves with the wearer.
93-94	A dress made entirely of flowers.
95-96	This floor length lavender cloak covers whatever dress she may be wearing. She wears it closed from neck to hem all evening.
97-98	This metal mesh of this unbelievably light dress, is too light to offer protection as armour.
99-100	An emerald green gown silk gown.

MALE COSTUMES

Use this table to generate outfits for male characters. Since this is a masked ball, where identities are concealed, consider rolling on the female table instead. Both male and female tables contain some costumes suitable for either gender. Ignore any unsuitable results and simply re-roll.

D%	
01-02	A replica army uniform, from a long-forgotten conflict.
03-04	A pale imitation of the current monarch's ceremonial regalia.
05-06	A brightly coloured jester's costume, adorned with bells.
07-08	A slim fitting black suit with a billowing cape.
09-10	The tattered rags of a very poor peasant. These, however, are made of silk.
11-12	The shining armour of a national hero.
13-14	One half (front or rear) of a pantomime horse.
15-16	Motley hose in a pattern of black and white diamonds.
17-18	A parody of the current ruler's clothing.
19-20	A metal suit, giving the appearance of an adamantite golem.
21-22	Real fruit covers the wearer's body. When one piece is removed (for example, by a hungry guest) another piece grows in its place.
23-24	A suit made from twigs and branches. Birds circle the wearer and perch on their shoulders.
25-26	A pirate costume, complete with parrot.
27-28	A tightly fitting white jacket covered in straps and buckles, used to confine asylum inmates.
29-30	This alchemist's smock was once white, but is now covered with multicoloured chemical stains.
31-32	A copy of the vestments of the clergy of the most conservative deity.
33-34	A courtier's outfit from 100 years ago.
35-36	A copy of the town watch uniform.
37-38	The loincloth and bare chest of a legendary barbarian from history.
39-40	The tattered rags of the shambling undead.
41-42	A suit made of soft and verdant moss.
43-44	A blacksmith's leather apron and tool belt. The wearer is unaccustomed to all the tool's weight.
45-46	A white skeleton painted on a tight, black suit.
47-48	A tangled mass of vines, as if the wearer had just emerged from a swamp.
49-50	The livery uniform of the host's main rival: scarlet with a unicorn coat of arms.
51-52	A stylized dragon costume: red hose, covered in large sequins that mimic scales, and a flowing cloak covered with the sequins mimicking wings.
53-54	An outfit made of twigs and tar. Harmless, magical flames emanate from it.

55-56	The bright green armour of a knight of legend.
57-58	A suit of smooth black leather. Light seems to slide off it.
59-60	A slim fitting suit of red tartan.
61-62	The rags and manacles of a convict.
63-64	A vibrant purple velvet pants suit.
65-66	Red voluminous robes and cape.
67-68	The traditional angular armour of the dwarves. This suit appears to be made of stone.
69-70	A suit made entirely of tiny mirrors.
71-72	The distinctive leather armour of a local, ferocious orc tribe.
73-74	A dark green tunic and hose, like the distant wood elves wear.
75-76	A present day interpretation of the robes worn by a mythical sage.
77-78	A copy of the regal, yet fairly rugged, furs of a Northern king.
79-80	An elaborate spider costume. The extra four legs move independently.
81-82	A costume of a national folk hero.
83-84	The provocative blue suit of history's most infamous lover.
85-86	A thoroughly convincing owlbear costume.
87-88	The minimal leather armour of a gladiator. He carries a net and trident all night.
89-90	The ink-stained, dishevelled robes of an ancient scholar.
91-92	Black robes embroidered with esoteric symbols, though to be worn by a death cult.
93-94	This suit made of fresh green leaves that don't wilt depicts the Green Man of the forests.
95-96	The most formal attire of the current era.
97-98	A dark blue undine costume. Wherever he walks, he leaves a trail of wet footprints.
99-100	Overly embellished military dress uniform.



FOLK OF INTEREST

Use this table to generate the basic details of folk the PCs encounter at the ball. Use these details as a base from which to portray the NPC. Ignore any unsuitable results and simply re-roll.

D%	
01-02	Hidrioun (LN male elf commoner 1) is dressed as a satyr: bare chested, furred legs and tiny horns. He plays a wooden flute (badly) all night.
03-04	Elissa (N female dwarf bard 2) is a courtesan who is at the ball to interview potential clients.
05-06	Dehir Shadromil (LG male elf aristocrat 3) is a local baron, taking political advice from a masked guest, well below his station. Everyone knows about this arrangement, but it would cause a scandal if they were to meet publicly.
07-08	Anghwan (CN female elf commoner 1) is a guest dressed up as a waiter and is deliberately messing up orders and spilling drinks, though never on the other guests.
09-10	Kibako (CG male tengu commoner 2) is wearing a flimsy paper human mask. His beak distorts the mask in an unsettling way.
11-12	Gibbi Diribi (N male gnome bard 5) is part of the hired entertainment. He is disguised (very convincingly) as one of the roast pigs to be served. An instant before it is to be carved, the acrobat and springs into action and performs a series of impressive tumbling moves.
13-14	Wani (N female gnome adept 3) is a member of a secret society, and is looking to recruit new members. Since this is a masked ball, she is wearing her full ceremonial regalia.
15-16	Orelnia (N male half-elf cleric 3) is new to the area. He claims to be a time traveller from the future. He is dressed in the current fashion, except for the shoes, which are 300 years out of date.
17-18	Arenal Bladebane (CN female half-elf bard 8) is a world famous juggler and entertainer.
19-20	Kamrak Treebinder (NG male half-orc druid 4) looks uncomfortable behind his horn & bone mask.
21-22	Miruja Firefury (LG female half-orc paladin 3) is from a cloistered and very restrictive order. She is at her first masked ball. She drinks in every detail and nervously partakes of the dancing and other activities.
23-24	Linhorn (N male halfling ranger 2) is disgusted by the decadency and artifice here. But he is here to carry out an important task.
25-26	"The Blade" (NE female halfling rogue 5) is a known assassin and is actually just here to enjoy herself. She can't convince anyone of that and her enjoyment of the evening is lessened by everyone giving her a wide berth.

27-28	Elmar Rhonar (NG male human warrior 2) One of the heavily armed and armoured guards is having a hard time maintaining a stoic and professional appearance. When he isn't thinking hard enough about maintaining composure, a small smile appears at the corners of his mouth and he taps his toes in time with the music.
29-30	Maja Boran (N female human druid 1) and her hawk companion are dressed up as a pirate and parrot.
31-32	Trakdar Tuskmaw (CN male half-orc barbarian 3) is wearing a monocle and top hat and is challenging everyone to parlour games. He is trying to affect an aristocratic accent, but this is a challenge around his large tusks.
33-34	Togor (N female dwarf commoner 2) is a farmer in weathered, colourless clothes. Every time she is complimented on her costume, her replies, "Why does everyone keep saying that? I'm only here to deliver turnips to the kitchen."
35-36	Elana Rosewind (NG female halfling adept 5) waits at the bar for her companion, who is invisible to all but her.
37-38	Kiri Vanisa (N female old gnome commoner 2) is a hunched, wrinkled crone who leans on a cane when she walks. However, when a lively tune is played, she dances with the grace and skill of a much younger woman.
39-40	Feranan Lionsil (NG male elf aristocrat 2) is a tall elf with a gangly frame. Tonight he is dressed as a rotund and decadent nobleman, in a red velvet tunic bursting around the pillows he stuffed under it.
41-42	Arlaneli Areabhron (LG male half-elf aristocrat 2) wears the same green tunic everyday. Today he is wearing a red one. This is more shocking to those who know him than all the costumes at the ball.
43-44	Lialia Stonecutter (LN female half-elf expert 1) is a reserved woman. Tonight she dresses as a tree, hoping to fade into the background. Much to her annoyance, her realistic costume has attracted much attention.
45-46	Ferhal Greyforge (CG male dwarf ranger 2) is on stilts tonight and dressed as an elf. He wears green robes, covered in silver embroidery with leaves, twigs and fine silver woven into his beard and finely dwarven wrought metal artificial ear points.
47-48	Lana Tonkerling (CN female gnome expert 2) is dressed, impressively as a gargoyle with moving wings. She is justifiably proud of her costume, as she's been working on it for over a year.
49-50	Sunold Ordward (N male gnome commoner 2) is dressed as an angler and carries a huge fish. The

	fish tells everyone who'll listen about the angler he caught and about the size of the one that got away.
51-52	Honanal Gororan (N female elf adept 4) is dressed inexplicably with a plain black mask. When asked who she is, she replies "determination"
53-54	Thoral Gilson (LN male human expert 3) is the most famous cook in the region. He is here working as the caterer. He is intensely focused on his job.
55-56	Giril Shog (N male dwarf bard 1) is bitter and jealous that he wasn't hired as the entertainment.
57-58	Eona (LN female dwarf warrior 3) is the "security" for the evening. She is reluctantly wearing a mask, but refused to wear anything but her regular armour.
59-60	Teelan Baccan (NG male elf expert 3) is the sommelier for the evening. He is charming and flirtatious and determined to find every guest their perfect wine.
61-62	Belnil Eronda (NG female elf expert 2) is the local herbalist and tonight is dressed all in metal and gears, as a clockwork golem.
63-64	Girhianilid Nelfrin (CG male gnome adept 2) is dressed as a mad prophet. He keeps uttering cryptic and dour predictions to everyone.
65-66	Folfur Deelpit (NG female half-orc commoner 1) is a hulking half-orc dressed as an enormous goblin. She is very dedicated to her role: cackling maniacally and continually asking if anyone has seen any dogs.
67-68	Meratha Tebrion (LN male half-elf aristocrat 2) is a notorious dandy. Tonight he is wearing a replica troubadour costume. Unlike the real version, it is exquisitely tailored and made from expensive fabrics.
69-70	Fid Nilarnia (CN female gnome rogue 1) The local gnome troublemaker, delights in unmasking as many guests as possible. Fortunately, due to her small stature, she can't reach very many of the masks.
71-72	Zerkor Fregra (NG male half-orc druid 2) is the local herbalist and is dressed as a mushroom. He gets very excited when asked about his costume and explains (in great detail) the intricacies of this particular species.
73-74	Gonam Fulnar (N female half-orc wizard 7) is on staff to cast <i>mending</i> and <i>prestidigitation</i> on guests who damage their costumes. She also casts a random <i>prestidigitation</i> disguise on any guest who arrives without a mask, usually just applying a random colour to the unprepared guest's face.

75-76	Medred Reidrik (NG male halfling adept 2) is wearing the costume of his favourite warrior from legend. No one is surprised, since he always asks the bards to sing his hero's songs.
77-78	Rowan Hilderan (CG female halfling adept 1) is dressed strikingly as a "contract devil" she carries a parchment and quill and offers small candies to anyone who will sign.
79-80	Egan Selor (CN male human rogue 5), the world-famous jewel thief, has procured an invitation. He plans to leave the ball with many more treasures than with which he arrived.
81-82	Livia Gundelar (N female human rogue 2) is known for telling tall tales about her explorer career. Tonight she is dressed in a mummy's decayed rags. She insists it is not a costume.
83-84	Dag (CG male human commoner 2) The ordinarily taciturn bartender is dispensing oracular wisdom with every drink.
85-86	Elavia (N female half-elf adept 1) is dressed as a wraith in black rags. Her face appears as nothing but a dark hole.
87-88	Liffentifle (CN male gnome bard 1) a bard whistles incessantly, often at odds with the music being played.
89-90	Branel Gilson (NE female human commoner 1) is working for her brother Thoral (the caterer) this evening, but is secretly hoping to see someone do something scandalous enough to be blackmailed.
91-92	Caeneth (NG female elf aristocrat 2) This local beauty is adorned with the flowers and greenery associated with the local fertility goddess.
93-94	Ogden Darrak (N male human expert 2) is wearing draped, white robes and his skin is painted white, to resemble the statues of a lost civilization. He answers every question with an appropriate quote from that era's literature.
95-96	Dedbel Oric (NE female human rogue 1) is a spy for a rival lord. She is wearing a dark-coloured, nondescript dress and plain mask. She is hoping to get some new information for her employer.
97-98	Norbert Stritvane (N male human aristocrat 1) is a gruff, abrasive townsman dressed as a bugbear. Complete with glowing eyes, hunched posture and hairy body.
99-100	Jerissa Fantella (CG female human aristocrat 2) is dressed in the furs and carries the traps of an experienced hunter. To everyone's disgust, one of these traps contains a captured animal.

HOOKS, COMPLICATIONS & OPPORTUNITIES

Use this table to determine what opportunities or complications the PCs encounter. Ignore any unsuitable results and simply re-roll.

D20

1	A courier rushes in with a message for the guest of honour, who leaves immediately. This creates a stir among the other guests.
2	A noble fleeing an arranged marriage seeks the PCs' assistance. He is hoping the ball will provide enough cover for them to spirit him away to safety.
3	A person who appears to be wearing a monster mask, asks for help lifting a terrible curse. Of course, it transpires an angry druid using a <i>reincarnation</i> spell trapped the person in this body. Normally, the person cannot be seen out in public and has used the ball as a chance to get help.
4	The planned entertainment fails to appear and the ball's host asks the PCs for help finding a replacement.
5	A minor noble instigates a brawl at the bar. It is all a cover to damage a rival's much more impressive costume (about which he is insanely jealous).
6	The local watch recruits the PCs to help solve a crime committed by one of the guests.
7	Two lovers enlist the PCs to help them meet under the watchful eyes of their families.
8	A puffed up, ageing and self-important duellist (who the PCs have never met before) slaps one of the PCs with a glove and "demands satisfaction."
9	A gang of thugs was hired by a mysterious stranger to wreak havoc at the ball. They ride horses through the hall, break furniture and attack guests indiscriminately.
10	A foreign spy approaches the PCs about delivering a message discreetly to the consort of the ball's host. He speaks in a thick, almost comical accent to disguise his real voice.
11	An agitated person is frantically searching for someone specific among the masked guests.
12	A rumour about one of the PCs spreads like wild fire through the ball.
13	A group of hunters and druids, in protest of the decadence of this evening, crash the ball and disrupt it, throwing food at the guests and knocking over furniture. Guests wearing animal costume feel their ire more than most.
14	Upon entering the ball, everyone is handed a clue or a map piece to a modest prize. The guests can cooperate, back stab and trade, buy, sell or steal each other's secrets. The first person to find the treasure gets to keep it.

15	While the PCs are enjoying dinner, a pale blue, lace-trimmed handkerchief is dropped onto one of their plates.
16	At midnight, all the lights are suddenly and unexpectedly extinguished. Panic ensues, until a display of magical illusions begins—then their beauty captivates the guests.
17	A guest insists one of the PCs is a long lost, distant relative, despite the fact the PC's face is completely covered, and is unrecognisable. He follows the PC around for the rest of the night asking annoying questions.
18	The masked ball is being held as a funerary wake for a close friend or relative of a local noble or other dignitary. At the climax of the memorial, the body is discovered to be missing.
19	Suddenly, half the guests are compelled to begin dancing uncontrollably. Many display a talent for dance they have never shown before, executing complex footwork flawlessly.
20	In a case of mistaken identity, the PCs are thrown into the intrigues of court when a handsome man gives one of the PCs an obviously magical oversized rose. In truth, the rose marks the PC as the target of a lurking assassin.



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