Create some long street before the entrance, so PCs could find or steal someone’s invitation.

Tang Ling has 3 sisters who will be present at party too. The Tang (Queen of clubs, mirrors jolliness as well as politeness), Xiang (Queen of Spades, a little rude and nervous), Yang (Queen of hearts, jolly), Cai (Queen of diamonds, polite and non-emotional).

See the map of the dungeon in the folder.

Number near the name is level above ground. Letters near the names of masks defines sex of person

1. Entrance – 0 N, Toilets - -1 S
   1. The main gates is guarded by 2 checkpoints (КПП), there are 2 guards in each one, there is a lever in the left checkpoint that opens the gates.
2. Outside park area – 0 N, Toilets - -1 S
   1. Withered tree right in the center of the park area with few tables with wine, fish and cigars
   2. There are 5 npcs
      1. 2 guards near the entrance
      2. “Bear”m – 1.95m height man, drinking wine and eating some fruits. If PC tries to speak with him, he will ask not to distract him and if something interesting happens, tell about this later
      3. “Tree mask”f and “Horse mask”m chatting in SE corner. Will tell party to split up, so they can distract guests from guessing, so these couple can easily win rootless bastards and take the prise.
3. Corridors between elements room, depending between which two rooms, has different coloring.

Water:

1. Bar room – 1
   1. 3 tables are covered in different kinds of drinks
   2. There are 4 npcs
      1. 2 guards, one near each door
      2. “Racoon”m – will ask party to bring Furen Ling to him and not kill her, because she is the woman she loves. He will find party by himself, if party visits all 3 segments available to guests. He will reveal identity of Xiang Ling (“Queen of Clubs”)
      3. “Roots and rose”f – will tell party how their job of Tang Ling’s servants is badly done. Those disguises are obviously too unrealistic, so Furen must have hired some outsiders to distract guests from guessing
2. Dining room – 1
   1. Fish and drinks are on the table
   2. There are 7 npcs
      1. 1 guard near each door (total of 3)
      2. Racoon M, knight M, queen of diamonds F and fly F are playing cards,  
         if PC approaches players, fly will say “Nice mask, I like guys with bad taste, now, darling, get me a drink and will tell you a little girly secret”. Will tell who Q of diamonds is
3. Kitchen – 0
   1. 3 cooks, who will ask to leave the place
4. 2 rings, where servants fight – 1
   1. 10 npcs excluding 2 servants and 8 fighters
      1. Queen of hearts F
      2. Joker F(referee and commentator), energetic and jolly
      3. Skull M, silent will not speak at any reason (knows who is who, but has to tongue)
      4. Dragon M, drunk, will challenge anyone approaching for a duel (knows who is Q Hearts) and 2 guardians of his in black masks
      5. 4 men drinking wine and watching fight, speaking with each other, will tell that they don’t have time for your nonsense.
      6. 1 guard near each door
5. Smoking room – 1
   1. 6 npcs excluding 2 guards and 2 servants
      1. 1 midget in scarf and purple mantle (only PC with ring of Hadar can see him), will say that he knows who PCs are and that he was quite impressed of their Ventuum adventure, he say that he knows about their aims in this country. He will say that in the room right above this one, there is one magical item, that party can get use of (one of Hadars items)
      2. Queen of Spades with chamomile f(ромашка), cross m and bandaged mask m. Smoking one pipe and talking about infested cities and people.
      3. Salamander M – smoking one giant blunt, if PC approaches him, he will speak with him as if PC was old wise unicorn. If PC plays along, he will tell, who Q of Hearts is
6. Pillows room – 2
   1. 9 npcs
      1. Pig m, giant man, who will tell who queen of Spades is, if PCs tell him about “Something interesting” (news from infested city for example)  
         He is laughing and sarcastic
      2. 3 guards, one near each door
      3. 5 musicians on the scene, playing some relaxing Chinese music
7. Dressing room – 2
   1. 3 actors 2m and f, who will ask PCs to bring them some drinks if they don’t mind. If PCs do so they will say: “You are well trained servants, so you probably will not take part in the game at the end, so we can tell you who Q of diamonds is”
8. Sleeping room – 0
   1. 1 drunk man in SW room and 5 guards
9. Main room and stairs
   1. 2 guards and 2 npcs
      1. Goblin and Minotaur drinking wine and eating fish, if approached goblin will ask for some “glittering thingies” and minotaur will say that his friend is fooling around, and he is sorry for him. If PCs give goblin something glittering, he will tell them who Q of Clubs is

4 upper floors 1 for each element Ice – Q of spades, Fire – Q of Hearts, Earth – Q of diamonds, Wind – Q of Clubs. There are 300-500 gp in each room as well as 1-2 health and mana potions, there is 1 Hadar Weapon (Spades) and 1 flaming blade (Hearts), 1 uncommon magic armor (Clubs). 1 potion of shining in queen of diamonds bedroom.