

TUHAN (bold, charming) looks you up and down. His dark hair falls past his shoulders as he pulls you into a bear hug. The inn is crowded with Severosi patrons sporting silver jewelry and elaborate tattoos.

“Welcome to the Mustang Inn, my friends! Barkeep, fetch a bottle of bark wine for these fine folks. To business: The Imperial Museum parades stolen treasures from the lands within the Imperium’s borders. Even loyal nations like Sevoros have had their cultural heritage pilfered for display in the Museum, to be gaped at by unappreciative fools.”

As the wooden cups of bark wine are passed around the table, the Severosi goes on to explain that the Silver Nails lay claim to an ancient ritual mask, passed down through generations from chieftan to chieftan. Now, the mask lies behind thick glass in the Imperial Museum, waiting to be liberated.

APPROACH & OBSTACLES

APPROACH: The Imperial Museum is an imposing, brutalist structure on the canal in east Brightstone. Within, visitors peer at oddities and relics behind glass and framed by marble pillars.

Each area of the museum contains possible challenges and opportunities.

HALL OF NATURAL

PHILOSOPHY: Alchemicals, gems, and inventions.

- ❖ Museum security patrols
- ❖ Taxidermy hangs above
- ❖ Silent alarms notify guards

ARCANE GALLERY:

Displays pulse with rare magical energy in dim light.

- ❖ Protective barriers
- ❖ Temporal distortions
- ❖ Ancient, cursed artwork

HERITAGE PAVILION:

Artifacts won in conquest from across the Imperium are collected here.

- ❖ Spectral guardians are trapped inside spirit flasks
- ❖ Security is tight due to unrest

EXHIBITS: venomous flora — gemstones — deadly poisons — leviathan skeleton — skovlan weapons pre-cataclysm artifacts — ornate teacups — antique maps — taxidermy animals — model sky-ship

SCENES & COMPLICATIONS

Removing the Severosi ritual mask triggers an alarm. Gates around the exhibit begin to descend and you hear guards call out.

- ❖ A gate closes on you, pinning you down
- ❖ A museum guard swings a shock baton
- ❖ The gates crash down, causing some flasks from another exhibit to shatter onto the ground

A spirit reveals itself from the ritual mask, confronting you about your intentions with the mask. It decides to help you escape.

- ❖ The spirit breaks down a door with telekinesis, but shatters spirit flasks by accident
- ❖ It possesses a guard, and makes him throw himself down a stairwell, alerting other guards

*The museum director—**ELJO BRASH**—stops you. “Where do you think you’re going? The museum is on lockdown!”*

- ❖ He grabs you and tries to search your pockets
- ❖ Eljo pulls a lever on the wall, activating a temporal distortion that rewinds your position
- ❖ He lands a heavy punch, knocking you over

*In a gallery of arcane paintings, **LUCELLA DOLOS** (noble, haughty) orders her bodyguards to place you under arrest.*

- ❖ A bodyguard bodies you into a magical painting; you are now inside the artwork
- ❖ Lucella cries for help, attracting more guards
- ❖ A demon tears its way out of a broken vase

The Severosi turns the mask over in his hands. Tuhan places it gingerly over his eyes—the hand-crafted wood is a perfect fit around his nose and mouth. He pays you your coin, and under the mask you can see his teeth gleam silver in a crooked smile as he lifts a cup of bark wine to his lips.