



THE KING'S LAST DANCE

MURDER AT THE GALA - PART 2

Time is running out for the King as the Verdant Company's assassin is on the way.
Will you be able to stop him?

5E COMPATIBLE ADVENTURE

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Explosions around the château, the assassination of Harbormaster Njord, a surprise attack by the Verdant Company, the appearance of their sinister leader Hukumu Panthus, and now an attempt on the King's life. The gala has turned into a chaotic event that will become a turning point in Thamarya's history. The Verdant Company's and the Harbormaster's rise to power were linked; they allied themselves and began to operate in the port city like a parasite eating off its host. Although it became clear that Njord recently wanted to distance himself, and take the Verdant Company out of the equation, he underestimated their power. Maybe if he had known the identity of their leader, he would not have taken such a foolish decision. However, there are still many unknowns, the most important of which being how King Archibald is tied to all these events. It is a fact that he named Njord the Harbormaster, but the vital question of why is still unanswered. Was it blackmail? If so, what could he have done that would force him to relinquish his power and obligations to criminals. Was it a threat? The King of the wealthiest city afraid of a criminal syndicate? The Verdant Company is indeed powerful enough to challenge entire kingdoms, but Thamarya has the capacity and people-power to defeat them. These questions will be soon answered, but only if the King is rescued before Hukumu's warforged gets the chance to kill his majesty.

INTRODUCTION

Welcome to “The King’s Last Dance”, a 5e compatible RPG adventure by Cast n Play.

RUNNING THE ADVENTURE

The King’s Last Dance is a 5e adventure meant for four to six 10th level player characters. The adventure continues where the events at Murder at the Gala left off, with the players chasing after the warforged child who was ordered to eliminate King Archibald Velön. The adventure takes place in The Blue Hall of the Royal Castle.

- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.
- Fun is the ultimate goal. Never forget that.

STORY OVERVIEW

The King’s Last Dance takes place in The Blue Hall, the floating and secret section of the palace where the sovereign lives and meets with the Royal Council. The plot is as follows:

- After failing to stop the assassination of Harbormaster Njord, the Verdant Company launched a massive surprise attack against the guests at the gala. Nobu Carmack took advantage of the commotion and tried to escape via the upper floor, but the players were tasked to stop her.
- Hukumu Panthus revealed his identity as the Verdant Company leader just as Nobu Carmack was defeated. Before he could annihilate the players, Ingole Pech appeared and fought against him.. However, he managed to open a portal and ordered his warforged servant to cross it and kill the King of Thamarya. Ingole then asked the players to stop the minion at all costs, and so they pursued.
- The portal leads to the Blue Hall, the secret section of the Royal Palace that is hidden by magic and lies on floating islands in the sky. It is the area where the ruler of Thamarya, separated from his family, lives and meets with the Royal Council.
- The Blue Hall hosts the Hunting Grounds, the Council Hall, the Midnight’s barracks, and finally, the Rulers’ Villa.
- The warforged will make its way to the barracks where he will meet Nishik Tukachev, the commander of the Midnights, and the Verdant Company’s third captain in Thamarya. For almost a decade, he has kept watch over the King, making sure he remains under the influence of the Green Hand.

- The Midnights are an elite squadron of Blue Capes and serve as the royal family’s bodyguards.
- The warforged will activate the protocol which calls for the murder of the King. Tukachev will send midnights along with the warforged to kill the King while he will end the players once and for all.
- The King will be dancing, and under the influence of Kemdaran (a powerful drug made from ethyx powder) by the time his wannabe slayers arrive.

ABOUT THE BLUE HALL

The Blue Hall is spread out through a series of floating islands just above the palace. It is hidden away by magic and it is the place where the ruler of Thamarya lives, and meets with the Royal Council. For many centuries the existence of the Blue Hall has remained a secret from the population; the reason being that the Empire might one day decide to remove Thamarya’s autonomy and launch an attack. The four main sections that make up the hall are the following: the Hunting Grounds, a place where the ruler hunts for leisure or keeps astonishing pets; the Council Hall, where the ruler meets with the Royal Council and important visitors; the Midnight’s barracks, where the elite bodyguards sleep and train, and the Rulers’ Villa where the Royal bedchamber and the concubine’s quarters are.

ABOUT KING ARCHIBALD VELÖN

Seven years ago, the King of Thamarya was hypnotized by Hukumu Panthus, a respected notary from the capital and the Verdant Company leader in Thamarya. Hukumu was sent by the Green Conclave, the ruling body of the syndicate, to set up operations in Thamarya and slowly gain control of all commerce and influence political matters. Hukumu soon became acquainted with Njord, an ambitious harbor bureaucrat, and successful trafficker already. Sensing a beneficial alliance, the two made a pact, and Hukumu ordered the King to name Njord as Harbormaster of Thamarya.

The Harbormaster and the notary soon built an empire of corruption and crime. Only one individual in Thamarya suspected something foul, and that was the Grand Advisor, Ingole Pech’s twin brother. Hukumu murdered the wizard, and with that, eliminated all obstacles. Although the spell wore off, the Verdant Company had already hooked the King on Kemdaran.

This highly addictive drug isolated the ruler, who began to seek a hedonistic existence locked away in the Blue Hall. Through Tukachev's presence as Midnight commander, Hukumu and the Verdant Company were able to isolate King Archibald.

Soon the Royal Council hardly met, while the Harbormaster manipulated Thamarya's Assembly towards a particular decision, all agreed with Hukumu beforehand, of course.

As for the royal family, the Queen comes from a noble house from the empire, and although theirs was a political marriage, she did love Archibald at first but was soon vexed by his change in attitude and constant infidelities. After a violent argument, the Royal Council convinced her to move to the Winter Palace located in one of the islands in the outer seas. She has then focused on ensuring that when the time comes, the crown falls to her eldest daughter, whom she hopes to influence and rule through.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

Save the King. "The King is in danger! We must hurry before it's too late."

It's not over yet. The Verdant Company has not fallen yet. We must not stop now.

Reward. "Imagine the gold and treasure we shall receive if we save the king!"

PROLOGUE

... The flames destroy the corridor as you leave Ingole Pech battling Hukumu Panthus, with both spellcasters casting destructive magic as you cross the portal chasing the warforged who will assassinate the King of Thamarya.

Everything is blurry for an instant, and suddenly, fresh air invades the nostrils as the stars twinkle in the night sky floating proudly next to the moon with its sinister crimson tone. They seem larger, closer to the eye. Why is that? Is it the Dragons' moon? The one believed to call out predators for a night of hunting?

A cold wind blows with great force as you notice that the ground ends just a couple of feet behind. By looking down, you see the Royal Palace beneath and realize that the portal took you to a floating island just above Thamarya.

A gargantuan crystal dome with a magnificent blue gate with the royal emblem on it lies in front of you. The lock is broken, and the warforged's footsteps echo in the distance. The creature is a juggernaut, refusing to stop until it achieves its purpose: the murder of King Archibald. However, in the blink of an eye, the warforged's metallic surface disappears from view.

King Archibald
Velôn



THE BLUE HALL

The Blue Hall comprises a series of floating islands connected by bridges. The first holds the Royal Hunting Grounds, where the rulers of Thamarya gather strange and dangerous creatures to hunt them later. A successful DC 15 Intelligence (Arcana) check reveals that the Blue Hall must be hidden away by magic, which is why nobody can see it from the city although it is floating above it, while a successful DC 18 Intelligence (History) check reminds that the hiding of the rulers' quarters by magic was not uncommon hundreds of years ago. This was done to avoid the collapse of a kingdom in times of war if the capital was invaded. Unless pointed otherwise, it is impossible to fly above or around the islands because of the potent winds.

HUNTING GROUNDS

The atmosphere changes drastically the moment the gate one crosses the gate. It is evident that it is a different environment.

First is the moisture, as sweat accumulates underneath the clothing, followed by the smell of damp dirt, but stronger still, is the discrete growling and steps behind the vegetation and trees. There is another smell, one that is recognizable, blood. The dome is probably the worst place to be in during a Dragon's moon.

The grounds are inside a crystal dome that is alive with exotic trees, plants, and creatures, all from different ecosystems. There are no paths as it recreates the wilderness of the continent of Eluan.

The exit lies on the opposite end of the dome, and the **warforged**, who has taken advantage of its head start, has alerted the beasts within that fresh meat is back on the menu. Hukumu Panthus' minion is camouflaged (the reason why it disappeared from view), and the beasts find it impossible to detect, and will focus on the PCs.

The dome has an area of 300 hectares, and the highest point has an altitude of 400 ft. The creatures inside have a collar that keeps them locked in a designated area so that they don't clash and kill each other.

Use the following table to determine what events occur. Because of the length of the grounds, two events must happen at least.

Hunting Ground Events

D6 Events

- 1 Rendezvous in the dark. A large mound blocks the path, and the only way through is by a dark tunnel. However, inside lies one ravenous **behir** ready to ambush its unsuspecting prey.
- 2 A deep pond. The warforged's rushing footsteps come from up ahead. There is a vast pond in front where three **giant crocodiles** are about to make a surprise attack.
- 3 Dead Grand Veneur. Bones wrapped by fine clothes are what remains of the Royal Huntsman, no doubt an accident or carelessness. Strangely, the remains have not been collected. Some items remain untouched: five *superior healing potions*, one *cloak of displacement*, one *nature's mantle*, and two *6th level spell scrolls*.
- 4 The tall trees. An area of the hunting grounds becomes a patch of forest surrounded by fog. The sound of cicadas becomes almost deafening. Two **giant apes** strike from the treetops.
- 5 **Chimeras**. A small patch made of rocks and dust filled with bones and ashes. They belong to humanoids and small creatures. Three **chimera** attack from hidden pits under the dust.
- 6 Fountain of youth. A primitive fountain made of rock burst with crystal clear water. Any creature that drinks from it gains +1 Dexterity, +2 Constitution and an extra hit dice for 24 hours.

Note for GM: Use the sound of the warforged up ahead to remind the PCs that they are in pursuit whenever you feel the need to push the adventure forward.

The exit to the hunting grounds is at the end of a clearing, a twin gate to the one located at the entrance. A successful DC 20 Wisdom (Survival) check reveals the warforged's tracks heading there. Once the PCs arrive they notice that the gate's lock is broken and it is ajar.

THE COUNCIL HALL

Past the gate of the hunting grounds lies a primitive bridge made of rope and wooden planks known as the Council Bridge, that leads to the next floating terrain that holds the Council Hall. The only way across is by using the bridge because of a potent gale that would shove any creature down to certain doom.

A Thamaryan owl hoots at the end of the bridge as it stares whether you'll get on the fragile structure or not. A rope bridge? Really? There must be a reason behind it, but what could it possibly be? The ropes are thick as an arm but are old and worn, with some fibers sticking out from the yarns. As for the wooden planks that are supposed to hold the weight of the crosser, they seem old and rotten. Surely there's a method to this madness?

If any of the PCs try to communicate with the **Thamaryan owl** using a spell, the creature will tell them that it saw the warforged cross many minutes ago and nothing more.

The bridge is there to test any creature attempting to cross it. A successful DC 20 Wisdom saving throw is needed to cross the bridge, and any creature that fails the check refuses to cross and can only attempt to do it again after ten minutes.

C1. GATE OF THAMARYA

The bridge finishes in front of the Council Hall's gate. The structure occupies all of the island except for the area between the bridge and the gate.

A massive wooden gate blocks the way into the building. It looks old, much older than the bridge. A closer inspection reveals numerous marks on the surface: holes, burns, scratches, and more. No hand has bothered to repair the damage. As with the last gate, it is ajar, just enough for one medium-sized creature to pass.

The gate is as thick as the walls surrounding the City of Thamarya, and there's a reason for that.

A successful DC 16 Intelligence (History) check reveals that the gate is 800 years old, and it is the original gate of the city; the one that stood for many centuries but was replaced by the current one.

C2. THE CENTRAL NAVE

A grand rectangular hall whose tall columns hold its massive and heavy structure. Each column is as thick as a hill giant, and 120ft. high. The structure is made of limestone, but adorned. A large bronze apparatus stands in the middle of the hall in the central nave, and beyond it is a glowing navy blue wall. The west and east naves are not visible from the door because the columns block the view. A more significant assessment is needed.

The hall houses the council chamber where the rulers of Thamarya meet with the Royal Council and matters of deep importance are discussed. However, the place looks like it hasn't been used in a long time, the floor is covered with dust and many of the hanging standards haven't been washed in a long time. There's no sign of the warforged. Magic does not work in the area between the apparatus and the glowing wall.

The stargate. The glowing blue wall has a great golden carving which shows a mural of a sea captain looking at the night sky full of stars. It is the only exit from the hall, but it is closed.

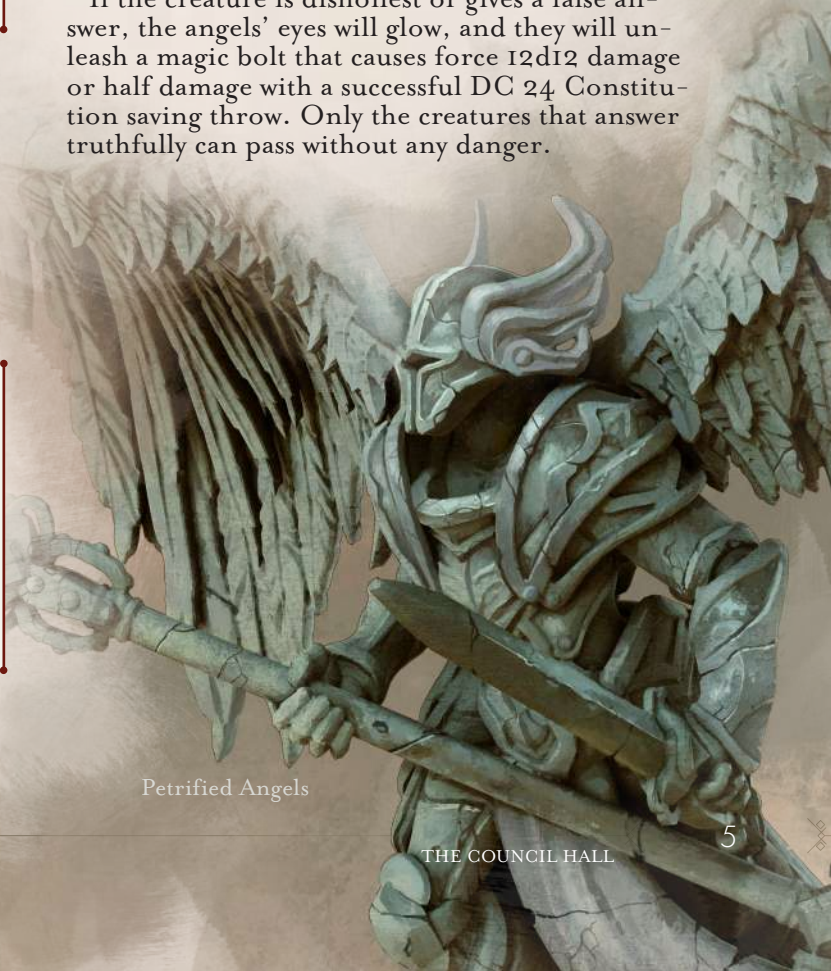
The orrery. The large bronze apparatus shows the relative position of moving bodies of the night sky. The bottom holds the machine's workings with thousands of shifting gears and grinds. The bodies are represented by spheres that are moved by clockwork control. A successful DC 20 Intelligence (Nature) check reveals that the bodies' current position is wrong. If the PCs move the mechanism until the bodies match the order shown on the stargate's carving, it will open, and they will be able to leave the hall. There's no other way to open the gate, and the orrery is indestructible.

Warforged. The warforged is hiding in the bottom section of the apparatus, and is undetectable.

Once the wall opens, the creature will release a cloud of smoke and bolt out the door.

Petrified Angels. Two angel statues face each other a couple of feet from the wall. The moment they feel a creature within 10 ft. of them or the stargate, their torso will turn and face it and ask them a question. "Why do you wish to cross the gate?"

If the creature is dishonest or gives a false answer, the angels' eyes will glow, and they will unleash a magic bolt that causes force 12d12 damage or half damage with a successful DC 24 Constitution saving throw. Only the creatures that answer truthfully can pass without any danger.



Petrified Angels

C3. THE WESTERN NAVE

The western nave of the hall is better lit thanks to the great stained glass that occupies most of the wall. There are four display cases beneath the glass and just in the middle of them is a **construct** that is kneeling facing the glass.

Stained glass. A majestic mural made of glass shows the rulers of Thamarya carrying out their most outstanding deeds. One of the rulers has their face scratched over, erasing it. A successful DC 17 Intelligence (History) infers that it is King Cantus Vëlon, the ruler who bent the knee to the empire.

Crown treasures. Each of the displays contains one of the four treasures of Thamarya. They are as follows: *The Led line*, the first line used for assessing the depth of the water by the founders of the city. *The Jewels of Madrass*, a collection of cursed precious gems that belonged to the royal house that ruled before the Velöns. *The Amphora of Thamarya*, the item from where all official measurements of weight, volume, liquids, bulk goods, and cargo capacity in the city come from. This standardization is one of the reasons for Thamarya's success in commerce. *The mermaid's net*. A large fishing net made of seaweed. It is believed that it always catches an abundance of fish when thrown into the waters. It was a present given to the city by the first community of mermaids they befriended hundreds of years ago, and saved them from a terrible famine.

Construct. The creature is in a deep torpor, and will only activate if somebody tries to steal one of the crown treasures of Thamarya, attacking until the perpetrators are defeated, or it is destroyed. See appendix A for its stats.

C4. THE EASTERN NAVE

Except for the some walls with an opening that guide to a chamber, the nave is empty. Like the others, it looks dusty and unused.

The opening leads to an elegant chamber decorated with fine carpets and a robust hexagonal table made from strange dark wood. The dust has piled over the otherwise smooth and flawless surface of the table. There are six massive chairs, with one considerably larger than the rest. The walls are covered with banners and tapestries adorned with the emblems of Thamarya and its pantheon of deities. Two bookshelves make up most of the back wall and reach as far as the ceiling. Both of them are filled with scrolls and tomes.

Council room. The chamber is the place where the Royal Council would meet and discuss. The scrolls and books are filled with laws, debates and other information about the administration of the palace and royal decrees.

Treasure. There's a drawer in one of the bookshelves. A successful DC 21 Dexterity check is needed to open it. Inside it are the following items: three *bottles of cognac* (500 gp each), two *heal spell scrolls*, one *normal rope* and one *ring of protection* (+3).

C5. RING OF ROCKS

The stargate opens to the end of the island. Floating in front of it and at a higher altitude lies the next island. The only way to reach it is by jumping through a ring of moving rocks that move clockwise.

Floating in front and above is the next island. An edifice with four small towers extruding lies on it.

A ring of six floating rocks leads there. At first, there is something strange, it is unclear, but after some moments it becomes clear; there's no wind.

The rocks move in a clockwise direction, and are four ft. from each other. However, every time a creature jumps from one to another, a burst of magic wind blows, making the jump more difficult. A successful DC 14 Strength (Athletics) check is needed to make each jump, and three jumps in a row are required to reach the other side. A failed check means the creature slips, and falls. Friendly creatures have two turns to help, or the wind drags the target down until it crashes on the ground and dies unless it manages to return to the ring of rocks.

If the PCs picked up the rope in the council room, they can use it to save their slipping comrade.



Treasures

THE MIDNIGHT'S BARRACKS

Much larger up close, the ring-shaped structure is a small fort. Underneath the light of the Dragon's moon, the warforged parleys with an armored soldier, its left-hand glowing green as the creature projects the symbol of the Verdant Company on the ground. The soldier lifts his hand, and then turns to face a marble arch at the end of the fort, points at it, and shouts a command. Three shapes wearing the same armor nod their heads, and follow the warforged who sprints towards the arch, while the soldier that gave the order turns his attention back to you, and unsheathes his sword.

The Midnight's barracks are located on the last island before the Rulers' Villa. It is a small fort that houses the "Thirteen Midnights", the elite Blue Capes that guard the rulers of Thamarya.

They are selected from the best and given a rigorous training that make them a formidable foe. Amongst their famed skills the most notorious one is mounted combat on griffons.

The barracks have four watchtowers on the walls, while the living quarters are on the right side of the courtyard, and the griffon stables are on the left.

NISHIK TUKACHEV

The figure facing the PCs is none other than Nishik Tukachev, the **Midnight's leader** and the third captain of the Verdant Company in Thamarya, the last of three that served under Hukumu Panthus. Tukachev had been expecting the activation of the protocol, given the events happening in the city. Out of the thirteen individuals who make up the elite force, he enlisted three of them to join the green hand. As for the rest, he has perfectly kept them unaware of his true intentions, and has most of them guarding the rest of the Royal Family in the Winter Palace, far away from the King.

His orders were to keep an eye on the King, and guarantee his hedonistic way of life, thus ensuring he kept out of the affairs of Thamarya while Harbormaster Njord and Hukumu Panthus tightened their grip on the city. His master stroke was keeping the flow of kemdaran and concubines for the King constant.

The name of the elite force streams from the colors they wear, a darker blue instead of the clear blue of the city. Tukachev's armor reflects the crimson light of the moon, creating a sinister ambiance that gives the impression that the ground is covered in blood and was the scene of a great slaughter.

He bows in respect, and then whistles. A hidden griffon descends from one of the towers, and in one swift and elegant movement, Tukachev mounts it and says: "And now it ends."

Development. Nishik Tukachev will fight the PCs, while another **griffon** will swoop in and join the fray. They will block the arch and not allow the PCs to pass until they are defeated. See appendix A for their stats.

Treasure. A *Greatsword* +3, two *gems* worth 1000 gp each, and one *ioun stone of insight*.

THE RULERS' VILLA

A blue body flows through a crystal transparent constructed canal, the waters flowing strongly until they pass through some cells and then fall down and become lost in the clouds below.

A small pier leads to the canal, just beside where the waters fall. There are two moored wooden canoes, replicas of the legendary Ocean's Scourge, the flagship of the Thamaryan navy. At the far end lies another pier that leads to the Rulers' Villa; another canoe can be seen moving in your direction.

The canoe was used by the warforged and the midnights to travel to the villa. The water's current is powerful and impossible to swim in. The canoes are painted ivory white, and their steam posts have a jumping dolphin, the emblem of the Thamaryan fleet. Each of the canoes can hold five medium-sized creatures. To travel through the canal, two out of three DC 22 Strength group checks must be successful; otherwise, the current returns the canoe to the starting point, and the PCs must try again.

All PCs must roll a DC 18 Dexterity saving throw in the middle of the trajectory. Any character that fails falls into the waters and is immediately pulled by the current and starts to drown. Because of the current, the character can only hold its breath for a number of minutes equal to half its Constitution Score (minimum 30 seconds).

R1. THRONE ROOM

The last pier is made of wood but adorned with elegant ethyx moldings in the shape of old Thamaryan runes. The end of the dock leads to the threshold of a one-floor structure with a giant crystal dome made entirely of sapphire. Instead of a door, a blue curtain made from sea worm silk separates the villa from the coldness of the night outside.

The first room is the Throne Room; rectangular and covered with carpets and pillows. An old and modest throne stands in the room's background, and behind it lies the door that leads to the Royal Bedroom. There are two more doors in the room, one on left leading to the Grand Advisor's quarters, and the other on the opposite side that houses the concubines.

The two midnights that guarded the King lie dead. Their killers, two **midnight traitors**, stand on top of them as a great puddle of blood forms on the central carpet. As for the warforged and the third midnight, they are nowhere to be seen.

The sapphire dome fragments the moon's light like a sprinkler, spreading it inside the throne room; mixing the crimson and the blue, creating a contrast of foreboding and peace. However, the image is violently interrupted by the gurgling of the dying guards, whose blood springs from their open bodies and spreads like a growing stain on the carpets. Their murderers face you, showing no regret nor fear on their faces, just an insatiable bloodlust, mixed with the smell of kemdaran that permeates the air.

The midnights will attack the PCs immediately. See appendix A for their stats.

The midnights will focus on keeping the PCs from heading towards the door that leads to the Royal Bedroom, which is under the effect of an arcane lock. A successful DC 30 Strength or Dexterity is required to open or break down the door.

However, the spell ends the moment both midnights are defeated.

R2. GRAND ADVISOR'S ROOM

A somber chamber. An individual bed and a small desk lie next to the only window, while the walls are all taken up by tall bookshelves packed with parchments, scrolls, books, and trinkets. Delicate rolls of paper, quills, and ink bottles are on the desk.

The room is spartan and resembles more the housing of a monk than a ruler's right hand. It smells of enclosure, with no living creature having entered in a long time as the collected dust on the ground points out just like with the Council Room.

The place is empty and has not been used since the Grand Advisor's death. The servants cleaned anything of value or importance a long time ago.

However, they did miss something, a worthless obsidian ring where the advisor managed to record his last living moments. A successful DC 17 Intelligence (Investigation) check reveals the ring located amongst some worthless parchments.

Treasure. Four books worth 200 gp, two *phoenix quills* (100 gp each) and two *ounces of thamaryan ink*.

Obsidian ring. The ring has the emblem of House of Pech and the obsidian is red. Except for the Advisor's last memory, it has no real value.

If a PCs puts the ring on, read the following out loud:

You put on the ring...

Your vision becomes blurry for some seconds until something comes into focus; the wooden legs of a bed, and a bleeding human hand stretching towards it. The struggling breathing of someone becomes almost deafening, as it becomes apparent that somebody is gasping for breath.

The bleeding hand grabs the hanging blanket and pulls with all its might, but to no avail since it doesn't move an inch. A sinister chuckle drowns the breathing, and from the same point of view, you turn and see Hukumu Panthus standing with an other-worldly grin on his face. The blind man's visage transforms into that of a tiger wearing an elegant hat and scarf.

"The King is now ours," he says before releasing a bolt of energy that impacts you. Pain engulfs every fiber of your body as all goes black, and the breathing ceases.

The PCs who put on the ring takes 6d6 force magic damage.

Phoenix Quills



R3. CONCUBINE'S CHAMBER

The room where the royal concubine sleeps. Traditionally, the rulers of Thamarya had only one, but King Archibald Vëlon's appetite proved greater as the three made beds clearly demonstrate. The beds are littered with elegant blankets and pillows, all smelling of different perfumes and spices.

The pillows, and decor indicate that the room belongs to the ruler's lovers. However, there is no sign of them, and something feels off.

Treasure. Two chests of jewels (worth 300 gp each), two fancy party dresses (worth 400 gp each), and one flask of kemdaran worth 1000 gp.

FAREWELL YOUR MAJESTY!

Darkness. The inside of the royal bedroom is pitch black. The smell of sweat permeates the air, while the ground feels wet, with each step sounding like they are treading on a wet surface. The sound of two blades clashing that had been present from the start comes to a stop, followed by the sound of flesh being sliced and then by a deep lament. Suddenly, the torches alight with a green flame, thus revealing a gruesome scene.

The Royal Bedroom, usually a place of refinement and grace worthy of a ruler, is the scene to a gory crime. The bodies of the three concubines are scattered about with some dismembered limbs lying over the bed. With his hands and knees on the ground, and a great wound on the chest, King Archibald Vëlon gazes at his executioner, the wounded and **last midnight traitor** who swings his blade one last time to decapitate the King.

Any player wanting to stop the act can do it by attacking. The midnight has one hp remaining and will drop dead if the attack is successful.

The midnight falls to his knees, and a deep silence engulfs the room for an instant. The King's features deform as he delivers a burst of roaring laughter, followed by the flames changing from the strange green to a standard yellow-orange color. The moment this happens, you become paralyzed as you realize what has occurred and that you have been deceived.

The effect of the powerful spell wears off, as do the ones of the kemdaran remains in the villa, thus revealing that the midnight was the King and vice versa.

The PCs have been the victims of a masterpiece of deception as they were responsible for delivering the final blow to King Archibald Vëlon.

The warforged reveals itself behind the King, hanging from its back and hugging it with a motherly embrace. It coughs a ball of light, showing the image of the Verdant leader, Hukumu Panthus, who starts to speak.

"Ha ha ha, the look on your faces is worth a hundred kingdoms. I must admit I was beginning to have fun, but alas, we can't always get what we want. I congratulate you, brave sirs, for forcing my hand. I hadn't met a foe I'd respected in a long time, but all good things come to an end. Since my presence Thamarya is now known, I have to bid you adieu, kind sirs. It was, hmm, emotional."

(laughs)

The warforged starts to glow as it is about to explode.

The warforged was ordered to explode after delivering the message or when the King was dead. The explosion has enough power to destroy the entire villa and leave no trace. There is no manner of stopping the explosion.

A successful DC 18 Strength (Athletics) is needed to successfully flee the villa and reach the canal before the explosion. Any creature failing the check takes 12d12 force damage.

EPILOGUE

A wounded Ingole Pech, followed by Angül Pech, President Heledir, Danaria, and Lady Elean Ramnulfids, show up with some Blue Capes. The mood is one of sadness and anger as the King was not saved, although the Verdant Company has been chased from Thamarya, or at least in appearance.

Heledir orders preparations to begin, and orders that word be sent to the Winter Palace calling the princess back to assume the crown.

The explosion has erased any evidence of the deception, but the NPCs will be inclined to believe the PCs. Their identities are now known, and they are cleared of past crimes.

Danaria, one of the mavens of the Juerii, approaches the PCs and leads them away for some parting words.

Straight to the point, and without sugarcoating her words, the Genasi states that even though the King died, the Verdant Company has been kicked out of Thamarya. But the danger is not over yet.

“Things are changing; Thamarya will have a new President after the elections, and a new monarch. Numerous groups, some of who don’t have the best intentions for our city at heart, will make their moves soon. On behalf of the Juerii guild, and the city, I thank you, and will see that your names are cleared and you are properly rewarded.”

Danaria pauses.

“Many doors have been opened, change is inevitable, and Thamarya needs heroes like you. Would you consider remaining in the city for a while?”

Her words carry hidden connotations, there’s hope, but there’s also fear. The Verdant Company was vanquished, but Hukumu Panthus is out there, and your paths might cross again...

Milestone. All surviving players reach 11th level after surviving the blast.

WHAT’S NEXT?

Hukumu Panthus proved to be a master of deceit and treachery. All weak links that could have provided valuable information were eliminated, and not even the King was safe from his malign influence. Will the city now be safe?

- Has the Verdant Company really been defeated?
- Where is Hukumu Panthus, and how can he be found?
- Is the princess like her father?
- The Harbormaster is dead, but how does one know who is a friend and who is a foe?

Midnight



APPENDIX A:

NPCS AND MONSTERS

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (Natural armor)
Hit Points 168 (16d12+60)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7
Damage Immunities Lightning
Senses Darkvision 90ft., Passive Perception 16
Languages Draconic
Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite, one to constrict.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (Natural armor)
Hit Points 100 (12d10+40)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8
Senses Darkvision 60 ft., Passive Perception 18
Languages Understands draconic but can't speak
Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Fire Breath (recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

NISHIK TUKACHEV

Medium humanoid (human), lawful evil

Armor Class 18 (Plate)
Hit Points 220 (27d8+107)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses Passive Perception 16
Languages Common, Elvish, and Verdant

Indomitable (5/day). Nishik can reroll a saving throw if it fails.

Survivor. Nishik regains 20 hit points at the of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. Nishik makes two weapon attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 5) slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

LEGENDARY ACTIONS

Nishik can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nishik regains spent legendary actions at the start of its turn.

Weapon Attack. Nishik makes a weapon attack.

Command Ally. Nishik targets one ally it can see within 30 feet of it. If the target can see and hear Nishik, the target can make one attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). Nishik targets one enemy it can see within 30 feet of it. If the target can see and hear him, the target must succeed on a DC Wisdom 18 saving throw or be frightened until Nishik's next turn.

GRIFFON

Large monstrosity, unaligned

Armor Class 13
Hit Points 54 (7d10+20)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +5
Senses Darkvision 60ft., Passive Perception 15
Languages -
Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its bite, and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

GIANT CROCODILE

Huge beast, unaligned

Armor Class 14 (NATURAL ARMOR)
Hit Points 85 (9d12+27)
Speed 30 ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5
Senses Passive Perception 10
Languages -
Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. The target must succeed on a DC 16 Strength saving throw or be knocked prone.

Griffon



CONSTRUCT

Large construct, neutral

Armor Class 19 (Natural armor)
Hit Points 180 (18d10+80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	3 (-4)	11 (+0)	4 (-3)

Saving Throws Dex +8, Con +10, Wis +5

Skills Perception +5, Stealth +8

Damage Immunities Necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities Charmed, exhaustion, frightened, paralyzed, poisoned

Senses Darkvision 60ft., Passive Perception 18

Languages Understands Common but can't speak

Challenge 14 (11,500 XP)

Magic Resistance. The construct is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The construct makes two melee attacks and uses its force beam once, if available.

Sword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

Force Beam (Recharge 5-6). The construct targets one creature it can see within 60 feet of it. The target must make a DC 16 Dexterity saving throw, taking 27 (5d10) force damage on a failed save, or half as much damage on a successful one.

MIDNIGHT TRAITOR

Medium humanoid (any race), neutral evil

Armor Class 18 (Plate)
Hit Points 143 (22d8+44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses Passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

Indomitable (2/day). The midnight rerolls a failed saving throw.

Second Wind (Recharges after a long or short rest). As bonus action, the midnight can regain 20 hit points.

ACTIONS

Multiattack. The midnight makes three attacks with its greatsword or its shortbow.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 7 (2d6) slashing damage if the midnight has more than half of its total hit points remaining.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 4) piercing damage, plus 7 (2d6) piercing damage if the midnight has more than half of its total hit points remaining.

GIANT APE

Huge beast, unaligned

Armor Class 12 (Natural armor)
Hit Points 140 (13d12+60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses Passive Perception 14

Languages -

Challenge 3 (700 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

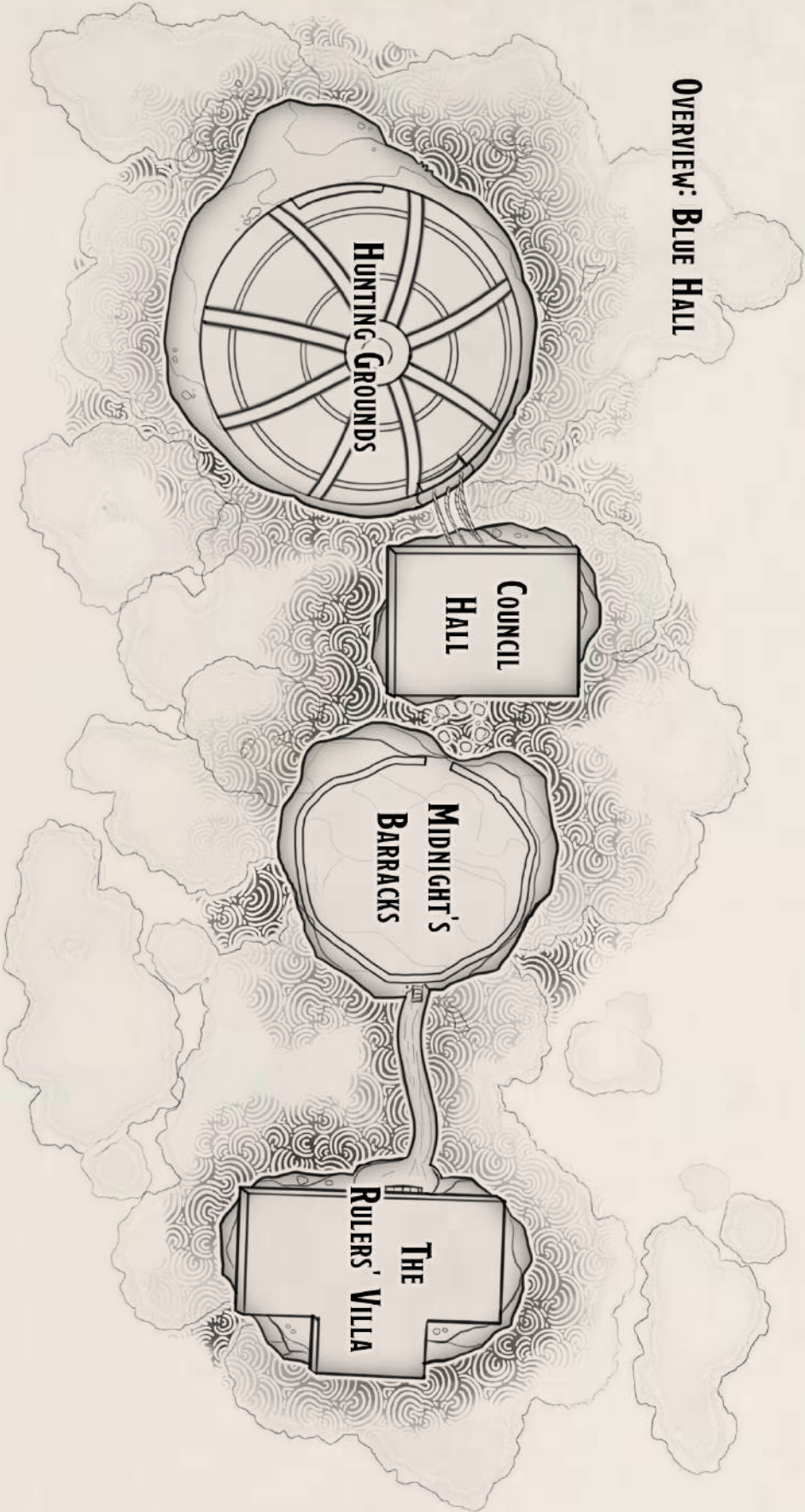
Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.



Construct

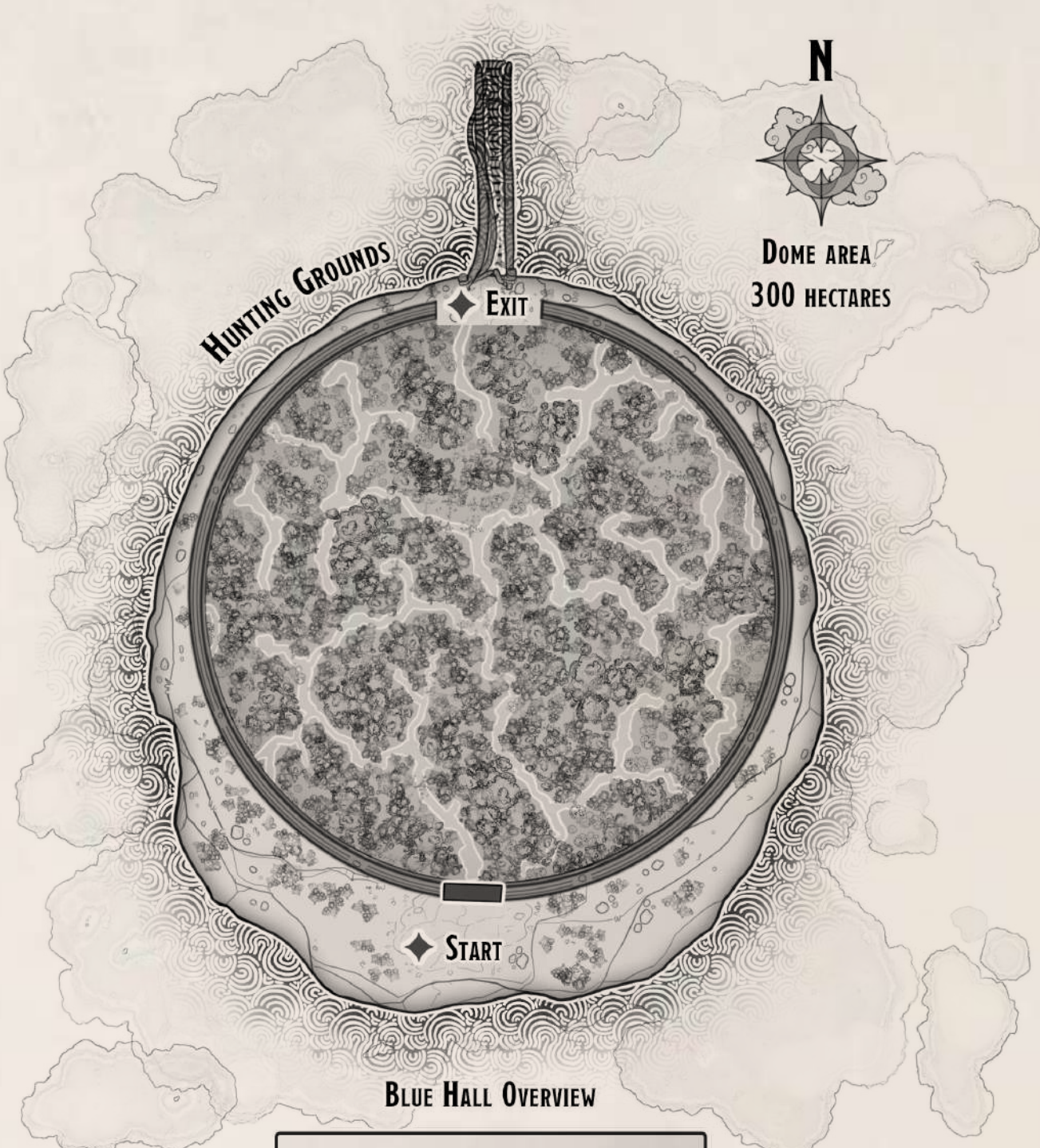
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MAPS

BLUE HALL

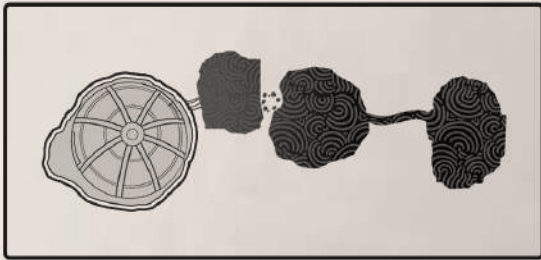


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HUNTING GROUNDS

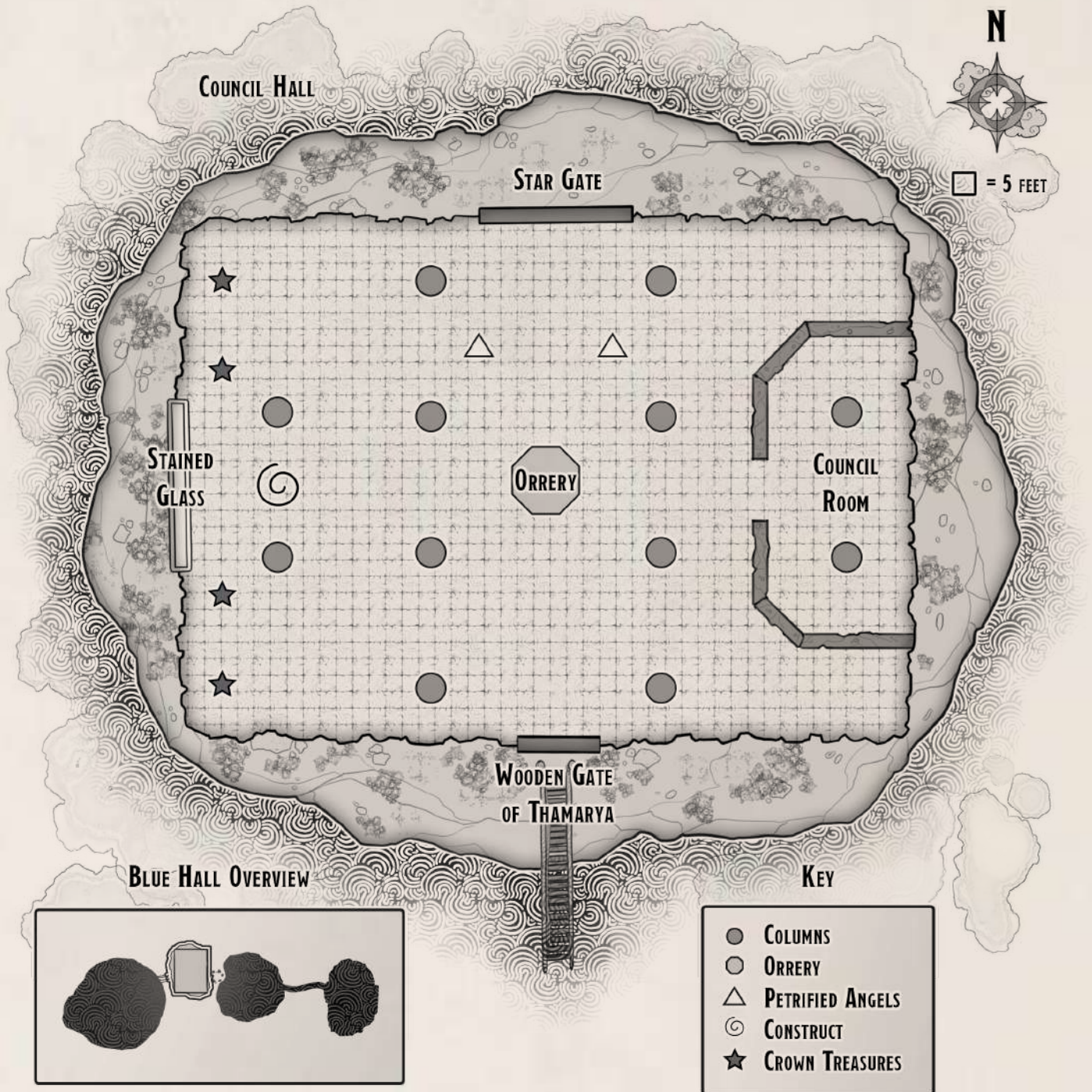


BLUE HALL OVERVIEW



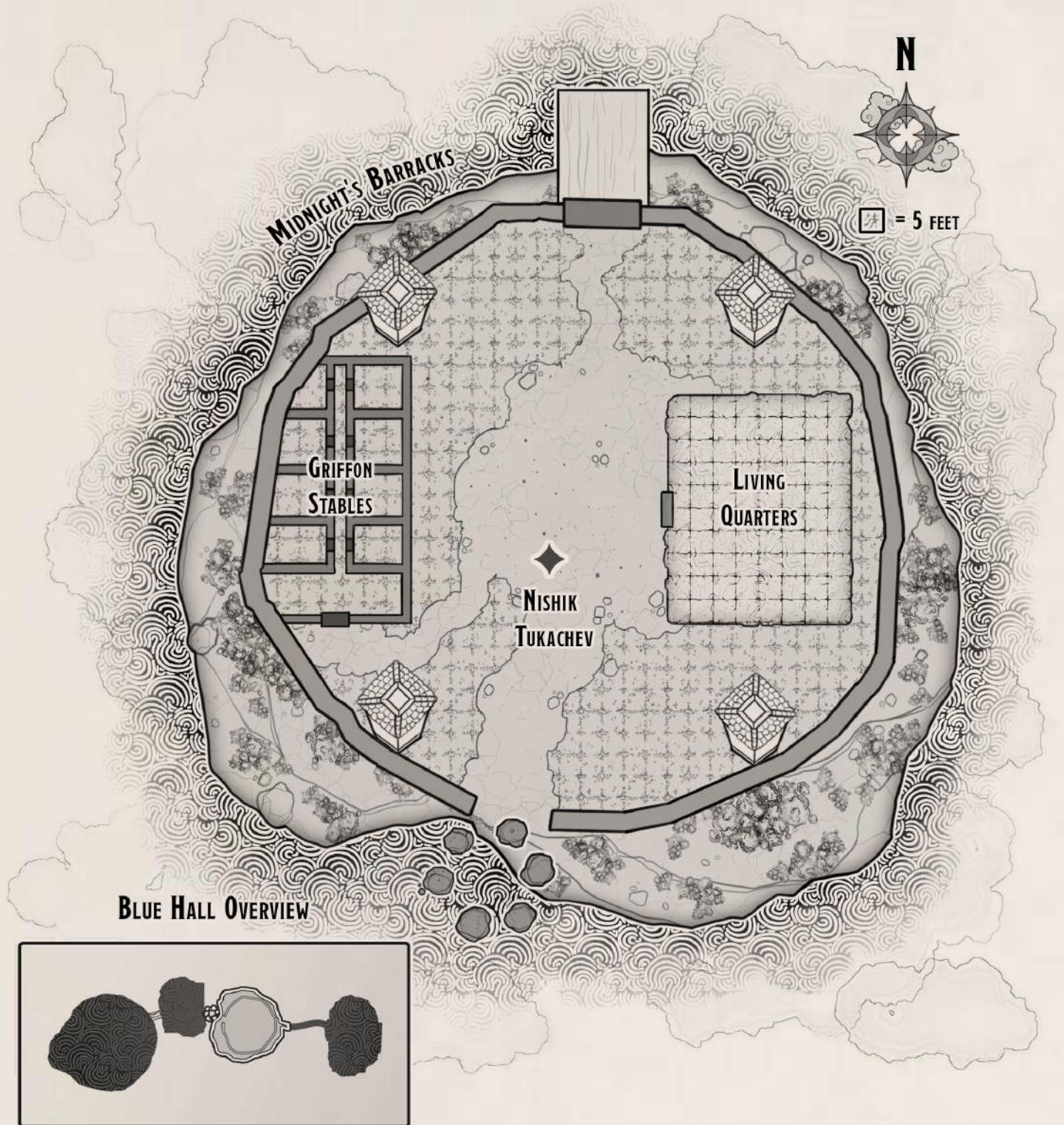
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COUNCIL HALL



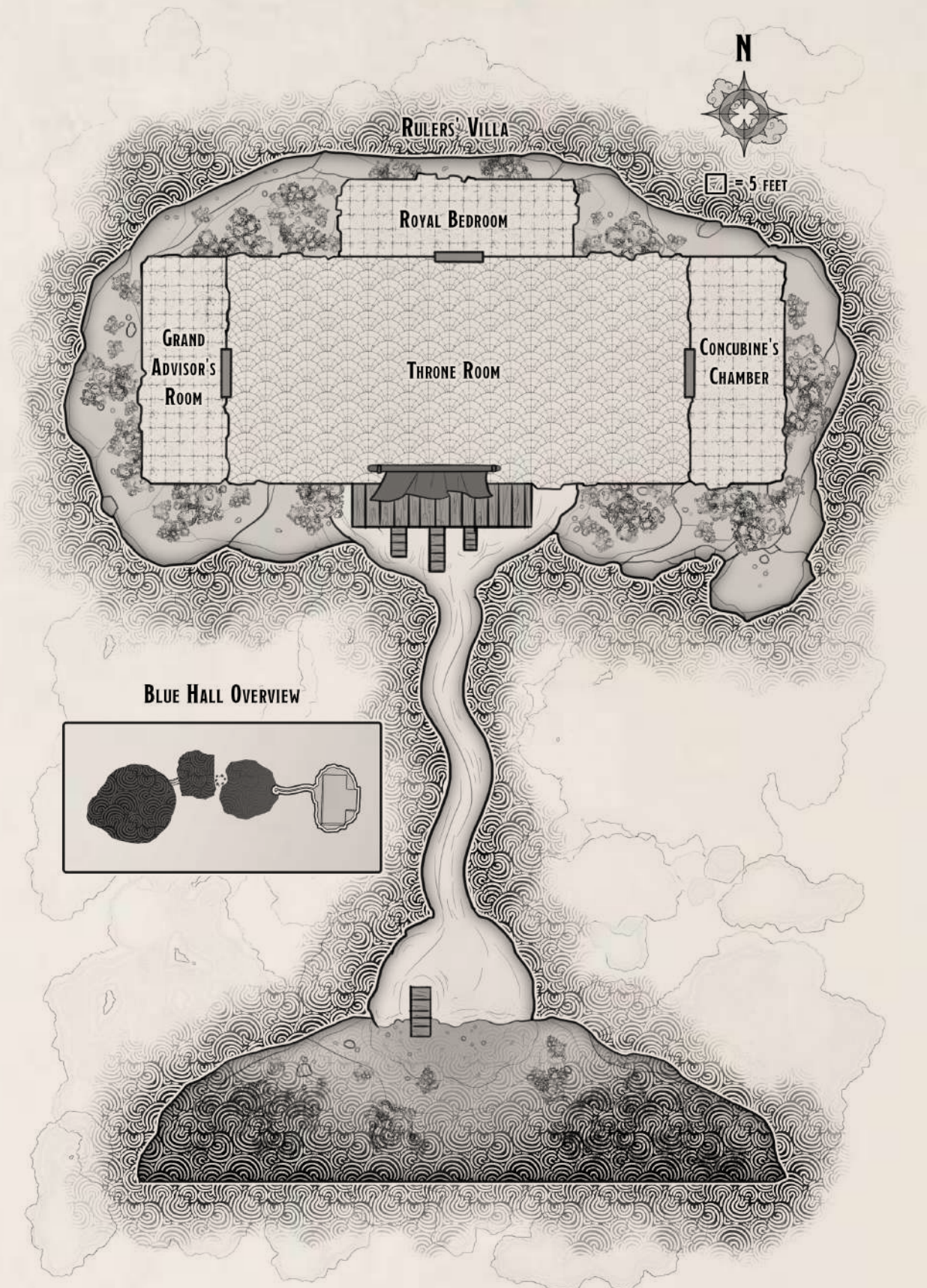
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MIDNIGHT'S BARRACKS



APPENDIX B:
MAPS

THE RULERS' VILLA





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