

THE LAST NIGHT OF DEMOCRACY



HIS MODULE CONTAINS TYLER'S FIRST HOME brew. Involving the death and investigation of electors in the mythical port city of Rivendamb.

SETTING UP

The party is called upon by [The Queen of Witches](#) to investigate into the gruesome deaths of 2 electors. Usually such a high level party wouldn't be called in, however these attacks seem targeted and the actual method of their death wasn't able to be determined.

PART 1: WELCOME TO RIVENDAM

Once the party has figured itself out and perhaps hit up the shops along the way the party makes its way towards The Hall of The Veil, the current seat of the government. Once inside the coat check stops them.

COAT CHECK

"Greetings and welcome to the Grand Hall of Rivendamb," he says with a practiced bow. "I must ask, before you proceed to meet the Queen of Witches, that you check your weapons with me. The security protocols are quite strict."

He gestures to a series of velvet-lined racks behind him, where various weapons and items are already neatly arranged. "I assure you, your belongings will be safe and returned to you upon your departure. It's simply a precaution to ensure the safety and tranquility of the proceedings."

The party now has the opportunity to express how they want to play things. If they comply do not have any negative consequences.

If the party does not comply with the rules, run the following scene with the guards.

GUARD COMPLIANCE

One of the nearby guards, clad in ceremonial armor and with a stern expression, steps forward. "Please follow the coat checker's instructions. Weapons are not permitted within the hall during meetings. If you refuse to comply, I'm afraid there will be ramifications."

The coat checker, trying to ease the tension, adds, "It's nothing personal, I assure you. The Queens have requested this measure to ensure that everything proceeds smoothly, for everyone's safety."

As the party enters the Hall of the Veil the characters are bewildered by the interior size, with stunning tapestries and a ceiling that seems to rise forever, disappearing into darkness, yet the room is surprisingly

well lit. The doors close behind them as the guards stand sentry in front of them. At a large table at the far end of the hall sits The Queen of Witches in the middle, along side [The Queen of Night and Magic](#), [The River Queen](#), [The Snow Queen](#), and [The Temple Queen](#)

QUEEN DOMAINS

Queen Title	Section of City
Queen of Witches	1
The Snow Queen	2
The River Queen	3
The Temple Queen	4
Queen of Night	5

A hush falls over the room as you, a renowned group of adventurers, make your entrance. The grandeur of the hall is overshadowed by the urgency of your mission. At the far end stands current Winter Consul. A figure known as the Queen of Witches—awaits. Her expression is a blend of sorrow and resolve as she looks down upon you. Surrounding her are her closest advisors, their faces etched with concern.

HALL OF THE VEIL

"Welcome," the Queen of Witches says, her voice echoing through the hall. "I am grateful you have come at such a dark time. Rivendamb stands on the brink of disaster."

She gestures to the ornate wooden table before her. Spread across it are several pictures, their frames ornate and heavy with gilded detail. Each painting depicts a crime scene, a testament to the horrific fate that befell the electors they represent.

DIALOG CONT.

"Two electors have been lost in a span of weeks," the Queen continues. "Murdered in their own homes in home by an unknown adversary."

The room's dim light flickers as the Queen of Witches' gaze sharpens. "I have called upon you, not only to investigate these vile acts but to prevent further bloodshed. You must unravel the mystery behind these savage murders and put a stop to this treachery before it's too late. Rivendamb's future hangs in the balance"

A servant approaches, holding a small, sealed canister. The Queen takes it and hands it to you, her eyes reflecting hope. "This contains a magical key that will bring you to safe places, such that you too my friends do not befall a fate similar to the electors. In addition is a seal of approval, should a guard question your involvement simply provide them with it to show your official involvement in the matters."

As the Queen steps back, the grand hall's atmosphere seems to thicken with the weight of the task before you. The picture of the dead electors lie before you, grim and foreboding.

PART 2: MADNESS IN THE MANOR

Have a complication along the way to the manor, [two fairy merchants](#) arguing over the last market stall. Players may take the non-violent course of action, if they take the side of one merchant over the other. The encounter becomes violent, drawing guards.

Upon arriving at the house the players notice two guards out front. Trying to move into the house without speaking to the guards blocking the entrance and a confrontation. The players may either present their seal of approval given to them by the queens or try to talk their way through it.

GUARD STOPPAGE

Stop right there! This area is an active crime scene. We can't let anyone through. What's your business here?

Upon nonviolently resolving the situation, the guards will allow the players inside and point them towards the scene of the murder, that being in the grand hall area. Investigating the room doesn't turn up anything of note. However investigating (DC 10) the body does reveal a mysterious magical black liquid, later found to be paint (DC 15).

If players can detect good/evil mention the signitures in the study, if they can detect magic mention the liquid, the imps, and the magical painting in the other room.

In the study there are 1d6 [ink devils](#) hiding while invisible. If the players investiage the master bedroom they will discover the ruined magical painting of the grand hall upon a DC 10 perception check the players will notice the dead body in the painting. With a DC 15 investigation or arcane check the players will notice a magical glyph hidden in the painting. On the back of the painting there is a signature written in magical ink "Sarastra Aestruum."

Investiagion of other rooms will

Try to steer them in the direction of the arts district. So long as they show up at a place that sells a form of art, the store owner will point them in the direction of black market.

PART 3: INTO THE SEWERS

Once the party has talked with an artist they are pointed towards the black market. To find the black market the players must convince the artist, who is against giving it up since the players are working with the government, via bribes or intimidation or persuasion. The artist says the entrance to the black market can be found under the west gate bridge, and mentions that there are likely more entrances but none that he knows of. The players run into a random encounter on the way to the gate. Upon arriving at the gate they find that it is locked that may be picked (DC 10) and a warning saying "DANGER KEEP OUT."

THE WATERWAY

After entering the sewers, after walking for a short period of time, read to them the following description.

A dark and dank section of the sewers, where the walls are covered in strange, pulsating black ink. The chamber is illuminated by flickering blue flames and filled with the scent of decay. The floor is slick with a mysterious black liquid, creating difficult terrain.

As the party enters the chamber, the [Ink Mages](#) are focused on their summoning ritual, with magical barriers and ink-based protections in place. They are guarded by 1d4 [Ink Wraiths](#) that attack anyone who tries to interfere with the ritual. As soon as the combat starts the players are on a 4 turn timer, decreasing at initiative count 20. They have until the timer runs out to kill at least one of the Ink Mages. If they do not, have all the Ink Mages die to summon an **Abyssal Ink Serpent**.

After combat completion they roam the sewers more, eventually coming to another locked door which can be picked (DC 10). The otherside of the door leads into the black market with many sewer pipes pouring into it.

The black market sprawls across a network of sprawling tunnels and cavernous chambers, dimly lit by flickering, enchanted lanterns that cast an eerie glow. The walls are slick with moisture and grime, their surfaces covered in ancient graffiti and arcane symbols. The air is thick with the pungent smell of sewage mixed with the acrid tang of magical residue, creating a heady, almost intoxicating atmosphere.

The market itself is a chaotic jumble of stalls and makeshift booths, cobbled together from discarded materials and salvaged debris. Each vendor's space is a cluttered showcase of forbidden goods, with wares displayed haphazardly on wooden planks, rusty carts, or hanging from chains. The uneven ground is littered with refuse, creating a treacherous path that visitors navigate with practiced ease.

KAEL DORIAN'S BOOTH

A shadowy corner of the market is occupied by Kael Dorian, the enigmatic art dealer. His booth is adorned with eerie, mystical paintings and ornate frames, each piece shrouded in an aura of malevolence. The paintings are hidden behind velvet curtains, with only a few on display to entice the unwary. Kael's demeanor is as enigmatic as his wares, his transactions conducted in hushed tones and quick exchanges.

Kael Dorian the art dealer, peddling stolen masterpieces as well as some fakes painted by the Queen of Night and Magic, Sarastra Aestrum. She is forcing him to sell these paintings to commoners, whose deaths weren't reported as they weren't relevant, and gifted to electors. The Queen chose not to go to surface dwelling stores due to her public position. Kael will most likely need to be intimidated into divulging that Sarastra Aestrum is the Queen of Night and Magic's real name or alias. He also divulges the information for money. The Queen of Night and Magic's location will also be divulged in his statement.

ALCHEMICAL POTIONS AND POISONS

Nearby, alchemists and potion-brewers hawk their dangerous concoctions. Bottles of shimmering liquids, powders of unknown origin, and vials of lethal poisons are arranged in rows. The sellers are a mix of shady figures and eccentric scientists, their faces obscured by hooded cloaks or masks.

ARCANE ARTIFACTS

Other stalls feature artifacts imbued with dark magic or cursed with ancient spells. Items like enchanted daggers, cursed tomes, and mysterious relics are up for sale. The sellers are often reclusive sorcerers or disenfranchised wizards, eager to offload their dangerous goods.

TOTALLY LEGIT TREASURES

There's a corner dedicated to stolen or black-market luxury items—jewels, rare metals, and exotic artifacts. These items are often presented with elaborate, if makeshift, displays to emphasize their illicit allure.

After the players have finished with their dealings allow them to wrap up odds and ends until they decide to go to the castle.

PART 4: ENDLESS NIGHT

THE BRIDGE

The players make their way across the bridge over the moat of the QONAM castle, approximately halfway across are two statues of [nightveil specter](#) that become animated when a glyph of warding is stepped on in the middle of the bridge. The glyph can be spotted with a successful investigation check of (DC 22).

The door to the castle is trapped with the "The Doors With Traps" puzzle on page 127 of trap book.

THE MUD ROOM

After leaving the final door of the puzzle the players may safely rest, pushing forward will go into the queen's room.

THE QUEEN'S ROOM

The players may or may not actually converse with the Queen.

She explains how she started killing electors that voted for the Queen of Witches, and she was the runner up. So with the death of those electors she would be appointed the leader of the next consul.

If she was appointed leader she wouldn't have to operate out of the public eye and as such she could set up positions to teleport the city into the abyss. Her vision is to transform the kingdom into a domain of eternal night and shadow, where she reigns supreme. This new realm will be ruled by her dark magic, with the kingdom's people living under her oppressive control.

At the center of the room, elevated on a dais, sits a grand, dark throne adorned with celestial motifs and draped in luxurious, midnight-blue fabric. This throne is where Queen Seraphina Nightshade commands her power.

The ceiling of the room is an infinite, star-studded expanse that appears to stretch endlessly upward. It is a mesmerizing tapestry of deep, velvet blues and shimmering silvers, dotted with countless twinkling stars and swirling constellations. This celestial dome is not just a visual marvel but also a source of magic, with the stars subtly shifting and forming ominous patterns that hint at Seraphina's spellcasting. Occasional shooting stars or cosmic phenomena flare briefly, casting fleeting illuminations across the room.

The paintings on the walls are a mix of haunting and mesmerizing. Some depict scenes of serene beauty, while others show unsettling images, such as eyes that seem to follow intruders or figures that shift and change when viewed from different angles. Several portraits are cursed or enchanted, their subjects seemingly alive and reactive to the presence of the players.

As the battle progresses, the paintings may react dynamically, shifting scenes or projecting magical effects that influence the combat. This adds a layer of complexity to the encounter, as players must contend with both the Queen's direct attacks and the ever-changing environment.

The queen may also launch attacks through the paintings given she is near another painting.