

Myriad Ways

A Living Tal'Dorei module for 5th to 10th level Players

Optimized for five 7th level characters

Currently in playtest

A two- or four-hour module for Tier Two parties

Adventure Hook

The adventurers have each gotten word to report to Brant Shipping if they are interested in a side job. Once there they learn the job is being offered by Claire and not Dyson. Her daughter has been kidnapped by Myriad agents and if she does not plant a bomb in Dyson's office she will be killed.

Adventure Overview

- **Gilmore's Glorious Goods:** (15 Minutes) Assume 15 minutes of time that can be spent as the module ends or before it begins. Players may make purchases from the list provided below. No additional items are in stock and the quantities are not open for negotiation. As always PHB items are available for purchase.
- **Part One: How Bad is Bad?** (30 Minutes) The party meets with Claire and finds out Dyson's work has made him a person of interest to the Myriad. Apparently, he's too dangerous to be left alive and they want Claire to do their dirty work.
- **Part Two: The Waiting Game.** (120 Minutes) Dyson's office is being surveilled and the party is followed. This leads to a surprise attack in broad daylight. The gang needs a prisoner and a plan to get to Audrey's location. Where the party goes and who they talk to is up to them.
- **Part Three: An Explosive Situation.** (75 Minutes) Knowing is half the battle. Audrey's being held in a shack somewhere in the Cemetery District. The search comes to an explosive conclusion!

Gilmore's Glorious Goods:

First Level Spell Scroll 100gp (non healing)

Second Level Spell Scroll 250gp (non healing)

Third Level Spell Scroll 500gp (non healing)

Scroll of Shield of Faith First Level 100gp (Limit one, only purchasable by Cleric)

Scroll of Healing Spirit Second Level 250gp (Limit one, only purchasable by Druid)

Scroll of Enhance Ability Second Level 250gp (Limit one, purchasable by Druid)

Scroll of Spirit Guardians 500gp (Limit one, only purchasable by Cleric)

Potion of Healing 50gp (Limit one per Player)

Potion of Greater Healing 500gp (Limit one per Player)

Potion of Water Breathing 500gp

Potion of Haste 1000gp (Limit one per Player)

Acolyte Background: You may purchase a single first level Non-Healing spell without paying its gold cost. If there is a component cost, you must pay it yourself.

Part One

How bad is bad?

The party's day begins by receiving a contact from the office of Dyson Brant via his secretary Claire.

RP points for Claire.

(Let players respond between each RP point. Use them as conversation instead of narration! There's a lot that's going to evoke an RP response and we encourage it.)

- Dyson isn't in the office right now, and honestly, I'm happy for it. He's not the one that sent for you. It was me.
- I didn't know who else to turn to. Dyson is supposed to be out all day working on his new staff and my problem concerns him.
- The Myriad want me to kill Dyson for them.
- If I refuse my daughter Audrey will be killed. If I go to the Arms, she will be killed. If Dyson's patterns change in the next day, she will be killed.
- Audrey is apprenticed at Toltis thanks to Dyson pulling some strings. She was supposed to be on her way home. About two hours ago some men came by and told me they have her. They also dropped off this bomb. (It is a rectangular box about a foot wide and tall and has the words "Fire makes Boom" scratched into the top).
- I don't know who else to turn to. Hiring random adventurers seems like a gamble and time is running out. That's why I sent for you while I knew he'd be away.
- Everything I've been doing since before the reconstruction has been to keep my daughter Audrey safe. She must be so terrified right now! Please I Beg of you...find her and bring her home.
- She is 8 years old. She has brown hair and is wearing a floral print dress and is probably scared out of her mind. She doesn't have any scars or birthmarks or anything like that.
- I don't have much money I can offer, but I do have a family Heirloom I could offer you. It's a magical shield. Honestly there isn't much I can do with it anyways it just takes up space. Bring her back to me safe and it's yours.
- I lack the means to find her. If I leave here before the deed is done I was told I'll be killed as well.
- Go quickly! Spending too much time here may look suspicious and I'm not willing to risk it.

The party needs to consider their method of finding Audrey. Magical means such as scrying is a lot easier if the caster has something the target owns. Claire would be a good source for something like that. If no one thinks of it you may allow anyone who is proficient in Arcana to make an

Intelligence Ability Check (just the straight d20 roll + int mod) **at DC 16**. On a success they

remember higher level spells have all sorts of useful applications in a mission like this, even if the exact spell does not spring to mind.

On a similar note Gilmore's is usually open late and has all sorts of potentially useful items for sale should the party formulate a plan that requires scrolls and so on. You may allow anyone proficient in **History** to roll it at **DC 15**. On a success they realize Gilmore's might be a good spot to consider picking up an ally or magical aid at a late hour.

Should they think to ask (**and only if**), RP Claire frantically rummaging through her purse, eventually finding a brush of Audrey's. In addition the party may consider bringing other people into the fold such as Sherri (who is very interested in stopping the targeting of workers to get to their powerful bosses) or Merrick (who is strongly against the use of children as bargaining chips) but these are only potential RP paths that will all eventually lead players to the same shack in the Cemetery District.

With that in mind the players are free to choose any of those directions or come to their own we haven't thought of. Feel free to tailor the basic plot points to follow their own actions. Regardless of their path they get ambushed basically immediately. What the party decides to do from there is largely up to them and we encourage the variance.

If you want to run this Module as two hours you can limit the amount of locations the players travel to in part two. You could also fast track the party by having them discover the Cemetery location basically whenever you wish. We want to provide you multiple options to work with. Some or all of the combats are skippable if you so choose but we highly recommend running at least one to appease your whole table.

Part Two **The Waiting Game**

As the party leaves Dyson's office, they have a chance to realize the office is under surveillance. Depending on how caught up in the events the party is you may allow either an Individual or Group Perception roll at DC 14. A Myriad Assassin is subtly letting his presence be known well enough for at least someone in the party to notice him but not so much to make it overtly obvious. Anyone proficient in Sneak who sees the Assassin is also able to spot the intent.

Someone in the party is going to want to check that out.

If they are climbing a nearby building, go with **Athletics/Acrobatics DC 14**. If they are using a spell such as Fly obviously no roll is needed. If they are using any sort of equipment such as a grappling hook and rope, you may allow them to roll at Advantage.

At this point whoever is attempting to climb or get a better vantage point sees the much larger group that becomes visible upon reaching the roof. There are easily 10+ Thugs, Bandits, and the people listed in the sidebar to the right. Everyone but who is listed breaks off and heads towards the Port District. The remainder engage the group.

Feel free to use the terrain (buildings) against the party!

You can decide how to set this combat up. Have some of the Veterans engage anyone scaling a wall with range. Use of angles and elevations should favor the Myriad far more so than the party.

You may have a player observing the group breaking off make a **Survival** skill check **DC 20**. On a success they realize the group is heading in the direction of the Cemetery District.

After the party has won the fight One Person may roll **Investigate** at **DC 15**. They may use help and/or guidance, but it must be called before any roll is made. Another person may not attempt the roll if it fails. The intent behind this is to encourage people to work together and plan their moves before making hasty decisions and rolls. On a success the find a small pile of treasure and consumables. On a failure they find **only** the **Ring of Acid resistance**.

Treasure:

1000gp per person in the group.
2 Potion of Healing
Potion of Greater Healing
Potion of Haste
Potion of Heroism
Potion of Hill Giant Strength
Spellbook with the spells in the Stat Block listed below
Scroll of Scorching Ray

If the party takes a hostage...

Ask the party what they're doing and let them get set up before interrogating anyone. Find out who exactly is doing the talking and what kind of a team effort there will be if any. Once that is established have **ONE** player make a **Persuasion/Intimidation** skill check **DC 17**. Help and Guidance can be used but they must be called before any roll is made. Another player may not attempt it should this roll fail. On a success the prisoner tells the party Audrey is being held somewhere in the Cemetery District. On a failure they tell the party to go pound sand.

They may not even consider a hostage or straight up murder hobo everyone. That's OK? Eh.

Adjusting the Encounter

Very Weak:
Assassin, 3 Veteran

Weak:
Assassin, Mage

Average:
Assassin, Mage, 3 Veteran

Strong:
Assassin, Mage, 6 Veteran

Very Strong
2 Assassin, Mage (Begins Greater Invis'ed), 3 Veteran

At this point the party has a few different directions they can take. They can head to Gilmore's for a couple possible reasons. Anyone who is Pansophical can consider mentioning this to Merrick (a known powerful caster) at the Academy. Additionally, anyone from the Clasp may make a **History** check related to talk within the faction about Rosie's time during Thordak's reign with Advantage at **DC 13**. On a success they remember she is very against the exploitation of kids *especially* by Myriad agents within the walls of the City. On a failure they realize she'd be against any Myriad play just because it's a rival.

If the party goes to Gilmores:

Dusk is settling in and the crowd is thin even for a weeknight. There aren't any other adventuring groups present when you arrive. It does not take Sherri long to recognize your frantic entrance and seemingly lost fumbblings now that you're here. She steps out from behind the counter and approaches the group with obvious concern.

RP Points for Sherri

(Give the party a chance to respond and RP among themselves between points)

- Looks like you've had a busy night. What's going on? (Let the party tell their story)
- That's HORRIBLE! We can't let them get away with it! To use a child like that!
- Did you get any information out of your attackers? They were probably allied with the kidnapers at the very least. (Let them RP why that didn't work out).
- W Ok failing that without having really met her or possessing anything she owns (this might spark players to consider going back to Claire) our options of magical searching are limited.
- It's interesting you saw a larger group of people. I wonder when we got so many new foreign friends.
- There are some people I could maybe reach out to but on short notice I doubt many of them currently have spell slots left. Many are contracted with reconstruction and their higher-level spells are their most valuable. Can't make any promises though.
- While I'm making some calls you might want to consider other options just in case.

This is an optional combat. If you are running this module as a 4-hour adventure we suggest it. Otherwise it is not required to complete the adventure.

As they are leaving Gilmore's the party get jumped by some Myriad forces meant to weaken/dissuade the party from further intervention.

Upon defeat the party may roll an Investigate skill check at DC 14.

On a success they find:

2000gp

Diamond worth 300gp

2 Spellbooks containing the spells in the stat block below.

On a failure they find:

2 Spellbooks containing the spells in the stat block below.

At this point the party may move onto their next location.

If the party goes to Toltis Academy:

Adjusting the Encounter

Very Weak:

1 Assassin, 2 Veteran

Weak:

Assassin, 3 Veteran

Average:

2 Assassin, 3 Veteran

Strong:

2 Assassin, 2 Mage

Very Strong

2 Assassin, 2 Mage (Begins Greater Invis'ed)

The hour is growing late, and it is well past time for the school to be closed for the day. Even still it does not take much knocking to summon Lachlan to the door. With an exasperated huff he answers the door, shrewdly appraising the party as you rush to speak. (*motion to the party*)

RP Points for Lachlan

(Give the party a chance to respond and RP among themselves between points)

- Merrick is unfortunately caught up in his research now and cannot be disturbed. I was told to suspend any new business for him until his projection has ended.
- A kidnapping! How vile! The idea of Audrey being taken on her way home from here is unsettling news. Obviously, Merrick would want us to be involved in the rescue.
- It will be a few hours until I can step in and disturb Merrick. I am willing to coordinate however I may be able to with your group should you discover her whereabouts and need some form of assistance.
- A party member may roll **Persuasion/Intimidation at DC 10**. On a success Lachlan is convinced/shamed into helping.
- If a party member has the **Sage** background, they may attempt to use their feature **Researcher**. The Sage may take 1 hour and attempt to answer any single question the group may think of using the available lore in the various libraries of Toltis. The rest of the party may take a short rest if they choose.

The Sage rolls either **History** or **Arcana** at advantage and **DC 15**. On a success they get a clue leading them towards the Cemetery District. On a failure they get a clue leading them towards some abandoned warehouse.

- If there's a larger plot afoot Merrick would want me to step in and offer the help of the Academy.
- I am not sure what I will be able to conjure up but when the time comes, we'll see I suppose!

If the party goes to the Laughing Lamia:

It's a rowdy night at the Lamia. The tables are full and drinks are flowing freely. People are out spending hard stolen coin and laughing about the misfortune of the undeserved and underprepared. As the party bursts in frantically everyone proficient in Thieves Cant is flooded with rapidly signed questions about the safety of the Inn itself and themselves. How you answer these queries is up to you. It does not take long to get Rosie's attention and she waves you all above to her private booth. It's plush and nearly hidden in a nook that isn't accessible easily.

RP Points for Rosie

(Give the party a chance to respond and RP among themselves between points)

- So I gotta know what brings you guys bustin in here like that.
(Let the party tell their story.)
- How long ago did this happen?
- Do you know where the kid is being held? If not do you have any leads?
(This is to try and nudge the party in a direction)
- Most of my people are tied up right now. There's someone I have in mind, but it won't be an immediate thing. You're gonna need a little patience.
- How many people know about this? Can everybody be trusted?
- Seems like you guys still gotta lotta holes in your story. We both got work to do. I have a killer or few of my own I can call on.
- I'll be here getting things done. My guys will meet you out in the field. Give us a location in the next few hours via any means you're capable of and I'll send em your way.

Part Three

An Explosive Situation

At this point the party has made its way to the Cemetery District. Upon arrival all seems relatively quiet. As they advance in someone should be taking point and likely attempting to either **Investigate**, **Stealth**, or **Perception** their way into some sort of sign or giveaway. Any player may call which skill they would like to use and how. If they spread out all paths will eventually fork back on each other leading towards a central location. They may roll their chosen skill at **DC 16**. On a success they are led towards a mausoleum located along the back wall of the district. On a failure they circle around uselessly.

There's a muted hush that falls over the party as you make your way past the rows of tombstones and headstones. City sounds fade away as if there's some sort of ambient noise drowning out the buzz of thousands of citizens living their daily lives not so far away. For right now there's only the hunt and your prize that's so close. As each of you close in on the building, you're sure contains Audrey its hard not to tense up in anticipation. Surely it can't be this easy right? Inching forward oh so carefully each of you get within 10 feet of the entrance before you see the telltale signs of the trap going off. Fire and chunks of stone and mortar rip through your party. As that is happening everyone sees a half dozen flaming zombies tossed at them amid the wreckage. Miraculously it would seem Audrey is still alive! One problem at a time though.

Everyone will be making both a **Constitution** and a **Dexterity** saving throw. Each save is **DC 16**. On a successful Con save each person takes 8 bludgeoning damage as the shockwave and stone hits some of its mark. On a failure each person takes 16 bludgeoning damage and is stunned until the end of their next turn. On a successful Dex save each player takes 8 fire damage. On a failure each player takes 16 fire damage and is ignited. They take an additional 2 fire damage at the start of every turn until they either die, spend an action to put out the flames, or receive healing of any sort.

Read this for the party and then begin initiative.

“As the front of the Mausoleum explodes outwards you see a few flaming zombies tossed into the air along with it. They land with a crackling thud and pick themselves up off the ground.”

Should there be a **Paladin** there who has and uses **Sense Undead** they quickly realize the dead are unquiet in every direction as far as the range extends. This should fill said **Paladin** with immense dread as this is **VERY** unnatural and a sign of nothing good whatsoever.

Adjusting the Encounter

Very Weak:

2 Enhanced Flaming Zombies

Weak:

4 Enhanced Flaming Zombies

Average:

6 Enhanced Flaming Zombies

Strong:

8 Enhanced Flaming Zombies

Very Strong

10 Enhanced Flaming Zombies

Upon defeating the unusually hard to kill Zombies the party can secure Audrey. She is surprisingly unhurt, though she is visibly shaken by the whole ordeal. As the party is figuring out their next move Dyson shows up in person via teleport. Anyone proficient in **Arcana** realizes he showed up via a spell higher than they can currently cast. You may RP this as you please, but he is aware of the situation and ready to make moves of his own now that Audrey is secure.

If the party wishes to, they may roll an **Investigation** skill check for the remains of the mausoleum that held Audrey. Most of it survived the blast. After any help has been declared a player may roll the skill at **DC 15**.

On a success they find:

2000gp

Potion of Greater Healing

Potion of Invulnerability

Scroll of Spirit Guardians

Scroll of Dimension Door

Ring of Acid Resistance

On a failure they find:

2000gp

Ring of Acid Resistance

Dyson has a location for the mass concentration of Myriad forces that have been wreaking havoc on the city. Now is the time to call your favors and set your plans in motion. Bring the hammer of divine adventurer justice down upon the Myriad who would dirty our city!

Experience Summary:

- **Social:** If the party recruited help successfully from anyone but Dyson award them 1000XP, 2000XP if a 4 hour module.
- **Exploration:** If the party visited more than one person or tried interrogating a myriad prisoner award them 1000XP, 2000XP if a 4-hour module.
- **Combat:** If the party successfully ended the myriad ambush award them 1500XP, 3000XP if a 4-hour module.

Magic Item Reward:

Ring of Acid Resistance

Wonderous item, rare, requires attunement.

This ring is shaped like a kraken and is made from what looks to be some sort of tarnished metal. While attuned to this ring the wearer has resistance to acid damage.

Handing out Magic Items: If the players can decide between themselves and no one has any objections, this method of handing out items is allowed. If not, the first step is to ask players for their item

counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item must update their logs to reflect the new item count.

GM Rewards: XP 1750, 1 Honor, 5 Off Days, 1000GP if a 2 hour module
XP 3500, 1 Honor, 10 Off Days, 2000GP if a 4 hour module

Enemy Stat Blocks

Assassin

Medium Human, neutral evil

AC 15 (studded leather), HP 78, Speed 30ft

Str 11 (+0), Dex 16 (+3), Con 14(+2), Int 13(+1), Wis 11(+0), Cha 10(+0)

Saving Throws: Dex +7, Int +5

Skills: Acrobatics +7, Deception +4, Stealth +11

Damage Resistances: Poison

Senses: Passive Perception 14

Languages: Thieves Cant, Common, Infernal

Assassinate: During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn.

Evasion: If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin takes no damage if it succeeds on the saving throw, and only half if it fails.

Sneak Attack (1/turn): The assassin deals an extra 13 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the assassin does not have disadvantage on the roll.

Multiattack: The assassin makes two shortsword attacks

Shortsword: Melee Weapon Attack +7 to hit, reach 5ft 6 damage (critical 9 damage) the target must make a DC 15 Constitution saving throw, taking 24 Poison damage on a failed save, or half as much on a successful one.

Light Crossbow: Ranged Weapon Attack, +7 to hit, range 80/320 ft, damage 7 (Critical 10) the target must make a DC 15 Constitution saving throw, taking 24 Poison damage on a failed save, or half as much on a successful one.

Mage

Medium humanoid, any alignment

AC 12, HP 40, Speed 30ft

Str 9(-1), Dex 14(+2), Con 11(+0), Int 17(+3), Wis 12(+1), Cha 11(+0)

Saving Throws: Int +6, Wis +4

Skills: Arcana +6, History +6

Spellcasting: The Mage has a Spell Save DC of 14, and +6 to spell attacks. The Mage has the following spells prepared:

Cantrips (at will): Fire Bolt, Light, Toll the Dead

1st Level (4 slots): chromatic orb, mage armor (precast so mark the slot), magic missile, shield

2nd Level (3 slots): misty step, scorching ray

3rd Level (3 slots): counterspell, fireball, fly

4th Level (3 slots): greater invisibility, banishment

5th Level (1 slot): cone of cold

Actions:

Dagger: Melee or Ranged Weapon Attack +5 to hit reach 5ft or 20/60 if thrown. 4 damage (critical 6)

Myriad Veteran

AC 17 (Splint), HP 58, Speed 30ft

Str 16(+3), Dex 12(+1), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0)

Passive Perception 12

Multiattack: The veteran makes 2 longsword attacks. If it has a shortsword drawn it can also make a shortsword attack.

Longsword: Melee attack range 5ft +5 to hit, damage 7 or 8 if used with 2 hands. Critical 10/11

Shortsword: Melee attack range 5ft +5 to hit, damage 6, critical 8

Heavy Crossbow: Ranged weapon attack range 100/400ft +5 to hit, damage 5, critical 7

Enhanced Flaming Zombie

AC 12, HP 40, Speed 30ft

Str 18(+4), Con 16(+3), Dex 16(+3), Int 3(-4), Wis 4(-4), Cha 1(-5)

Resistances: All damage from all sources

Damage immunity: poison

Condition immunity: poisoned

Magic Resistance: Enhanced Flaming Zombies have advantage on all spell saving throws.

Flaming Aura: Any creature that begins its turn within 5 feet of the Zombie must make a **Dexterity** saving throw **DC 13**. On a success they take no damage. On a failure they take 5 damage and are ignited. At the start of the ignited target's turn they must make a **Constitution** saving throw **DC 14** or take an additional 5 fire damage. On a success they take 2 damage instead. The target remains on fire until they spend an action to put themselves out, someone else spends an action to do it, or the ignited target receives healing of any sort.

Undead Fortitude: if damage reduces the zombie to 0 hit points it must make a Constitution saving throw DC 5+ the damage taken unless it is radiant or from a critical hit. On a success the zombie drops to 1 hit point instead.

Actions:

The Enhanced Flaming Zombie may make 2 slam attacks

Slam Melee Weapon Attack, range 5ft +8 to hit damage 8 (Critical 12)

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required, we do encourage it. Send responses to contact@livingtaldorei.com

Questionnaire

1. Did the party figure out any solid plan before getting ambushed on their way out the door yes/no?
2. Did the party take a prisoner and get the warehouse location early yes/no?
3. Did the party visit multiple locations and tell more people about the situation yes/no?
4. Was the party able to successfully rescue Audrey yes/no?
5. Did anything cool happen? (Please keep one story to 500 words or less. Anything above will not be considered.)