

Mending Fences

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

Optimized for 5 9th level players

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Adventure Background:

Thanks to Dyson's betrayal of the city and more recent attacks by Vecna cultists the citizens of Emon are scrambling to find allies and protection. With open arms the Clasp welcomes everyone willing to stand against the Myriad threats facing the continent. Rosie has sent word to the party to meet at the Laughing Lamia for potential work. Your mission is to escort a potential friend to safety.

Adventure Overview:

- **Sherri's Still Glorious Goods:** Assume 15 minutes before or after the module for shopping and/or trading magic items to Sherri. A player may use these services either before or after the module but not both.
- **Part One: Early Start** (*45 Minutes*) The party meets Rosie and her new friend Alex at the Laughing Lamia. After getting their mission the group is attacked right outside the tavern.
- **Part Two: Costs of Doing Business** (*45 Minutes*) After accompanying Alex to his workshop the party quickly discovers he is a target of the Myriad dead or alive.
- **Part Three: Annexing Alex** (*15 Minutes*) The decision has been made to move Alex to Whitestone where he may continue his research in relative safety. Sad as Alex is to leave home, the promise of safety is too much to pass on.

Adventure Hook: If the players are members of the Clasp, they received word to meet at the Laughing Lamia for some protection work. If any players are members of the Council of Tal'Dorei they get word that a potential ally of the state needs protection from the Myriad. If a member of the Arcana Pansophical, the party gets word of a researcher needing protection while they research a matter that could affect the defense of the Truths. If none of the above are true the party receives word from Sherri that a friend of hers has a decent paying job for a good cause.

Sherri's Still Glorious Goods: A Friend in Need

First Level Spell Scroll 100gp (arcane only)

Second Level Spell Scroll 250gp (arcane only)

Third Level Spell Scroll 500gp (arcane only)

Scroll of First Level Cure Wounds (1d8+4) 100gp (limit one total for the party)

Scroll of Magic Weapon 250gp (purchasable by Paladin, Wizard)

Scroll of Tongues 500gp (purchasable by Bard, Cleric, Warlock, Wizard)

Potion of Healing 50gp (limit one per person)

Potion of Greater Healing 500gp (limit one per person)

Item for Trade: Bracers of Archery. A player may spend 15 Off Hours and trade any uncommon magic item they own to Sherri for Bracers of Archery. The Off Hours must be spent at the time of the trade and marked on the log entry for this module.

If a character has the **Acolyte Background**, they may acquire 1 free first level non-healing spell scroll. Any additional component costs must be paid.

There are no short or long rests in this module. You may choose to make this known to players or not, but should they ask for one do not allow it. The combats and story are balanced around not having the time to waste.

Part One Early Start

The party begins their adventure outside of the Laughing Lamia. If they have not already, allow them to introduce themselves to each other. (If you have not already, use that opportunity to get everyone's character name.) Once that has occurred, they can go inside the tavern and meet with Rosie.

It's early morning and snow is lightly falling on Emon. The city has an almost muted feel to it. People haven't fully begun moving around and the chill in the air makes your breath visible as you enter the Lamia. Pleasant sounds and smells reach you as you enter, and Rosie is leaned into her favorite chair at a table in the back corner of the main hall. With zero hesitation she looks your way, smiles, and waves you over with a piece of bread still in hand.

RP Points for Rosie

- Glad to see locals got called in for this one. I know a guy who needs a helping hand getting his stuff together. We're gonna relocate him somewhere safer.
- His name is Alex. Right after the whole Winter's Crest incident he showed up with interesting things to say.
- Turns out he knew a guy who knew a guy who worked with some guy named Viktor.
- I don't know any specifics per se, but I do know Viktor worked with Percival from Vox Machina at times and that was enough to catch my attention.
- Since then there's been an attempt or two to knock off pool of Alex and he came to us for help. I'm all about saving someone the Myriad is after.
- The Myriad are big fans of kidnapping as you may have heard. Word's gotten around of their awful ways and thanks to that the Clasp is lookin better than ever!
- I want you to go with him to his workshop and help gather up whatever he needs to travel with. We're gonna put him into hiding outside Emon so he can continue his work without fear of those Myriad bastiches. I can pay you 2000gp each once you've secured his work and brought it to me. No, you can't have more. Take it off some bad guys when you git em.
- Alex has some neat ideas about this "Black Powder" stuff. Says it can be used in a lot of different ways. I'll introduce you to em! (She waves Alex over to the table)

A wiry man with oily black hair and a pockmarked face slowly shuffles his way over to the party. His clothes are soot stained and ripped in places. You can spot what look like burn marks on both his pants and shirt. With a tip of his faded brown cap he acknowledges the party and takes a seat close to Rosie.

RP Points for Alex

- I've been working with black powder for a couple weeks. It's dangerous so I've kept my experiments very light. I saw Viktor before he left the city and I think he has five fingers left between both hands? Not a fate I want for myself. I'd rather learn from his mistakes than repeat them.
- About a week ago a man in studded leather with some really thuggy lookin friends came into my shop asking all sorts of questions about my research. I kept it vague, but I think they knew I was hiding stuff.
- The whole thing struck me as odd. It's not like I've been talking to anyone about this, so I don't really get how or why they'd have an interest in me.
- Two days ago, a couple masked people tried to waylay me on my way home from work. Thankfully my screams were heard by a patrol of Arms and they were able to fend off the attackers. Scared the crap outta me though.

- Yesterday when I got to my workshop the door was busted in and stuff was thrown about. Most of my work is gone and the Powder I had with it. That's when I said enough is enough and went to Gilmore's looking for help. Sherri pointed me towards Rosie over here and well that brings us to now.
- I'm willing to bet they didn't get my notes though. They're hidden well, and I seriously doubt those thugs would think to look where they are. I'm just scared to go back alone. Going into hiding on my own terms is far better than a smelly bag over my head and waking up gods know where.

The Surrounding Area

The Laughing Lamia is a four-story tavern/inn. The surrounding structures are all two- or three-story buildings. Set varying elevations of 20 and or 30ft for the Cutthroats in the ambush on buildings surrounding the front entrance. There's nothing to keep the players from making sure the coast is clear before leaving. There is also a back exit the party could use to get Alex out. If you want to, you may split the forces between the front and back entrances. If they consider none of these options, they are ambushed immediately upon leaving. There is one Cutthroat and one Enforcer in the Lamia casing the joint and keeping watch on Alex. Since the Lamia is a known hub of adventurers (and also the main Inn of the district) it has a pretty steady flow of people in and out.

If the party goes out the back

The two Myriad agents who were stationed inside go out front and give the high sign to the ones waiting on the ambush. If so, they catch the party while on their way to the workshop. That encounter would then happen in the middle of the street.

Combat outside the Lamia

At initiative zero two Myriad Cutthroats stand up and make their exit to the outside of the Lamia. Rosie stands up from her seat and moves behind them to engage. Have her handle them on the side as a narrative fight happening alongside the main one. After combat ends, each Myriad agent has 150gp on them and one has a Sending Stone. No Investigation skill check is required for this. Rosie keeps the gold from the two she killed.

Adjusting the Encounter

Very Weak

2 Myriad Cutthroat, 1 Myriad Enforcer

Weak:

2 Myriad Cutthroat, 2 Myriad Enforcer

Average:

3 Myriad Cutthroat, 2 Myriad Enforcer

Strong:

3 Myriad Cutthroat, 3 Myriad Enforcer

Very Strong

4 Myriad Cutthroat, 3 Myriad Enforcer

If the party thinks to take one alive

Arms quickly show up and attempt to take control of the prisoner. They look to the party and then to the disturbance caused. The relief on the faces of the Arms are clear when they see the situation has already been handled.

“Good work adventurers. This trash is under arrest, we’ll take him from here. Mistress Vysoren has some questions she’d like answers to, and we are under orders to capture all Myriad agents. This one’s going to the garrison first and I’m willing to bet the Black Bastille after.”
He secures the prisoner with his partner and begins moving towards the Citrine Garrison.

Alex is visibly shaken by this attempt on his life. As the party begins walking towards his workshop, he is constantly watching all sides, to the point of slowing down progress.

Part Two Costs of Doing Business

The trip to Alex’s workshop passes quietly...almost too much so. As you round the corner Alex exclaims “That’s my SHOP!” and begins rushing towards the burning building. There is a man in robes waving his hands in an arcane motion and a small bead of fire travels into the building and the telltale sound of a fireball going off fills your ears. With grim purpose they turn towards Alex and move to engage.

Combat Tips

- If using multiple Myriad Mages spread them out among the other agents. They do not clump up together.
- The Cutthroats will prioritize anyone they can get Sneak on.
- The Enforcers will prioritize casters if they spot any they can reach without dashing.
- There are civilians on the street as initiative begins. You may choose to have Myriad agents target them if the party has awful dice karma. They do not value the lives of Emon’s citizens.
- The Arms of Emon patrolling the area are too far off to enter combat. If more than 6 rounds have gone by and combat is still happening, they show up and the remaining forces attempt to disengage from the party and escape. Myriad Mages will cast misty step to get out

of melee before starting to run and will continue casting it to climb buildings to attempt escape. (Bear in mind real time for 6 rounds is 36 seconds. That's a great response time.)

After Combat Ends

The players see a grisly scene. Citizens lay dead around them and Alex's workshop is well on its way to becoming a smoking ruin. Any player who is proficient may roll a **Survival** or

Investigation skill check at DC 14. On a success they realize not all the building caught and something may still be recoverable. On a failure it looks like a total loss. Alex isn't so sure.

Any player who is proficient in **Arcana** may roll a skill check at DC 13. On a success they realize this fire was set via magical means and probably had multiple fireballs cast due to the burn marks and the speed with which it burns. On a failure it seems like this building took a bunch of spells before going up in flames.

If anyone thinks to search the bodies, they find 150gp on each body and the matching Sending Stone on the corpse of a Myriad Mage.

At this point the Arms of Emon show up. If the party sticks around they are questioned by the guards about what happened and why. Let the players tell their story and any background information they want to pass on. Witnesses come forward to vouch for the party and the Arms make no attempt to arrest the party. Bodies are collected for interrogation/burial (speak with the dead if asked for details.) and the Arms begin sealing the area off and moving people away from the scene.

At this point the adventurers and Alex can move the collapsed wall separating the debris from the still relatively unscathed part of the workshop. Thanks to some fireproofing and planning for working with combustible materials Alex is able to recover a journal of notes that's only slightly charred. Alex is dejected for the loss of his shop but extremely thankful to recover the journal and asks to go back to the Laughing Lamia. This shop had everything he owned.

Adjusting the Encounter

Very Weak

1 Myriad Mage, 3 Myriad Cutthroat

Weak:

1 Myriad Mage, 1 Myriad Enforcer, 3 Myriad Cutthroat

Average:

2 Myriad Mage, 1 Myriad Cutthroat, 2 Myriad Enforcer

Strong:

2 Myriad Mage, 2 Myriad Cutthroat, 2 Enforcer

Very Strong

3 Myriad Mage, 2 Myriad Cutthroat, 2 Myriad Enforcer

Part Three

Annexing Alex

It's a sad walk back to the Laughing Lamia. The entire way there Alex is dejectedly staring at storefronts and sighing with longing. Fortunately, the party is not accosted on their way back to the inn. The mood once there is somber, the attack of earlier today still fresh on everyone's mind. People jump noticeably every time they see anyone enter the tavern.

RP Points for Rosie

- Well crap sure seems to follow Alex wherever he goes. Gotta think on getting some sorta additional screening or security or something.
- Alex were you able to secure what you needed? (Alex lets the party tell the story of what happened.)
- Ain't that some bs! Seems like you're not gonna be safe anywhere in Emon. Lucky for you I got low friends in high places and can get you set up in Whitestone.
- Pack your stuff up Alex. When you're ready I'll make arrangements. (Alex points out he's wearing everything he owns.)
- Travelling light it is! Don't worry buddy we'll get you set up once you're there.
- As for you guys (points at the party) you did your jobs even when the goin got tough. Not that I expected anything less from ya but it's nice when people don't let me down.
- Don't really know what's kickin around in that noggin of his but it's obviously worth killin for. Hopefully that journal of his pays off.
- You've earned your pay for today. I've got someone comin up the ranks might need a little bit of your attention for an upcoming mission. If you're interested, I'll be in touch soon. For now, get outta here. You're scaring my drunks.

Experience Summary

Social: If the party RP'ed favorably with both Alex and Rosie award them 1000xp

Exploration: If the party recovered both Sending Stones award them 1500xp

Combat: If the party kept Alex alive award them 1500xp

Magic Item Rewards

- Sending Stones

Wonderous item, uncommon, no attunement.

This item comes in a pair, with each smooth stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can use an action to cast the *sending* spell from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone and the spell fails. Once sending is cast through the stone they cannot be

used again until the next dawn. If one stone is destroyed the other becomes non magical. Your item count is NOT REDUCED.

Handing out magic items: If the players can decide between themselves and no one has any objection, 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 lowest item count, you may check their logs to confirm. Lowest count gets the item, barring a tie, which is broken by D20 roll, highest roll winning the item. The person receiving the item gets to make any call about the item that is allowed. (Such as Any Melee weapon, Any armor, etc.)

GM Rewards: XP 1750, 10 Off Hours, 1 Honor, 2000gp

Enemy Stat Blocks

Myriad Cutthroat

Medium humanoid, chaotic neutral

AC 14, HP 44, Speed 30ft

Str 10(+0), Dex 16(+3), Con 12(+1), Int 8(-1), Wis 14(+2), Cha 9(-1)

Saving Throws: Dexterity +5

Skills: Deception +3, Stealth +7

Senses: passive Perception 12

Languages: Common, Thieves' Cant

Cunning Action: On each of its turns the cutthroat can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn): The cutthroat deals an extra 14 damage (21 if a critical) when it hits a target with a weapon attack and either has advantage on the roll or an ally within 5 ft of the target that isn't incapacitated and no disadvantage on the attack roll.

Actions

Multiattack: The cutthroat makes two shortsword or dagger attacks

Shortsword. Melee Weapon Attack: +6 to hit, reach 5ft Hit: 6 piercing damage (Critical 9).

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5ft or 20/60 if thrown Hit: 5 piercing damage (Critical 7)

Reactions

Uncanny Dodge: When an attacker that the cutthroat can see hits it with an attack, the cutthroat takes half damage instead.

Myriad Enforcer

Medium humanoid, lawful evil

AC 16 (half plate), HP 102, Speed 30ft

Str 16(+3), Dex 12(+1), Con 18(+4), Int 8(-1), Wis 11(+0), Cha 14(+2)

Skills: Athletics +6, Intimidation +8

Senses: passive Perception 10

Languages: Common, Thieves' Cant

Intimidating Presence: Whenever the enforcer hits with a melee attack, the target must make a DC 15 Wisdom saving throw. On a failure the target is frightened of the enforcer until the end of its next turn. The enforcer's allies have advantage on attack rolls against creatures frightened in this way.

Second Wind (recharges after a short/long rest): As a bonus action the enforcer may regain 12 hp.

Multiattack: The enforcer makes three warhammer attacks.

Warhammer. Melee Weapon Attack: +6 to hit, reach 5ft Hit: 8 bludgeoning damage (Critical 12)

Myriad Mage

Medium humanoid, chaotic neutral

AC 15(mage armor), HP 85, Speed 30ft

Str 9(-1), Dex 14(+2) Con 12 (+1), Int 20(+5), Wis 12(+1), Cha 11(+0)

Saving Throws: Int +8, Wis +5

Skills: Arcana +8, History +8

Senses: passive Perception 14

Languages: Common, Infernal, Abyssal, Thieves' Cant

Spellcasting: The Myriad Mage is an 11th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks) The Myriad Mage has the following Wizard spells prepared.

Cantrips (at will): toll the dead, mage hand, light, fire bolt, shocking grasp

1st level (4 slots) absorb elements, mage armor*, magic missile, shield

2nd level (3 slots): mirror image, misty step

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

4th level (3 slots): banishment, evard's black tentacles

5th level (2 slots): wall of force, cone of cold

6th level (1 slot): circle of death

*Spells that are cast prior to the start of combat.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5ft or range 20/60 if thrown. Hit: 5 piercing (critical 7)

The Myriad Mage has a spellbook with the spells listed in this stat block.

Questionnaire

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

1. Did any Myriad operatives escape the ambush yes/no?
2. Were any Myriad operatives captured by the party yes/no?
3. Was the party able to recover both Sending Stones yes/no?
4. Were any Myriad operatives able to escape from the workshop combat yes/no?
5. Did any cool stories happen? This is your chance to tell us something awesome your group did. (Please keep it to less than 500 words, more than that will not be considered.)