

Second Chances

A Living Tal'Dorei module for 5th to 16th level players
Optimized for either 5 10th level players **or** 5 11th level players
Written by Phil Cole
Play tested and perfected by the Critter Community

This module can be run either as a Tier Two or Tier Three adventure. The basic information remains the same either way, but combats will be shown on the left and right sides. Tier Two will be on the < (Left) and Tier Three will be on the (right) >
Be sure to run combats equal to the tier of the players. Do not run a tier 3 combat for a tier 2 party and vice versa. One will be an unwanted TPK and the other an unwanted cakewalk. The differences in XP earned will be noted at the end of the module in the Experience Summary. Items, Gold and consumables handed out do not change. You may not have mixed tier parties. They must ALL be either Tier two **OR** Tier three. IE a party of tier two players or a party of tier three players.

Adventure Background

Claire has made some poor life choices. Signing on as Dyson's secretary was a cushy gig...until he tried to murder the entire city. Now finding work is near impossible and her only real option is the Clasp. Thankfully Rosie is willing to give her a chance to prove herself. With Claire being new to the job Rosie wants a little "insurance". That's where the group comes in.

Adventure Overview

- **Sherri's Still Glorious Goods:** Assume 15 minutes for time both before and after the session for players to make use of Sherri's. A player can use those services either before or after the module but not both.
- **Part One:** All That Remains (*20 Minutes*): An old acquaintance has information about the whereabouts of some sensitive information Dyson would rather keep hidden. It is dangerous to go alone, so Rosie is also hiring the party.
- **Part Two:** Slummin It (*70 minutes*): Dyson's former safehouse is more than it appears. The party will have to survive the trap laid out for them. Can they walk away with what they need?
- **Part Three:** Better Left Unsaid (*15 Minutes*): Claire's lead pays off in a big way. What the party learns may rock Emon for years to come. The real question becomes who to tell and how much?

Adventure Hook

If any party member is a member of the Clasp, they are assigned this job via Rosie at the Laughing Lamia. If any party member is in the Council of Tal'Dorei word of intel on Dyson is more than enough reason to be interested. If any party member is in the Arcana Pansophical there is a **special** hatred for Dyson. Not only did he violate the Truths, he did so as a member of the Arcana Pansophical and in spectacular fashion. Only by banding together was the city able to quiet the Scar and save Emon from certain destruction.

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)

Potion of Healing 50gp (*Limit one per player*)

Potion of Greater Healing 500gp (*Limit one per player*)

Scroll of Revivify 1000gp (*Limit one to the party, only purchasable by Cleric, Paladin*)

Scroll of Mass Cure Wounds 1000gp (*Limit one to the party, only purchasable by Cleric, Paladin*)

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

***Acolyte Background** may purchase a single 1st level, non-healing spell scroll without paying its gold cost. If there is a component cost, you must pay it yourself.

Part One

All That Remains

This adventure begins like many others as a chat between Rosie and the group inside the Laughing Lamia. For late morning on a weekday the bar is unusually busy. It's almost hard to spot Rosie at her usual table in the back corner of the main floor. She spots the party immediately though and waves them over with a smile and just the right amount of teeth. Also, at her table is a familiar figure for anyone who's previously been at Dyson's office.

RP Points for Rosie

- I got a hot tip that has to be followed up on. Looks like you guys got here first and I'm kinda glad you did. I prefer leaving this to locals or at least people I know I can trust.
- After Dyson tried to kill us all his secretary Claire was left...unemployable? I feel bad for her and her kid. We went through a bunch of crap trying to keep that little girl safe and I feel like Claire owes me for it. This is where she pays me back.
- Claire knows of a spot in the Upper Slums Dyson owned and possibly kept some stuff. No one's heard anything from him since the attack, but I bet whatever's in there is at least worth a look.
- Normally I'd tell her to just go and get it. She warned me though and I'm glad she did. It'd be a waste of training if I let her just walk into a trap. That sneaky pile of crap would leave some sorta booby trap behind. Seems like his style.
- (Points at the party) Which brings us to your role in this. Claire doesn't have the skillset to survive something big. She's new to the whole...aggressive acquisitions game. If she got over her head, she'd be toast and I really wanna know what's in that house? Shack? I don't know what it is but hey...you'll find out!
- Before you start with the "lets leave her here" whatever I'll just stop you right there. This is Claire's operation and her ticket to membership. Far as I'm concerned her participation is required, in person. Consider it a cost of doing business.
- I can offer you each 3000gp if you can bring back something worth me knowing. I'll make that call when I see what you bring back. No point in asking for more money when you got nothin to base it on. If what you find is really that juicy, we can talk bonus then.
- While you're in there see if you can find anything that explains what Dyson's really up to. Its strange to me that he goes from being a family with good standing for generations to a dirty Vecna worshipper overnight. He was supposed to be healing the Scar. He was supposed to be a lot of things.
- Somewhere something went wrong and I want to know what and when. Consider that a bit of a side mission. If you can pull it off maybe I can put a good word in for you with Shenn. I'll let Claire take it from here. (Motions to Claire)

RP Points for Claire

- (If the players ask about her daughter) Lachlan has been looking after her while Merrick recovered. Audrey is doing well with her studies and shows some potential as a Wizard. She wants to be an adventurer, but I think she's got a long way to go still.
- Dyson kept a lot hidden, guess I should have suspected but at the time he seemed so pure and dedicated to the city it blinded me.
- One time I got wind of a storehouse of his located in the Upper Slums. He told me it was an out of the way workshop where he kept some dangerous stuff he didn't want to fall into the wrong hands. At first, I assumed that meant bad people...but now it bothers me.
- I was able to trade this tip for some basic training, but my continued employment is contingent on what we find there.
- Since the Winter's Crest incident no one will hire me, and a few people are blaming me directly, so I don't have a lot of great employment options. Without the Clasp's protection I doubt I'd last very long. I really need this to pan out. Thank you for being willing to come along.

Part Two

Slummin It

As you pass through the Military District on your way to the Upper Slums it's hard to miss the increased activity of the Arms of Emon. The past few weeks have been a humbling time to be part of the city's defense force. With the Scar gone berserk and Vecna worshippers making a royal mess of everything the citizens are on edge and that tension is felt everywhere.

Any player with a Passive **Perception** or **Insight** of 15 or higher can see the dismay on nearly every face they scan as they make their way through the Military District. If the players attempt to speak to any of the Arms, they may roll either **Investigation** or **Persuasion** at DC 15. If the person talking has either the Noble or Soldier background this roll may be made at advantage. Help and guidance may be used but only before any rolls are made. They may not be applied after the fact. On a success they learn the Arms are deeply worried about the Black Bastille holding up as it has been the site of two separate recent jailbreaks. On a failure they learn the Arms are preparing for additional attacks that could come at any time.

Following Claire's lead, you enter the Temple District as you make your way out of the main city and into the Upper Slums. Passing by the Cathedral of the Lawbringer Claire crosses over to the other side of the street. She shies away from the many smaller temples of the Dawnfather, the Stormlord, the Wildmother, and the Matron of Ravens. For some reason there's an unusually large crowd by the temple to the Matron of Ravens. Another half hour of brisk walking and you're outside the city walls and into the Upper Slums.

"We'll be there soon." Claire looks to you all and says. "If you have spells to prep now is a good time." She points to a single-story structure. It's not large. Only 20ft by 20ft and a single floor.

If any player thinks about it, they may attempt either a **Survival** or **Investigation** skill check at DC 16 to check the outside of the building for traps or alternate entries. Help and Guidance may be used but only before any rolls are made. Only allow one player to roll. The entire table making separate checks is something that should never be allowed. On a success they find the front door is indeed trapped with a magical Glyph. On a failure it looks all clear! (It's anything but.)

The Glyph: If it is spotted ahead of time a player who is proficient may roll an **Arcana** skill check at DC 15. On a success they realize it contains a Cone of Cold. On a failure they realize it has a 5th level spell inside it. At this point the party has three options.

They may attempt to Dispel Magic the Glyph. If they use a 5th level spell slot it works without any roll needed. If a 3rd level Dispel Magic is used the player casting the spell must make a Caster Check.

They roll a D20 and add their Intelligence modifier. If the total is higher than 15 it is a success. Otherwise the Glyph goes off.

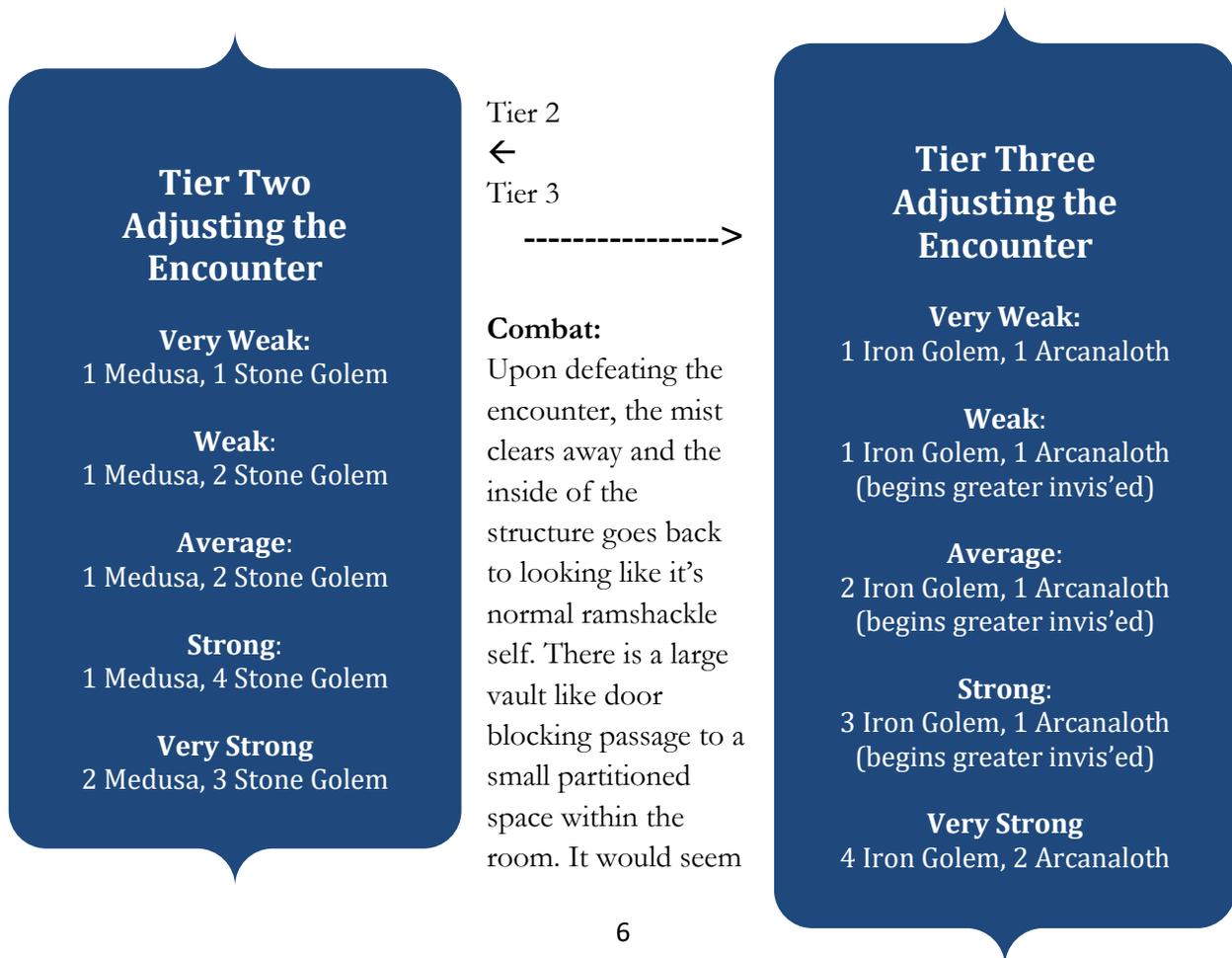
They may attempt to bypass the trap using **Thieves' Tools** at DC 15. If no one in the party has the proficiency Claire reluctantly gives it a try. If she fails, the Glyph goes off. If she succeeds, she disarms it.

They may just choose to trigger the trap or have failed any of the above options. If that is the case the Cone of Cold goes off and everyone who is in a 60ft cone of the door must make a **Constitution** saving throw at DC 18. On a failure they take 40 cold damage. On a success they take half. If Claire takes this damage and fails, she drops. Because she is technically an adventurer with class levels she does not automatically die and goes into Death Saving Throws instead.

Inside the building

It is easy to see you have stepped onto a different plane as soon as everyone is inside. There is a light fog in the room swirling around everyone's feet. There are no walls and your vision extends to the horizon in all directions. Aside from a few figures all you see is a pink fog that obscures anything outside 20ft in all directions.

"You're not supposed to be here. I heard no whispers of your arrival."



whatever magic was keeping the demiplane active was tied to the creatures inhabiting it. At this point Claire is hanging back. Whoever walks up to the Vault door triggers the Vault Mimic before any skill checks are rolled. This encounter is the same for Tier two or Tier three so there's no separate box.

It looks like a normal vault door...

But it's not. This is Dyson's last line of defense against interlopers. When this combat ends the only thing that remains is the actual vault door. Any player who is proficient may roll **Thieves' Tools** at DC 18 to open the vault. Help and Guidance may be used but must be called before any rolls are made. On a success the vault door opens. On a failure the entire party can hear locks engage inside the door and realizes it just got harder. Any additional attempts are made at DC 20. If it is failed twice more the vault is sealed and cannot be passed through except by magical means (dimension door, teleport with chance of mishap, misty step cannot be used because the destination is not in sight.)

Once inside the smaller 5ft by 5ft nook they see a desk with some papers on it. One is a letter from Dyson's mother pleading with him to keep faith with the Whispered One and help make ready for his glorious return by maintaining the family business and looking for any opportunity to join the Arcana Pansophical. Another piece of paper has a bill of rental from the Alsfarin Union for one airship of medium size. A third piece of paper has some sketches. Anyone who is proficient in **Arcana** recognizes what seems like a crude magical cannon meant to amplify spell effects. If any player had accepted the side mission from Rosie these papers seem to be exactly what she's looking for.

The players also find:

1000pp (10,000gp worth of platinum)

Bracers of Defense

Adjusting the Encounter

Very Weak:
Vault Mimic (100HP)

Weak:
Vault Mimic (150HP)

Average:
Vault Mimic

Strong:
Vault Mimic (surprise attack on whoever walks within range)

Very Strong
Vault Mimic (takes a full attack action on whoever enters its range first)

While sifting through the papers Claire has a look on her face that's somewhere between horror and shame. "I don't know why Dyson rented an airship. All of our trade was done by sea. Using an airship is expensive and more a status symbol than actually cost effective. I don't understand what these cannons are about either. Is he shipping weapons? If so why? Hopefully Rosie has some answers because this makes no sense to me."

Part Three

Better Left Unsaid

The party makes their way back to the Laughing Lamia without incident. As the party enters the entire main room seems to rock on its heels. With a wave Rosie yells out:

“Stand down. I Swear you guys are so jumpy lately. It’s been days since those Myriad bastiches.”

RP Points for Rosie

- So! You’re alive. That’s a start. Whatcha got for me? (Takes the papers Claire hands her and begins reading)
- These cannons look a lot like some stuff in Alex’s journal. Wonder if there’s a connection?
- Dyson might be using an Airship to infiltrate the city. Don’t know why though. As powerful a caster as he is may as well just teleport in or whatever they do.
- Looks like the Brant’s are scum from generations back. Considering we’ve seen people turn traitor who fought during Dyson’s betrayal I suppose nothing should shock me.
- Looks like the Council had the right idea for testing their members. I’ll bring this up to Shenn. He may want to do the same.
- The Clasp aren’t exactly the most trusting folk, its kinda part of our job description. Strange times though call for desperate measures.
- I’ll pass the word to every city with a skyport to keep a watch out. If Dyson resurfaces somewhere hopefully, we can find out.

Experience Summary (Tier Two)

Social: If the party kept Claire alive award them 1000XP

Combat: If the party survived the building award them 1500XP

Exploration: If the party successfully recovered the hidden intel, or deactivated the Glyph without triggering it award them 1000XP

Experience Summary (Tier Three)

Social: If the party kept Claire alive award them 1500XP

Combat: If the party survived the building award them 2000XP

Exploration: If the party successfully recovered the hidden intel, or deactivated the Glyph without triggering it award them 1500XP

Magic Item Reward

Bracers of Defense

Wonderous item, rare, requires attunement

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

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: Tier Two- 1750XP, 10 Off Hours, 1 Honor, 2000gp
Tier Three- 3000XP, 10 Off Hours, 1 Honor, 2000gp

Ally/Enemy Stat Blocks

Claire, Clasp novice

Medium humanoid, chaotic neutral

AC 15 (Studded Leather), HP 24, Speed 30ft

Str 10(+0), Dex 16(+3), Con 14(+2), Int 11(+0), Wis 10(+0), Cha 12(+1)

Skills: Acrobatics +5, Perception +2, Thieves' Tools +5 Sleight of Hand +7, Stealth +7

Senses: passive Perception 12

Languages: Common, Thieves' Cant

Cunning Action: As a bonus action Claire may use Dash, Disengage or Hide.

Sneak Attack: So long as Claire has advantage or an ally within 5 ft of the target once per turn she may deal an extra 7 damage (critical 10) as Sneak damage.

Actions

Rapier. Melee Weapon Attack: +5 to hit, reach 5ft. Hit: 7 piercing (critical 10)

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

Medusa (Tier 2 only)

AC 15 (natural armor), HP 127, Speed 30ft

Str 10(+0), Dex 15(+2), Con 16(+3), Int 12(+1), Wis 13(+1), Cha 15(+2)

Skills: Deception +5, Insight +4, Perception +4, Stealth +5

Senses: darkvision 60ft, passive Perception 14

Languages: Common

Petrifying Gaze: When a creature that can see the medusa's eyes starts its turn within 30ft of the medusa, the medusa can force it to make a Constitution saving throw at DC 14 so long as the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more the target is instantly petrified. Otherwise a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by Greater Restoration or other magic. Unless surprised a creature may avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If at any point the creature looks at the medusa, it may force that creature to immediately make the save. If the medusa sees itself reflected on a polished surface within 30ft of it and in an area of bright light the medusa is affected by its own gaze.

Actions

Multiattack: The medusa makes either three melee attacks- one with its snake hair and two with its shortsword- OR two attacks with its longbow.

Snake Hair: Melee Weapon Attack: +5 to hit, reach 5ft. Hit: 4 piercing, 14 poison damage (critical 6 piercing, 21 poison damage.)

Shortsword: Melee Weapon Attack: +5 to hit, reach 5ft. Hit: 5 piercing damage (critical 7)

Longbow: Ranged Weapon Attack: +5 to hit, range 150/600ft. Hit 6 piercing damage, 7 poison damage. (critical 9 piercing damage, 10 poison damage.)

Stone Golem (Tier 2 only)

AC 17 (natural armor), HP 178, Speed 30ft

Str 22(+6), Dex 9(-1), Con 20(+5), Int 3(-4), Wis 11(+0), Cha 1(-5)

Damage Immunities: fire, poison, psychic, bludgeoning, piercing, slashing from nonmagical weapons that aren't adamantine.

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120ft, passive Perception 10

Languages: common (but cannot speak)

Immutable form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on all saving throws against spells and other magical effects.

Magic Weapons: The golem's attacks are magical.

Actions

Multiattack: The golem makes two melee attacks **or** uses its Slow.

Slam. Melee Weapon Attack: +10 to hit, reach 5ft. Hit: 19 bludgeoning damage (critical 28).

Slow (Recharge 5-6) The golem targets one or more creatures it can see within 10 feet of it. Each target must make a Wisdom saving throw at DC 17. On a failed save the target can't use reactions, its speed is halved, and can't make more than 1 attack in a turn. In addition the affected target can take EITHER an action or a bonus action but not both. These effects last for

one minute. A target can repeat their saving throw at the end of their turn, it ends on a success. If the target succeeds on the initial saving throw nothing happens.

Arcanaloth (Tier 3 only)

Medium fiend, neutral evil

AC 17 (natural armor), HP 104, Speed 30ft, fly 30ft

Str 17 (+3), Dex 12(+1), Con 14(+2), Int 20(+5) Wis 16(+3), Cha 17(+3)

Saving Throws: Dex +5, Wis +7, Cha +7

Skills: Arcana +13, Deception +9, Insight +9, Perception +7

Damage Resistances: cold, fire, lightning, bludgeoning, slashing, piercing from non magical weapons.

Damage Immunities: acid, poison

Condition Immunities: charmed, poisoned

Senses: truesight 120ft, passive Perception 17

Languages: All, telepathy 120ft

Innate Spellcasting. The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15), The arcanaloth can innately cast the following spells, requiring no material components.

At will: alter self, darkness, heat metal, invisibility (self only), magic missile

Magic Resistance: The arcanaloth has advantage on all spell saving throws and other magical effects.

Magic Weapons: The arcanaloth's weapon attacks are magical.

Spellcasting. The arcanaloth is a 16th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with magical attacks). The arcanaloth has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, minor illusion, prestidigitation

1st level (4 slots): detect magic, identify, shield, Tenser's floating disk

2nd level (3 slots): detect thoughts, mirror image, phantasmal force, suggestion

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

4th level (3 slots): banishment, dimension door

5th level (2 slots): contact other plane, hold monster

6th level (1 slot): chain lightning

7th level (1 slot): finger of death

8th level (1 slot): mind blank

Actions:

Claws. Melee Weapon Attack: +7 to hit, reach 5ft. Hit: 8 slashing damage (critical 12). The target must make a Constitution saving throw at DC 14. On a failure they take an additional 10 poison damage (critical 15) on a success the damage is halved (critical 7).

Teleport. The arcanaloth magically teleports, along with any equipment it is carrying, up to 60ft to an unoccupied space it can see.

Iron Golem (Tier 3 only)

Large construct, unaligned

AC 20 (natural armor), HP 210, Speed 30ft

Str 24(+7), Dex 9(-1), Con 20(+5), Int 3(-4), Wis 11(+0), Cha 1(-5)

Damage Immunities: fire, poison, psychic, bludgeoning, piercing, slashing from nonmagical weapons that aren't adamantine.

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120ft, passive Perception 10

Languages: common (but cannot speak)

Fire Absorption: Whenever the golem takes fire damage it heals that amount instead.

Immutable form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on all saving throws against spells and other magical effects.

Magic Weapons: The golem's attacks are magical.

Actions

Multiattack: The golem makes two melee attacks **or** uses its Poison Breath.

Slam. Melee Weapon Attack: +13 to hit, reach 5ft. Hit: 20 bludgeoning damage (critical 30).

Sword. Melee Weapon Attack: +13 to hit, reach 10ft. Hit: 23 slashing damage (critical 34)

Poison Breath (Recharge 6): The golem exhales a poisonous gas in a 15ft cone. Each creature in that area must make a Constitution saving throw at DC 19. On a failure they take 45 poison damage, or half if the save succeeds.

Vault Mimic (Tier 2 and 3)

AC 16 (natural armor), HP 180, Speed 20ft

Str 18(+4), Dex 12(+1), Con 16(+3), Int 5(-3), Wis 13(+1) Cha 8(-1)

Skills: Stealth +5

Damage Immunities: acid

Condition Immunities: prone

Senses: darkvision 60ft, passive Perception 11

Shapechanger: The mimic can use its action to polymorph into an object or back into its true amorphous form. Its statistics are the same in any form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object form only): The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape at DC 14). Ability checks made to escape this grapple are made at disadvantage.

False Appearance (Object form only): While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler: The mimic has advantage on attack rolls against any creature it is grappling.

Actions

Multiattack: The Vault Mimic makes three Pseudopod attacks and one Bite.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 5ft. Hit: 7 bludgeoning damage (critical 10). if the mimic is in object form the target is subjected to the **Adhesive** trait.

Bite. Melee Weapon Attack: +8 to hit, reach 5ft. Hit: 8 piercing damage (critical 12) and 6 acid damage (critical 9).

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 the party run this module at Tier two or Tier 3?
2. Did the party manage to keep Claire alive yes/no?
3. Was the party able to recover Dyson's notes yes/no?
4. Did the party decide to inform anyone not mentioned in the module yes/no? If so who?
5. Did any cool stories happen? (Limit responses to 500 words or less, more will not be considered)