

Crossed Lines

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 non combat information remains the same either way. 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

Sources have confirmed the existence of a Myriad hideout within Emon's walls. The window to act is small and the party are the first adventurers to answer the call to arms. Your mission is to clear out the warehouse and if possible, bring at least one person back alive for interrogation.

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 Raiding Party (20 Minutes):** Sherri tells the party the warehouse in question belongs to the Everline, a powerful fisherman's guild that operates out of the Port District. Making an enemy of them means a disruption in food supplies for all of Emon.
- **Part Two Something's Fishy (85 Minutes):** The Myriad aren't the only ones taking up space once the party gets inside. The Everline have also made allies with some local sahaugin from the southern coast.

Adventure Hook: If a player is a member of the Council of Tal'Dorei they are referred to Sherri because the Myriad within the walls of the capital city is a threat that must be dealt with. If a player is a member of the Clasp, they are referred to Sherri because this presents a good way to get paid while removing a rival. If a player is a member of the Arcana Pansophical this is a good opportunity to regain some lost prestige and make up for Dyson's betrayal. If a player is none of the above this represents a well-paying job for a short amount of time.

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 Water Walk 500gp (*Limit one to the party, only purchasable by Cleric, Druid, Ranger, Sorcerer*)

Scroll of Create Food and Water 500gp (*Limit one to the party, only purchasable by Cleric, Paladin*)

Item for Trade: **Gloves of Thievery** A player may spend 15 Off Hours and trade any uncommon magic item they own to Sherri for Gloves of Thievery. 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.

Calculating APL (Average Player Level)

All our mods are balanced assuming 5 players of the level the mods are built for. If you have 4 players who are all level appropriate (in this case level 10) they would be doing the Weak versions of the combats. If you have 3 players, it would be Very Weak. If you have 6 players who are the level listed under the mod title, they would be Strong, or Very Strong if there are 7. Here's where it gets tricky though. Not all parties are created equal. Some work better together than others. Some party comps are stronger, and some players are more experienced. Some parties are loaded up on magic items where others may have people without any at all. This is where GM empowerment comes into play. If you run the first combat APL equivalent and the party stomps it feel free to bump the difficulty up or down one as you feel necessary.

Part One

Raiding Party

Winter's chill makes the air crisp and your breath seem like smoke as you make your way to the well-known Gilmore's Glorious Goods. These days however it's Sherri who has been running the show. Since Gilmore's disappearance a few weeks ago the mood of the entire city has been noticeably more somber. Though Sherri put up a sizable bounty for any information no one has come forward with a credible lead. Production of spell scrolls and magic items has ground to a halt. The Arms have put out a statement that should the situation not improve they will be requisitioning all Healing Potions Sherri makes until another supply source can be found. Inside the store it's nearly bedlam. There's a line 10 deep of adventurers and plenty of worried talk of there not being any potions available for purchase. Sherri spots you as you enter and motions towards one of the tables flanking the walls.

RP Points for Sherri

- Thank you for responding so quickly. As you can see our situation is becoming dire.
- The mission I have for you all requires a certain amount of experience that few in the city possess. We have suffered a lot of losses in the past few months and our resources are stretched thin.
- A local fisherman's guild called the Everline has been at odds with The Onyx Banner, a shipping guild that also operates out of the Port District.
- The Onyx Banner let us know there's been some unusual activity from an Everline warehouse in recent days. People coming and going at odd hours, cloaked figures and some other shady folk not associated with their usual fishing vessels.
- I had some less experienced adventurers' case the building. They were able to confirm there is Myriad activity and possibly a third faction involved as well though they were not sure who.
- Your group are the ones tasked with clearing out the small warehouse. If you're willing to take the job, I can offer you each 4000gp and both a regular and Greater Healing potion each. Just do me a favor and don't mention it to any of the other adventurers on the line. My stock is dangerously low and will run out before everyone gets one.
- If you happen to come across anyone who seems to be in charge, I'd very much like the chance to interrogate them. Any intelligence you return with may also lead to a bonus. We're in the dark on far too many issues.
- It shouldn't have to be said but you need to get into that warehouse. By any means necessary. They probably won't want to let you in. Get in anyways that's an order.

Part Two

Something Fishy

As you make your way to the Port District townsfolk and Arms all give you appreciative nods. The presence of adventurers has been a welcome one in recent history. You are not given any issues as you enter the docks area and the building you are tasked to clear does not have any foot traffic that you can see. The building in question is a two-story structure that's 75 feet wide and 80ft long. Its west side is facing a pier and seems to be connected to the building. From the angle of your approach you only see one entrance and no one guarding it.

There are 3 separate locations with a combat at each. There's the Roof, the Pier, and the Office. The roof and office combats are the same and if you're pressed for time you can skip one. The pier combat represents the saughain.

If the party goes in through the front door, they fight the office combat first, then the saughain, then the people on the roof attack into the office while the party investigates.

The Roof

Any player who is proficient in **Investigation** may roll a skill check at DC 14. On a success they realize its quite unusual for a guild warehouse to have so little traffic during regular business hours. On a failure it seems almost as if the building has been abandoned.

If a player has the **Urban Bounty Hunter** or **Guild Artisan** background, they realize a fishing organization would have some sort of traffic going in or out in the amount of time given for

investigation. If the party engages the group on the roof, follow the sidebars on this page.

Adjusting the

Encounter

Very Weak

Myriad Mage

Weak

Myriad Enforcer, Myriad Mage

Average

2 Myriad Enforcer, Myriad Mage

Strong

2 Myriad Enforcer, 2 Myriad Mage

Very Strong

3 Myriad Enforcer, 2 Myriad Mage

Combat

<**Tier Two**

Tier Three>

After combat ends the party finds the following:

2000gp

Spellbook with spells listed in the stat block

1 Healing Potion

Adjusting the

Encounter

Very Weak

Myriad Mage

Weak

Myriad Enforcer, Myriad Mage

Average

2 Myriad Enforcer, Myriad Mage

Strong

2 Myriad Enforcer, 2 Myriad Mage

Very Strong

3 Myriad Enforcer, 2 Myriad Mage

Charge the Front Door

The party enters from the bottom left side of the map. If the party did not fight on the roof, they are charged by the Myriad Encounter listed as F in the Map Legend. This represents them leaving the office and coming out to attack.

Adjusting the Encounter

Very Weak
Myriad Mage

Weak
2 Myriad Enforcer, Myriad Mage

Average
3 Myriad Enforcer, Myriad Mage

Strong
1 Myriad Enforcer, 2 Myriad Mage

Very Strong
2 Myriad Enforcer, 2 Myriad Mage

<Tier Two Tier Three >

After combat ends the party has one round to heal themselves before the Saughain from the north east part of the building make it to the party.

The loot from this combat is the same as the roof. They have the same allotment of resources.

Adjusting the Encounter

Very Weak
Myriad Mage

Weak
2 Myriad Enforcer, Myriad Mage

Average
3 Myriad Enforcer, Myriad Mage

Strong
1 Myriad Enforcer, 2 Myriad Mage

Very Strong
2 Myriad Enforcer, 2 Myriad Mage

Adjusting the Encounter

Very Weak
Sahaugin Baron, Sahaugin Cleric

Weak
2 Sahaugin Baron, Sahaugin Cleric

Average
2 Sahaugin Baron, 2 Sahaugin Cleric

Strong
3 Sahaugin Baron, 2 Sahaugin Cleric

Very Strong
4 Sahaugin Baron, 2 Sahaugin Cleric

< Tier Two Tier Three >

Upon defeating the group, the party may loot a SINGLE Mariner's Plate.

There is only one set of magical plate available to loot. The remaining sets are regular plate and damaged beyond the ability to be recovered or sold.

Adjusting the Encounter

Very Weak
Sahaugin Viscount, Sahaugin Cleric

Weak
2 Sahaugin Viscount, Sahaugin Cleric

Average
2 Sahaugin Viscount, 2 Sahaugin Cleric

Strong
3 Sahaugin Viscount, 2 Sahaugin Cleric

Very Strong
4 Sahaugin Viscount, 3 Sahaugin Cleric

Traps: 1 Glyph Trap, Perception 18 to spot. Arcana or Thieves' Tools at DC 20 to disarm. On a failure a Fireball goes off. DC 18 Dex save 32 on a failed save 16 on a make. If it's not spotted and is triggered by entering the radius everyone in a 15-foot radius of the X makes the saving throw.

1 Black Powder Trap, Perception 20 to spot. Thieves' Tools at DC 20 to disarm. On a failure the person attempting to disarm it must make a Con save or take 12 fire and 12 bludgeoning damage. If it's not spotted and is triggered by entering the radius everyone in a 15 foot radius of the X makes the saving throw.

1 Glyph Trap, Perception 20 to spot. Arcana, Thieves' Tools or Dispel Magic (4th level spell so DC 14 to dispel) at DC 18 to disarm. On a failure the target must make a Charisma saving throw at DC 17 or be banished to a harmless demiplane for 1 minute. This trap is outside combat, so it has no impact on the group other than a gotcha.

The order in which you run the traps is entirely up to you.

Carts with goods

Walking up to them it's clear they're full of rotting fish. Whoever left these carts here did so more than a day ago.

Second floor office

This office is 15 ft wide and 25 ft long. It has wood paneled walls and a small desk with a chair in the northeast side. Any player may roll an **Investigation** skill check at DC 15. On a success they find two notes. One from the Myriad and one from the Onyx Banner. The note from the Myriad is a bill of lease for the building. The note from the Onyx Banner states the dock taxes are increasing to 30gp per day as of the first of the next year.

*Note. If the party did not engage the group on the roof they drop into the room and attack while its being investigated.

Pile of Bodies

The smell of death is so strong its nearly overpowering. Anyone who gets within 10 feet must make a **Constitution** Saving Throw at DC 12. On a success nothing happens. On a failure they are overpowered and throw up. There is no diseased or poisoned condition though. Just a momentary loss of lunch. Any player who wants to may make an **Investigation** skill check at DC 14. On a success they find a bloodstained note that has a schedule of guard duty. On a failure they find some scraps of paper that have been destroyed by being on corpses for a day or two.

Now comes returning to Sherri to get paid!

RP Points for Sherri

- So? What did you find? (Let the party tell their story)
- All the Everline members are dead? That's sure to have a negative impact on the city.
- I doubt even the Onyx Banner will be happy to learn that news. Food may end up scarce before long.
- Do you have any information you were able to recover? (Looks around for a prisoner or anything else)
- (If mentioned) Sahaugin? Great. Another unwanted complication!
- It would seem Gilmore's absence is empowering all sorts of villains to make their moves.
- With Jarvik's trial coming up in a day or two your group should have no trouble finding work.
- You did well today. I have a lot to consider and a few meetings to set up. Here's your payment. Stay safe out there. (if the party hands in the notes read the next point)
- Well exemplary work deserves an extra reward! Here's another 1000gp each.

Experience Summary (Tier two)

Social: If the party left the Gilmore's without mentioning their potions to the line award 1250XP

Exploration: If anyone in the party tried searching the office or the pile of bodies award 1500XP

Combat: If the party successfully defeated everyone in the warehouse award 1500XP

Experience Summary (Tier three)

Social: If the party left the Gilmore's without mentioning their potions to the line award 1500XP

Exploration: If anyone in the party tried searching the office or the pile of bodies award 2000XP

Combat: If the party successfully defeated everyone in the warehouse award 2000XP

Magic Item Reward

Mariner's Plate

Armor, uncommon

While wearing this armor you have a swim speed equal to your walking speed. In addition, whenever you start your turn underwater with 0 hit points the armor causes you to rise 60ft towards the surface. The armor is decorated with fish and shell motifs.

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- 2100XP, 10 Off Hours, 1 Honor, 2000gp

Tier Three- 4200XP, 10 Off Hours, 1 Honor, 2000gp

Enemy Stat Blocks

Sahaugin Cleric (Tier Two)

Medium humanoid, lawful evil

AC 18 (mariner's plate), HP 39, Speed 30ft, Swim 40ft

Str 13(+1), Dex 11(+0), Con 14(+2), Int 12(+1) Wis 18(+4), Cha 13(+1)

Skills: Perception +8, Religion +3

Senses: darkvision 120ft, passive Perception 18

Languages: Sahaugin, Common

Blood Frenzy: The sahaugin has advantage on melee attack rolls against any creature that does not have all its hit points.

Limited Amphibiousness: The sahaugin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy: The sahaugin can magically command any shark within 120ft of her, using a limited telepathy.

Spellcasting. The sahaugin is a 6th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): sacred flame, toll the dead

1st Level (4 slots): bless, cure wounds, guiding bolt

2nd Level (3 slots): hold person, spiritual weapon (trident)

3rd Level (3 slots): mass healing word, spirit guardians

Actions

Multiattack: The sahaugin makes two attacks: one with her bite and one with her claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5ft. Hit: 3 piercing damage (critical 4).

Claws. Melee Weapon Attack: +3 to hit, reach 5ft. Hit: 3 slashing damage (critical 4).

Sahaugin Baron (Tier Two)

Large humanoid, lawful evil

AC 16 (breastplate), HP 76, Speed 30ft, swim 50ft

Str 19(+4), Dex 15(+2), Con 16(+3) Int 14(+2), Wis 13(+1), Cha 17(+3)

Saving Throws: Dex +5, Con +6, Int +5, Wis +4

Skills: Perception +7

Senses: darkvision 120ft, passive Perception 17

Language: Sahaugin

Blood Frenzy: The sahaugin has advantage on melee attack rolls against any creature that does not have all its hit points.

Limited Amphibiousness: The sahaugin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy: The sahaugin can magically command any shark within 120ft of her, using a limited telepathy.

Actions

Multiattack: The sahaugin makes three attacks: one with his bite and two with his claws or trident.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft. Hit: 9 piercing damage (critical 13)

Claws. Melee Weapon Attack: +7 to hit, reach 5ft. Hit: 11 slashing damage (critical 16)

Trident. Melee or Ranged Weapon Attack: +7 to hit, reach 5ft or 20/60ft if thrown. Hit: 11 piercing damage (critical 16) or 13 piercing damage (critical 19) if wielded with two hands to make a melee attack.

Myriad Enforcer (Tier two)

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

Myriad Mage (Tier two)

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

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)

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.

Sahaugin Cleric (Tier Three)

Medium humanoid, lawful evil
AC 18 (mariner's plate), HP 60, Speed 30ft, Swim 40ft
Str 13(+1), Dex 11(+0), Con 14(+2), Int 12(+1) Wis 18(+4), Cha 13(+1)
Skills: Perception +8, Religion +3

Senses: darkvision 120ft, passive Perception 18

Languages: Sahaugin, Common

Blood Frenzy: The sahaugin has advantage on melee attack rolls against any creature that does not have all its hit points.

Limited Amphibiousness: The sahaugin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy: The sahaugin can magically command any shark within 120ft of her, using a limited telepathy.

Spellcasting. The sahaugin is a 6th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). She has the following cleric spells prepared:

Sahaugin Viscount (Tier Three)

Large humanoid, lawful evil

AC 16 (breastplate), HP 101, Speed 30ft, swim 50ft

Str 20(+5), Dex 15(+2), Con 16(+3) Int 14(+2), Wis 13(+1), Cha 17(+3)

Saving Throws: Dex +5, Con +6, Int +5, Wis +4

Skills: Perception +7

Senses: darkvision 120ft, passive Perception 17

Language: Sahaugin

Blood Frenzy: The sahaugin has advantage on melee attack rolls against any creature that does not have all its hit points.

Limited Amphibiousness: The sahaugin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Cantrips (at will): sacred flame, toll the dead
1st Level (4 slots): bless, cure wounds, guiding bolt

2nd Level (3 slots): hold person, spiritual weapon (trident)

3rd Level (3 slots): mass healing word, spirit guardians

4th Level (3 slots): banishment

5th Level (1 slot): mass cure wounds

Actions

Multiattack: The sahaugin makes two attacks: one with her bite and one with her claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5ft. Hit: 3 piercing damage (critical 4).

Claws. Melee Weapon Attack: +3 to hit, reach 5ft. Hit: 3 slashing damage (critical 4).

Shark Telepathy: The sahaugin can magically command any shark within 120ft of her, using a limited telepathy.

Actions

Multiattack: The sahaugin makes three attacks: one with his bite and two with his claws or trident.

Bite. Melee Weapon Attack: +9 to hit, reach 5ft. Hit: 10 piercing damage (critical 15)

Claws. Melee Weapon Attack: +9 to hit, reach 5ft. Hit: 13 slashing damage (critical 19)

Trident. Melee or Ranged Weapon Attack: +9 to hit, reach 5ft or 20/60ft if thrown. Hit: 12 piercing damage (critical 18) or 14 piercing damage (critical 21) if wielded with two hands to make a melee attack.

Myriad Enforcer (Tier Three)

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 (Tier Three)

Medium humanoid, chaotic neutral

AC 15(mage armor), HP 95, 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

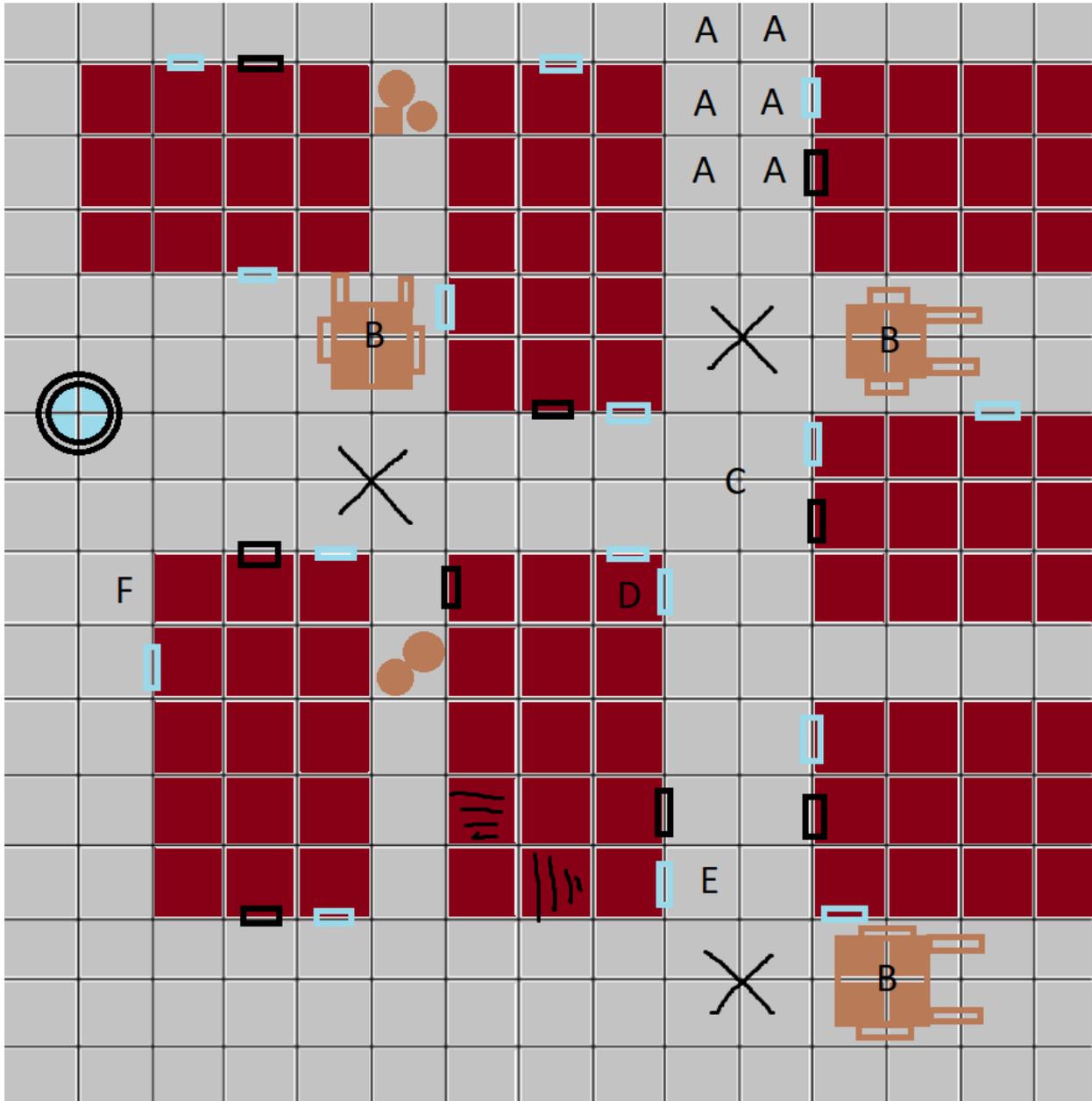
5th level (2 slots): wall of force, cone of cold

6th level (1 slot): circle of death

7th level (1 slot): simulacrum

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

Warehouse Map



Map Legend

- A- Saughain Encounter
- B- Carts with goods
- C- A pile of bodies
- D- Second floor office
- E- Fresh Everline Corpse

- F- Myriad Encounter
- X- Trap
- Blue Boxes- Blood splatter patterns
- Black Boxes- Signs of combat

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 mention their free potions to anyone on the purchase line yes/no?
2. Did the party do any recon before entering the warehouse yes/no?
3. Did the party search the upstairs office yes/no?
4. Did the party search the pile of corpses 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. (Any more than this will not be considered)