

Trial of the Century

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

Justice will be served before all of Emon! Vecna and his agents hold no sway here! Let's be honest though its less a matter of when and more WHO makes their play. Too many intersecting plans create the chaos you'll have to navigate before any verdict is reached.

Adventure Overview

Sherri's Still Glorious Goods (*15 minutes*): Assume 15 minutes both before the adventure begins or after it ends for players to use the spellcasting services of Sherri's.

Part One: Jarvik's Day in Court (*45 minutes*): People are gathering in the main courtyard of the Citrine Garrison for the trial of a recently recaptured Vecna worshipper who has terrorized the city. It does not take long for plans to go sideways.

Part Two: Whispered Verdict (*60 Minutes*): Who does the party choose to help or hinder? Whose plans are worth the most to the group and how do they respond to the chaos that's broken out in Cloudtop?

Adventure Hook

This adventure is unique in the sense that no one has been hired ahead of time to do a job. The spectacle of the Trial is what draws parties to the Citrine Garrison and from there job offers come fast and loud. Any faction member is very invested in Emon's traitors meeting justice. Everyone has suffered loss at the hands of Vecna and his followers. Jarvik's Trial is likely to be the thing to watch for anyone present in the city.

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 person)

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

Potion of Frost Giant Strength 1000gp (limit one per person)

Scroll of revivify 800gp (limit one per party)

Scroll of spirit guardians 500gp (limit one per cleric)

Scroll of banishment 750gp (limit one per party)

Item for Trade: Belt of Dwarvenkind A player may spend 15 Off Hours and trade any rare magic item they own to Sherri for a Belt of Dwarvenkind. 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

Jarvik's Day in Court

Your group is making its way through the streets of Emon. All of you come across a town crier delivering an edict passed by the Council. "Hear YE Hear YE! All able-bodied souls are to report to the Citrine Garrison Courtyard in Cloudtop District. The vile criminal Jarvik is to be tried and sentenced today! Bear witness to the fate of all who stand against Tal'Dorei!"

The scene is tense. People are visibly on edge, berating the criers with questions and demands. While they are passing through, any player with a **Passive Perception** of 16 or higher notices there is a soldier in Arms of Emon livery wearing a scowl on his face following the group. He's an older man on the far side of middle age. His hair is nearly white, and he walks with exaggerated purpose. His armor and tabard are impeccably clean.

RP Points for Matthias Brag

- Adventurers! A minute of your time! My name is Lieutenant Matthias Brag.
- Are you heading towards the Garrison? If so, can you relay a message for me should you see Captain Khavis? (Wait to see if the party asks for pay)
- If you relay the message to Khavis he will let me know when I see him later today and I'll leave payment for you all at Gilmore's. How's 50gp each? I'm not asking you to search him out just relay a message should you happen to see him.
- Handing you money upfront is a stupid move for me so I won't be doing that. I've been burned by adventurers before.

(Any Player who is proficient may roll **Insight** at DC 15. No guidance or help may be used)

On a success they know he is being truthful. On a failure he seems hesitant to hand a pile of gold to strangers. If the party comes to an agreement, he says...

"I found Merrick like you asked and told him to be at the Trial. He balked at the command but said he wouldn't miss it."

As the players make their way to the Cloudtop District it's hard to miss the buzz moving through the streets. Ever since Jarvik's capture the citizens have been noticeably more at ease. For the first time in over a week there haven't been any battles taking place within the city limits (If you don't count the Upper Slums that is).

Any player who has completed LT 1-14 and is proficient may roll **Investigation** or **Insight** at DC 18. On a success they realize people are taking notice of them specifically as the party makes its way towards Cloudtop. The player notices people talking about them in reverent/impressed tones. If

noticed they walk up and ask for an autograph. On a failure they notice there's a lot of conversation surrounding the group as they walk.

Twenty minutes of walking later the party arrives at Cloudbottom District.

The road leading towards the Citrine Garrison is packed with people making their way towards the spectacle. Arms of Emon are everywhere and seem to be keeping a watch out for any shady folk. As known adventurers you're able to get close to the gates before you spot a familiar face. Magus Seanor Wiles is scanning the crowd and notices your approach. With a smile he waves you over. He makes an effort to be discreet while talking with you.

RP Points for Magus Seanor Wiles

- Come to see the main event eh? So long as you aren't trying to finish what you started all is well.
- I don't want to spark a panic but...I know for a fact people are going take a shot at freeing Jarvik.
- Merrick and Rosie are here at my request as extra eyes and security.
- The trial itself is going to be on that grandstand in the main courtyard. (Points inside past the gates)
- Local nobles and powerful folk got inside first and are making themselves comfortable. Once they're done, we'll let everyone else come in and get situated. The trial should begin in the next hour or so.
- If you don't mind skipping the festivities, we could really use your help. I can afford to offer you 2000gp each if you're willing to work security.

Part Two

Whispered Verdict

Upon reaching the outside gates of the Citrine Garrison the amount of people in the streets reaches new words for “Crowded”. Businesses are closed and the Arms are all over the place directing traffic and keeping the flow of people from becoming a stampede.

“Move it along folks there’s plenty of room for all to witness the Trial.”

Townfolk that you see your party occasionally give your group a nod of recognition. It would seem being an adventurer is worth a little extra status these days.

One of the Arms whistles in your direction. It would seem he’s trying to get your attention.

If the party heads in the direction of the guard, it takes them out of the flow of traffic. The Arms member takes stock of the group and is thankful they stepped aside. Otherwise the group continues into the courtyard amid the crowd.

If they went towards the guard continue on. If they went directly into the courtyard of the Citrine Garrison pick up from there.

Thank you, adventurers. The Captain asked me to spot and divert capable folk over here.

Moments later a familiar Arms member with a burn scar on his face briskly walks towards the group.

“AH! We meet again, hopefully for equal results this time. Seems like Jarvik has brought us together once again. I’ll get right down to it.”

RP Points for Captain Khavis

(Give players a chance to relay the message from Matthias Brag)

- We expected a lot of people to attend but this (waves towards the crowd) is far more than we can cover. Even after calling everyone in who was off, we are woefully understaffed.
- Merrick and Rosie are somewhere around here as well. I’m sure at least some of you are well acquainted with either one or both of them.
- Given what we’ve been told by Magus Wiles and Sherri the chances of today going quietly are near zero. I set some troops to scan the crowd for adventurers and separate them from the crowd.
- Getting you lot was a lucky stroke. I’d like to hire you guys for a bit of extra security if you’re up for working.
- Of course, we can talk pay. I’ve been authorized to offer 4000gp each. Unfortunately, we cannot go higher as you’re not the only team we’ve hired.

The Courtyard

It's hard to have casual conversation over the background noise.

As everyone looks the crowd over there are many civilians mixed in with a very relatively small presence of Arms members. Occasionally you can spot a group of adventurers who are also eyeing the crowd. One makes eye contact with you. It's a small gang of four humans. It appears to be a Cleric, a Paladin, a Wizard, and a Fighter. They catch your eye and give a chin jut of recognition.

Any player who is proficient may roll an **Investigation** skill check at DC 15. No Help or Guidance may be used on this roll. On a success you're able to spot a few different pockets of people who are scanning the crowd. On a failure it looks like there's a lot of different people from all walks of life crammed into the courtyard.

A half hours' worth of people filtering in goes by and the space is packed with people. The noise makes it hard to hear when Merrick walks out on stage with Jarvik in chains. He raises his hands in the air to get the crowd's attention. What starts as a grim expression quickly turns into a scowl and you can't quite track what he's looking at..until a large sphere of negative energy appears in the courtyard.

Any player who is proficient may roll an **Arcana** skill check at DC 16. No Help or Guidance may be used on this roll. On a success they know the spell is Circle of Death. On a failure they know a devastating spell has gone off that will absolutely kill any commoners who were within its range.

The first sphere materializing sends the crowds into a frenzy. The Arms aren't anywhere near numerous enough to keep the stampede from happening. Multiple groups of adventurers are instantly engaged by teams of Enforcers and some sort of Casters.

Your group is no exception. Moments after the spell goes off you are targeted, and the knives come out.

From Bad to Worse

The courtyard is large. It is 200 by 200 square feet and filled with people wall to wall. Each group that is under fire is outside the 60-foot range of the first Circle of Death to go off. In the location of the original spell there is nothing left but open space full of corpses.

Groups are engaged all over the courtyard and it's safe to assume order won't be restored any time soon.

Tier Two Adjusting the Encounter

Very Weak:

1 Cultist Mage, 1 Cultist
Enforcer

Weak:

1 Cultist Mage, 2 Cultist
Enforcer

Average:

1 Cultist Mage, 3 Cultist
Enforcer

Strong:

1 Cultist Mage(One Precast
Simulacrum), 3 Cultist
Enforcer

Very Strong

1 Cultist Mage (Precast
Simulacrum), 4 Cultist
Enforcer

Tier Two



Tier Three



Combat

The cultists don't wait for people to get out of the way. If given a chance they will include civilians in any area of effect spells cast. There should be about a dice cube's worth of people in the courtyard at the start of the first round. (Approximately 36) Have them run in scattered directions on initiative zero.

Tier Three Adjusting the Encounter

Very Weak:

1 Cultist Mage, 1 Cultist
Enforcer

Weak:

1 Cultist Mage, 2 Cultist
Enforcer

Average:

1 Cultist Mage(Precast
Simulacrum), 2 Cultist
Enforcer

Strong:

1 Cultist Mage(Precast
Simulacrum), 3 Cultist
Enforcer

Very Strong

1 Cultist Mage (Precast
Simulacrum), 4 Cultist
Enforcer

During combat the party sees spells going off all over the courtyard. Other groups are engaged with their own strike teams and the results are mixed.

It looks like other groups are having a rough time keeping their combats in check. Its possible this whole situation is about to fall completely out of control. Give the party one round to heal up after combat ends. While they're taking a moment, a hooded figure makes its way towards the party. Any attempts to hail this figure are a failure and right outside the 60ft mark it makes its intentions known.

Tier Two Adjusting the Encounter

Very Weak:
Rakshasa (150HP)

Weak:
Rakshasa (180HP)

Average:
Rakshasa, Cultist Enforcer

Strong:
Rakshasa, 2 Cultist Enforcer

Very Strong
Rakshasa, 3 Cultist Enforcer

Tier Two
←
Tier Three
→

Combat

By this point the courtyard is still full of people. At most about thirty seconds to a minute have gone by and the amount of people trying to get out of the Garrison is far more than the main gates can accommodate.

Tier Three Adjusting the Encounter

Very Weak:
Death Knight (150HP)

Weak:
Death Knight

Average:
Death Knight and 2 Cultist
Enforcer

Strong:
Death Knight, 3 Cultist
Enforcer

Very Strong
Death Knight, 4 Cultist
Enforcer

Anyone who thinks to look at the Grandstand that's been set up sees Merrick hauling Jarvik while surrounded by a group of Arms of Emon. He looks to be scanning the groups engaged in combat, but the party can't quite figure out why. After combat ends the group hears a shout from the direction of the main gates and they're able to make out Captain Khavis standing near Magus Seanor Wiles. He's trying to shout to be heard but it's hard to make out over the noise of the stampeding crowd.

Anyone with a **Passive Perception** of 16 or higher hears Captain Khavis yell:

“When this is all said and done your money will be at Gilmore’s waiting for you! Good hunting!”
With that he stops focusing on your group and motions to his subordinates to move towards some of the groups that are struggling.
You have a moment to take in the scene, just enough time to see an upcast fireball go off. It engulfs a group of Arms that were making a path between your group and Merrick.
People left and right drop writhing in agony. Many fall and do not move. Cries and the smell of burning flesh fill the winter air. Justice seems a long way off.

Experience Summary (Tier two)

Social: If the party chose to help and not watch the trial award 1250XP

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

Combat: If the party successfully completed the mission they accepted award 1500XP

Experience Summary (Tier three)

Social: If the party chose to help and not watch the trial award 1500XP

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

Combat: If the party successfully completed the mission they accepted award 2000XP

Magic Item Reward

Shield of the Dawnfather

Wonderous item, rare

This magical shield is made of many connected pieces of stained glass. Shades of blue on the bottom give way to yellow and gold on the top and in the middle lies a sun with 8 grey points representing the reflecting light. While using this shield you gain +2 to initiative rolls.

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

Tier Three- 2500XP, 10 Off Hours, 1 Honor, 2000gp

Enemy Stat Blocks

Cultist Mage (Tier Two)

Medium humanoid, chaotic neutral

AC 15(mage armor), HP 98, Speed 30ft

Str 9(-1), Dex 14(+2) Con 14 (+2), 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

Spell Resistance: The Cultist Mage has advantage on all Spell Saving Throws

Spellcasting: The Cultist Mage is an 11th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks) The Cultist 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, blight

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.

Cultist Enforcer (Tier Two and Three)

Medium humanoid, lawful evil

AC 16 (half plate), HP 122, Speed 30ft

Str 20(+5), Dex 12(+1), Con 18(+4), Int 8(-1), Wis 11(+0), Cha 14(+2)

Skills: Athletics +9, 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 16 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 15 hp.

Multiattack: The enforcer makes three greataxe attacks.

Greataxe. Melee Weapon Attack: +10 to hit, reach 5ft Hit: 10 slashing damage (Critical 15)

Cultist Mage (Tier Three)

Medium humanoid, chaotic neutral

AC 15(mage armor), HP 106, Speed 30ft

Str 9(-1), Dex 14(+2) Con 14 (+2), 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

Spell Resistance: The Cultist Mage has advantage on all Spell Saving Throws

Spellcasting: The Cultist Mage is an 13th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks) The Cultist 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, blight
5th level (2 slots): wall of force, cone of cold
6th level (1 slot): circle of death
7th level (1 slot): prismatic spray
8th level (1 slot): maze
*Spells that are cast prior to the start of combat.

Rakshasa (Tier Two)

Medium fiend, lawful evil

AC 18, HP 200, Speed 40ft

Str 14(+2), Dex 17(+3), Con 18(+4), Int 13(+1), Wis 16(+3), Cha 20(+5)

Skills: Deception +10, Insight +8

Damage Vulnerabilities: piercing from magic weapons wielded by good creatures

Damage Immunities: bludgeoning, piercing, slashing from nonmagical weapons

Senses: darkvision 60ft, passive Perception 13

Languages: Common, Infernal

Limited Magic Immunity: The rakshasa is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting: The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion

3/day each: charm person, detect magic, invisibility, major image, suggestion

1/day each: dominate person, fly, plane shift, true seeing

Actions

Multiattack. The rakshasa makes two claw attacks

Claw. Melee Weapon Attack: +7 to hit, reach 5ft. Hit: 9 slashing damage (critical 13) and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is removed by a *remove curse* spell or similar magic.

Death Knight (Tier Three)

Medium undead, chaotic evil

AC 20 (plate and shield), HP 180, Speed 30ft

Str 20(+5), Dex 11(+0), Con 20(+5), Int 12(+1), Wis 16(+3), Cha 18(+4)

Saving Throws: Dex +6, Wis +9, Cha +10

Damage Immunities: necrotic, poison

Condition Immunities: exhaustion, frightened, poisoned

Senses: darkvision 120ft, passive Perception 13

Languages: Abyssal, Common

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

Marshal Undead: Unless the death knight is incapacitated, it and undead creatures of its choice within 60ft of it have advantage on saving throws against features that turn undead.

Spellcasting: the death knight is a 19th level spellcaster, its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following spells prepared.

1st level (4 slots): command, compelled duel, searing smite

2nd level (3 slots): hold person, magic weapon

3rd level (3 slots): dispel magic, elemental weapon

4th level (3 slots): banishment, staggering smite

5th level (2 slots): destructive wave (necrotic)

Actions

Multiattack: the death knight makes three longsword attacks.

Longsword. Melee Weapon Attack: +11 to hit, reach 5ft. Hit 9 slashing (critical 13) or 10 slashing (critical 15) if used with two hands, plus 18 necrotic damage(critical 27).

Hellfire Orb (1/day): The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20 foot radius sphere centered on that point must make a DC 18 Dexterity Saving Throw. The sphere spreads around corners. A creature takes 35 fire and 35 necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do do, the death knight must see the attacker and be wielding a melee weapon.

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 players take the job from Matthias yes/no?
2. Did the players take the job from Magus Seanor Wiles yes/no?
3. Did the players relay Matthias's message to Khavis yes/no
4. Was the party successful in the jobs they chose 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.)