

It's a Good Day to Try Hard

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

Jarvik's trial has been interrupted and someone needs to take him back to the Black Bastille. Since adventurers were the ones to bring him down it makes sense to entrust his transport to the party. The Pansophical, the Council, the Clasp, citizens of Emon and basically all factions involved in the city want a piece of Jarvik for reasons of their own. Not only is he a powerful caster in his own right his allegiance to Vecna makes him a font of useful information. Today's going to put the "suck" in success!

Adventure Overview

- **Sherri's Still Glorious Goods** (*15 Minutes*): 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- For Love of Country** (*30 minutes*): Merrick's hands are full containing the absolute mess that is the courtyard of the Citrine Garrison. Someone's getting the unenviable job of transporting Jarvik and Merrick prefers it be the Party.

- **Part Two- Power Tripping** (60 minutes): First things first you've got to get out of Cloudtop District and into the Military District with Jarvik. Not many people in the city are happy with that plan and make their own plays. Adventurers who survived some of Vecna's plans make their move to eliminate a threat.
- **Part Three- But Wait There's More!** (60 minutes): Vecna worshippers don't *necessarily* look after their own. The Whispered One has no use for failures and his followers dislike "loose ends". Jarvik falls into this category since his capture and interrogation. Secrets are best left untold. If he can't be freed silence is golden.
- **Part Four – Strong Arm the Law** (60 minutes): There are many within the Arms who would be just as happy to see Jarvik die right here and today. How far will the party go to prevent that? Can the group find a diplomatic solution, or will they risk forever damaging their reputation in the city?
- **Part Five – Cue the Countdown** (15 Minutes): This section is meant to be an epilogue and should be read while the party is finishing up their logs and the adventure has already ended. It directly ties in to both the Trial of Heroes 1-2 Countdown to Catastrophe and the next two modules.

Adventure Hook

This module assumes everyone is present for the events of **Trial of the Century** either to watch or for their own reasons. Any member of the Arcana Pansophical can't really turn down Merrick's offer. Same goes for any member of a different Season 1 faction. Failing all that the pay is spectacular to match the risk. There's a fair bit of Honor in completing this mission as well. These are the deeds that make legends.

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 Healing Spirit 250gp (*Limit one to the party, only purchasable by Druid*)

Scroll of Greater Restoration 1450gp (*Limit one to the party, only purchasable by Cleric*)

Item for Trade: Necklace of Prayer Beads: A player may spend 15 Off Hours and trade any rare magic item they own to Sherri for a Necklace of Prayer Beads. It has the following beads: A bead of blessing (bless), A bead of Curing (cure wounds 2nd level), Favor (Greater Restoration), and Wind Walking (Wind Walk). No beads may be added, deducted or changed.

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.

***There are no short or long rests in this module. It is a straight run to the Bastille succeed or fail.**

Part One For Love of Country

The courtyard of the Garrison erupts into chaos. It's hard to see exactly what's going on with spells going off all over the place and people running in every direction. Arms are engaging multiple single targets and a group or two and you're able to spot a familiar face among the crowd. Merrick is coming towards you and he's all but dragging someone with him. It's Jarvik! With a relieved sigh Merrick makes it to the group.

RP Points for Merrick

- Thank the gods you're all here. As you can see things are spiraling out of hand quickly. No wonder they wanted me here.
- It's safe to say the trial's called off for today. I need someone to get Jarvik back to his cell preferably in one piece. Fancy the challenge of a lifetime?
- I'd do it myself but... (Takes an action to cast and the party sees a man in leather charge the group and disintegrate into dust before their eyes.) I want to make sure the Garrison doesn't fall in the meantime. These Myriad guys have weird motivations lately. Hard to figure out what or who they're really after.
- I know there are other cultists out there looking to jailbreak him now while it's easiest. I also know there's a small group of Arms who want him dead no matter what. There are adventurers here I do not recognize and so their motives also remain suspect.
- You're our best shot. I can make it worth your while though. How's 5000gp each sound? Get Jarvik to the Bastille alive and in one piece and it's yours. His fingers are broken so there shouldn't be any casting but still assume he's dangerous.
- While you're at it you may want to avoid other groups of Adventurers as well. There's a lot of people who have reasons to hate everyone aligned with Vecna. Taking time to assess someone's motivations could get all of you killed.
- After you get him to the Bastille meet me back at Toltis and I'll pay you.
- Does anyone have a Bag of Holding? If so, you might want to stuff him in there for ease of transport. Just be sure to let air in occasionally or he will die. We won't pay out for returning a corpse.

After taking charge of the prisoner but while still in the courtyard of the Citrine Garrison a Myriad Strike Team engages the party. They use the crowd as cover to launch a surprise attack. If any players have a class feature or magic item that negates surprise it can be used. Otherwise the entire party begins the combat with the Surprised condition. (Roll for initiative and each party member's first turn is skipped.

Tier Two Adjusting the Encounter

Very Weak:

1 Myriad Mage, 1 Myriad Enforcer

Weak:

1 Myriad Mage, 2 Myriad Enforcer

Average:

1 Myriad Mage(Precast Simulacrum), 2 Myriad Enforcer

Strong:

2 Myriad Mage(One Precast Simulacrum), 2 Myriad Enforcer

Very Strong

2 Myriad Mage (Both precast Simulacrum), 2 Myriad Enforcer

After each player's first turn ends, they may use a reaction ONLY until the start of their second turn.)

Tier Two

←

Tier Three

→

There are still a *lot* of civilians in this open courtyard. It is approximately 200 by 200 square feet. Feel free to have random people getting caught up in area of effect spells should they be cast by either side.

The Myriad forces focus entirely on Jarvik and killing him is their primary objective. It

Tier Three Adjusting the Encounter

Very Weak:

1 Myriad Archmage, 1 Myriad Enforcer

Weak:

1 Myriad Archmage, 2 Myriad Enforcer

Average:

1 Myriad Archmage(Precast Simulacrum), 2 Myriad Enforcer

t

Strong:

2 Myriad Archmage(One Precast Simulacrum), 1 Myriad Enforcer

Very Strong

2 Myriad Archmage (Both Precast Simulacrum), 1 Myriad Enforcer

should be clear from the start they are here to kill and not save. Jarvik takes notice of this and tries to use the party as cover while combat is going on. Should anyone take their eyes off Jarvik he tries to make a break for freedom.

Running a Simulacrum

Consider it another monster in the combat. The Simulacrum has half the max hp of the Mage and it cannot regain HP under any conditions or circumstances. When the simulacrum goes to zero it turns into snow and melts. It's starting spells and abilities are whatever the caster had left at the time of casting. For our purposes that's a first level slot for Mage Armor.

When combat ends there is a spellbook on each caster with the spells listed in the stat blocks of this module. In addition, there is a SINGLE Corruption's Kiss that can be recovered from an Enforcer. At the end of the module the type of Bow/Crossbow it is must be called. Until then it can serve as

The courtyard is beginning to clear out and a familiar Halfling woman comes sprinting up to the group.

“Get the fak outta here already! You bastiches got a death wish? Merrick and I have this place on lock. Jarvik needs to be off the streets and safe back in his cell! Stop staring at me like I’m some sorta hydra and get a move on!”

With that Rosie engages a Myriad Enforcer and looks back quickly at the party

“He’s got nothin don’t worry about it. Just git goin...GO!”

The Enforcer looks visibly pissed at the remark but can’t break from the rogue to get to you.

While they are trading hits, it looks like Rosie has the upper hand.

any option.

Part Two Power Tripping

As the party leaves the courtyard of the Citrine Garrison and makes their way through Cloudtop District they have a chance to notice if they are being followed. A group of Adventurers has broken off and is tailing them. ONE player who is proficient in **Survival** or **Investigation** may roll it at DC 20. Help and Guidance may NOT be used on this roll. On a success they realize they have a tail. On a failure everyone takes a -5 penalty to their initiative rolls and don’t get the chance to talk before combat starts. The group of adventurers are otherwise willing to identify themselves and have their own motivations for attacking Jarvik. If given the opportunity to kill a party member they will opt for nonlethal damage instead. Their beef is with Jarvik not the unfortunates sent to escort him.

RP Points for Adventurers

Micah (Human Life Cleric of Serenrae)

- My Goddess wants this threat to the world handled.
(**Insight** DC 16 says this isn’t the goddess so much as a personal vendetta)
- I don’t believe the lot of you have what it takes to complete your mission. Just walk away and let us handle him.

Grucious (Human Vengeance Paladin of the Raven Queen)

- My Goddess the Raven Queen commands me to remove this filth from the mortal plane.
- Jarvik is an enemy of Tal'Dorei and the Gods as well.
- Leaving him alive is a mistake. If there's any chance at all he escapes, it falls to all of us to prevent that.

Visha (Human Divination Wizard)

- I lost family the night of Dyson's betrayal.
- My only regret is not being part of the manhunt that caught this villain. (Points right at Jarvik hatefully)
- Since he's here in front of me our purpose is clear. He dies now so he can't murder anyone else.
- You are not our enemies but defend him at your own peril.
- I have foreseen great devastation if he escapes.

Adjusting the Encounter

Very Weak:
Micah, Grucious

Weak:
Micah, Grucious, Visha

Average:
Micah, Grucious, Visha, Evan

Strong:
Micah(Precast Aid at 5th),
Grucious, Visha, Evan,

Very Strong
Micah(Precast Aid at 6th and
Death Ward on Grucious and
Evan), Grucious, Visha, Evan

Combat

Their only objective is killing Jarvik. All spells and attacks target him first. Only when the party engages them directly will they turn their attention towards the group. As they are a lawful good group of people, they do not cast Area of Effect spells that may harm civilians. If a party member is bleeding to death and Micah can he will cast Spare the Dying on them. Since the attackers are adventurers bringing any of them down results in Death Saving Throws and not outright death. All melee attacks on party members are nonlethal damage. Visha will cast Shocking Grasp on party members if the turn calls for a cantrip. None of the attackers are wearing any magic items as they did not expect this to be a mission that ends well. Micah does have a 300gp Diamond for Revivify. If at any point someone stops paying attention to Jarvik he will attempt to make a break from combat. Both groups (in theory) should put a stop to that quick.

Once one of the Adventurers goes down and actually dies the rest are willing to back off and exit combat. So long as the party does not interrupt them picking up their dead they make no further attempts to attack the party.

Part Three But Wait There's More!

As you pass the wall that divides the Clodtop District from the Military District the crowd thins out noticeably. Jarvik is laughing at you as he's dragged forward.

"I'm sure my master hasn't forsaken me. Our agents are everywhere, it's only a matter of time. In your battered and beaten state my freedom is all but assured. A little patience and I'll be free!"

His eyes are scanning the rooftops with what seems like hope.

"You all look tired. Maybe we should stop and take a rest?"

Any player who is proficient in **Insight** may roll it at DC 18. On a success they realize he is buying time. On a failure it seems like empty bravado to distract and confuse.

Adjusting the Encounter

Very Weak:
Cultist Mage, Cultist Enforcer

Weak:
Cultist Mage, 2 Cultist Enforcer

Average:
Cultist Mage, 3 Cultist Enforcer

Strong:
2 Cultist Mage, 2 Cultist Enforcer

Very Strong
2 Cultist Mage, 3 Cultist Enforcer

Tier Two



Tier Three



Combat

For this combat the same enemy stat blocks are used. The only difference is the amounts per difficulty. The cultist priority is rescue but should that prove impossible they begin targeting Jarvik.

When Jarvik balks at being attacked the cultists say it's easier to resurrect than to be broken out of the Black Bastille.

The main ways to vary the difficulty of this combat are where you position the casters to start and how you want to factor in townsfolk.

Adjusting the Encounter

Very Weak:
Cultist Mage, 2 Cultist Enforcer

Weak:
Cultist Mage, 3 Cultist Enforcer

Average:
Cultist Mage(Precast Simulacrum), 3 Cultist Enforcer

Strong:
Cultist Mage(Precast Simulacrum), 4 Cultist Enforcer

Very Strong
Cultist Mage(Precast Simulacrum), 5 Cultist Enforcer

Part Four

Strong Arm the Law

At long last the trail of bodies you've left behind you ends as the Black Bastille is in sight. An imposing prison and a holdover from the days of the infamous Drassig. There is a critical mass of Arms in this area. With everything that's happened so far today they fell back here to reorganize and spread back out into the city. Prisoner in tow, you make your way to the front gates.

Enemy at the Gates

Let the players describe how they attempt to get in. No one has been told they are coming and who the party has with them is also a surprise. A single player who is proficient may roll a **Persuasion** or **Intimidation** skill check at DC 18. On a success they can talk their way inside. On a failure they are told to wait a minute and the guard goes to fetch some people. (These are the Arms of Emon who want Jarvik dead.)

*If any player has the **Noble or Soldier** background, they may use the Help action for the roll if they are willing to roleplay how that help is given.

Once inside, it is relatively quiet. The normal guard presence is decreased due to the events taking place all throughout the city. Aside from prisoners making noise from their cells all is quiet. The party is led through a series of hallways and stairwells down into the deepest depths of the prison. The air is fetid and has a mildew taste to it. It's clear this area hasn't been cleaned in hundreds of years and there's no intention to do so any time soon.

The Arms member leading the party is a younger man, fresh faced and happy to be getting this relatively safe detail. As he's looking around nervously anyone with a passive Insight 15 or better knows something is up.

RP Points for Arm of Emon (Hamin)

- I only signed up a month ago. Just got done with basic training this week! My name's Hamin good to meetcha all.
- What a first week right? Actually thought things were gonna quiet down but nah! Gotta earn that pay I guess.
- How much? Two silver a day! Not bad for what I've been told is usually guard duty or the occasional cracking of a drunk or a thief. If it stays like this I might go back and try farming again.
- Oh the oubliette is a little further down this hallway. We'll make a right and it'll be on the left.

Turning the corner into the last hallway you come face to faces with 6 members of the Arms all in their armor and weapons out. Their looks are dark, and all pointed at Jarvik. Hamin looks from them to you and back again and stammers out...

“So, I guess my work is done here right sir? See who you gotta to get get paid I’m going back on patrol.”

With that he hastily makes his exit.

“Thanks for bringing him in. We’ll take from here folks. The trial may have been interrupted but justice is right on schedule.”

RP Points for Arms of Emon

If the players ask their names they are unwilling to share that information for obvious reasons.

We’ll be taking custody of the prisoner.

(If the players hand Jarvik over without incident they do not make any aggressive moves towards the party)

- For over a year we guarded him, helped him, and shared our stories with him. All that time he was a dirty Vecna worshipper just waiting for the perfect opportunity to stab us all in the back. You folks included.
- I was completely fine with him being publicly executed after his crimes were listed and his shame known to all.
- Its impressive that you made it back here. I’d have thought Micah’s group would get the job done but you keep beating expectations.
- If you’re wondering, no we aren’t with the Myriad or Vecna. I’m proud of defending Emon and its citizens and making sure Jarvik dies here is a sacred duty.
- Merrick and Khavis mean well but you saw it for yourselves. More than once he could have escaped and all that hard work to catch him gone with it.
- We all lost friends and comrades taking Jarvik down the first time. I won’t have any more blood on my hands by letting this chance go by. Too often the villain gets away. Not today.

At this point whoever would like to do the talking may roll either a **Persuasion** or **Intimidation** skill check at DC 18. On a success they can back the guards down from being on high alert and put them in more of a discussion mood. On a failure they said what needed to be said and fair warning was given.

Use the stat block given for the Arms of Emon. No matter the party strength there are 6 Arms present.

If it looks like it’s going to combat...anyone with a **Passive Perception** 18 or higher hears a familiar voice coming up from behind them. If no one heard Hamin running back to the group and initiative begins let it get down to Zero before Hamin arrives and yells,

“Vassalheim is under attack! Some sorta mountain thing appeared a few miles outside the city and is stomping its way there as we speak! Wait what are you guys doing with weapons out?”

This is enough to startle the Arms and they look slightly bewildered and unsure how to proceed.

“Fine. Throw him in and we can be done with this. Sounds like we have bigger fish to fry now. I don’t want to tire you fine folks out or those guys (points at the party). Jarvik is as handled as he’s gonna be in the oubliette for now. Let’s survive today and go from there.”

If the party does not continue to attack you may exit initiative and they can deposit Jarvik in his cell. No one is attempting to stop the party after that point, and they can make their way back to Toltis Academy and Merrick.

Alternatively, if they want to bring down these Arms members, they can do so. The downside is that Hamin is going to make his escape and tell Captain Khavis of the Adventurers misdeeds.

As you make your way back to the Central District where Toltis Academy is located it's almost surreal. Word of the attack on Vassalheim has not yet reached the citizens and things have quieted down now that Jarvik has been dealt with. With a rush you make your way to the front door. Before you even get the chance to knock the door opens and Lachlan greets you with a worried look on his face. "I assume you've heard then, follow me and I'll bring you to Merrick."

RP Points for Merrick

- First thing's first thank you for your service to the city. Without your assistance Jarvik would never have been properly secured and with what's happened today he needs to be on lockdown.
- Have you heard the news? Vassalheim is under a pretty serious attack.
- The message spells have been flying fast. It sounds like the majority of powerful adventurers and casters are making their way to the city to aid in its defense. That's all well and good but I can't help but think we'll be under attack soon as well.
- Dyson doesn't seem like the type of man to let things stand as they are.
- If you're up for some more work don't go far. It's hard to say what the next job will be exactly, but I can assure you the pay will be large.

Experience Summary (Tier Two)

Social: If the party avoided combat with the Arms of Emon award 1125XP

Exploration: If the players never lost control of their prisoner award 2000XP

Combat: If the party successfully got Jarvik back to his cell award 1125XP

Experience Summary (Tier Three)

Social: If the party avoided combat with the Arms of Emon award 2000XP

Exploration: If the players never lost control of their prisoner award 3000XP

Combat: If the party successfully got Jarvik back to his cell award 2000XP

Magic Item Reward

Corruption's Kiss

Wonderous item, rare, requires attunement (Any crossbow/ bow)

This weapon is made of ironwood and has gold filigree etched in throughout the wood. While attuned to Corruption's Kiss the wielder has +2 to initiative rolls. Attacks made with Corruption's Kiss count as magical and deal an additional d6 of Acid Damage.

Handing out Magic Items: If the players can decide between themselves and no one has any objections, this method of handing out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item must update their logs to reflect the new item count.

GM Rewards: Tier Two- 4500XP, 10 Off Hours, 2 Honor, 3000gp

Tier Three- 5000XP, 10 Off Hours, 2 Honor, 3000gp

Enemy Stat Blocks

Myriad Mage (Tier Two)

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.

Myriad Enforcer (Tier Two and 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)

Micah, Cleric of Serenrae

Medium human, lawful good

AC 20 (plate and shield), HP 120, Speed 30ft

Str 15(+2), Con 18(+4), Dex 10(+0), Int 10(+0), Wis 20(+5), Cha 10(+0)

Skills: Intimidation +5, Insight +10, Perception +10

Saving Throws: Con +9(Resilient feat), Wis +10

Senses: passive Perception 20

Languages: Common

Channel Divinity: 2 per short/long rest. As an action Micah can use an action and heal any targets within 60ft a total of 65hp. This healing cannot bring anyone above half their total HP.

Divine Intervention: As an action Micah may make a d100/percentile roll. If the result is equal or lower than 13 the effect takes hold. This ability may copy the effect of any cleric spell 8th level or lower. Pass or fail this ability cannot be used again in this encounter.

Life Domain: Whenever Micah casts a healing spell increase the healing done by 2+ the level of the spell being cast.

Micah is a 13th level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks) He has the following Cleric Spell prepared

Cantrips (at will): guidance, toll the dead, light, mending, spare the dying

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

2nd level (3 slots): aid*, lesser restoration, spiritual weapon,

3rd level (3 slots): beacon of hope, dispel magic, mass healing word, revivify, spirit guardians,

4th level (3 slots): banishment, death ward*, guardian of faith,

5th level (2 slots): greater restoration, mass cure wounds, raise dead

6th level (1 slot): harm, heal,

7th level (1 slot): resurrection

*Spells that are cast prior to the start of combat. You may choose the level of aid that was precast but mark it as a used spell. Micah casted death ward on himself.

Grucious (Vengeance Paladin of the Raven Queen)

Medium humanoid, chaotic good

AC 21 (plate, shield and protection fighting style), HP 124, Speed 30ft

Str 18(+4), Dex 8(-1), Con 18(+4), Int 8(-1), Wis 10(+0), Cha 18(+4)

Saving Throws: Str +8, Dex +3, Con +8, Int +3, Wis +9, Cha +13

Senses: passive Perception 10

Languages: Common

Lay On Hands: Grucious has a pool of 65hp. As an action he may spend any amount of that pool to heal someone within touch range. Subtract the amount used from the total.

Fighting Style: Protection (adds +1 AC)

Divine Health: Grucious is immune to disease

Divine Smite: You can expend one spell slot to deal additional radiant damage. The extra damage is 2d8 (10) for a first level spell slot and 1d8 (5) more for each level higher than 1st to a maximum of 5d8. If Critical it is 15 for a first level slot and 7 per additional spell level used.

Aura of Protection: All allies within 10ft of Grucious have +4 to all Saving Throws.

Channel Divinity: Vow of Enmity. As an action Grucious may choose a target. All attacks against that target are made with advantage for 1 minute (10 rounds) or until it drops unconscious.

Relentless Avenger: When you hit a creature with an opportunity attack you may move up to half your speed as part of the same reaction.

Grucious is a 13th level Paladin spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spells.) He has the following Paladin spells prepared.

1st level (4 slots): bless, command, cure wounds, shield of faith

2nd level (3 slots): magic weapon, zone of truth

3rd level (3 slots): create food and water, dispel magic, revivify

4th level (1 slot): banishment

Multiattack: Grucious has extra attack and may swing twice with his Greataxe. Damage shown is without smites included

Greataxe. Melee Weapon Attack: +9 to hit, reach 5ft. Hit: 11 slashing damage (Critical 16)

Visha (Divination Wizard)

Medium Humanoid, chaotic neutral

AC 15 (mage armor), HP 80, Speed 30ft

Str 8(-1), Dex 12(+1), Con 16(+3), Int 20(+5), Wis 10(+0), Cha 10(+0)

Saving Throws: Int +10, Wis +5

Senses: passive Perception 15

Languages: Common

The Third Eye: Visha can See Invisible within 10 ft of herself so long as she has line of sight.

Portent: Roll 2 D20's INSTEAD of a roll (if dice were rolled it's too late) you may substitute one of the portent rolls. This replaces all dice rolled which includes advantage. Anything that effects the die roll after it has occurred can still be used (Lucky feat, etc).

Spellcasting. Visha is a 13th level spellcaster and her primary casting stat is Intelligence. Her spell DC is 18 and her spell attack is +10. Visha has the following 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

Evan (Polearm Master Fighter)

Medium humanoid, chaotic good

AC 19 (plate and defense fighting style), HP 147, Speed 30ft

Str 20(+5), Dex 10(+0), Con 18(+4), Int 10(+0), Wis 12(+1), Cha 8(-1)

Saving Throws: Str +10, Con +9

Senses: passive Perception 11

Languages: Common

Polearm Master: When Evan attacks with his polearm he may make an additional attack with the butt of the weapon as a Bonus Action. While Evan is wielding a polearm, other creatures provoke an attack of opportunity when entering his reach range.

Second Wind: Once as a bonus action Evan may regain 19hp.

Action Surge: Once per short or long rest Evan may make a second action. This can be used to make a full attack, disengage or move.

Actions. Multiattack: Evan may make three attacks with his Polearm as his attack action. He may also use his bonus to make a butt attack.

Polearm. Melee Weapon Attack: +10 to hit, reach 10ft. Hit: 11 Slashing (Critical 16)

Polearm Butt attack. Melee Weapon Attack: +10 to hit, reach 10ft. Hit 8 bludgeoning (Critical 11)

Cultist Mage

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 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

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

Cultist Enforcer

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)

Arm of Emon

Medium Humanoid, Lawful Good

AC 18, HP 65, Speed 30ft

Str 18(+4), Dex 10 (+0), Con 16 (+3), Int 12(+1), Wis 10(+0), Cha 12(+1)

Skills: Perception +2

Senses: passive Perception 12

Language: Common

Actions

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft or range 20/60ft if thrown. Hit: 6 piercing damage (Critical 9)

Myriad Archmage (Tier Three)

Medium humanoid, chaotic neutral

AC 15(mage armor), HP 112, Speed 30ft

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

Saving Throws: Int +8, Wis +5

Skills: Arcana +11, History +11, Perception +8

Senses: passive Perception 18

Languages: Common, Infernal, Abyssal, Thieves' Cant

Spellcasting: The Myriad Mage is an 17th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks) The Myriad Archmage has the following Wizard spells prepared.

Cantrips (at will): toll the dead, mage hand, light, fire bolt, poison spray, 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

8th level (1 slot): maze

9th level (1 slot): power word kill

*Spells that are cast prior to the start 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 players accidentally or purposefully kill noncombatants during the courtyard attack yes/no?
2. Did the players kill any of the adventurers yes/no?
3. Did the party successfully return Jarvik to the Black Bastille yes/no?
4. Did the players kill any Arms of Emon 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.)

Part Five: Cue the Countdown

You have your payment from Merrick and talk begins among yourselves of future plans and where to go from here. Vassalheim is under attack but you know many have already begun making their way there. While deciding whether to join in the exodus everyone hears a large explosion coming from somewhere outside. Screams and cries fill the air as you exit onto the street in the Central District. The Skyport is under attack! People are running in all directions as chaos begins to take hold. The Arms have their hands full keeping people from stampeding away from the Cloudtop District. A massive Airship is firing not only into the Cloudtop District but all sections of the city. Bolts of lightning and fireballs begin falling and the devastation is immediate. Everyone hears a familiar voice as it booms across the city.

“For the glory of the Whispered One this city must be purged. Don’t bother fleeing. Your fates were sealed when Vox Machina defied my master. Fight back if you must but know the outcome has already been decided. My God is with me and none of you will live to see our new world.”

To be continued in [Trial of Heroes 1-2 Countdown to Catastrophe](#) and [LT 1-20 The Highest of Seas!](#)