

Shopping Episode

A Living Tal'Dorei module for 11th to 16th level players

Optimized for 5 12th level players

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Play tested and perfected by the Critter Community

Adventure Background

At long last Emon has been avenged and the agents of Vecna are defeated. Gilmore has had some time to recover and business at his shop is booming. Every friend in need is a friend indeed. As a thank you for supporting both the city and Sherri every player who has the intro story award from LT 1-1 Reconstruction has the ability to purchase a Tier appropriate magic item for gold. That's only part of the story though. What's the point of getting a new toy if you can't take it for a test drive, right? A slightly old foe has made his way back to the city and is looking for vengeance.

Players should log this module as LT 1-22 Shopping Episode

Adventure Overview

- **Gilmore's Glorious Goods** (*45 Minutes*): Gilmore and Sherri put together a very special list as a thank you to those who stepped up to defend Emon. For this module Gilmore's counts as part one. We expect players to take some time RP'ing in the store and looking over the list provided and making their choice. Once they have their shiny new toys a chance to take them for a spin arrives.
- **Part Two - Knight Out on the Town** (*75 Minutes*): A holdover enemy from Dyson's assault on the city has finally (more than a week since the airship battle) trudged his way across the bottom of the Ozmit sea and surfaced in the Port District. The party is asked to stop the Death Knight.
- **Part Three – Myriad Motivations** (*60 Minutes*): The party puts their skills to use finally getting to the bottom of what the Myriad are after and the lengths they will go to achieve their goals on Tal'Dorei.
- **Part Four – Where We Go From Here** (*60 Minutes*): With talk of Vox Machina settling down and possibly retiring the need for adventuring groups and heroes is as strong as ever. The threat to Tal'Dorei extends beyond just Emon and new organizations are starting to extend their influence into the continent.

Adventure Hook

Each of the players has received a special offer to come to Gilmore's. A vault created after the days of Thordak has been opened to offer a reward to the best-known heroes of Emon. This is a unique opportunity to buy a Very Rare Magic Item for gold. The adventure picks up at Gilmore's Glorious Goods.

Gilmore's 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)

Fourth Level Spell Scroll 750gp (arcane only)

Fifth Level Spell Scroll 1000gp (arcane only)

Healing Potion 50g (limit one per person)

Greater Healing Potion 500g (limit one per person)

***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.

If any scrolls purchased have a component cost it must be added to the base price shown above.

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 12) 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

Gilmore's Glorious Goods

When you arrive at Gilmore's Rosie is standing outside. Noticing you she waves you inside. A different group of adventurers standing a few feet away sees you enter and moves to follow. Her look quickly turns dark and she puts a hand out towards them as she moves into the doorway. "Sorry kiddos, Gilmore said to only allow a select few in for now. I've already told you the store won't be open to the public until the afternoon. Try that stuff again and you'll regret it."

Looking back at you she smiles and allows you past.

When you walk inside you immediately realize there's a much smaller crowd than you would expect. A dozen people at most, some of which you may recognize from previous adventures.

RP with Sherri

- Gilmore is hard at work fulfilling orders, but as a special thank you he has made some of our remaining powerful magic items available for sale to discerning adventurers.
- Since you are all Heroes of Emon this offer extends to you.
- Each of you may pick a single Very Rare magic item off a list we have prepared.

(Give players handout 1.)

- Take some time. Do a little bit of browsing and figure out what's best for you.
- We have some news on the Alsfarin Union.
- The Council laid into the Union hard over their lack of response during Dyson's attack on Emon.
- Rebuilding Emon's Skyport was their priority once communication was reestablished. The Council agreed on a few conditions.
- First, they must establish more of a presence on this continent. A plan was laid out to establish a Skyport in every major city, starting with Kymal. An agreement was reached, and construction will begin in a few months.
- Second, steps must be taken to ensure their airships can never become warships again.
- Third, goods and services formerly unavailable between Marquette and Tal'Dorei are to be brought over as part of the new agreement. I don't know what that means exactly but Allura seemed very excited when she told me about it.

After players have finished making their purchases and RP'ing with Sherri let the players take a short rest in the store to attune to their new items if need be.

Once that is resolved, Rosie runs into Gilmore's.

Read the boxed text on the next page

HEY! Any of you fight a Death Knight recently? Well he's back and cutting a path through the Port District right now! He's goin through Arms like a hot knife through butter! If you're done making your purchases maybe do something about that? He was last seen in the Port District.

Part Two

Knight Out On the Town

Panic is starting to spread as far as Cloudtop as you move into the Central District. Captain Ikora Quaist sees you and veers towards your direction, almost knocking a group of people down as she does so. She makes eye contact with you and starts yelling and waving her arms in the air. "Arms emergency! Get to your homes NOW! Adventurers come with me! He's not far behind."

If any player has run LT 1-20 The Highest of Seas, they recognize the Death Knight that was on the airship Dyson Brant stole. With eyes of smoldering flame, it turns to regard the party. Silently it knocks a commoner aside and begins striding towards the group.

Captain Ikora Quaist looks to the party and wishes them luck. With haste she runs past the party continuing towards the Cloudtop District. "I'll bring help" She yells over her shoulder. Anyone with **Passive Perception** 18 or higher notices a few humans in half plate follow her.

Combat

If the party falls into the Strong/Very Strong categories the Death Knight drops Devil Gems and summons them while still outside initiative and range of the party. The gems are not loot for the party and only exist for the purposes of this combat. Do not award them to the group under any circumstances. Make sure the party sees the gems being used before they get a chance to engage him.

If the Death Knight has its Hellfire Orb, it won't hesitate to use it but will go out of its way to avoid including the Devils in the radius. The Death Knight sees the Devils as it's escape policy and would rather keep them alive if possible.

As the Death Knight dies read the boxed text below:

"This is not the end for me. I will return and I will find you again. My name is Sarloff. Expect me."

Adjusting the Encounter

Very Weak:
Death Knight (150HP,
No Hellfire Orb)

Weak:
Death Knight (150HP)

Average:
Death Knight

Strong:
Death Knight, Erinyes

Very Strong
Death Knight, 2 Erinyes

Part Three

Myriad Motivations

Crowds that were running past you towards Cloudtop have now started running the other way. All of you can hear combat near the wall separating the Central District from the Cloudtop District. When you make it to the wall the Arms guarding the gate are down and Ikora Quaist is fighting for her life against some men wearing half plate. Not realizing you are about to engage; you hear one of them yell “Just tell us where Viktor is!”.

Ikorra is badly wounded when the party gets within striking distance but isn’t beaten yet. If they don’t make their presence known before attacking, they can get the drop on the enforcers with ranged attacks. Pre roll the initiative for Ikorra and the enforcers as it is already in progress. After

Adjusting the Encounter

Very Weak:
1 Myriad Enforcers,
Jenner

Weak:
2 Myriad Enforcers,
Jenner

Average:
3 Myriad Enforcers,
Jenner

Strong:
5 Myriad Enforcers

Very Strong
6 Myriad Enforcers

the first round of player intervention run the combat as normal. The street is 15 ft wide and stretches hundreds of feet in a north/south direction. There are crates and carts on the street spread out on both sides. People ran for their lives and left goods and debris in their wake.

Combat

Ikorra looks relieved when the players arrive. She yells: “Let’s take one alive! They’re asking some weird questions!”
If the party does nothing for one round and does not get the attention of the Myriad agents, they kill her. At that point the players have 1 minute (10 rounds) to revivify her if they so choose.

Realizing the adventurers are the greater threat they will attempt to break off combat with Ikorra and engage the party if possible. If one triggers an attack of opportunity the rest will use the window of no reaction to run away from her and towards the party. Captain Ikorra Quaist will follow them and do her best to bring at least one down with nonlethal damage if given the opportunity. If it should come down to someone who won’t do non-lethal damage, she’s not afraid to shout out a reminder.

If a player deals the last hit (**of this season**) please ask them “How do you want to do this?” (If Ikorra would get the last hit have

her miss instead and give a player the chance to deal the finishing blow.)

A single player that is proficient may roll an **Investigation** Skill Check at DC 20. Help and Guidance may be used. If the roll fails it fails and move on.

On a success they find:

500gp per Myriad agent, 1 Healing Potion per Myriad agent, Doot Doot, the Magic Flute, Glamoured Studded Leather Armor

On a failure they find: Doot Doot, The Magic Flute, Glamoured Studded Leather Armor

While sifting through the bodies she just kind of stands there arms crossed with a look of vague disdain.

“Your arrival was timely no arguments there. Standing here while you loot the corpses though is unsettling at best. We should get moving. Normally I’d require we bring the prisoner to the Garrison but for now Gilmore’s Glorious Goods might be the safest spot in the city. We have questions that need answers and magic may be our best means of getting what we need.”

Part Four

Where We Go From Here

While on the way back to Gilmore’s Glorious Goods a group of 5 Arms of Emon run up towards Captain Quaist. They slow once it becomes obvious she’s not in danger and are thankful for the help of the party. Have a quick back and forth between them but only for a few seconds. The Arms take possession of the prisoner but continue with the group to Gilmore’s.

RP Points for Captain Ikorra Quaist

- They wanted to know anything about Percy. Its strange because we get a lot of questions about Vox Machina all the time but usually the entire group.
- Originally, I was going to direct them towards Greyskull Keep but something about their questions seemed off, so I hesitated.
- They must have picked up on that because the guy with the flute started trying to fast talk me. Hearing that set off all kinds of warning bells in my head, so I got defensive.
- I’m glad you arrived when you did they were getting really aggressive.
- Ok so the other Arms are going to accompany us back to Gilmore’s to make sure nothing else gets the jump on us.
- Did you learn anything from the Death Knight? (Let the players tell of their past and current experiences)
- Maybe he’s someone you can research? The name’s not familiar to me but it seems like he has a thing for you.
- Hopefully this is the last of the insanity in Emon for a good long time.

Thirty minutes later you make your way to the street in Abdar’s Promenade where Gilmore’s Glorious Goods is located. Rosie spots you from a long way off but remains at the front door to the store. She shoos away a smaller group of adventurers and keeps her gaze locked on all of you.

Anyone with a Passive **Insight** of 14 or more can see she's both curious and resigned.

RP Points for Rosie

- That don't look like no Death Knight to me! What happened? (Let the party tell their story)

While the party is talking to Rosie the Arms bring the Enforcer inside and Captain Quaist says she'll take it from there.

- You guys have really worked out for me! Thanks to the shakeup of the past few months some opportunities have come to my attention.
- This is all hush hush but between you and me? Its promotion time! You can call me Spireling Rosie from now on.
- If you find yourselves in Kymal, come look me up. I'll be in the Wishing Well.
- It's an up and comer for sure. Not the most populated city but it's got a buncha casinos and I'm a big fan of that.
- So, who's that schmuck those guards dragged inside?

(Let the players discuss the situation. If they mention Viktor read the next point, if they mention they're Myriad agents read both)

- I've dealt with people askin about him before. Don't really know what he was sellin that's so super popular.
- Guess that means the Myriad are still a thing in Emon. I know they also run a casino in Kymal. It's the Dragon's Hoard. A real crap place from what my sources are tellin me.
- Maybe I'll take some initiative and bring Claire along. Could always use someone eager to prove themselves.

Sherri shows up at the door and gives you all a quick once over. "Thank the gods you haven't left yet. Come inside, have a seat at one of the booths and get your pay. We have issues to discuss." Once inside there's a nervous buzz. Potions and scrolls are flying off the shelves and adventurers are clamoring to snap up any and everything that remains. Not what you'd expect for a city that's supposed to be reentering a peaceful state.

After a minute or two of Sherri directing employees on what to sell and to who she breaks away and heads towards your table, already looking exhausted despite it barely being past midday.

RP Points for Sherri

- Looks like once again the city owes you a debt. Gilmore authorized me to extend each of you a discount on your recent purchase. (Hands each person in the party a bag with 5,000gp)
- Word got out that Vox Machina is probably retiring as a group. We don't know anything for certain, but everyone has been buying everything that isn't nailed down hoping to become the next big thing.

- For now, they're off plane doing...things. All I can tell you is it has something to do with pandemonium and some guy named Bob.
- Some things have happened with the Alsfarin Union in the past day or so.
- An agreement has been reached between the Union and the Council. We will allow them to rebuild both in Emon and in other cities.
- It's been decided their first new skyport will be in Kymal. Not only is it geographically close to Emon, it's Margrave has familial roots in Ank'Harel.
- The Union will be hiring somewhat soon in Kymal, so I figured I'd give you the early heads up. It only seems fair considering you've done so much for myself, the store and the continent.
- There are concerns about the Union cozying up to the idea of weapons on airships. Should you come across anything on that subject we would pay good money and possibly items for advanced warning.
- We were not able to get anyone onto the airship Dyson hijacked. How the shielding was achieved is still a mystery. Again, any information you could dredge up on that would be worth money to us. Gilmore is especially interested in that.

A group towards the front of the line begins yelling for some unknown reason. One of the employees begins calling Sherri's name to get her attention. With a resigned sigh she looks back to the party and rolls her eyes.

"The more things change the more they stay the same. Adventurers will always want the world for nothing more than a song. We cannot thank you enough for your help these past few months. You were both an ally and a source of needed income and trade. You will always be considered a friend here. Good luck in your travels and stay healthy. We need quality defenders now more than ever."

With that she drags herself out of the booth and works her way back through the crowd.

"One second! You'll all get what you can pay for soon enough. Have your gold at the ready."

This concludes season 1. I wanted to take a minute to say thank you for helping guide Critters through Tal'Dorei. The adventurers are heroes but those who sit behind the screen are every bit their equal. Without you their stories cannot be told. I am nothing but grateful for everyone willing to run this campaign and share it with the community.

Player Handout

Gilmore's Glorious List

All items are 30,000gp

6th Level Spell Gem

Adamantine Half Plate

Adamantine Plate

Carpet of Flying

Stone Giant Belt

Staff of Forceful Strikes

All players gain the story award Hunted by Sarloff. At the start of **any single** Tier 3 or Tier 4 module of their choice they may mention this story award to the person running the game. If the GM agrees to do so mark this story award as completed in the log for that session. Sarloff will be added to a combat in that module of the GM's choice. Upon defeat he drops 20,000gp to be divided by the party.

Experience Summary

Social: If the party took a Myriad agent prisoner award 2000XP

Exploration: If the party successfully saved Ikorra award them 2000XP

Combat: If the party successfully killed Sarloff the Death Knight award 5000XP

GM Rewards: 4500XP, 5000gp, 10 Off Hours, 1 Honor

Magic Item Rewards

Glamoured Studded Leather Armor

Wonderous item, rare, no attunement required

While wearing this armor you gain a +2 bonus to Initiative rolls and have resistance to Poison damage. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Doot Doot, the Magic Flute

Wonderous item, very rare, requires attunement by a bard only

Doot Doot the Magic Flute counts as a magical club and can be used as a weapon. It can also be used as a Bard spell casting focus. While attuned to Doot Doot the Magic Flute you may switch one Bard cantrip you know for any other cantrip. This cantrip counts as a bard spell so long as you remain attuned to Doot Doot. You may change the cantrip to any other after a long rest.

Doot Doot the Magic Flute has 10 charges and regains 1d6+3 at the start of every day.

You may cast the following spells using Doot Doot.

1 Charge: Identify, 2 Charges: Shatter, 3 Charges: Dispel Magic, 4 Charges: Dimension Door, 5 Charges: Greater Restoration.

If at any point Doot Doot goes to zero charges roll a D20. On a 1 destroy Doot Doot the Magic Flute and reduce your magic item count by 1.

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.

Magic Items Available for Purchase from Gilmore's Glorious List

Adamantine Armor (Plate or Half Plate)

Armor (medium or heavy but not hide), Very Rare, no attunement required

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

6th Level Spell Gem

Wonderous Item, Very Rare, attunement optional

A Spell Gem may contain one spell from any class's spell list. You become aware of the spell when you attune to it. While holding the gem you may cast the spell from it as an action if you know the spell or if it is on your class list. Doing so does not require any components and doesn't require attunement. The spell then disappears from the gem.

The spell cannot be higher than you can cast. You may not place a spell above 6th level in the gem. You can imbue the gem with a spell if you're attuned to it and it is empty. To do so you cast the spell while holding the gem. The spell is stored in the gem instead of having any effect. Casting the spell must require either one action or one minute or longer (no reaction/bonus action spells). If the spell requires components that are lost, they must be spent at the time of casting. Once imbued with a spell the gem cannot be imbued again until the next dawn.

Carpet of Flying

Wonderous item, Very Rare, No Attunement Required

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided you are within 30ft of it. The carpet is 6ft x9ft, has a carrying capacity of 800lbs (pounds) and a flying speed of 30ft. The carpet can carry up to twice its weight but flies at half speed if it carries more than its normal capacity.

Stone Giant Belt

Wonderous item, Very Rare, requires attunement

While wearing this belt and attuned to it, your strength score changes to 23. If your strength is already equal or greater than the belt's score the item has no effect on you.

Staff of Forceful Strikes

Wonderous item, Very Rare, requires attunement

This staff can be wielded as a magic quarterstaff. If wielded by a monk, it grants a +1 to AC. The staff has 30 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage. The staff regains 4d6 +4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Enemy Stat Blocks

Death Knight

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.

Erinyes

Medium fiend (devil), lawful evil

AC 18 (plate), HP 153, Speed 30ft, fly 60ft

Str 18(+4). Dex 16(+3), Con 18(+4), Int 14(+2), Wis 14(+2), Cha 18(+4)

Saving Throws: Dex +7, Con +8, Wis +6, Cha +8

Damage Resistances: cold, bludgeoning, piercing, slashing from nonmagical weapons that aren't silvered.

Damage Immunities: fire, poison

Condition Immunity: poisoned

Senses: truesight 120ft, passive Perception 12

Languages: Infernal, telepathy 120ft

Hellish Weapons: The erinyes's weapon attacks are magical and deal an extra 13 poison damage (included in the attacks)

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

Actions

Multiattack: The erinyes makes three attacks

Longsword. Melee Weapon Attack: +8 to hit, reach 5ft. Hit 8 slashing (critical 12) or 9 slashing (critical 13 if two handed) **plus** 13 poison damage (critical 19)

Longbow. Ranges Weapon Attack: +7 to hit, range 150/600ft. Hit: 7 piercing (critical 10) plus 13 poison damage (critical 19), and the target must make a DC 14 Constitution Saving Throw or be poisoned. The poison lasts until it is removed by a *Lesser Restoration* spell or similar magic.

Reaction

Parry: The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a weapon.

Myriad Enforcer

Medium humanoid, lawful evil

AC 16 (half plate), HP 167, Speed 30ft

Str 20(+5), Dex 12(+1), Con 20(+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 18 hp.

Multiattack: The enforcer makes four greataxe attacks.

Greataxe. Melee Weapon Attack: +11 to hit, reach 5ft Hit: 12 slashing damage (Critical 18)

Arm of Emon (Captain Ikorra Quaist)

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)

Jennek the Great

Medium humanoid, chaotic neutral

AC 16 (Glamoured Studded), HP 131, Speed 30ft

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

Skills: Acrobatics +10, Deception +10, Insight +4, Perception +4, Performance +10, Persuasion +15, Sleight of Hand +15, Stealth +10,

Senses: passive Perception 14

Languages: Common

Bardic Inspiration (Lore): Jenner may use a bonus action to give Bardic Inspiration to an ally. The creature may apply a d12 to one ability check, attack roll, or saving throw it makes.

Jack of All Trades: Jenner may add half his proficiency to any unskilled check.

Font of Inspiration: Jenner may regain all uses of Bardic Inspiration on a short rest.

Cutting Words: When a creature you can see within 60 feet makes an attack roll, an ability check, or a damage roll, you can use your reaction and expend one use of Bardic Inspiration, rolling a d12 and subtracting it from the creature's roll.

Countercharm: As an action Jenner starts a performance that lasts until the end of his next turn. During that time all allies have advantage on Saving Throws against being frightened or charmed.

Spellcasting

Jenner is a 16th level bard. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He has the following Bard spells prepared.

Cantrips (at will): Eldritch Blast, Light, Mage Hand, Vicious Mockery

1st level (4 slots): Cure Wounds, Faerie Fire, Hunter's Mark, Healing Word

2nd level (3 slots): Heat Metal, Shatter

3rd level (3 slots): Dispel Magic, Counterspell, Spirit Guardians

4th level (3 slots): Dimension Door, Greater Invisibility

5th level (2 slots): Dominate Person, Greater Restoration, Mass Cure Wounds, Cone of Cold

6th level (1 slot): Flesh to Stone,

7th level (1 slot): Forcecage, Prismatic Spray

8th level (1 slot): Power Word Stun

Jenner is also wielding Doot Doot the Magic Flute

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 all players find something they thought was worth buying on the Gilmore's list yes/no?
2. Did the players keep the Death Knight from killing civilians yes/no?
3. Did the party save Ikorra Quaist yes/no?
4. Did the party take a Myriad Enforcer prisoner 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.)