

Cleaning House

A Living Tal'Dorei module for 5-10th level Players

Optimized for 5 Level 9 Players

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Adventure Background

One of the newly appointed Council faction members failed their Zone of Truth interrogation and broke out of the Black Bastille. He is a high-powered Sorcerer and has been trying to escape Emon for the past 2 days. He is low on spells and does not have much in the way of components as far as we know. Your mission is to assist the Arms of Emon in their manhunt and capture or kill this dangerous criminal.

Adventure Overview:

Sherri's Still Glorious Goods: 15 Minutes

This gives the party an opportunity to trade for the Magic Item offered by Sherri and purchase any consumables they may want. Players may access Sherri's list either before or after the mod but not both.

Part One: Emon's Most Wanted (*15 Minutes*) After getting their marching orders the party makes its way to the Abdar Promenade. From there they link up with Captain Khavis who is overseeing the manhunt.

Part Two: Be Deviled (*60 Minutes*) The search area is tightening and Jarvik is spotted. It's too late though as he uses a Devil crystal to bring forth a distraction. In the chaos the Simulacrum is able to escape.

Part Three: Desperate Times: (*75 Minutes*) After seeing his last crystal be destroyed a desperate run on Gilmore's is attempted. Their doorstep quickly becomes the scene of a pitched battle between Jarvik's simulacrum and the party.

Part Four: Desperate Measures: (*75 minutes*) Captain Khavis and the group must work together to keep the citizens safe as Jarvik finally makes his presence known. Whatever it is Jarvik is after is at Gilmore's Glorious Goods and the only thing in his way is the party.

Adventure Hook: The Party either together or as individuals receives a communication from Sherri asking them to come to Gilmore's for a "special assignment". Any player who is proficient may roll a **History** skill check. At the following DC's they learn:

DC 10: You've heard something about an escaped Cultist being loose in the city.

DC 15: A Vecna Cultist has been evading the Arms in the city for the last 2 days.

DC 20: A Vecna Cultist escaped the Black Bastille two days ago and is believed to still be in the city.

DC 25: There have been multiple sightings of the Sorcerer in more than one place at the same time. He is no ordinary Sorcerer though. He is a Remnant Chosen of Vecna and has powers that compare to any master.

Sherri's Still Glorious Goods: A Friend in Need

First Level Spell Scroll (arcane only) 100gp

Second Level Spell Scroll (arcane only) 250gp

Potion of Healing 50gp (limit one per player)

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

Spell Scroll of Bless 100gp (purchasable by Cleric, Paladin)

Spell Scroll of Faerie Fire 100gp (purchasable by Bard, Druid)

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

***GM's note. There are no short *or* long rests in this module. Should players burn through their resources quickly they will find the last combat especially tough. Feel free to warn them ahead of time that resting will likely be out of the question. Part of the difficulty of this module is the lack of rests and is a design choice.**

Part One Emon's Most Wanted

The party receives word from Sherri that a well-paying job has come available via the Council. It is being kept on the down low and details will be provided to the party when they arrive. Gilmore's has a somber feel to it since the disappearance of its proprietor.

As you arrive Sherri is frantically moving around the store trying to help people as best she can. The shelves are noticeably barer than they were previously. Without Gilmore to make new items the stock has suffered. Sherri motions the party to one of the open tables lining the walls and after a minute or two heads over to the table you've chosen.

RP Points for Sherri

- You may have heard there's been a breakout from the Black Bastille?
- A few days ago, the Council was interviewing its members to make sure no one was secretly a Vecna cultist. Good thing too because they managed to find one out. He went by the name Jarvik and was one of the mages contracted for Reconstruction. To think he's been helping us out for months with no one the wiser... scary times we're in.
- He was quickly imprisoned within the Black Bastille but two days ago broke out, possibly with help.
- So far, we have managed to keep him from leaving the city limits, the longer this manhunt continues the less likely we will be able to stop him.
- We believe he is hiding out somewhere within Abdar's Promenade. It is hard to pinpoint his exact location though.
- There have been reports of two people matching his description in different places at the same time.

(Any player who is proficient may roll an **Arcana** skill check at DC 17. On a success they realize this is a Simulacrum spell. No help/guidance may be used for this roll.)

- We need you to coordinate with the Arms Captain in charge of the manhunt. His name is Khavis and his loyalty was confirmed via spell before he was assigned this mission. He's a Human. Six feet tall with a fresh burn scar on his face that's still healing from the night of Dyson's betrayal. Can't miss him.
- Because of the sensitive nature of this mission and its difficulty the pay is better than usual. The Council is willing to offer 4000gp each upon successful capture or proof of death.
- Time is a factor with this mission. We do not know what keeps Jarvik in the city or when he will attempt escape again. He must be stopped before anyone else is killed. The city is already reeling and I'm afraid we're a major incident away from chaos we won't be able to contain.

There are a few adventurers standing outside the front entrance to Gilmore's. Among them is a Tabaxi wearing a Gi, a Gold Dragonborn standing next to a Human wearing not very much, A full blooded orc with a greataxe, a Wood Elf in studded leather, and a Goliath in plate armor. They notice your group walking out and with a chin jut of recognition the Gold Dragonborn lifts his visor and says "Well met. My name is Dag'Goth and we are the Beacons of Avidity, one of the groups defending Emon. Did you take the job hunting down the escaped cultist? If so, we may have some pointers. We'd have taken the job ourselves, but we just got back into the city. After we collect our pay, we're heading out to take a very long rest and get our spells back."

RP Points for the Beacons of Avidity

Hawkdriver (Orc Barbarian)

- Zombies make better chefs than you might think. They already have a taste for flesh!
- The trick with these Vecna worshippers is to hit them REALLY hard. Since they're mostly casters you can take bigger swings than you could against armored folks.
- Always ALWAYS avoid cute faces trying to sell you barrels.
- Where there's a whip there's a way.

Uthal (Goliath Cleric)

- If the caster has help take down the toughest Vecna worshipper you can see. Leave the smaller threats for cleanup.
- Every cleric should learn Toll The Dead and Spiritual Weapon.
- Don't let up on enemy casters, you may be able to break their concentration.
- Get the best armor you can afford as fast as you can. There aren't a lot of magical armor and shield options so far.

Tel'Rose (Wood Elf Rogue)

- Next time you see Rosie ask her about that rapier I gave her during the Trial. Cost me 1500gp may as well get SOME use out of it!
- Let your sneaky people investigate!
- Diversity and tactics are the key. Don't clump up in a fireball formation.
- Squishies on the back and sides. Keep away from the meat, that should be in the center.
- Anyone missing their left eye? Stab, kill and cast Speak With the Dead later.

Nazj (Human Barbarian)

- If you're gonna go, go for the throat.
- Allies are everything. Work with what ya got even if its not who you'd normally pick.

Dag'Goth Brightbane (Gold Dragonborn Paladin)

- Everyone's skill is useful against their evil. (AKA everyone can contribute)
- Watch your enemies and charge the toughest one first.
- Keep the pressure off your healers and casters so they can do their jobs.
- Once they've fallen be sure to praise Bahamut!

Panjandrum (Tabaxi Monk)

- Much of what everyone else has said. Staying at least a little separated goes a long way towards minimizing area of effect spells. Vecna worshippers have thrown a few powerful ones at us so far.
- If you don't have a Paladin, I suggest one. (Dag'Goth chuckles at that.)

- We were on the front lines when Dyson betrayed the city. There were fire elementals coming from the scar that were big as a house! If there were more adventuring parties, we may have been able to keep Dyson from escaping. As is it took all we had simply to survive. Well (points to the rest of the party) them at least. I got through easily. Tel’Rose didn’t take a hit either if what he says is correct.

Part Two Cornered!?

The scene is tense. Soldiers are nearly everywhere, and it seems as if anyone who had a day off no longer does. The citizens move around the streets quickly and with purpose, always looking around them as if the streets could explode at any moment. As you begin looking for Captain Khavis one of the Arms takes note and ushers you to the command post. A minute goes by while you can pick up hushed pieces of conversation from within. The only words you can make out are “It takes adventurers to deal with this kind of threat. Show them in.” The door opens and you are all waved inside.

There is an oak table in the center of this twenty by twenty room. Half drunk cups of ale and water sit amongst partially eaten plates of food. On the table is a street by street map of Abdar’s Promenade with X’s marked on a few of the street names.

Captain Khavis has his eyes on the group as they walk in. He is average height for a human with brown oily hair and piercing green eyes. The right side of his face is various shades of pink and angry red from the burns he sustained during the night before Winter’s Crest. His plate armor has scorch marks and the telltale black lines of necrotic damage. With a tired sigh he motions the party inside and waits for the party to quiet down before speaking.

RP Points for Captain Khavis

- It's been a long few days. I'm hoping that your arrival means our business is soon to be concluded.
- Jarvik has been working with the city since early this year on Reconstruction efforts. Until the Zone of Truth, we had no reason to suspect him. Even on the night before Winter's Crest he did not reveal his loyalties. It makes me wonder how many others are out there waiting to strike.
- We thought he was only capable of spells up to Fourth Level. Obviously now we know he's far more dangerous.
- The first day he was on the run Jarvik attempted to go over the wall separating the Promenade from the countryside. Thanks to the sacrifice of a dozen Arms he was rebuffed. Since then he has tried to cross into both the Military District and the Erudite Quarter. Both times he was stopped but managed to get away in some very convenient confusion.
- Strangely he does not seem to be working alone. It's almost as if there's two of him.
- We don't know if he has allies in the city but somehow, he's managed to acquire a few magic items. One of them has a Belt of Dwarvenkind. The other has gems that upon breaking release a Devil. We've seen him use them on two separate incidents.
- While dealing with the Devils, Jarvik made his escape. That's one of the reasons we called for the help of adventurers such as yourselves. Our weapons are a bad matchup against Devils since they aren't enchanted.
- I've personally witnessed him strike one of my men down with a single spell. He just pointed and spoke a word and he collapsed dead on the spot. That was yesterday. He's probably rested since then.

(Any player who is proficient may roll an **Arcana** skill check at DC 19. On a success they realize the spell is Power Word Kill. On a failure it sounds like a very high-level spell.)

- We have narrowed the search down to a four-block radius. Unfortunately, that is the same area as Gilmore's. The implications of that...well. Should he get his hands on those components or the items in the store he could do serious damage to the city. That cannot be allowed to happen.
- If he has access to Wish it stands to reason that there's something keeping him in the city. I don't know what he's looking for, but we can't allow him to find it.
- Now that you've arrived, we can continue our door to door search. Follow me and we can begin.

With that he stands up and leads the party outside to the street. With a nod and some hand signals to his troops 6 Arms of Emon come to his side and all begin walking towards the center of the Promenade.

It does not take long for the patrol to spot some commotion up ahead. A cloaked figure looks up briefly and pulls a gem out from his robes. With a flash the people around him scatter as a Horned Devil appears in the middle of the street. With a grim look Captain Khavis tells the party to engage the demon while they attempt to chase Jarvik. The crowd immediately scatters as soon as combat begins.

After combat ends Captain Khavis returns to the party with a defeated and forlorn look in his eyes. Jarvik managed to escape in the chaos created by the devil's rampage. Unfortunately, the manhunt continues.

If someone in the party wants to, they may attempt an **Insight** skill check on Captain Khavis at DC 14. On a success they know he is genuinely irritated at being unable to capture Jarvik. On a failure they believe he is being truthful.

Someone in the party may choose to make an **Investigation** skill check at DC 14 to check the area for loot.

On a success they find a scroll of Banishment.

On a failure they find nothing.

Adjusting the Encounter

Very Weak:
Horned Devil (130HP)

Weak:
Horned Devil (prioritize killing civilians)

Average:
Horned Devil

Strong:
Horned Devil with 225HP

Very Strong
2 Horned Devils (One summons the other)

Part Three Desperate Times

It is approaching Mid-Day as you find yourselves outside the front entrance of Gilmore's Glorious Goods. Captain Khavis looks at you and then the store with obvious worry and then back at you again.

"Can't help but think whatever Jarvik is after is in there. This area is a little too populated for my tastes. I'm going to start getting the street cleared. You lot keep watch and make sure nothing crazy happens in the meantime."

Any player who is proficient may roll a **Perception** or **Investigation** skill check at DC 15. On a success they see a robed figure talking to a group of people including some Arms of Emon about 50 feet down the street. On a failure they see and find nothing.

As the party notices **what's going on** Jarvik's simulacrum finishes his phrase and the group of 5 commoners and 7 Arms of Emon all turn towards them with obvious hatred in their eyes. It's impossible to tell what was said but it must have worked as they draw their weapons and begin charging the party. Captain Khavis notices just a little too late from the opposite side of the street and is too far away to be of immediate assistance. He screams out "Don't kill them! I've seen it already!" Whether or not the party uses nonlethal means to subdue the Arms is up to them. The street is 15ft wide and 100ft long. Buildings flank both sides of the road.

What's Going On

Jarvik's Simulacrum is casting *Mass Suggestion* on a crowd of people. The intent is to get them to cause a disruption long enough for him to sneak into the store and steal Dyson's Staff of Fire. He is unaware that it disintegrated when spiked into the Scar at Cloudtop. Be sure to mark the 6th level spell as being used prior to the start of combat.

Adjusting the Encounter

Very Weak:

2 Arms of Emon and Jarvik's Simulacrum

Weak:

3 Arms of Emon and Jarvik's Simulacrum

Average:

4 Arms of Emon and Jarvik's Simulacrum

Strong:

6 Arms of Emon and Jarvik's Simulacrum

Very Strong

7 Arms of Emon and Jarvik's Simulacrum

Combat

At the bottom of the first round of combat Captain

Khavis arrives with his backup and begins engaging the Arms engaged with the party. They are mostly trying to grapple the attackers and not actually cause them harm. You don't need to roll the opposed athletics checks and can consider them all successful. The guards that are suggested keep screaming not to let the Cultist traitors get away!

Jarvik's Simulacrum has no issues and gladly uses his area of effect spells to catch civilians, Arms, the party or really whoever is clumped together. Jarvik's simulacrum fights until he is defeated, knowing full well the real him is nearby waiting to take advantage of a weakened party. When the killing blow is struck the simulacrum dissolves into snow and melts away before the player's eyes.

As combat ends the party quickly realizes several Arms are down, possibly for the count. If anyone has a healer's kit or magical healing the Arms have a turn each before succumbing to their wounds. Any player who is proficient may also make a **Medicine** skill check at DC 14 to stabilize one of the downed Arms.

While that is occurring Captain Khavis is also attending to his own men. He signals to the party that something is above them. while frantically shouting something that is hard to make out over the sounds of terror and panic. It's almost like he's pointing behind the party at something...

While you are tending to the wounded Captain Khavis is also attending to his own men. His head snaps up above your heads and he quickly begins gesturing frantically. It's hard to make out what he's shouting over the sounds of chaos and panic. As you turn to look in his direction you are treated to a robed figure much like the one that just melted into snow. His belt catches the sun and momentarily blinds you. That's when the spell takes hold.

Part Four Desperate Measures

This is where things are going to get rough for the home team. Jarvik took the opportunity to get the drop on the party and casts a fireball to begin combat. He casts it at 3rd level (More would be a guaranteed TPK so don't do it, this will be bad enough as is.)

If you are using the Horned Devils they appear beside the party as combat begins, preferably on two separate sides. Any remaining Arms of Emon quickly back out of the combat area and leave the heavy lifting to the adventurers. Should the battle go bad quickly Jarvik can produce a devil gem and smash it as a bonus action on his turn. The Devil immediately enters initiative and goes directly after Jarvik.

When the killing blow is struck ask "How do you want to do this?" Let the player describe their victory!

At this point the players may loot Jarvik's Belt of

Adjusting the Encounter

Very Weak:

Jarvik (no 8th or 7th level slot)

Weak:

Jarvik (no 8th level slot)

Average:

Jarvik

Strong:

Jarvik and a Horned Devil

Very Strong

Jarvik and 2 Horned Devils

Dwarvenkind. He has no additional Devil Gems aside what gets used. The players may not loot any under any circumstances.

Quick tips for running a Tier 4 Spellcaster

- Be mindful of counterspell range. It is 60ft.
- If Jarvik shields he cannot counterspell and vice versa until he begins his turn again. Both are reactions and great spells.
- All of Jarvik's cantrips are at tier 4 and deal 4 damage dice.
- If given the chance Jarvik will absolutely go for a killing blow (Think Finger of Death). This is a life or death situation for him and even if he falls bringing others with him may win Vecna's favor enough to warrant resurrection. Jarvik's fervent belief in the Whispered One far outstrips his sense of self preservation.
- If things are going badly Jarvik won't hesitate to upcast a fireball or drop a Devil onto the battlefield. It's now or never for him.

After combat ends the Arms who backed out of the area begin whooping and cheering. The citizens slowly trickle back as well and are thankful to the adventurers for bringing down an obvious villain.

RP Points for Captain Khavis

- Looks like you guys are heroes today! The council will be very pleased with you after handling such a powerful caster.
- As promised, here's the pay you earned. (Pays the 4000gp each at this point.)
- This whole ordeal has me thinking. Maybe it's a good idea to incorporate casters into the Arms of Emon. Think it's worth bringing up to Mistress Allura?
- Don't know about you folks but I'm gonna hit the rack for a day or two. I think we all earned a day off after this mess.
- If you find any information on Vecna worshippers, please bring it to me. I can reward you appropriately if the information checks out. The gold or gear amount will be based on the quality of the tip and what it yields us.
- For now though, I'm clocking out. These past 3 days sucked and I'm quite glad its over. Feel like I could sleep in my plate standing up.

With that he turns to walk down the road and throws up a hand wave as he leaves. The remaining Arms drag each other off the street and things slowly return to what passes for normal in the Tal'Dorei capital city.

Experience Summary

Social: If the party managed to learn any of the spells cast or got either of the top History checks at the start of the module award them 3000xp

Exploration: If the party managed to keep all the Arms of Emon alive award them 3000xp

Combat: If the party managed to keep Jarvik from escaping the city award them 3000xp

Magic Item Rewards

Belt of Dwarvenkind

Wonderous item, rare, requires attunement

While wearing this belt you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt you have a 50% chance each day of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one. If you are not a dwarf you gain these benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance to poison damage.
- You have darkvision out to a range of 60ft.
- You can speak, read, and write Dwarvish.

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: 4500XP, 10 Off Hours, 1 Honor, 3000gp

Enemy Stat Blocks

Horned Devil

Large Fiend (devil), lawful evil

AC 18, HP 178, Speed 20ft, Fly 60ft

Str 22(+6), Dex 17(+3), Con 21(+5), Int 12(+1), Wis 16(+3), Cha 17(+3)

Saving Throws: Str +10, Dex +7, Wis +7, Cha +7

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

Damage Immunities: fire, poison

Condition Immunities: poison

Senses: darkvision 120ft, passive Perception 13

Languages: Infernal (telepathy up to 120ft)

Devil's Sight: Magical darkness does not impede the devil's darkvision.

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

Devil Summoning: The devil may summon an additional Horned Devil as a bonus action. If summoned by a devil ignore this trait.

Actions:

Multiattack: The devil makes three melee attacks: two with its fork and one with its tail. It can use hurl flame in place of any melee attack.

Fork. Melee Weapon Attack: +10 to hit, reach 10ft one target. Hit: 15 piercing (Critical 22)

Tail. Melee Weapon Attack: +10 to hit, reach 10ft one target. Hit: 10 piercing (Critical 15). If the target is a creature other than an undead or a construct it must make a DC 17 **Constitution** saving throw or lose 10hp at the start of each of its turns due to an infernal wound. Each time the target is hit by this attack the damage increases by 10. Any creature may take an action to make a **Medicine** skill check at DC 12 to heal the wound. Magical healing also closes the wound.

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)

Jarvik, Remnant Chosen Simulacrum

Medium Humanoid, Neutral Evil

AC 15 (mage armor), HP 58, Speed 30ft

Str 10(+0), Dex 14(+2), Con 14(+2), Int 15(+2), Wis 16 (+3), Cha 20(+5)

Saving Throws: Cha +9, Wis +6

Skills: Arcana +11, Deception +9

Damage Resistance: any damage from spells

Damage Immunity: necrotic

Senses: truesight 60ft, passive Perception 13

Languages: Common, Infernal, Abyssal

All-Seeing Eye. As a bonus action, the Chosen may select a creature or object affected by an illusion spell of 4th level or lower. One illusion of the Chosen's choice affecting that creature is instantly dispelled.

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

Spellcasting. The Chosen is an 18th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The Chosen has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *message*, *shocking grasp*

1st Level (4 slots): *charm person*, *fog cloud*, *mage armor*, *shield*

2nd Level (3 slots): *blindness/deafness*, *darkness*, *detect thoughts*

3rd Level (3 slots): *counterspell, fireball, hypnotic pattern*
4th Level (3 slots): *banishment, evard's black tentacles*
5th Level (3 slots): *dominate person, scrying, seeming*
6th Level (1 slot): *mass suggestion*
7th Level (1 slot): *finger of death*
8th Level (1 slot): *power word stun*
9th Level (1 slot): *wish* (**already used by the original to create this simulacrum**)

Jarvik, Remnant Chosen

Medium Humanoid, Neutral Evil

AC 15 (mage armor), HP 117, Speed 30ft

Str 10(+0), Dex 14(+2), Con 14(+2), Int 15(+2), Wis 16 (+3), Cha 20(+5)

Saving Throws: Cha +9, Wis +6

Skills: Arcana +11, Deception +9

Damage Resistance: any damage from spells

Damage Immunity: necrotic

Senses: truesight 60ft, passive Perception 13

Languages: Common, Infernal, Abyssal

All-Seeing Eye. As a bonus action, the Chosen may select a creature or object affected by an illusion spell of 4th level or lower. One illusion of the Chosen's choice affecting that creature is instantly dispelled.

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

Spellcasting. The Chosen is an 18th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The Chosen has the following sorcerer spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, message, shocking grasp*

1st Level (4 slots): *charm person, fog cloud, mage armor, shield* (**Shield is precast**)

2nd Level (3 slots): *blindness/deafness, darkness, detect thoughts*

3rd Level (3 slots): *counterspell, fireball, hypnotic pattern*

4th Level (3 slots): *banishment, evard's black tentacles*

5th Level (3 slots): *dominate person, scrying, seeming*

6th Level (1 slot): *mass suggestion*

7th Level (1 slot): *finger of death*

8th Level (1 slot): *power word stun*

9th Level (1 slot): *wish* (**already used**)

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

Questionnaire

1. What's the highest History the party hit to get information on the situation?
2. Did the Devil/Devils manage to murder and civilians or guards yes/no?
3. Did Jarvik or his simulacrum manage to murder any civilians or guards yes/no?
4. Did Jarvik escape yes/no?
5. Did anything cool happen? (Please keep one story to 500 words or less. Anything above will not be considered.)