

A Real Estate

A Living Tal'Dorei module for 1st to 4th level players
Optimized for 5 1st level players to be played in 3 hours

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Play tested and perfected by the Critter Community

This module should be logged as LT 2-1 A Real Estate

Adventure Background

Opportunities abound in the city of Kymal. People of all walks of life are flocking to the city based on the news of the upcoming Skyport. The Margrave has sent out a general call across Tal'Dorei for able workers and adventurers seeking new fortunes. In the wake of Vecna's assault a little bit of work and play seems the best way to earn pay.

Adventure Overview

- **Part One – New Opportunities** (*30 Minutes*): The adventurers are referred to the makeshift office set up outside a former noble estate that has fallen into disrepair. Before the new skyport can be built the current land must be cleared out. This is where the party comes in
- **Part Two – Spring Cleaning** (*75 Minutes*): The party starts off small with the shed. From there they make their way through the old estate. Along the way they encounter heirlooms, animals and an unfortunate guy who was left behind.
- **Part Three – It's All Sticky** (*30 Minutes*): They've made it to the attic! This floor hides some tangled webs that the players must navigate if they're to earn their payday.
- **Part Four – Uninvited Guests** (*45 Minutes*): With the main house and the shed cleared out only the guest house remains. The payday is in sight but before that can happen there's work to be done.

Adventure Hook

The Alsfarin Union is hiring adventurers to clear out an estate they purchased that will be the new site of the Kymal Skyport. It's supposed to be a relatively safe cleanup, but the house that sits on the land has been in a state of disrepair for the better part of a year. With recent issues the Union would rather err on the side of caution and is offering 100g each to a party willing to come together and clear it out.

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 1) 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.

Part One New Opportunities

Read the boxed text below

While asking about local work each of you are directed to the outskirts of this small city. Most of these houses are newly built in the last year due to the influx of refugees from Thordak's reign. Far from the glitz and glamour of the casinos that make up the center of Kymal lies a dilapidated old estate with a temporary shack erected near its front gates. A sign is posted with: "Looking for Adventurers, pay to be discussed".

The door is open. Looking inside you see a 20ft by 20ft room with a single desk and a few wooden chairs. There is a map of Kymal posted on the left wall, a file cabinet behind the desk, and a dark-skinned man grinning ear to ear and beckoning you inside. Standing up he is a little over 6ft tall and bald. He puts some papers down on the desk and looks up at all of you.

James Arkesh, Union

Representative

James is a pleasant older gentleman of medium build and is about 6 feet tall. His clothes are just the slightest bit on the opulent side, somewhat out of place for the poorer folk living in the area. He has a gold nose ring and tattoos on both of his arms. When in his presence you can smell faint perfumes.

RP Points for James Arkesh

- Welcome! You must be here about the cleaning job we've been posting. Dirty work for sure but necessary for both the Union and the city of Kymal
- Our presence here is a response to Dyson Brant's attack on Emon. He stole one of our airships, killed the crew, replaced them with devils and used it to attack your capital.
- We value this continent and the trade done here. With that in mind we committed to building additional Skyports here on Tal'Dorei (waves around him) and Kymal was decided to be the first new location!
- This estate was purchased from the Rostoff family. Very sad story. Lost their son due to an ambush by orcs on the Silvercut Roadway.
- Before we can begin demolishing the estate and building the Skyport we need some talented individuals to go in and clear out some minor monsters that have moved in. This is where you fine folks come in!
- This job consists of clearing out the main estate, the guest house and the shed. We will handle demolitions so please refrain from simply burning it all down. If I wanted that I could do it without

needing to hire adventurers.

- The Union is prepared to offer 100gp each paid upon completion of the job. If you do a good enough job, we may have additional work for you further down the line. With our new presence we will need adventurers for all sorts of opportunities!
- This job should not take more than a day to complete. There is no hard time limit but I'd prefer you were finished before the day is done.
- A word of caution. There were squatters in the estate at one point but I'm relatively sure they fled because of the animals. Should you encounter anyone please do not kill them. I would prefer to avoid the issues that would create.

A **Single Player** who is proficient in **Persuasion** may make a skill check at DC 15. On a success they can talk James up to 125gp per person. Let them roleplay how they are worth the extra gold! Help and the Guidance Cantrip may not be used for this roll. If it fails it fails and move on.

If it succeeds, award that player with Inspiration! They may use it to reroll any failed d20 roll of their choice. This may be called beforehand for advantage, to negate disadvantage, or after to reroll a bad result. Note this cannot be used to reroll an advantage roll. Those are what they are.

Once the party has made the decision to take the job read the boxed text below

“I do not know if you folks have met each other or not. If this is your first time together take a few minutes to get acquainted. Also, you may want to consider your tactics and how you work as a team. There should not be anything TOO difficult in the estate house for you to deal with but better prepared than not I always say! When you're finished return to me here and I will have your gold ready for you.”

At this point let the players introduce themselves to each other. Take this opportunity to get their character names so you may use them during combat. This is also a good chance to find out the composition of your party. Do they have a frontliner? A healer of some sort? Someone who specializes in skills (bard/rogue)? Anyone who specializes in the Arcane? If they are lacking in any area, it's something to consider when moving forward in the module. There are traps, locked doors, and other varied challenges for all types of adventurers. If the party is poorly prepared for those challenges, you might want to have James suggest they buy some basic 5th edition Players Handbook gear (that he conveniently sells) to shore up any areas they are lacking. *If the party does not have **Investigation** you may substitute **Perception** instead.*

If it seems like they have some itemization holes that need plugging James speaks up, and you should read the boxed text below. If not, he wishes them well and move on to part two.

“From what I’m hearing you would benefit from being able to pick up some basic supplies. Thankfully the Union specializes in just this sort of thing! If money is an issue do not worry! I will take the cost of what you purchase from your individual share of gold from this job. If it’s healing potions you need, I am low on stock and could only sell you one each at most. This is the only point that is not up for negotiations. Once the Skyport is up and running I’m sure we will be better provisioned but for now it is what it is.”

Let the party know they may purchase any non-magical gear from the 5th Edition Players Handbook. This does NOT include common magic items (there are none in that book anyways) but does include things like rope, pitons, lockpicking tools, and kits. Let players know they probably got some sort of package or kit and gold as part of their starting gear from their class. This also could include tools that are in the Player’s Handbook. Trinkets are not included in things that may be purchased.

Part Two

Spring Cleaning

The Shed

When players are ready to approach it read the boxed text below

This rusted metal shed is 20ft long and 10ft wide. It has a sliding door that is slightly off track and rusted in parts. The inside is dark and has the lingering scent of gardening supplies. There are metal racks lining the walls and it would appear some things were left behind.

A player who is proficient in **Perception** or **Investigation** may make a skill check at DC 13. On a success they find 10g worth of scrap metal and spot the swarm of poisonous snakes before getting bit. On a failure they still find the scrap metal, but the snakes get an attack before initiative is rolled on whoever is conducting the search.

Combat

The snakes are displeased about being displaced and will fight until dead.

Once the shed has been cleaned out the players have the choice of going to the mansion or the guest house. If they want to do the guest house first skip to part four and work backwards.

If they want to go to the mansion, continue to the next page.

Adjusting the Encounter

Very Weak

Swarm of Poisonous Snakes

Weak

Swarm of Poisonous Snakes

Average

2 Swarms of Poisonous Snakes

Strong

2 Swarms of Poisonous Snakes

Very Strong

3 Swarms of Poisonous Snakes

Read the boxed text below

The front door of the mansion is unlocked and hanging slightly off hinge. Its easy to see the building has fallen into disrepair with no one to look after it. Windows are smashed, there are holes in some of the walls and it would seem the only things capable of living inside are animals. The front door hangs slightly open but in a fixed position.

Any single player who is proficient in **Investigation** may make a skill check at DC 14. Help and the Guidance cantrip may be used, but only before any rolls are made. Teamwork is best done before the results are in to avoid metagaming. On a success the player can notice some rocks have shifted on to the top of the front door, creating a natural trap. It's easy to avoid if noticed. On a failure the door seems legit and the person who opens it must make a **Dexterity Saving Throw** at DC 13 taking 4 bludgeoning on a failure or none on a success.

When this is triggered the falling stone makes a loud noise, stirring up some of the local wildlife. Any player who is proficient in **Nature** may make a skill check at DC 12. Help and the Guidance cantrip may not be used as this is a spur of the moment roll. On a success they hear the telltale sound of bat wings, but more than just a single bat...kind of a swarm. On a failure they hear some sort of flying animal noises coming from up on the second floor.

The Main Foyer

Read the boxed text below

This large room is 40ft by 40ft and has been cleaned out of all furniture and personal effects. Light streams in from the outside creating pillars of visible dust. There is a musty smell to the room, likely due to the parts of the building exposed to outside elements over time. A rickety dual spiral staircase winds upstairs to the second floor and there is a set of double doors both to your left, right, and straight ahead between the dual spiral staircase. Each of these doors are partially broken and off their hinges, almost as if they have been knocked into a few times. On the floor is a small whittled wooden figurine of a rat.

Any player who is proficient in **Survival** notices various tracks on the floor of the Foyer and may make a skill check at DC 13. Help and the Guidance cantrip may not be used on this roll but anyone who is proficient may attempt it. On a success they see larger than usual rat tracks going to and from the double doors straight ahead. If they succeeded by 5 or more tell them the number of Giant Rat tracks based on the combat they will face in the kitchen. (4 for Average, 5 for Strong, 2 for very weak etc...) On a failure they simply see some rat tracks.

From here they can choose to go left into the study, right into the dining room, straight ahead into the kitchen, or up the staircase to the second floor.

The Study

Read the boxed text below

The former study is a 20ft by 20ft room with a 15 ft ceiling. There are scuff marks on the hardwood floor and light filtering in through dirty mud stained curtains. The smell of mold drifts towards your nose. The room itself is bare except for some leaves and dirt that was tracked in here over the time its been abandoned. It looks like there was a large rug in here at one point, as the middle of the room is noticeably lighter than the rest of the area.

If anyone chooses to **Investigate** the room, they may make a skill check at DC 13. On a success they don't find anything of value, but while moving leaves around uncover a small patch of yellow mold. On a failure they find nothing.

Any creature within 5 feet of the Yellow Mold must make a **Constitution Saving Throw** at DC 11. On a failure they take 1 Poison damage and have the poisoned condition for one minute. While poisoned in this way they take 1 additional poison damage every other round at the start of his/her turn. On a success they can spot the mold without breathing in the spores.

Any player with proficiency in **Nature** or **Survival** knows the mold is usually found in dungeons and dies if it meets direct sunlight. This can be accomplished by removing the dirty curtains from the windows. No roll is required for this.

The Dining Room

Read the boxed text below

This is the second largest room on the first floor. It is 30ft wide and 30ft long with a 15ft ceiling and broken windows along the south and east sides. The floors are hardwood, much like the study. The paint is beginning to chip and discolor from its initial white into more of a weathered yellow.

Any player who is proficient in **Investigation** may make a skill check at DC 15. Help and the Guidance cantrip may be used for this roll but must be called before any dice are rolled.

On a success they find four pieces of ornate silverware hidden among some leaves and trash, valued at 1gp per party member. On a failure they find sticks, leaves and trash.

The Kitchen

Read the boxed text below

This room is 40ft long and 20ft wide. There is a 10ft long and wide rectangular table in the center of the room. Cabinets line the wall aside from each side of the double doors. A musty smell reaches your nose. A combination of moldy rice and animal reaches your nose. Looking towards the corner of the kitchen you see some Giant Rats. They look up at you and hiss, moving to protect their food source.

Adjusting the Encounter

Very Weak:
2 Giant Rats

Weak:
3 Giant Rats

Average:
4 Giant Rats

Strong:
5 Giant Rats

Very Strong
6 Giant Rats

Before Combat Begins

Any player who is proficient in **Animal Handling** may attempt to scare/shoo some of the rats out the back door of the kitchen. Have that player make a skill check at DC 12. Help and the Guidance may cantrip not be used as this is a spur of the moment skill check. On a success remove one Giant Rat from the combat as it scurries outside. On a failure they all hiss and stand their ground.

Once Combat Begins

The rats are more interested in protecting their food source than harming the party. Clearing them out though is part of the job the party is hired for. Once in engaged in combat the remaining rats fight to the end. When the killing blow is struck ask that player “How do you want to do this?” Let them describe their kill!

After Combat Ends

Anyone who is proficient in **Investigation** may make a skill check at DC 13. Help and the Guidance cantrip may be used but must be called before any rolls are made.

On a success they find:

25gp, an explorer’s pack

A healer’s kit with 5 remaining charges

On a failure they find:

25gp

A tiny whittled wooden bat figurine

This room has the back door to the house. Stepping outside reveals double doors leading into a downstairs area under the mansion.

The Cellar

When the party is ready to venture into the cellar read the boxed text below

Rusted chains are looped around the doors. Its easy to tell its been locked and not opened for a long time.

The party has a choice between breaking the lock with **Athletics** or a **Strength Ability Check** or picking it with **Thieves' Tools**. The DC for each different check is 14. Help and Guidance can be used and if the check fails the party may repeat it until they succeed, no one is moving to interrupt, or attack and time is on their side.

When the doors have been opened read the boxed text below

Walking down a half flight of stairs you come to a dank room. Shelves line the mostly empty walls with a small rectangle of light filtering in from a broken half window poking out of the stone foundation.

Should the players decide to, they may look around and try to loot the cellar. A player who is proficient may make an **Investigation** or **Perception** skill check at DC 13. On a success they see the swarm while looking around. On a failure they move some spoiled food aside and uncover the swarm, which then gets a free attack on the person searching before initiative is rolled.

Combat

The swarm attacks until it is defeated. All it knows is something is attacking its food source and it attempts to defend it to the death. When the killing blow is struck ask "How do you want to do this?" Let the players describe their victory! Once combat has ended the players find 10gp and a tenday's worth of hard rations that have managed to stay intact over time.

The Dual Staircase

Read the boxed text below

Each set of stairs looks equally treacherous. Time and the elements have not been kind to the interior of the house, and it shows here most of all. There are holes in some of the steps and obvious rot on others. The bannisters were once a beautiful mahogany but damage from exposure has rendered it worthless.

The first player to make their way up the stairs must make a **Dexterity Saving Throw** at DC 12. Help and the Guidance cantrip may not be used for this roll. HOWEVER, if the group has some sort of plan to negate the obvious danger (Maybe using some sort of climbing gear? Really anything that they have on them that makes sense is ok) you may either give the player advantage or skip the saving throw entirely.

Adjusting the Encounter

Very Weak:
1 Swarm of Insects

Weak:
1 Swarm of Insects

Average:
2 Swarm of Insects

Strong:
2 Swarm of Insects

Very Strong
3 Swarm of Insects

If the roll is triggered and the player succeeds the boards give way, but they can step back without falling. On a failure they fall 10ft to the ground through the stairs, taking 4 bludgeoning damage.

The Second Floor

Read the boxed text below, then establish either darkvision or a light source and continue on.

The top of the staircase is dark, there are no windows or light sources.

If anyone has a torch, the light cantrip, or darkvision (or a combination) now would be the time to use them. Once that has been figured out read the next boxed text below.

You can see a hallway leading to your left and right. Both have doors that are closed. To the left is a smaller length of hallway you assume leads to the Master bedroom with another room on its opposite side. To the right is a larger length of hallway that leads to two separate doors.

The Master Bedroom (Room 1)

Read the boxed text below

This room is 50ft wide and 30ft long. There is a ragged motheaten curtain covering a closet. Light filters in softly from multiple windows partially covered by blinds. Time and delinquents combined to damage the windows, thus exposing the blinds and damaging them.

The door is unlocked and is not trapped.

A single player who is proficient in **Investigation** may make a skill check at DC 12. Help and the Guidance cantrip may be used but only before any rolls are made. On a success they find the room is structurally sound but empty, aside from some light flapping noises coming from behind the curtains.

On a failure they open the curtain, exposing the inside to the light and startling the swarm of bats attempting to sleep inside.

If the party figures out there is something alive behind the curtain before opening it, they may take a round to ready actions and strike whatever they believe is behind them. Otherwise the Swarm of Bats and the players enter initiative as normal.

Combat

The bats are nocturnal creatures and not excited to be woken up during daytime. They will attack the party until killed.

Once the swarm is dealt the killing blow ask, “How do you want to do this?” Let the player describe their kill shot!

When combat ends the party may attempt to search the closet. Ask for an **Investigation** skill check at DC 12. Help and Guidance cantrip may be used but before any rolls are called.

On a success they find a Potion of Healing.

On a failure they find a smashed and unusable Potion of Healing.

Pass or fail the players find a small whittled figurine of a spider

Guest Bedroom (Room 2)

When the players enter this room read the boxed text below

This smaller room is 30ft by 30ft. There is a large discolored spot in the ceiling and a small trail of water is slowly dripping onto the floor. It seems like this has been happening for a while.

Any player who is proficient in **Perception** or **Investigation** may make a skill check at DC 13. On a success they find a small hole in the wall covered by some debris. When moved it reveals an Herbalism Kit and a vial of Antitoxin.

Second Bedroom (Room 3)

The door is locked but not trapped. Any player who is proficient in **Thieves' Tools** may attempt to unlock the door at DC 12. Help and the Guidance cantrip may be used but before any rolls are made. On a success the door opens without incident. On a failure the lock breaks and the door must be kicked/smashed down.

If it comes to breaking down the door any player who is proficient in **Athletics** may make a skill check to kick it in at DC 12. Help and the Guidance cantrip may be used but only before any rolls are made. On a success they bust through to the room. On a failure they bounce off it hilariously and can try again.

Read the boxed text below

This room is a smaller bedroom. It is easy to tell because it still has a bed and furniture inside it, though everything is covered with a thick layer of dust. The windows are unbroken, and everything has white sheets over it. You can easily make out a dresser, a desk, a bed, and maps of the Silvercut Highway stretching from Kymal to Emon. When looking closer you can see marks upon it, as if the occupant was researching the best and safest routes. Notes are scribbled on the map with various known monster ambush sites by Orcs and Gnolls.

Adjusting the Encounter

Very Weak:
1 Swarm of Bats

Weak:
1 Swarm of Bats

Average:
2 Swarms of Bats

Strong:
2 Swarms of Bats

Very Strong
3 Swarms of Bats

In the process of looking through this bedroom the players uncover a Glyph trap under the bed. Because of the time that has passed it is not as potent as it was when first cast. Any player who is proficient in **Arcana** may make a skill check at DC 13. Help and the Guidance cantrip may be used but only before any rolls are made. On a success they realize the Glyph had a spell in it at one point, but the magic has faded and is no longer active. On a failure it looks like the Glyph contains a third level spell, though you do not know which one. How the players circumvent it is up to them but there is no magic within the Glyph any longer. More than a year has passed, and it is now inert. The Glyph protects a hatch. The hatch itself is locked. With a successful **Thieves' Tools** skill check DC 15 or higher it can be opened. Help and the Guidance cantrip may be used but only before any rolls are made.

Within the surprisingly deep hatch is 200gp, a Moon Touched Weapon (any melee/bow/crossbow of the party's choice) and a handwritten note sealed in wax addressed to the Ranking Member of the Kymal Rostoffs. (**Give players Handout 1 – The Letter**)

Guest Bedroom (Room 4)

Unlike other doors in the house this one is intact and closed. If anyone attempts to test if its locked or not...

Read the boxed text below

From the other side of the door you hear a frightened voice yell “Shoo foul beasts! I’m armed and not tasty at all!

RP Points for Mike Lowe

As soon as Mike realizes the party are not animals he won't attempt to attack.

His primary instincts are survival and escape.

- Are you here to rescue me? Reska said he'd bring help as he was running out the front door. Good ol Reska!
- At first this house was a great spot to end a day. Over the past few days though more and more animals have been moving in. I carved some of em as I saw them, but the spiders were a step too far. By then it was too late to make it out without getting eaten!
- I locked myself in this room to try to escape but I haven't had the guts to jump out the window. Originally, I was hoping to tie some sheets together or something, but I guess the others took all the bedding with them when they ran.
- Why am I here? My house was taken over by some real thuggy looking guys threatening me with a myriad of injuries

**Mike Lowe,
Abandoned
Squatter**
A mousy looking man with shifty eyes and a nervous demeanor. He was living here along with some other people, but they fled without him. The animals have driven him to this remaining room over the past day and he's running low on food and nerve. He's not an evil guy, just literally backed into a corner.

if I didn't leave. I tried going to the Margrave but every time I went, he wasn't available.

- If the way is clear, I'd love to get out! Do you have any food or water?

If the party lets him go, he leaves without incident. There's nothing of value in the room.

At this point if the party needs to, they may take a short rest before going to the attic.

Part Three

It's All Sticky

Read the boxed text below

Dust and cobwebs filter into the hatch as you open it. A ladder is attached and slides down, extending up into the top floor. The climb up is easy, though dark. Its impossible to be silent, the ladder creaking from going so long unused. There is no light filtering into the attic, the windows blocked by some opaque substance. Immediately upon stepping onto the basement floor you notice it is unusually sticky. As the last party member steps off the ladder everyone can hear a skittering noise.

Before Combat Begins

Take note that the floors are almost entirely covered in Webs. This makes the entire attic hindered terrain (all movement is halved), though the party can still move around in it slowly.

Combat

While the spiders are normally happy enough to eat the wayward bat and rat it's been awhile since anything has made its way into the mostly sealed room and the party sure does look tasty. The spiders will attempt to paralyze the entire party or failing that, enough to be able to gang up on the remaining members. The spiders consider the cellar their den and will fight to the death to protect it.

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

After Combat Ends

Any player who is proficient in Investigation or Perception may make a skill check at DC 15. Help and Guidance may be used on this check but before any dice are rolled.

On a success the party finds a Rostoff Signet Ring stuck in one of the webs. (Worth 50gp)

On a failure they find nothing.

Adjusting the Encounter

Very Weak:
1 Giant Wolf Spider

Weak:
1 Giant Wolf Spider

Average:
2 Giant Wolf Spiders

Strong:
2 Giant Wolf Spiders

Very Strong
3 Giant Wolf Spiders

If someone is poisoned a player who is proficient in **Herbalism Kit** may make a skill check with it to attempt to counteract the poison. The DC for this check is 13. On a success the paralyze ends. On a failure they must wait it out.

If the party has not already cleared the guest house continue to part 4. If the party wants to take a short rest here, they can.

Part Four

Uninvited Guests

When the party is ready to tackle the Guest House read the boxed text below

Before you lies a smaller, slightly less fancy version of the mansion that's taking up most of the property. The front door is closed and all the windows on its first and second floor are boarded up. Much like the main mansion there's a caved in section of the roof.

The players have two options for the door, they can pick it or kick it in. If they want to try to pick the lock, they can attempt a **Thieves' Tools** skill check at DC 13. On a success they can feel the faint resistance of rust but eventually hear the satisfying click of the lock. On a failure the age and deterioration of the lock get the better of the player and though the tools can be recovered the lock is broken beyond repair. To get in the door must be kicked in.

If they decide to kick it in a single player may make an Athletics skill check or a Strength Ability check both at DC 14. Help and Guidance may be used but only before any rolls are made. On a success the door swings inward with a splintering crack. On a failure they bounce off of it in a display of hilarious inefficiency. This roll may be repeated if it fails as checking the inside is a requirement of completing the job.

When the players enter the Guest House read the boxed text below

Its easy to tell there was a second floor at some point, but it has collapsed into itself creating one large room. There is a giant nest nestled into and around the top of the staircase that led to the second floor. The smell of death hangs in the air. On the floor is a partially decomposed body. Everyone hears a buzzing noise.

Combat

The party entering the inside of the house are what trigger the Wasp attack. They consider it their territory and will defend it to the death.

When the last blow is struck as the player “How do you want to do this?” Let them describe their killing blow!

If someone is poisoned a player who is proficient in **Herbalism Kit** may make a skill check with it to attempt to counteract the poison. The DC for this check is 13. On a success the paralyze ends. On a failure they must wait it out.

After combat ends the party may choose to investigate. If they do so they find a receipt for purchase of a house identifying the body as Reska. No roll is required.

Adjusting the Encounter

Very Weak:
1 Giant Wasp

Weak:
2 Giant Wasp

Average:
3 Giant Wasp

Strong:
3 Giant Wasp

Very Strong
4 Giant Wasp

Read the boxed text below

Making your way through the estate grounds and back to the makeshift shack you can't help but feel a little pride. A little extra gold in your pocket and a letter that might lead to more gives a sense of completion to your mission. The door to the shack is slightly ajar. Once you make your presence known it swings open and James Arkesh stands there ready to greet you.

RP Points for James

- So how did it go? (Let the party describe their experiences.)

If the party mentions the letter and the bedroom read the next point. If they do not skip it and move on to the next.

- Having interacted with the Rostoff's I can say for certain they would be very interested in a letter from their son. Kind of creepy they left it all intact, but if there was a spell glyph, I suppose that's a good reason not to pry too hard.
- Did you find anyone inside the mansion or the guest house?
(Let the party tell that story if they choose to)
- Here is your pay as advertised (hands them each 100gp).
- Are there any dangers I should warn a demolitions crew about?
- We will have more work in the upcoming weeks and considering your discretion and effectiveness the Union would be willing to work with you again.

- As we build our day to day business on Tal'Dorei certain items we carry will become available for purchase. Normally we would not sell these things to just anyone, but you have proven yourselves to be competent allies worth a working relationship.

At this point the adventure has ended.

Story Award: Union Benefits: This functions as access to spellcasting services for Season 2. At the start of each module there will be a list of spells, scrolls, and other various items the Union will sell to adventurers they have established a working relationship with.

Experience Summary

Social: If the party attempted to barter for more money award them 100XP

Exploration: If every room in the Estate was searched award them 100XP

Combat: If the party successfully defeated every combat award them 100XP

In addition, each player earns 10 Off Hours and 1 Honor

Magic Item Reward

Moon-Touched Melee Weapon

- In Darkness this weapon sheds Moonlight. It is bright in a 15-foot radius and dim for another additional 15 feet.
- Attacks with this weapon count as magical but it does not give a + Bonus to attacks or 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: 150XP, 10 Off Hours, 1 Honor, 100gp

In addition, the GM may apply the Story Award: Union Benefits to a character that does not have a season intro story award (IE no Union Benefits or A Friend In Need)

Player Handout 1 – The Letter.



Dear Mother and Father,

If you are reading this then my expedition to Emon was not successful and I am either missing or worse.

Use the rest of what's in the cubby hole to pay for my ransom if possible. If not keep the weapon I had commissioned as a keepsake and know that I loved you both. Know that you are good parents and did everything possible to prepare me for my journey. I have done extensive research and outlined the likely trouble spots on my map. I am reasonably sure that I can avoid the worst ambush spots and will be sure to make this my last cross-country venture. I apologize for worrying you with the risk of going personally but my new client requires I show up in person. This is an account that will bring prestige and safety to our family for generations to come and that is why I took the risk. When I return I will burn this letter and hopefully spare you ever needing to read it.

Safely yours,
Flagel Rostoff

Enemy Stat Blocks

Swarm of Poisonous Snakes

Medium swarm of Tiny beasts, unaligned

AC 14, HP 36, Speed 30ft, swim 30ft

Str 8(-1), Dex 18(+4), Con 11(+0), Int 1(-5), Wis 10(+0), Cha 3(-4)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10ft, passive Perception 10

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or temporary hit points.

Actions

Bites. Melee Weapon Attack: +6 to hit, reach 0ft. Hit: 7 Piercing damage (critical 10) or 3 Piercing damage (Critical 4) if the swarm has half or less of its HP. The target must make a DC 10

Constitution Saving Throw, taking 14 poison damage on a failed save, or half as much on a successful one.

Giant Rat

Small beast, unaligned

AC 12, HP 7, Speed 30ft

Str 7(-2), Dex 15(+2), Con 11(+0), Int 2(-4), Wis 10(+0), Cha 4(-3)

Senses: darkvision 60ft, passive Perception 10

Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell

Pack Tactics: the rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5ft. Hit: 4 piercing (critical 6)

Swarm of Insects

Medium swarm of Tiny beasts, unaligned

AC 12, HP 22, Speed 20ft, climb 20ft

Str 3(-4) Dex 13(+1), Con 10(+0), Int 1(-5), Wis 7(-2), Cha 1(-5)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 60ft, passive Perception 8

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for an insect. The swarm can't regain hit points or temporary hit points.

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0ft, one creature in the swarm's space. Hit: 10 piercing damage (critical 15). Half the damage if it is below half HP.

Swarm of Bats

Medium swarm of tiny beasts, unaligned

AC 12, HP 22, Speed 0ft, Fly 30ft

Str 5(-3), Dex 15(+2), Con 10(+0), Int 2(-4), Wis 12(+1), Cha 4(-3)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 60ft, passive Perception 11

Echolocation: The swarm can't use its blindsight while deafened

Keen Hearing: The swarm has advantage on Wisdom (Perception) checks that rely on hearing

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or temporary hit points.

Actions

Bites. Melee Weapon Attack: +4 to hit, reach 0ft, one creature in the swarm's space. Hit: 5 piercing damage (critical 7). Half the damage if it is below half HP.

Giant Wolf Spider

Medium beast, unaligned

AC 13, HP 11, Speed 40ft, climb 40ft

Str 12(+1), Dex 16(+3), Con 13(+1), Int 3(-4), Wis 12(+1), Cha 4(-3)

Skills: Perception +3, Stealth +7

Senses: blindsight 10ft, darkvision 60ft, passive Perception 13

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5ft. Hit: 4 piercing damage (critical 6) and the target must make a DC 11 **Constitution Saving Throw**, taking 7 poison damage on a failed save, or half as much on a success. If the poison reduces the target to 0 hp it is stable but poisoned for one hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Wasp

Medium Beast, unaligned

AC 12, HP 13, Speed 10ft, fly 50ft

Str 10(+0), Dex 14(+2), Con 10(+0) Int 1(-5), Wis 1(-5), Cha 3(-4)

Senses: passive Perception 10

Actions

Sting. Melee Weapon Attack: +4 to hit, reach 5ft. Hit: 5 Piercing damage (Critical 7) and the target must make a DC 11 Constitution Saving Throw, taking 10 poison damage on a failed save or half on a success. If the poison damage reduces the target to 0HP they are stable but paralyzed for one hour, even after regaining hit points. So long as the target remains poisoned they are also paralyzed.

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 attempt to bargain for additional pay yes/no?
2. Did the players search through all the rooms on the first floor yes/no?
3. Did the players search the shed and the Guest House yes/no?
4. Did the players find the signet ring hidden in the webs 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.)