

New Opportunities

A Living Tal'Dorei module for 1st to 4th level players
Optimized for 5 2nd level players to be played in 4 hours
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Play tested and perfected by the Critter Community

This module should be logged as LT 2-2 New Opportunities

Adventure Background

After taking enormous losses chasing after Gun technology the Myriad are forced to regroup in Tal'Dorei and concentrate their efforts in Kymal. With the Skyport being built and increased Clasp presence their major money maker the Dragon's Hoard is under threat by new influences. After failing to intimidate the Rostoff family, the Myriad falls on its tried and true method of kidnapping the new Rostoff heir. James Arkesh knows his deal with the Rostoffs will be his ticket to the big time. Going to Prudence the Majordomo in woman in charge of the day to day in Kymal will weaken his position with the Union. That leaves Adventurers he can only hope are up to the task.

Adventure Overview

- **Union Benefits** – (*15 Minutes*): Assume 15 minutes for time both before and after the session for players to make use of the spellcasting services. A player can use those services either before or after the module but not both. If the players do not need this amount of time you can allot the remainder as a bathroom break at some point in the adventure.
- **Part One – Who and What?** (*30 Minutes*): The players are sought out by James Arkesh to help resolve a bad situation that's fallen into his lap. Wilbur Rostoff has been forced to come out of retirement and take back the family business. While grooming a cousin to be the face of the new enterprise, the Myriad complicated it with an old-fashioned kidnapping.
- **Part Two – Where When and Why?** (*75 Minutes*): The players check in with the Rostoff family to get background information and an explanation on why their family has fallen into the Myriad's crosshairs.
- **Part Three – But How?** (*90 Minutes*): Kymal isn't a massive city by any means. The clock is ticking for recovering Nygel Rostoff safely. It's up to the party to mount a successful rescue and hopefully shake the Myriad's reputation in the process.
- **Part Four – Our Best Interests** (*30 Minutes*): With Nygel safely recovered the Union's distribution network is secured. Dependable people are needed for the Union to thrive and the party is offered entry level positions in the new hierarchy via James Arkesh.

Adventure Hook

Each player is contacted by James Arkesh based on their successful completion of A Real Estate. A job has come up that would be a boon to the Union and save a family who's experienced a lot of pain in the past year. The Rostoff family was set to be the distributor of new goods and services as part of the deal for the land they sold. Late last night, Nygel Rostoff the man being groomed to be the new head of family trade was abducted and is being held for a yet unnamed ransom. The group's job is to make sure the Myriad does not get what they want.

Union Benefits:

First Level Spell Scroll 100gp (arcane only)

Potion of Healing 50gp (*Limit one per player*)

Potion of Climbing 100gp (*Limit one per table*)

Any Non-Magical armor/shield/weapon, adventuring gear or tools in the Player's Handbook at list price

***Acolyte Background** may purchase a single 1st level, non-healing spell scroll without paying its gold cost. If there is a component cost, you must pay it yourself.

Calculating APL (Average Player Level)

All our mods are balanced assuming 5 players of the level the mods are built for. If you have 4 players who are all level appropriate (in this case level 2) 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.

RP Points and how to use them

RP Points represent the information the NPC should tell the group. They are only intended as conversation points and you are not limited to RP'ing just what's said, nor should you simply read them one at a time and move on. Use RP Points as a springboard for conversation and if any players aren't taking part in the discussion use one to engage a player who seems shy!

Awarding Inspiration

While the party is deciding what to buy with their Union Benefits take this time to check each character sheet and determine their Personality Traits, Ideals, Bonds and Flaws. Give them the chance to Roleplay at least one of these during the session and if they do award them One inspiration. Make sure to give every player the chance, but only award it once per player per module.

Part One Who and What?

Read the boxed text below

Having done a bit of work for James Arkesh a day or two ago you've had just enough time to burn though a fair chunk of what you were paid. You are each contacted to assist with a matter of utmost importance to the Union. The messenger tells you to meet up at the place you were hired from the previous time, the former estate house of the Rostoff family and future site of the Kymal Skyport.

When you arrive, James is pacing back and forth across the small room, doing his best to wear a track into the floor of the makeshift building. Looking up from deep thought he brightens up at the sight 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

- Thank you for coming on short notice. My local contact has run afoul of some unsavory folk and has asked me for a favor.
- Normally I would not intervene in such matters, but their stability is in the Union's best interests. We can't afford to look weak in this city.
- The Rostoff family has a somewhat long history in Kymal, stretching back beyond the days of the Margrave's family and the establishment of the Casinos.
- Since the death of their son and the downturn of their fortunes Martin and Dorothy have teamed up to restart their business and...how do I put this? Deal with the mundane day to day life of regular non noble folk. It has been a humbling time for them, but I think overall for the best.
- They mentioned Myriad involvement as part of their reason for the excellent price I was able to negotiate for this land, but it seems those shadowy knaves were not done with them. I do not know all the details, but I do know they chose to ally with the Union. That choice is costing them now.
- If they're to be our contacts here the influence of the Myriad should be purged. That's where you come in.
- I can give you directions to their new house. A word of warning on the myriad though. They are thieves and murderers and won't hesitate to kill Nygel.

Part Two

Where When and Why

If the party have not introduced themselves to each other mention that ***and then*** read the boxed text below

James gives you the address and wishes you well. It is not a long walk, still on the outskirts of the city but intentionally as close to the eventual Skyport as the Rostoffs could manage. Mentioning a meeting with Majordomo Prudence he ushers you out the door and closes it behind you.

Looking at the address you were given it does not take long to realize the house in question is only a few blocks away.

Making your way there you see city folk removing the remains of some sort of local festival, though its hard to pinpoint exactly what it was. Within a minute or two the Rostoff family house comes into view. It is a noticeable step down from the Manor house you worked your way through a few days ago. A two-story building that has seen better days but is sturdy and clean. No one approaches you as you make it to the front door. After a knock a few seconds go by before a woman in her mid-fifties opens the door. She seems frantic but well aware of her surroundings. She gives each of you an appraising look.

“Are you here from the Union?”

Dorothy Rostoff

She’s a hard woman who has helped run the company with her husband before passing it on to their son Flagel.

His death hit her hard as she was enjoying her retirement. Watching her fortune dwindle was punctuated with the grief of losing her only child. Burying herself in restoring their family name is what’s kept her going this past year.

Dorothy’s refusal to lose it all has kept their marriage from falling apart along with the rest of their life.

RP Points for Dorothy Rostoff

- Last night someone from the Myriad came here and told us if we wanted our nephew Nygel back to stop all business.
- When we lost our son Flagel on the Silvercut times were tough. My husband and I had to come out of retirement and try to pick up the pieces.
- Wilbur took out a loan through some people at the Dragon’s Hoard. We didn’t realize who they were until it was too late.
- After selling our manor house to the Alsfarin Union we were able to pay the loan back, but the Myriad wouldn’t take the payment. They tried to strongarm us into giving them a piece of the deal we made with James.
- When we refused, they kidnapped Nygel and are holding him until we agree to their “offer”. If we went to the Margrave, they said he would be killed. We talked to James and he offered to send some adventurers.
- Three men came to our home and threatened us. One was 6 feet tall and slender. He was bald with a scar on his left cheek and wore leather armor. The second was a thin wiry speck of a person and wore apprentice’s robes. The one doing the talking though was a

stocky box of a man. Must have been almost 7 feet tall and when he spoke it was listening to someone shake a bag of rocks. He said his name was Clemens and we could bring payment to the Dragon's Hoard.

- Instead of paying them I can offer each of you 200gp each if you can return Nygel safely. I'm talking with some other people about a permanent solution but for now I just want my nephew back.
- The best place to start looking would be the Dragon's Hoard. I doubt Nygel is there but it's the only place I know to find the Myriad.
- A word of warning. Before going inside the casino or investigating it you should have some sort of plan or communication between yourselves ahead of time. My nephew's life depends on your discretion. If you're spotted and your intentions are clear they will kill him.

Give the players a few minutes to figure out their plan. If they mention needing a shopping trip have Dorothy tell them time is of the essence and they won't be paid if he dies while they're buying things.

(If a player has the **Criminal** Background, they have advantage on Persuasion or Intimidation skill checks used for interrogation)

As soon as the party exits the Rostoff home they are being watched by Myriad spies. They are watching to see how the family will react and to make sure no complications (like the players) arise. When the party is leaving, everyone who is proficient in **Perception** may make a skill check at DC 15. Help and Guidance may not be used on this roll because the party doesn't know it's coming and has no chance to prepare. On a success the player realizes they are being watched from a neighboring rooftop. **If anyone scores a 20 or higher read them the boxed text below as a whisper.** On a failure they don't notice anything out of the ordinary.

You spot a bald man with a scar on his left cheek motioning to someone just out of sight. He locks eyes with you and gives you a condescending smirk before disappearing behind the rooftop.

If a player receives this whisper it is completely up to them whether they share it with the party. Either way though the jig is up, and the Myriad is aware the Rostoffs have asked for aid. Fortunately for the group they are underestimated.

If they have not been noticed the Myriad group prepares to attack. They have a good idea of what adventurers look like and why they would be exiting the Rostoff home. Killing the group in front of the Rostoff home sends a strong message.

If the Myriad were seen, they do not get the drop on the party. When a player notes they are being watched that is when initiative happens. If no one spotted the Myriad agents, they get a surprise attack off before initiative is rolled. Count it as readied actions going off when the party leaves the Rostoff home.

The Rostoff's current home is an 80ft long and 60ft wide two-story house. The street they are on has other similar sized houses and is 30ft wide and continues off the map in either direction. There are no city guards around but plenty of people are out and about in the street. They all flee as soon as combat breaks out. Feel free to have them flee in and through the combat on initiative zero of round 1.

Adjusting the Encounter

Very Weak:
3 Myriad Bandits

Weak:
1 Myriad Spy, 3 Myriad Bandits

Average:
1 Myriad Spy, 4 Myriad Bandits

Strong:
1 Myriad Spy, 5 Myriad Bandits

Very Strong
2 Myriad Spy, 5 Myriad Bandits

Combat

How this goes depends largely on where it has been triggered. Regardless of location though this is going to be a street fight.

There are civilians present who pull back far enough to not be caught in the combat, but still able to watch the action. The buildings are 1-2 stories and have 10ft of space between each one.

The area is mostly residential and small business so there are no warehouses or any massive structures. How you want to distribute the buildings and enemies is up to you.

If there is a spy in the combat, he attempts to snipe at the party from a rooftop while the bandits engage at street level.

When the final blow is struck ask "How do you want to do this?"

Let the player describe their victory!

If the party thinks of it, they can interrogate one of the people they left alive. If not the "investigation" continues! Bear in mind any melee attack can be considered non-lethal but must be called beforehand. Some spells can also be non-lethal such as Shocking Grasp or Sleep. Spells like Fire Bolt and Magic Missile are lethal.

After combat ends a single player who is proficient in **Investigation** may make a skill check at DC 14 to search the bodies. Help and Guidance may be used on this roll.

On a success they find: 10gp per body and a Potion of Healing

On a failure they find: 10gp per body

When combat ends Dorothy throws her doors open and quickly surveys the scene.

If the party took a prisoner Dorothy tells the group to bring them inside. One player may make either an **Intimidation** or a **Persuasion** skill check at DC 14. Help and Guidance may be used on this roll but must be called before any dice are rolled. Let the person who is making the role play what they are doing to get the information and what it is they are trying to find out. On a success they get the Myriad RP Points. On a failure they repeat that they don't know and wouldn't tell even if they did. If the roll is failed do not let them continue to retry until they succeed. Count it as a failure and move on.

Myriad Agent RP Points (It could be Clemens or any of the bandits)

- Its not my choice to work for these people. They have my daughter held hostage back in Nicodranus. They told me “Her survival depends on my good work here”. Without me alive they'll sell her into slavery!

(Anyone who is proficient in **Insight** can make a skill check at DC 14. On a success they realize he's being truthful. On a failure they assume he's just making up a story to save himself. No Help or Guidance may be used as this is a spur of the moment roll with no time for discussion.)

- The guy in charge of the Dragon's Hoard goes by the name Kragen. He's one of the people behind the Myriad attacks in Emon last year. At least this time it wasn't a kid.
- I was there when that airship attacked the capital. It was terrifying, I thought the world was ending. Its only after the fact we heard about what went down in Vassalheim.

(If the players ask about that read the next RP Point, if not continue on)

- We were chasing after some lady named Ripley. She's been goin around trying to sell some sorta new weapons technology and Kragen wanted to get his hands on it. Then all that other stuff with Dyson Brant and Vecna came around and we got caught up in the crossfire.
- Kragen made the call to abandon operations in the city and we regrouped here in Kymal.
- Don't trust that Union. From what I've heard the reason they're on Tal'Dorei is they want to mass produce the shielding that Dyson put on that airship. With something like that they'd be almost unstoppable. Kragen is real worried about that. Spells bounced off it like you wouldn't believe. Powerful ones too.
- I didn't take the guy, but I know some of the people that did. There's a safehouse about an hour's walk from the Dragon's Hoard. I don't know its exact location though, never actually been there.

RP Points for Dorothy Rostoff

- I never thought they'd be watching the house. It was a foolish mistake on my part, and I apologize.
- While you were fighting, I was keeping a watch from my window.
- I am reasonably sure you got everyone in their group. No one ran off far as I could see so for now you may have gained an element of surprise.

- It looked like quite the fight. If you need to you can take a short rest here in the house before heading out.
- I recognize the tall human in their group. That was one of the men that came to our house and threatened Nygel's life. Good riddance to bad rubbish.

When the party is ready to leave the Rostoff house read the boxed text below

The streets are clear of townsfolk. Unfortunately, the bodies are still there and being given a critical eye by some city guard. They look down at the bodies frowning, then at you, then back at the bodies. A Silver Dragonborn man steps away from the small group centered around the pile of corpses and walks in your direction.

It's up to the party how they want to explain exactly what happened and how the whole situation went down. On the upside the group was jumped exiting a house so as far as anyone is concerned the group is the innocent party.

RP Points for Kymal City Guard

- You lot there! Hold up a minute we've got some questions.
- My name is Captain T'Shar and I'm with the Kymal city guard. We got reports of a street fight, but when we got here the street was empty and these bodies were just lying here.
- What happened here?

(Let the party tell their story. Depending on how it goes and who the party implicates the guards are going to report this back to Majordomo Prudence.)

- Do you know who these men were working for?
- Do you know why they attacked you?

(If the party mentions the kidnapping or Myriad involvement read the next point, if not skip to the next one.)

- So, you mean to tell me these guys were part of a criminal organization that's set up in the city? Any idea where their base of operations is?

(If the party mentions the Dragon's Hoard Captain T'Shar breaks out a small note pad and a pencil and begins writing some notes.)

- I'll be sure to report this to the Majordomo. We get our share of crime to be sure but people being murdered in the streets is the sort of thing you see in Emon or Stilben, not here.
- If we have any other questions, I'll be sure to take them up with the Rostoffs. For now, try to keep your escapades out of the public eye.

Part Three But How?

The party will need to head to the Dragon's Hoard in the hopes of finding the other people Dorothy described. They are not attacked on their way to the Dragon's Hoard.

When the party is ready to either case the casino or enter it read the boxed text below.

There's a steady flow of people in and out of the glitzy and clean four-story building. Parked at the entrance are two very large and imposing guards who cautiously eye everyone coming in and doubly so for every person leaving. They see you coming and immediately close the door leading into the casino.

RP Points for Myriad Guards

- Boss said no adventurers today. You lot are easy to spot with your weapons and swagger.
- You got that look like you own the place, but you don't. Not here anyways.
- I'd lose more than my job if we let you in. (The party won't be able to get in without fighting the guards and that would go downhill very fast. If it looks like that may become a thing one of them pulls out a bell and rings it. If that happens read the next RP Point below.)
- You got about 30 seconds to get outta here before way more than you can handle comes out to help us. I aint sayin you're banned or anything but for today you're not getting in.

If the party waits long enough nearby, they can spot Clemens (matching the description Dorothy gave) leaving the Casino. If the party gets noticed while casing the casino they will be attacked.

If the party wishes to watch who's coming and going, they will need to make three **Group Stealth** skill checks at DC 16. This is to represent the passage of an hour or two as it takes that long for Clemens to realize his men have not checked in and something may be happening.

Help and Guidance may be used but only before any rolls are made for each check.

If the group gets more successes than failures or breaks even, they succeed.

If the party succeeds, they spot an imposingly large and nearly rectangular human emerge from the front entrance and make his way up the street with some people in tow.

(How many you should base on the adjusted encounter for your party).

Let the group plan how to jump them.

Some people can scale a building or hide in an alleyway.

(These are merely suggestions, let them be creative!)

One player who is proficient in **Survival** can make a skill check at DC 13. On a success they are able to set the party in and around buildings as they desire as the Myriad group is walking down a semi crowded street. If a member of the party has the **Urban Bounty Hunter** background this check may automatically succeed.

If the party fails, they lose the element of surprise and are (correctly) assumed to be the ones responsible for their fellow agents going missing.

When the players are ready to trigger the combat or are noticed read the boxed text below

The larger buildings that have sprung up around the Casinos give way to smaller shops of more mundane goods typical for every other city in Tal'Dorei. Its nearing midday and plenty of people are out shopping and going about their business.

Aside from the grim nature of your mission it's a beautiful early spring day. The sun is shining and the general mood of the city is hopeful. Many of the people you pass are refugees attempting to get a fresh start in this newly booming city of opportunity.

None of these people are ready for the violence about to erupt.

Adjusting the Encounter

Very Weak:

1 Myriad Thug, 2 Myriad Bandit

Weak:

1 Myriad Thug, 3 Myriad Bandits

Average:

1 Myriad Thug, 4 Myriad Bandits

Strong:

1 Myriad Thug, 5 Myriad Bandits

Very Strong

2 Myriad Thug, 5 Myriad Bandits

Combat

The location the players choose to attack varies largely based on where it is happening. If they are well hidden and prepared this combat is happening in a 50ft long 20ft wide section of a Kymal street. This is an area that is still part of the business district but is far enough from the center of the city to be smaller 1 and 2 story buildings.

The best-case scenario for the group is Clemens and his group make it a few blocks away from the Casino before being jumped by the party. If it looks like no one is thinking about taking prisoners remind them an interrogation works a lot better on living targets.

Clemens will maneuver to the back of the group and disengage. From there he will call to the others to cover his escape "To get help".

(He's getting help but not for them)

If the party tries to focus on Clemens the bandits will begin firing crossbow shots at townsfolk to draw the party members away from chasing Clemens.

When the last blow is struck ask "How do you want to do this?"

They still need to figure out Nygel's location and maybe taking a prisoner is the smart move.

Assuming that occurs, one player may roll EITHER an **Intimidation** or **Persuasion** skill check at DC 14. Help and Guidance may be used on this check but only before any dice are rolled. If another player thinks of it, they may make an **Insight** skill check at DC 12 to see if they believe the responses are truthful

If the **Intimidation** or **Persuasion** succeed, they can get the location of the shack, about a half hour's walk from where they are now. On a failure the party is going to have to get a little rough. If that happens let them RP the escalation. If they kept one of them alive the Myriad agent has the following information to share.

RP Points for Myriad Agent

- It doesn't matter if you stop us. We have Myriad ways to get our revenge and there are many fates worse than death.
- This is a cushy job. Free booze, money to gamble and I get to keep my winnings!
- Yesterday I got contacted to help snatch a guy and bring him to one of our safehouses.
- Normally these kinda jobs are easy enough but this guy was a real fighter. Took a few of us down before we finally got em under control.
- We were gonna kill em but Clemens got real pissed and told us he was worth more alive. I'm all for stabbin a guy but I'm not about to get on Clemens bad side. That guy can crush people like its nothin!
- The safe house is about a half hour away from here. We were on our way to check in, heard something about some of our guys goin missing.

(If the players mention that was them read the next point, if not skip to the next one.)

- THAT WAS YOU? (spits) Don't even matter you got no idea how powerful Kragen's allies are. Real devils if you ask me.
- Only thing waiting for you at that shack is death. By now Clemens made his way back and they'll be waitin for ya. That guy is good as dead.

If the party thinks to search the bodies, they can roll an **Investigation** or **Perception** skill check at DC 13. Help and Guidance may be used on this skill check but only before any dice are rolled. On a success they find: 10gp per enemy killed, a set of Thieves' Tools and a Potion of Healing. On a failure they find: 10gp per enemy killed.

To find the location of the shack one player may make an **Investigation** or **Survival** Skill check at DC 13. Help and Guidance may be used on this roll but only before any dice are rolled. On a success they can track down the location with ease. On a failure they are still able to, but it takes an additional hour.

The group will get pretty close but not quite there before Clemens springs his trap. Assuming he was able to escape Clemens has gone ahead and linked up with a different group of Myriad Agents to set a trap of his own.

If Clemens was not able to escape word has gotten around about the party making waves not only at the Rostoff house but the Dragon's Hoard and their approximate location has been figured out now that their motive is clear (rescuing Nygel Rostoff). As the party draws close to their goal their next hurdle is ready and waiting for them.

Combat

Unlike previous fights today the Myriad are very aware they are being attacked and are decently well prepared for a counterattack.

This is another street fight, but this group is on their way towards the adventurers and neither group has a chance to ambush the other. It's pretty easy to spot the group as the perpetrators. Not only has their description gotten around after the various fights of the day they're blood splattered cloths and obvious battle damage make them stand out from the regular townsfolk going about their day.

The street is 20ft wide and extends hundreds of feet in either direction. When combat breaks out everyone nearby makes a run for cover, doing their best to not get involved.

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

If the party thinks to they may take a minute or so to search the bodies. One player who is proficient in Investigation or Perception may make a skill check at DC 13.

On a success they find: 10gp per body and a potion of Hill Giant Strength
On a failure they find: 10gp per body.

While searching the bodies people begin filtering back into the street. Everyone gives the party a wide berth and does not attempt to interfere with them. The group hears a fair amount of murmuring about the city becoming dangerous, but no one attempts to interact with them and will run for cover if the party tries to engage them.

When the party is near the Shack read the boxed text below

You see a dilapidated structure made of boards held together haphazardly in a small lot. The structure is about the size of James Arkesh's office and its windows are blacked out with paint. Everyone on the street gives you a wide berth as you approach it. Windows and doors close and anyone who notices you quickly heads elsewhere.

If the combat occurs near the shack the people inside give it a few seconds and then head out to check the commotion.

Adjusting the Encounter

Very Weak:

1 Myriad Thug, 2 Myriad Bandit

Weak:

1 Myriad Thug, 3 Myriad Bandits

Average:

1 Myriad Thug, 4 Myriad Bandits

Strong:

1 Myriad Thug, 5 Myriad Bandits

Very Strong

2 Myriad Thug, 5 Myriad Bandits

If it happened anywhere else the Imp and other Myriad forces inside are unaware the jig is up but were told to prepare for attack and are doing so.

If the party hadn't made their presence known to the Wizard and his Imp ally, they manage to sneak up to the 20ft by 20ft shack.

If that is the case any player who is proficient in **Perception** may make a skill check at DC 14. On a success they hear a muffled male voice crying out and a char being scraped across the ground towards the door. On a failure there's people inside!

When the party is ready to approach the shack read the boxed text below

The entire street has gone deathly quiet. You can feel eyes on you from all directions. No one is attempting to stop you or give you away to those inside. It would appear the new neighbors have worn out their welcome.

Adjusting the Encounter

Very Weak:
Myriad Apprentice,
Imp

Weak:
Myriad Apprentice,
Imp, 1 Bandit

Average:
Myriad Apprentice,
Imp, 2 Bandits

Strong:
Myriad Apprentice,
Imp, 3 Myriad
Bandits

Very Strong
Myriad Apprentice,
Imp, 4 Myriad
Bandits

Combat

Nygel is pushed in front of the main door. The idea is when the party crashes through the first thing they hit is him. What nobody knows is that Nygel gave up a life of adventuring to help with the family business so he's a bit sturdier than the Myriad agents expect.

The first attack the players make to bust through the door automatically succeeds, and Nygel takes half of whatever it is. That triggers initiative.

The Myriad agents don't mind firing around or through Nygel if necessary. If the players continue to try to bust through the door to clear the bottleneck that's fine. Have Nygel take half the damage but he remains alive (he's got HP to spare).

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

They can save Nygel who is worse for wear but thankfully still alive. He's extremely grateful and aware that the Myriad had some items on them. If the party does not think to search the bodies, he reminds them to. He is a retired adventurer after all.

After a search (At Nygels prompting if needs be)
The party finds the following:
10gp worth of Casino Chips to the Dragon's Hoard
5gp per body
1 Potion of Frost Resistance
Clockwork Amulet
Scroll of Magic Missile

RP Points for Nygel Rostoff

- Thank you so much for rescuing me. Who sent you?

(Let the party tell their story)

- I'm glad Dorothy turned to adventurers. She wasn't very happy when I got into the life.
- I retired a few months after Flagel got killed on the Silvercut. Needless to say I wanted a bit of revenge. The idea of making the trade routes a little safer was a nice little bonus.
- If I'm being honest, I do prefer adventuring, but Dorothy made a good case for me keeping the family business alive. What's more I learned to leverage some of the contacts I made along the way.
- I got my closure on the Silvercut hunting down known ambush sites I spotted on Flagel's map.
- A few months after that all the craziness with Vecna and the major battles in Emon and Vassalheim happened. To be honest the idea of retirement started looking pretty appealing.

There is nothing else of value in the shack. This was more of a temporary location for holding Nygel than any sort of actual base. Its primary value is in being discarded without incurring serious loss.

When the party is ready to leave the shack and head back to the Rostoff household read the boxed text below.

A familiar Silver Dragonborn is talking with some panicked people not far away. Soon as you walk out with Nygel in tow they point at you and say something you are unable to hear. With a sigh the Captain makes his way over to you with a look of concern. He looks to you, then Nygel and back to you again.

RP Points for Captain T'Shar

- So much for not getting in any more trouble eh? I'd ask what happened here but its pretty clear there was another battle.

(Let the party tell their story, after they're finished assuming Nygel is alive he chimes in that the group saved his life and these are criminals from the Myriad. If he is dead Captain T'Shar is clearly sad)

Captain T'Shar visibly sighs and continues on. (If Nygel is dead read the next point. If not skip it and move on.)

- So Nygel is the one you were sent to save? Pity you weren't able to. I knew the man and he did a lot of good for Kymal.
- We've been finding small piles of bodies all day now. Even if I take your word for it, which thanks to my dealings with Nygel I'm inclined to there's still a lot to be discussed.
- Majordomo Prudence has taken notice of the situation and has asked me to make a full report to her. Is there anything you would like me to add when I talk to her?

(This is an opportunity for players to give any information they want about the things they have learned so far today. If they do great, if not that's fine too.)

- You are in luck. Thanks to Nygel's exploits defending Kymal in the past he's earned a bit of a local reputation as a hero.
- Were it not for him I'd be arresting all of you. I'm willing to take his word on the situation but as to the rest of you...I highly suggest you not murder anyone else in the city limits. My good graces only extend so far.

When the party has said all they need to read the boxed text below

With a nod to the other Kymal guard standing nearby Captain T'Shar gives the group a once over and says, "All right then. I won't keep you any further. The paperwork from all this is enough trouble for one day."

He looks around and quickly walks over to the group of guards inspecting the bodies and its hard to hear exactly what it said. It does not take long for them to begin walking towards the shack. They don't seem to have any additional interest in you and do not attempt to stop you as you leave.

Once the party is done talking with Nygel and Captain T'Shar move on to Part Four.

Part Four

Our Best Interests

Going back to the Rostoff household will have a different feel depending on how the party did. If they managed to save Nygel, read the boxed text below.

As you get within sight of the house Nygel pushes himself off and stands weakly on his own. “Thank you for the rescue, but I’d like to cross the threshold on my own.” He half stumbles through the door and you can easily hear Dorothy gasp. You can hear her crying with relief as you make it to the door. By the time you’ve crossed into her line of sight all tears are gone and she has a hard look for all of you. She steps away from Nygel watches him sit down with fury in her eyes. “I can’t thank you enough. I’ll make sure to sing your praises to James as well. I have an idea on how to hit back at the Myriad, but I’ll need to talk to a few people and get approval first. Seems fair for criminals to get a taste of their own medicine. Kymal could do with one less casino.”

Dorothy pays them their wages and walks them out the front door. Watching the last person leave she yells a thank you towards the party. (This ends the adventure)

If they did not save Nygel read the boxed text below.

The looks on your faces tell the tale before words are spoken. Dorothy breaks down sobbing, eventually breaking a snuffle in to ask if you were able to recover the body.

If the party did, she rushes out to see for herself, if they did not, she asks where he fell so she might recover him on her own. Either way she comes back after a minute or so and continues talking to the party, this time with cold resolve in her eyes.

Read the boxed text below.

Thank you for bringing me the news. I will speak with my husband and then James about how we will retaliate. There are some things I need to run by Prudence before making any formal plans but do stick around the city. It’s about to get very lively. It may take most of our remaining money to try but I intend to hire a Cleric to Raise him. Normally there’d be no chance, but he used to be an adventurer. Its possible he can return to life and since I dragged him into this I owe him that choice.

Either way Dorothy Rostoff pays the party their agreed upon fee.

If the party thinks to do it they may also return to James Arkesh to fill him in on what has happened.

Should they choose to return to James Arkesh read the boxed text below

Upon returning to the site of the new Kymal Skyport it would seem the demolitions have already begun. The main estate house has been burned down to its foundations, but James's office shack remains and the door is open. Upon entering you see the familiar dark-skinned man doing his best to wear a track in a nice looking carpet. He looks up as you enter and the spark of recognition is immediate.

RP Points for James Arkesh

- You've RETURNED! EXCELLENT!
- Wow you lot are all bloody.
- So? How did it go?

(Let the players tell their story)

- Seems you were the right ones for the job. It would appear that adventurers are good for a great many things. This is good.
- I see great things in all our futures, the Union has need of strong people willing to do what is necessary.
- Take some time and get rested up. I'm sure the Myriad won't take this defeat lying down. Should they choose to strike at the Rostoffs or myself again I won't hesitate to search you out.
- You did a good deed today for the entire city. I fear it will lead to a greater conflict though. It may be necessary to find some more allies, not that it's a slight against you or anything.
- The Union has dealt with the Myriad in some of our other ventures on other continents. They are an issue that we hoped to avoid here, though that seems unlikely now.
- I swear this was supposed to be a simple and prosperous post. Things are quickly turning into chaos. I do hope the Margrave doesn't get involved in our dealings. He is likely to complicate matters more than help.

(This ends the adventure)

Experience Summary

Social: If the party cared about saving Nygel award them 200XP

Exploration: If the players never lost control of their prisoner award 200XP

Combat: If the party successfully got Jarvik back to his cell award 200XP

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

Magic Item Reward

Clockwork Amulet

Wonderous item, common

This copper amulet contains tiny interlocking gears and is powered by magic from a different plane. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.

When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used this property cannot be used again until the next dawn.

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: 300XP, 10 Off Hours, 1 Honor, 150gp

Enemy Stat Blocks

Myriad Bandit

Medium Humanoid, AC 12, (Leather Armor) HP 11, Speed 30

Str +0, Dex +1, Con +1, Int +0, Wis +0, Cha +0.

Passive Perception: 10

Languages: Common

Actions:

Scimitar, Melee attack Range 5ft +3 to hit Damage 4, Critical 6

Light Crossbow, Ranged Attack Range 80/320ft one target. +3 to hit Damage 5, Critical 7

Myriad Spy

Medium Humanoid, AC 12, HP 27, Speed 30ft

Str 10(+0), Dex 15(+2), Con 10(+0), Int 12(+1), Wis 14(+2), Cha 16(+3)

Skills: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses: passive Perception 16

Cunning Action: On each of its turns the spy can use a bonus action to take the Dash, Disengage or Hide action.

Sneak Attack (1/turn): The spy deals an extra 7 (critical 10) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5ft

Actions

Multiattack. The spy makes two melee attacks

Shortsword. Melee Weapon Attack: +4 to hit, reach 5ft. Hit: 5 Piercing damage (critical 7)

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120ft. Hit: 5 Piercing damage (critical 7)

Myriad Thug

Medium Human, AC 11, (Leather Armor) HP 32, Speed 30ft

Str +2, Dex +0, Con +2, Int +0, Wis +0, Cha +0

Passive Perception: 10

Languages Common.

Pack Tactics: The thug has advantage on an attack roll against a creature if at least one of the thug's allies are within 5 feet of the target and is not incapacitated.

Actions: The thug makes 2 melee attacks or one ranged.

Mace: Melee attack range 5ft +4 to hit, Damage 5 (Critical 7)

Heavy Crossbow: Ranged attack Range 100/400ft one target. +2 to hit, 5 damage (Critical 7)

Myriad Apprentice

Medium Human (any evil alignment), AC 13(Mage armor), HP 12
Str 8(-1), Dex 10(+0), Con 12(+1), Int 16(+3) Wis 12(+1), Cha 10(+0)
Skills: Arcana +5, History +5, Sleight of Hand +2

Senses: passive Perception 11

Spellcasting. The apprentice is a 2nd level spellcaster, its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared

Cantrips (at will): Fire Bolt, Light, Mage Hand

1st Level (3 slots): Mage Armor, Magic Missile, Shield

Imp

Tiny Fiend, AC 13, HP 10, Speed 20ft, Fly 40ft

Str 6 (-2), Dex 17 (+3), Con 13 (+1), Int 11 (+0), Wis 12(+1), Cha 14(+2)

Skills: Deception +4, Insight +3, Persuasion +4, Stealth +5

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

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: darkvision 120ft, passive Perception 11

Languages: Infernal, Common

Shapechanger: The imp can use its action to polymorph into a beast form that resembles a rat (speed 20ft), a raven (20ft/fly60ft), or a spider (20ft/climb 20ft), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight: Magical darkness doesn't impede the imp's darkvision

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

Actions:

Sting (Bite in beast form). Melee Weapon Attack: +5 to hit, 5 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.

Invisibility: The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

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 spot the Myriad waiting for them outside the Rostoff home yes/no?
2. Did the players harm any bystanders or city guard yes/no?
3. Did the party interrogate a Myriad agent successfully yes/no?
4. Did the players save Nygel 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.)