

The Highest of Seas

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

Optimized for five 11th level players

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Playtested and perfected by the Critter Community

Adventure Background

While the heroes known as Vox Machina have been walking the planes building trammels and gaining the favor of the gods Vecna's minions have been busy in Emon. A sleeper agent known as Dyson Brant gathered up the city's adventurers and took his shot at murdering them all. After being rebuffed the city spent weeks sorting out the loyalties of its own defenders and attempting to bring Vecna's agents to justice. This culminated in the trial of Jarvik, another sleeper agent who was brought to justice and then targeted for execution. In the chaos surrounding Vecna's assault on Vassalheim Dyson has reappeared in Emon with an airship retrofitted for war and has been bombarding the city. Thanks to Emon's defenders a way has been established to assault the airship directly. That assault is up to the players and it's happening now.

Players should log this module as LT 1-20 The Highest of Seas

Adventure Overview

- **Sherri's Still Glorious Goods** (*15 Minutes*): Assume 15 minutes for time both before and after the session for players to make use of Sherri's. A player can use those services either before or after the module but not both.
- **Part One - Breach of Trust** (*45 minutes*): Merrick sends word that the way onto the airship has been opened. Get on to the main deck and help establish a beach head at the teleportation circle so the tide can be turned and Emon saved.
- **Part Two - Upper Decker** (*60 minutes*): While the party tries to bring the ship under control it is still attacking the city. The party's job is to stop the bombardment of the city and take its weapons out of commission.
- **Part Three – Paid in Blood** (*75 minutes*): Below the main deck of the ship are the living quarters of both Captain, Crew, and guests. Sifting through the wreckage and aftermath yields new information and a potential lead.
- **Part Four – Shields Down** (*45 minutes*): Using his 9th level spell slot to Wish, Dyson made a simulacrum of himself and that's who's been waging his personal vendetta. Getting to the real deal means going through the snow clone first. From there the party can return to Emon.

Adventure Hook

Being adventurers of renown comes with its benefits and problems. The party individually and as a group gets a series of frantic communications from Merrick, Rosie, Magus Seanor Wiles, and they're all saying the same thing. Get to Emon NOW! If you are far...we will Gate you here or Teleport to you and bring you here. Price is no object and failure is simply not an option. The defenders of the city cannot hold without your assistance.

Sherri's Still Glorious Goods: A Friend in Need

First Level Spell Scroll 100gp (arcane only)

Second Level Spell Scroll 250gp (arcane only)

Third Level Spell Scroll 500gp (arcane only)

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

Potion of Greater Healing 500gp (*Limit one per player*)

Scroll of Mass Cure Wounds 1000gp (*Limit one to the party, only purchasable by Cleric*)

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

Item for Trade: Corruption's Kiss A player may spend 15 Off Hours and trade any rare magic item they own to Sherri for a Corruption's Kiss. This weapon may be any Bow or Crossbow and no other ranged. The Off Hours must be spent at the time of the trade and marked on the log entry for this module.

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

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 11) they would be doing the Weak versions of the combats. If you have 3 players, it would be Very Weak. If you have 6 players who are the level listed under the mod title, they would be Strong, or Very Strong if there are 7. Here's where it gets tricky though. Not all parties are created equal. Some work better together than others. Some party comps are stronger, and some players are more experienced. Some parties are loaded up on magic items where others may have people without any at all. This is where GM empowerment comes into play. If you run the first combat APL equivalent and the party stomps it feel free to bump the difficulty up or down one as you feel necessary.

Part One

Breach of Trust

After a harrowing few minutes of communication and high magic you arrive at the top of Emon's skyport. Though you haven't had the chance to ride an airship before you know it's not supposed to look like this. Rubble, twisted stone and metal obscure line of sight in all directions and the familiar figure of Merrick is waving furiously at you all.

"Hurry! Thanks to the efforts of fellow adventurers the way is somewhat clear. The circle has been reestablished and it's the only way we know of to get on that ship. We don't know how long it will hold."

RP Points for Merrick

- Attempts to scry on the ship or to teleport to it without using the linked circles have failed.
- So far anyone attempting to fly to the ship directly has been killed with fireballs and lightning bolts.
- After Jarvik's Trial was disrupted we got word of Vecna's attack on Vassalheim. Many of our strongest adventurers and casters rushed to their aid to stop the literal mountain that's on its way to their city.
- In the confusion Dyson slipped in with an airship. No one's seen weapons on one before, so it caught us completely off guard.
- Before the crew was able to react, he began slamming the skyport with spells and munitions crippling it.
- Thankfully adventurers dug and fought their way through the lower levels of the skyport and repaired the circle, giving us the chance to gain entry onto the ship.
- I passed through first to help clear the way, but I cannot remain there. Most of my high-level slots are earmarked for getting adventurers here such as you to assist in the attack.
- I saw Iron Golems, a few Devils and some powerful undead. Didn't have much time to look around though and Dyson himself is leading this attack. Where he is now, I do not know.
- We need you to bring that ship down, preferably outside the outskirts of the city and in the ocean if you can.
- I'm authorized to offer you 10,000gp each. This money is contingent on your group stopping that airship.

As this conversation is happening the airship has not stopped firing on the city. Any player who is proficient in **History** or **Arcana** may make a skill check at DC 18. Help may be used but not the Guidance cantrip (there's no advance warning so no time to cast a spell) If the History is passed, they are able to spot the Central District as the location of a massive Lightning Bolt. If the Arcana is passed, they know it was a spell of at least 8th level if not higher. On a failure it looks like parts of the city are getting absolutely hammered and the damage is starting to spark fires of its own, further complicating the situation.

Watching that occur Merrick begins motioning towards the teleportation circle nearby with exaggerated motions.

Dimensions of the Airship

The airship is 150 feet wide and 200 feet long. It has a raised deck on both the bow and stern (front and back). Both decks are raised 10 feet off the main deck and has a stairwell on opposite sides. Each raised deck is 30 feet long and extends the width of the ship. That means the middle part of the main deck is 90 feet long and 150 feet wide. As part of the stern deck there is a set of 10-foot-long and 10-foot-wide double doors that are used to bring cargo up from the lower parts of the ship. On the stern deck (the back) is the Captain's wheel. The wheel itself occupies an entire five-foot square. It has technology that is unfamiliar to the players and requires skill checks that will be explained in greater detail below.

The teleportation circle is located dead center of the main deck. Players arrive and can see both the bow and stern decks. On the bow deck there are two magical cannons. They are manned by two Horned Devils. Unless the party takes the time to engage them the devils are perfectly happy to continue raining spells down upon the city. Once the airship is past the Port and over the open water, they move to engage the party as they can no longer fire spells on the city.

With a flash of light, you appear on the main deck of the airship and immediately the crew looks at you with fear in its eyes. One of the better dressed women sees your arrival and calls out to you with a glint of hope in her eyes,

“We’re being held hostage; the Union does not condone this attack!”

It looked like she was looking to say more but her words are cut off quite literally. A massive sword slices through her center from head to groin. Her eyes roll back into her head as the two pieces that once made a person erupt in a spray of blood and fall to opposite sides. The rest of the crew recoils in horror as an Iron Golem moves towards your group with the unfeeling purpose of a construct. Without hesitation the devils kick the remaining crew off the sides of the ship, leaving them to fall to their deaths in the city below.

You almost miss a bound and gagged Dyson Brant as he goes below deck. He’s furiously snarling something, but the specifics are hard to make out while he’s ripping the gag out of his mouth. With the purest hatred in his eyes he points towards your group. An Iron Golem moves to engage you.

Combat

The ship never stops being in motion. It was continuously repositioning itself to better attack different parts of the city. At the bottom of every round each player must make a **Dexterity Saving throw** at DC 12 or higher or be knocked prone. This is to simulate the bucking and weaving of a ship under heavy fire.

If there is a cultist mage, he prioritizes catching both the Iron Golem and the party in fireballs to heal the golem while hurting the party.

After combat ends the party may roll an **Investigation** skill check at DC 14. On a success they find a spellbook containing all spells listed in the Cultist Mage stat block. They also find a Potion of Invulnerability.

On a failure they find only the spell book.

Who's Driving This Thing?

From here the party quickly realizes with the Captain falling to pieces there is no one at the helm of the ship. With the captain out of commission and the Caster and Golem dealt with there's no one to steer. Any player with a **Passive Insight** of 13 or higher knows this is a golden opportunity to move the ship out of attack range for the city.

If they look at the devils from across the ship, the devils actually take a second to give the players a thumbs up and go back to feeding scrolls into the cannons. Any player who is proficient may make an **Arcana** skill check at DC 18. Help and Guidance may not be used as this is a spur of the moment roll. On a success they realize the lightning bolts and fireballs hitting the city are being upcast to 8th level. On a failure it seems like the spells are greater than their base cast.

Any player who is proficient in **History** may make a skill check at DC 17. Help and Guidance may not be used for this roll. If multiple people succeed, each separate success learns one of the following locations are under specific attack. The Citrine Garrison in Cloudtop District, The Black Bastille in the Military District, The Alabaster Lyceum in the Erudite Quarter, Toltis Academy in the Central District, and the Laughing Lamia in Abdar's Promenade.

Adjusting the Encounter

Very Weak:
Iron Golem (150HP)

Weak:
Iron Golem (175HP)

Average:
Iron Golem

Strong:
Iron Golem, Cultist Mage

Very Strong
Iron Golem, Cultist Mage (Percast Simulacrum)

Part Two

Upper Decker

For this next section if anyone attempting to steer the ship has either the **Pirate** or **Sailor** Background, they gain a +5 bonus to skill checks used to steer the airship. This is to represent a basic idea of sailing and directions, but it's not enough to fully gain advantage because of the unfamiliar technology used by the Alsfarin Union.

Without prior experience and training it's quickly obvious there's a reason the Alsfarin Union keeps their technology so tightly under wraps. The controls are difficult to make sense of and are the opposite of "user friendly".
Your respite does not last long.

One player must attempt to steer the ship while the rest of the party defends them. The player trying to do so must use their Action each turn to use skills to steer the airship outside Emon's airspace. Moving is not recommended. Any player with **Passive Insight** 14 or better quickly realizes that leaving the wheel for any amount of time sends the ship off its intended course. (They can take a moment to scream as much if they aren't the one at the helm.) Their bonus action and reaction are theirs to use as they see fit. Give the party one round to get themselves healed and decide who is trying to work the airship.

Steering the Airship

The player who is choosing to steer may make either an **Insight** or **Investigation** skill check at DC 15. On a success they can move the airship one third of the way out of Emon's airspace. On a failure they are not able to figure out how to get it moving in any direction. On a failure of 5 or more the ship drifts back towards the Skyport, negating a successful roll. The ship can move 360 degrees depending on how high each check is. On a 15 the one steering has basic movement. On a 17 they can also decide to move the ship up or down. On a 20 they can also decide to tilt the ship.

If possible, the Death Knight will attempt to attack or injure the person who is steering the ship. Failing that it will target anyone it thinks is capable of healing, followed by anyone who is an Arcane spellcaster.

On the third success the airship swings out past the Port of Emon and is no longer able to target the city with its weapons. Even if combat is still in progress take a moment to read the boxed text below.

The Ol Heave Ho

If the person driving thinks of it, they can shout a warning to their party and attempt to turn the ship sideways, dumping the remaining

Adjusting the Encounter

Very Weak:
Death Knight (135HP,
No Hellfire Orb)

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

Average:
Death Knight

Strong:
Death Knight, Cultist
Mage

Very Strong
Death Knight, Cultist
Mage (Prestige
Simulacrum)

combatants into the Ozmit sea. While steering they can make either an **Insight** or **Investigation** skill check at DC 20. On a success they can flip the ship to the side then right it. If the rest of the party holds on first, they may make a **Dexterity Saving Throw** at DC 15 with advantage. The enemies on the ship don't speak common (Except for the Death Knight who may or may not realize what's happening.) On a success they hold on. On a failure they plummet off the side and fall into the Ozmit sea (likely taking 20d6 while doing so depending on how high up the ship is)

The sounds of spells slamming into an unprepared city begin to fade. While not gone entirely it would appear that for now your efforts are having an effect. For the first time you have a moment to scan the uppermost deck of the airship and you're able to spot twin cannons of an unknown make retrofitted on the opposite end. Each is manned by a Horned Devil, and they see your attention shift to them. With furious motion they renew their assault on the citizens of Emon, trying to do as much damage as possible while they can.

Adjusting the Encounter

Very Weak:
2 Horned Devil

Weak:
3 Horned Devil

Average:
1 Ice Devil, 1 Horned Devil

Strong:
1 Ice Devil, 2 Horned Devil

Very Strong
1 Ice Devil, 3 Horned Devil

Combat

Through use of the magical cannons located on both sides of the deck the Devils are bombarding the city with augmented spells. As the players move to engage the devils any player who is proficient may make an **Arcana** skill check at DC 15. On a success they realize the magical energy is being captured and repurposed by the cannons into fireballs and lightning bolts. If a player makes a DC 20, they realize the devils are using scrolls to activate the cannons. On a failure it looks like the devils are casting into the cannons which are then in turn firing upon the city.

Attacking the city by operating the cannons is the job the devils were hired for. Once under threat by the party they will stop and engage the adventurers who are about to attack them. If they got tossed off the side skip this encounter but still have the players investigate the area by the cannons so they can find the scrolls.

After combat ends any player who is proficient in **Investigation** may inspect the cannons. On a success they find a cache of spell scrolls used to power the weapons. On a failure they find nothing. Any player proficient in **Arcana** may make a skill check at DC 16. On a success it they can tell the cannons magnify spell effects and launch them beyond their normal ranges. On a failure it seems like these cannons take scrolls as ammunition and amplify their effects.

If the **Investigation** skill check succeeds the party gains the following:

Scroll of Fireball x3,

Scroll of Lightning Bolt x3

The deck of the ship has been cleared of enemies and the bombardment of the city has come to a somewhat merciful end. A 20ft wide doorway leads below the main deck, its doors blasted off its hinges. You can't make much out of the darkness, but movement and noises greet you as you get closer. Once more into the breach dear adventurers.

Part Three

Paid in Blood

Below decks are in total darkness. Any player without darkvision needs a torch or some light source or they cannot see. The area at the bottom of the steps is a 20-foot-wide and 20ft high ceilinged hallway with doors every 60 feet. There are two doors on each side leading to separate rooms. On the opposite end of this floor there are double doors 10 feet wide and 10 feet high leading down to the cargo area of the airship. Below we will outline what each room has in it.

Room 1. (On the player's left at the bottom of the stairwell leading from the upper deck.)

Any player who is proficient may roll an **Investigation** skill check at DC 15. On a success they realize the door is trapped. On a failure they don't notice the trap.

The Trap – It is a magical glyph trap set inside the lock mechanism. If the players decide to take a shot at figuring out the nature of the glyph a player who is proficient in **Arcana** may attempt a skill check at DC 14. On a success they realize the glyph has a Banishment cast within it. On a failure it looks like the spell used is at least 3rd level or higher. The glyph can be dispelled with a **Dispel Magic** only. As the spell is 4th level the Dispel Magic must be cast at fourth level or higher or the player must make a Caster Check (d20 + spellcasting modifier only) at DC 14 otherwise the dispel fails and the glyph is triggered. If the players don't have access to that spell someone must take the effect and wait out the minute to return to the material plane. Once the glyph has been dealt with a player who is proficient in **Thieves' Tools** may make a skill check at DC 18. On a success the door opens. On a failure the lock breaks and the door must be kicked in. At that point any player who is proficient in Athletics may make a skill check at DC 15. On a success the door splinters. On a failure they bounce off and must make another attempt. If that happens the party is jumped by the combat listed below before they can get the door open.

The room itself is 30 square feet and has smashed up furniture. Blood splatter patterns are on the walls and its only inhabitants are two humanoids who are bound and gagged. When the players enter the room, their eyes go wide with shock and alarm and they begin yelling muffled words at the party to warn them.

As the first player crosses the threshold into Room 1 the doors to the stairwell leading to the cargo deck open and Devils engage the party. Neither the players nor the devils have surprise.

Combat

On Dyson's orders they are targeting healers first and arcane casters second. The idea is to drain the party of as much resources as possible before they make it to the cargo deck and the Antimagic shield. In all honesty Dyson doesn't expect his forces on the ship to stop them, only weaken at best. When combat ends the female dwarf and the male human motion towards the party hands out, hoping to be freed.

RP Points for Marv and Siana

Marv

- Thank the gods you've come to rescue us! I assume Captain Tiernan's message got through to the Union? (Let the party fill in the story from there)
- What an awful way to go! I'd call them all fiends but that feels rather redundant.
- You should know there's more than one of those Vecna casters walking around.
- Both look exactly the same...like they're both the same person? They were talking about an island stronghold a few miles offshore from the Port. We let one of them off the ship before we entered Emon's airspace.
- They killed the rest of us already. I'm pretty sure the only reason the two of us were left alive is because we know how to make repairs to the ship. (at this Siana jabs him in the side and shushes him)

Siana

- Sorry. It's not that we're ungrateful for your rescue or anything...
- Talking about the ship's functions or technology is forbidden by the Union.
- If they found out we'd spoken of its secrets more than just our lives would be at stake. There are good reasons why only Union members can operate Airships.
- Even the ones we VERY RARELY part with are still crewed and operated solely by Union members.
- It's forbidden to even train anyone else in their use and upkeep. Considering how that sorcerer used our ship I'm sure you can understand their reasoning at least a little.
- Right before they began attacking the Skyport we were brought below deck, gagged and bound.
- This room and the one next to us are both...were both crew quarters. The rooms on the opposite sides are for guests and the Captain. The sorcerer was using one as his personal quarters while we were in transit here.

Adjusting the Encounter

Very Weak:
1 Horned Devil

Weak:
1 Ice Devil

Average:
1 Ice Devil, 1 Horned Devil

Strong:
1 Ice Devil, 2 Horned Devil

Very Strong
1 Ice Devil, 3 Horned Devil

- I swear we had no idea this was going to happen. We were hired to transport some cargo from Marquette to Emon. It was supposed to be an easy run but a day out from the city he began gating in Devils and it all went bad from there.
- If you can free us, we can operate the ship. Speaking of, who's driving right now?

Any player who is proficient in **Insight** may make a skill check at DC 16. On a success they know Siana is telling the truth. On a failure she seems legit but could always be hiding something.

Room 2 (Crew Quarters)

The door is slightly ajar and looks like it was kicked or otherwise smashed in. As soon as you step inside the coppery smell of dried blood is unmistakable. The floors are sticky and personal effects are strewn all over the room amid broken furniture. Weapon marks line the walls and floors. After a quick look around you find nothing of value. Beds are overturned and cabinets emptied.

Any player who is proficient in **Medicine** may make a skill check at DC 14. On a success they realize the amount of dried blood and the different pools indicate multiple people died in here, even though there are no bodies present. On a failure it's easy to tell at least one person was killed here.

Room 3 (Captain's Quarters)

Unlike the other rooms this one has intact furniture and no blood. There is a dresser with drawers, a chair that's bolted to the floor and a four-post bed facing a 10-inch circular window covered in glass. Any player who is proficient in **Investigation** may make a skill check at DC 15.

On a success they find:

A crimson bag embroidered with the letters AT containing 1000gp

Captain's Log (details normal trips up until Dyson's takeover where the entries end, no ship secrets.)

Potion of Flying

Potion of Waterbreathing

A flare

On a failure they find:

A flare

Room 4 (Dyson's quarters)

Of all the rooms you've seen so far, this one stands out. It is immaculate. Everything is neatly folded and clean. The bed, the rug in the center of the floor, all is in its proper place and clean as the day it was purchased. There is a table in the corner, facing away from the bed. On it is a map with a small island circled in red.

Any player who is proficient in **Investigation** may make a search of the room at DC 15. (Help and Guidance may be used but only before any roll is made.)

On a success they find:

A bag containing 1000gp

Scroll of Spirit Guardians

Scroll of Aid

Potion of Healing

If the player succeeded at DC 20 or higher, they also find:

Scroll of Mass Cure Wounds

Scroll of Heal

Potion of Greater Healing x2

On a failure they find:

Potion of Healing

Now that all the rooms have been searched the only way forward is down into the cargo hold.

Part Four Shields Down

Making your way down the stairwell that leads to the cargo hold you realize the darkness of the previous floor is fading into a soft grey light. Your footsteps begin to echo, and you realize any hope of stealth or surprise is a futile one.

Between the grey light and the contraption sitting dead center in the 150ft long and 100ft wide room it's almost too easy to miss the familiar figure of Dyson Brant crouched near some sort of control panel. Upon entering he stands and faces you.

Any player who is proficient in **History** or **Arcana** may make a skill check. Help and Guidance may not be used on these rolls. Should anyone make a 25 or higher it triggers a **Whisper**. Read the boxed text below ONLY to the players who make the check. It's up to them to share this information with the party or not.

Even for the strange technology of the airship this contraption is ancient nearly to the point of being alien. If it did indeed come from this plane it is certainly technology lost since the days before or during the Age of Arcanum.

RP Points for Dyson's Simulacrum

(If the players just charge him skip this part)

- I assume you found the map my better half left for you.
- Even low-level adventurers have proven to be quite the surprising threat. We will chip your resources down and grind you into paste.
- It's funny if you think about everything up until this point.

(Read the next RP Point only if someone in the group has completed any of the following: LT 1-3, LT 1-5, LT 1-7, LT 1-8. Otherwise skip it and move to the next one.)

- You've been such model employees! It's a shame you chose the losing side. Even if my master falls, we shall simply bring him back again. The divine gate does not seem to prevent the Whispered One from walking the mortal plane. This is fact.
- I have a message for Allura Vysoren. Kima will never be safe. Especially when she outlives your pathetic human shell. I hope it haunts you every night for the rest of your days.
- I suppose we should get this over with. Win or lose the delay should already be enough.

With a sly smirk he wipes some dust off his trademark Black Velvet Doublet as if to taunt the party and motions for them to engage. This starts initiative.

Combat

If there are other monsters in this combat Dyson's simulacrum will let them engage the party first and try to remain out of counterspell range of anyone he believes to be an Arcane caster.

Dyson's simulacrum will use his healing spells on non-simulacrum allies first since he knows he cannot regain HP anyways.

If there is a party member bleeding to death Dyson's simulacrum won't hesitate to target them in an attempt to kill them via death saving throws. It's well known diamonds for revivify are in short supply and he would take advantage of this. Especially against people who are a major threat.

When Dyson's simulacrum hits zero HP he lets out a scream and melts into snow, and then a pool of water.

Read the boxed text below.

A Sphere of opaque black energy appears in the center of the device. When it dissipates only scraps and parts remain. There is a sphere-shaped hole in the device which sparks and spits flames of multiple different colors. Reds, blues, oranges and sparks of white draw your attention. The machine has lost whatever made it magical and is now nothing more than scrap metal.

Adjusting the Encounter

Very Weak:

Dyson's Simulacrum
(no Sorcery Points)

Weak:

Dyson's Simulacrum

Average:

Dyson's Simulacrum,
Cultist Mage

Strong:

Dyson's Simulacrum,
Cultist Mage (Prestige
Simulacrum)

Very Strong

Dyson's Simulacrum,
Cultist Mage (Prestige
Simulacrum),
Horned Devil

If any other enemies remain, they fight to the death. They are aware the Dyson that fell was only a copy and their deal was with the original.

After combat ends anyone who is proficient in **Arcana** may make a skill check at DC 19. On a success they realize the magic that destroyed the machine was a Sphere of Annihilation. If the player made a 20 or higher, they can also surmise it was attached to a dead man's switch which triggered upon the destruction of the simulacrum. On a failure they realize high tier magic was used to destroy the shield generator.

The ship begins to move, and the party realizes someone is at the helm. Maybe it's time to head back up to the main deck?

Coming out of the stairwell leading to the main deck of the ship you can see Marv and Siana at the helm coordinating the movement of the ship. The Port of Emon is fading into the distance. You realize wherever they are heading isn't Emon.

RP with Siana/Marv

- Now that this nightmare is over, we must return the ship to Marquette
- The last time anyone from Emon saw this ship they were taking attacks from it. Do you have some way to keep them from firing on us now that we're unprotected?

Anyone may make an **Intelligence Ability Check** at DC 10. On a success they remember someone picked up a flare. Also, if anyone is capable of contacting Merrick via spell that would work as well. If no one searched the Captain's quarters, Marv tells the group there's usually a flare somewhere just in case of a crash.

One Player who is proficient in **Persuasion** or **Intimidation** may make a skill check at DC 14. Help may be used on this roll. On a success they can convince them to return to the city. On a failure they will still do so, but unknown to the players they contact the Union and give them a report of the magical cannons and shielding technology used by Dyson that are retrofitted to the ship.

A Triumphant return!

The ship slowly but surely returns to the area of the Skyport. When close Siana fires the flare off into the sky. One of the party members (your choice) gets a message in their mind.

Adventurers? Were you successful? You can reply to this message.

Assuming the party does so and doesn't screw up the reply too badly the city won't fire on the ship. When players make their way back to Cloudtop District the teleportation circle activates, and Merrick appears on the deck of the ship.

RP Points for Merrick

- Congratulations! You've done a great deed for all of Tal'Dorei today.
- Vassalheim has been defended and Vecna's agents defeated. For now, it would seem the threat is past. (Let players tell them Dyson is still alive and kicking. If they don't mention it ask if they know his location.)
- That's dark news but it's better to know than not. While we figure out our next steps, I have a reward worthy of your deeds.
- Each of you may make use of one of our Magical Tomes back at Toltis Academy. This is in addition to the agreed upon payment. Which attribute you would like to boost is your choice

(Each player gets the use of one tome or manual to raise one of their 6 stats. Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma. This counts as a magical item)

- You may not keep the tome after it has gone inert, but you'll gain the benefits so it's not like you're out anything. Consider it a thank you from a grateful city.

Magic Item Reward

Tome or Manual of player's choice.

Wonderous item, very rare, no attunement required.

Each player may spend 6 Off Hours and gain the effect of any of the following: Manual of Bodily Health (Con), Manual of Gainful Exercise (Str), Manual of Quickness of Action (Dex), Tome of Clear Thought (Int), Tome of Leadership and Influence (Cha), Tome of Understanding (Wis). Each player may only use one tome for this reward. These increase the base stat by +2, up to a maximum of 22. If a player is wearing a stat boosting item this does not stack with that. Only the non-enhanced score goes up. The players do not get to keep the inert tome/manual. They go back into the Toltis Academy library. This reward counts as a magic item for purposes of calculating magic item count.

Experience Summary

Social: If the party didn't waste time and went through the circle to the airship award 2000XP

Exploration: If the party successfully rescued Marv and Siana award 3000XP

Combat: If the party successfully killed Dyson's simulacrum award 2000XP

GM Rewards: 5000gp, 10 Off Hours, 1 Honor, 3500XP

Enemy Stat Blocks

Cultist Mage

Medium humanoid, chaotic neutral

AC 15(mage armor), HP 106, Speed 30ft

Str 9(-1), Dex 14(+2) Con 14 (+2), Int 20(+5), Wis 12(+1), Cha 11(+0)

Saving Throws: Int +8, Wis +5

Skills: Arcana +8, History +8

Senses: passive Perception 14

Languages: Common, Infernal, Abyssal, Thieves' Cant

Spell Resistance: The Cultist Mage has advantage on all Spell Saving Throws

Spellcasting: The Cultist Mage is an 13th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks) The Cultist Mage has the following Wizard spells prepared.

Cantrips (at will): toll the dead, mage hand, light, fire bolt, shocking grasp

1st level (4 slots) absorb elements, mage armor*, magic missile, shield

2nd level (3 slots): mirror image, misty step

3rd level (3 slots): counterspell, fireball, fly

4th level (3 slots): banishment, blight

5th level (2 slots): wall of force, cone of cold

6th level (1 slot): circle of death

7th level (1 slot): simulacrum

8th level (1 slot): maze

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

Iron Golem

Large construct, unaligned

AC 20, HP 210, Speed 30ft

Str 24(+7), Dex 9(-1), Con 20(+5), Int 3(-4), Wis 11(+0), Cha 1(-5)

Damage Immunities: fire, poison, psychic; bludgeoning, piercing, slashing from nonmagical weapons that aren't adamantite

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120ft, passive Perception 10

Languages: understands common but can't speak

Fire Absorption: Whenever the golem would take fire damage it heals that amount instead.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on spell saving throws and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two melee attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5ft. Hit: 20 bludgeoning (critical 26)

Sword. Melee Weapon Attack: +13 to hit, reach 10ft. Hit 23 slashing (critical 31)

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution Saving Throw, taking 45 on a failed save, or half on a success.

Death Knight

Medium undead, chaotic evil

AC 20 (plate and shield), HP 180, Speed 30ft

Str 20(+5), Dex 11(+0), Con 20(+5), Int 12(+1), Wis 16(+3), Cha 18(+4)

Saving Throws: Dex +6, Wis +9, Cha +10

Damage Immunities: necrotic, poison

Condition Immunities: exhaustion, frightened, poisoned

Senses: darkvision 120ft, passive Perception 13

Languages: Abyssal, Common

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

Marshal Undead: Unless the death knight is incapacitated, it and undead creatures of its choice within 60ft of it have advantage on saving throws against features that turn undead.

Spellcasting: the death knight is a 19th level spellcaster, its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following spells prepared.

1st level (4 slots): command, compelled duel, searing smite

2nd level (3 slots): hold person, magic weapon

3rd level (3 slots): dispel magic, elemental weapon

4th level (3 slots): banishment, staggering smite

5th level (2 slots): destructive wave (necrotic)

Actions

Multiattack: the death knight makes three longsword attacks.

Longsword. Melee Weapon Attack: +11 to hit, reach 5ft. Hit 9 slashing (critical 13) or 10 slashing (critical 15) if used with two hands, plus 18 necrotic damage (critical 27).

Hellfire Orb (1/day): The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 18 Dexterity Saving Throw. The sphere spreads around corners. A creature takes 35 fire and 35 necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

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.

Ice Devil

Large Fiend (devil), lawful evil

AC 18, HP 180, Speed 40ft

Str 21(+5), Dex 14(+2), Con 18(+4), Int 18(+4), Wis 15(+2), Cha 18(+4)

Saving Throws: Dex +7, Con +9, Wis +7, Cha +9

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

Damage Immunities: cold, fire, poison

Condition Immunities: poisoned

Senses: blindsight 60ft, darkvision 120ft, passive Perception 12

Languages: Infernal, telepathy 120ft

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

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

Actions

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail

Bite. Melee Weapon Attack: +10 to hit, reach 5ft. Hit: 12 piercing damage plus 10 cold damage (critical 29)

Claws. Melee Weapon Attack: +10 to hit, reach 5ft. Hit: 10 slashing damage plus 10 cold damage (critical 25)

Tail. Melee Weapon Attack: +10 to hit, reach 10ft. Hit: 12 bludgeoning damage plus 10 cold damage (critical 29)

Wall of Ice (Recharge 6): The devil magically forms an opaque wall of ice on a solid surface it can see within 60ft of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity Saving Throw, taking 35 cold damage on a failed save, or half on a success.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10 foot section has AC 5, 30HP, vulnerability to fire, and immunity to acid, cold, necrotic, poison and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or not, the creature must make a DC 17 Constitution Saving Throw, taking 17 cold damage on a failed save, or half as much on a success. The frigid air dissipates when the rest of the wall vanishes.

Dyson Brant, Chosen of Vecna Simulacrum

Medium humanoid, neutral evil

AC 17(Shield 22), HP 110 (Tough Feat), Speed 30ft

Str 8(-1), Dex 18(+4), Con 20(+5), Int 8(-1), Wis 8(-1), Cha 22(+6)

Saving Throws: Dex +10 (Resilient variant human Feat), Con +11, Cha +12

Magic Resistance: Dyson Brant has advantage against all spell saving throws and magical effects

Damage Resistance: Dyson is resistant to all damage both magical and non

Metamagic: Distant Spell (1SP), Quicken Spell (2SP), Subtle Spell (1SP), Twinned Spell (SP based on spell level) Dyson Brant's Simulacrum has 10 Sorcery Points to spend on metamagics.

Font of Magic: Does not function while Dyson remains Chosen.

Chosen of Vecna: Due to his status Dyson can cast any spell lower than 9th level as if it is 8th without expending a higher spell slot. IE Heal at 8th level but using a 6th level slot.

Favored by the Gods: If Dyson fails a saving throw or misses with an attack roll you may roll 2d4 and add it to the total. This ability recharges on a short or long rest.

Empowered Healing: When using healing magic Dyson may spend a sorcery point to reroll any amount of dice on an ally within 5ft.

Otherworldly Wings: Dyson may spend a bonus action to manifest bat wings. They last until he is incapacitated, he dies, or they are dismissed as a bonus action.

Spellcasting: Dyson Brant is a 20th level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks) Dyson Brant has the following Cleric and Sorcerer spells prepared.

Cantrips (at will): toll the dead, mage hand, message, light, fire bolt, shocking grasp

1st level (4 slots): cure wounds, healing word, inflict wounds, mage armor*, shield

2nd level (3 slots): misty step

3rd level (3 slots): counterspell, dispel magic, hypnotic pattern, spirit guardians

4th level (3 slots): banishment,

5th level (3 slots): hold monster

6th level (2 slot): heal, scatter

7th level (2 slot): power word pain

8th level (1 slot): power word stun

9th level (1 slot): wish (Not available)

Wish was precast to make a simulacrum. It has all Dyson's abilities except for the 9th level spell slot which was used in its creation and a first level spell slot which was used to cast mage armor at the start of his day. Dyson's simulacrum cannot regain HP by any means.

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 dump any enemies into the Ozmit Sea yes/no?
2. Did the players free Marv and Siana yes/no?
3. Did the players find the map leading to Dyson's island hideout yes/no?
4. Did anyone in the party trigger the Whisper 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.)