

Hello Dyson Island

Adventure

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

Optimized for 5 11th level players

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Play tested and perfected by the Critter Community

Adventure Background

Dyson's assault on the city has been halted. While the immediate threat has passed the enemy of Tal'Dorei remains at large. Thanks to adventurers there is a lead on Dyson's location. It's up to the party to go to a small island a few miles offshore and hopefully put an end to the villain and his plans.

Players should log this module as [LT 1-21 Hello Dyson Island Adventure](#)

Adventure Overview

- **Gilmore's Glorious Goods** (*15 Minutes*): Assume 15 minutes for time both before and after the session for players to make use of Gilmore's. A player can use those services either before or after the module but not both.
- **Part One – Unfriendly Skies** (*60 Minutes*): After getting their marching orders from Henry the party flies towards the island that was previously located via the assault on the airship. Immediately upon reaching the island they are attacked by Zindrass, The Bringer of Death.
- **Part Two – Better Run Through the Jungle** (*45 Minutes*): The party must navigate the fog and the traps set by Dyson and his devilish lackeys if they are to make their way through to his stronghold.
- **Part Three – Beaten Isn't Defeated** (*90 Minutes*): At last! Their main objective is in sight and all roads have led to this moment. Can the party bring down Vecna's most powerful remaining agent and bring peace back to a battered continent? Guess we'll see?
- **Part Four – Well Earned Respite** (*30 Minutes*): Dyson's betrayal has been avenged. The threat of the Whispered One has passed and the party is praised as rightful Heroes of Emon!

Adventure Hook

Any player who is in a Season 1 faction has a vested interest in bringing Dyson Brant to his end. Any citizen of Emon or Tal'Dorei is invested in ending a powerful agent of Vecna. All followers of any god have an interest in making sure Vecna remains off the material plane. Of Vecna's known agents Dyson is the most likely to bring about his resurrection.

Gilmore's Glorious Goods: A Friend in Need

First Level Spell Scroll 100gp (arcane only)

Second Level Spell Scroll 250gp (arcane only)

Third Level Spell Scroll 500gp (arcane only)

Fourth Level Spell Scroll 750gp (arcane only)

Fifth Level Spell Scroll 1000gp (arcane only)

Potion of Healing 50gp (limit one per person)

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

Potion of Superior Healing 1000gp (limit one per person)

Item for Trade: Cape of the Montebank A player may spend 15 Off Hours and trade any rare magic item they own to Sherri for a Cape of the Montebank. 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.

A note about the fog effect covering the island.

It is a magical effect being produced by magic bestowed upon him by Vecna. It can be manipulated by spells and class abilities (such as gust of wind or the latent ability of Storm Sorcerer).

If players want to spend resources to try to circumvent the fog it will draw the attention of Zindrass in part one. If players want to spend spells and resources to part the fog, they can but it will take extra time and cost additional resources. Each separate trap will cost a spell to negate the disadvantage given in the descriptions.

The fog cloud only disperses completely when Dyson is dead or gone from the area.

Part One

Unfriendly Skies

Word has gotten around the city by now. Gilmore is back and is at work in his shop replenishing the city's very depleted stocks of potions and scrolls. Adventurers and the Arms of Emon are getting dibs and considering your prowess and deeds getting an early heads up is just one of the perks of being a Hero of Emon. Reputation only gets you so far though. If you want the best of what's available time is not on your side. Gold talks and Gilmore isn't lacking for customers. When you arrive it's easy to see business is booming. Sherri makes eye contact with you and motions to the only remaining open table.

Any player who is proficient in **Perception** may make a skill check at DC 15. Help and Guidance may not be used on this roll. On a success they hear Sherri tell a group of adventurers the following:

“Yes, we have more than one healing potion. You may only buy one each though. Every time an adventurer tries to buy potions...they try to buy our entire stock. Every. Single. Time. If we did business that way, we'd run out of stock within minutes of opening every day. This conversation wouldn't even be happening because we'd already be out of stock. So yes, *one* each.”

On a failure you can see Sherri trying hard not to facepalm as she speaks to a newer looking group of adventurers you don't recognize.

If any party member has run LT 1-8 Bark Versus Bite, they recognize a familiar Snail floating near their table on a Mage Hand. His eye stalks are scanning the room slowly and eventually fall on the party at their table. He puffs up a small bit and after recasting Mage Hand floats over towards the party.

RP Points for Henry the Snail

(Read the first point only if someone in the party has recognized Henry)

- Hello again! Barky told me to thank you for your assistance in the Torian Forest if I ran into you again. That Vampire lady was awful and he's real glad she's gone!
- I was talking to Rosie and Merrick and they told me to come here to stock up. Wowee though I didn't expect so many people! Seems like a lotta newbies joining up too!
- This really cool blonde lady was here a little while ago with her wife and they were super interested in me. Maybe they don't know a lotta sorcerers?
- Anyways she paid me a decent amount of money just to pass a quest on to a worthy group. You guys seem to be much better geared than these other schumcks. Did I say that right? Rosie really wanted me to know that word for some reason.

- So, there's this island some adventurers found out about by attacking that airship the other day. (If anyone in the party has run LT 1-20 The Highest of Seas read the next point)
- Oh, that was you! Nice! Well you know what I'm talking about. Sounds like you're the right ones for the job too! Double Bonus!
- It's covered with a really dense fog and attempts to scry and teleport have failed, much like when the airship Dyson stole attacked Emon. Far as we know the only way to attack it is fly there or use a boat. Let me tell you now NO ONE in the city is willing to use a ship to get there.
- I can cast fly on up to 7 people. I've been paid for my 9th slot so don't worry about that. What? Surprised I can cast that high? I'll have you know I graduated top of my class and have been helping Barky defend the Torian Forest for a few months now against some seriously evil things!
- The City of Emon is willing to shell out some quality gold for a group willing to go and put Dyson down for good. The going rate is 10,000gp each for confirmation of Dyson's death.
- It's about 50 minutes worth of flight to the island and I can point it out to you on a map. Some of you have probably already saw it when it was recovered. I'll be here concentrating on the fly spell, so you don't all plummet into the Ozmit Sea.
- Word has it Dyson's simulacrum said something about completing a ritual of some sort. Mistress Allura said she has some ideas on what that could be but considering he's a high ranking Whispered One cultist there's too many potentials.
- I'm gonna stay right here in Gilmore's and people watch. That way I can pass the next hour safely. You guys do the funniest things!
- Get yourselves ready because once I cast Fly the clock is ticking. Remember! After you leave the city your options are get to the island or fall into the sea. Sure, some of you may be able to cast fly or have potions and if so, then do that. I'm the last-ditch option assuming you have no other means of flight.

Henry lets his Mage Hand end and floats down onto the table you're all sitting around. A few people give you inquisitive looks but continue with their business. Henry's eyes shimmer and he begins casting. A few seconds later you all feel light as air. With a satisfied smirk and puffing his small but shiny chest forward he looks you all over and says, "Clock's ticking folks. Good luck and good hunting. You can pick your pay up at either the Citrine Garrison or Toltis Academy."

Let the party pick a navigator for this flight, preferably whoever is best at survival. With the map the navigator must make a **Survival** skill check at DC 14. Help can be used but not the guidance cantrip. This roll represents a general course being kept over 45 minutes of continuous flight. On a success the party reaches the outermost parts of the fog with 10 minutes to spare. On a failure they have just enough time to make landfall as the spell wears off.

On a success read the boxed text below, on a failure skip it and move on to Landfall.

As you draw closer to the island it appears a storm is kicking up. You can hear thunder echo through the sky in the distance. A dense fog seems to be centered on the area you know the island should be. Something is moving through it above ground level. It's impossible to catch a glimpse of it but you can make out the creature is Large at the very least, if not bigger.

At this point the party has eight minutes worth of flight left. They can spend one of those minutes trying to figure out exactly what is flying above the island. Any player who is proficient may attempt EITHER a **Nature** or an **Arcana** skill check at DC 18. Help may be used for this roll but not guidance. If the **Nature** skill check is passed that player realizes it's an Adult Dragon. If the **Arcana** is passed that player realizes it's not a natural dragon, it's a Dracolich. If one check fails, they learn what was passed. If both failed, they only know what's flying around is big, like Really BIG. If the party wants to try getting the drop on the Dracolich, they must roll a **Group Stealth**. The only buff that would apply to this is someone using a spell slot to cast Pass Without Trace. Otherwise they may land on the island first and take it from there. Zindrass's passive Perception is 21 so that is the difficulty they will need to pass to get the surprise round on her.

How the Surprised condition works.

Roll initiative normally. If Zindrass has the surprised condition, she takes no action for her FIRST turn and reactions only become available to her after that first turn has passed. From that point continue the combat normally.

Landfall (Or not depending)

This combat can go one of a few ways. Starting in the air or landing on the island first and engaging the Dracolich there. Getting the drop on Zindrass or not. How that plays out is largely dependent on the rolls the party makes or fails leading up to now. If the party is forced to land Zindrass is aware of their presence and swoops in hard and fast. If the party manages to catch her by surprise feel free to bump the difficulty up one level (Very Weak to Weak etc...) If the party spends the entire combat in the air the fly ends shortly after Zindrass goes down.

We did not want to give dimensions for this combat as it can either take place midair (impossible to pre map) or on the beach of the island (A large open space. The tree line is 200ft from shore and extends a mile in either direction with little to nothing in the way.)

Adjusting the Encounter

Very Weak:
Zindrass, Bringer of Death (subtract 60hp)

Weak:
Zindrass, Bringer of Death (subtract 30hp)

Average:
Zindrass, Bringer of Death

Strong:
Zindrass, Bringer of Death (add 50hp)

Very Strong
Zindrass, Bringer of Death (add 50hp and Lair Action)

When Zindrass the Bringer of Death becomes aware of the party she **SCREAMS** a warning to Dyson that intruders have arrived.

Have players mark their starting elevation if they're in the air.

Combat

Zindrass isn't interested in holding back. Her father Umbrasyl was murdered by adventurers (Vox Machina) in this region a year or two ago. After being offered the chance to strike back at the city by Dyson Brant she embraced the opportunity and became a Dracolich. If given the chance she's completely willing to attack a downed player or place the party in the optimal spot for damage with her breath attack. She starts combat with her Frightful Presence.

While in combat she won't hesitate to trash talk adventurers.

- Dyson said adventurers from Emon killed my father! You should have accepted your fate and not fought back.
- Thordak's failure as a leader will be Dyson's triumph! I've seen his plans and they will work.
- With this new power I will never stop until all Tal'Dorei is MINE!

When the last blow is struck ask "How do you want to do this?" Let the players describe their kill!

After combat ends the party begins to hear drums from deeper in. There is a rhythm to it but no discernable song. Anyone who is proficient in **Performance** may make a skill check at DC 15. On a success it sounds like a warning system being used. On a failure they're doing a really good job pounding those drums!

If the players ask about a short rest tell them they can have 60 seconds (10 rounds) to heal up if need be. If they insist on at least a short rest read the boxed text below.

It's hard to make out any signs of life on the island. You did notice the climate changed noticeably. The temperature on the island is forty degrees higher than out over the water. While it's hard to get a view of any direction leading in towards the center of the island you know you're exposed here. You expect you wouldn't be able to short rest without being interrupted.

Part Two

Better Run Through the Jungle

Any player who is proficient in **Nature** notices the foliage and climate are different than it should be for such a close distance to Emon. If the party wishes someone may make an **Investigation** skill check at DC 20. If there is a Ranger making this check it may be made at Advantage without help being used as they are more naturally attuned to geographical anomalies. Guidance may be used on this roll. On a success they realize this whole island is completely unnatural and has a different climate than what is normal for the region. On a failure they realize something is off with the plants and temperature.

If the check was a success read the boxed text below. If they failed skip it and move on to **Trapped!**

Now that you have taken a minute or two to really get a feel for your surroundings its easy to notice things aren't quite what they seem. For what looks like a jungle area there are no sounds or signs of animal life. While the temperature is balmy visibility is difficult. The fog you saw on your way into the island is everywhere and getting thicker as you move further into the tree line.

While on the island all **Perception, Investigation, Arcana, and Thieves' Tools** checks are made with Disadvantage unless an ability/spell is spent to negate it. That brings us to...

Trapped!

This section breaks down into a couple different types of traps laid out by Dyson Brant and his Devil employees. If the players are taking the time to actively search as they move forward a group of Devils pick their distraction as a chance to attack them, leading to the entire party having the Surprised condition while dealing with the trap.

Only send a single group of Devils at the players during this part regardless of how many traps you choose to throw at them. If the players are just moving forward normally their skill checks to notice traps should be made with disadvantage. That's assuming they even get the chance at all. It's up to you based on the party composition and the resources they are expending to navigate the fog.

If the players attempt a short rest the Devils will absolutely attempt to break that up with combat if they haven't already been defeated.

At any of these traps you may have the party get jumped by the group of Devils. We suggest a point where the largest number of party members are caught in one of the traps. It's the most fun.

The old trusty Pit Trap

This trap spans the entire 10ft path moving forward. The trap itself is 10ft wide and 10ft long and is obscured by leaves and a corner in the path hidden by a large tree. Determine the party marching order before triggering this trap. Whoever is leading may make a **Dexterity Saving Throw** at DC 18. On a success they trigger the trap but manage to pull back and not fall in. On a failure they fall

the 10 feet down into the trap and take 6 bludgeoning and 6 piercing damage from both the fall and the spikes in the hole.

Anyone falling into the trap triggers two different things.

First, the spikes themselves are poisoned so whoever falls in must make a **Constitution Saving Throw** at DC 16. On a success they take 15 poison damage. On a failure they take 30 poison damage and have the Poisoned condition for one hour.

Second, if anyone falls into the spikes supports from the path behind also fall out and anyone who was standing within 15 feet of the exposed part of the trap also fall. The **Dexterity Saving Throw** to avoid this should be made at Disadvantage. Anyone who falls in also takes the 6 bludgeoning and 6 piercing and must make a **Constitution Saving Throw** for the poison damage already outlined above.

If this trap is noticed and not triggered a player may make a **Thieves' Tools** skill check at DC 20 to disarm it. Help and guidance may be used but remember because of the fog this check is made at disadvantage. At best the player making the check can get back to an even roll. If they fail the trap is triggered and anyone standing within 15ft falls as if caught in the trap outlined above.

Wood you like to know more?

Moving deeper into the island it's easy to see the trees in general are getting thicker and are in closer proximity to each other, crowding the space off either side of the path forward. This jungle is getting downright claustrophobic, until you see a break just ahead off to your left. It's getting exceptionally hard to see anything through all this fog though. The path has narrowed to 10 feet wide.

The clearing on the left is 20ft long and extends beyond any player's vision through the fog. Three quarters past the clearing (15ft) there is a near invisible tripwire. Any player can make the disadvantage **Perception** skill check at DC 25. No help or guidance may be used on this roll. On a success you can hear an audible snap and a strange whooshing noise. On a failure there's an odd swirl in the fog to the left.

Appearing almost without warning through the fog comes a 20ft long spiked log swinging smack into the open space currently occupied by some or all of the party. Everyone within the 20ft space must make a **Dexterity Saving Throw** at DC 15 or be picked up and smashed into the trees on the opposite side of the path. Anyone caught by the log takes 15 piercing damage and 15 bludgeoning damage as they are sent into the tree line on the opposite side of the path.

But Wait! There's More!

When the log is sent into the trees on the opposing side the entire party hears a loud pop. A glyph on a tree just past the 20ft clearing lights up in an ominous blue light and triggers a Cone of Cold (60ft cone so it should catch everyone), centered on the path currently occupied by all of the party.

Adjusting the Encounter

Very Weak:

1 Chain Devil, 1 Bone Devil

Weak:

2 Chain Devil, 1 Bone Devil

Average:

3 Chain Devil, 1 Bone Devil

Strong:

3 Chain Devil, 2 Bone Devil

Very Strong

2 Chain Devil, 3 Bone Devil

Each player on the path must make a **Constitution Saving Throw** at DC 20. On a success they take 20 cold damage. On a failure they take 40 cold damage.

Get Rocked!

This trap is simple in theory. As the party moves forward a bunch of 1ft diameter rocks are bunched up in rope baskets above in the trees, connected to a pressure plate obscured in the path. Because of the fog there is no roll to notice this trap ahead of time. Each player must make a **Dexterity Saving Throw** at DC 16. On a success they take 16 bludgeoning Damage. On a failure they take 32 bludgeoning damage.

Just as the rocks contact the party one closest to the center of the group flares with the signature red glow of a triggered glyph and explodes as a Fireball. Each player within 20ft of the center of the group must make a second **Dexterity Saving Throw** at DC 20. On a success they take 16 fire damage. On a failure they take 32 fire damage.

If the Devils haven't attacked yet this is where they make their move.

At any point when combat ends the players find the following on the bodies of the devils. No Investigation skill check is required.

1000gp per member of the party

2 Greater Healing Potions

Potion of Invulnerability

300gp diamond

At this point the players may take a short rest without being challenged. They've earned it. Once they have resolved their rest and done whatever prep they need read the boxed text below.

What was once oppressive fog is beginning to thin. The background noise of drums however is intensifying. A booming laugh greets you as progress forward is noticeably easier. You break from the tree line into a clearing 100ft in diameter. In the center stands Dyson Brant but he's not immediately moving to attack you. Instead he is hunched over a metal box with scraps of paper covering it. With exaggerated motion he slowly stands up and wipes dirt off his trademark Black Velvet Doublet. Now that he's standing you take a second to look around. The fog that was once hanging in the jungle almost like a liquid is now swirling around the clearing, almost like you're standing in the eye of a hurricane. He motions to the swirling maelstrom and smiles in your direction yelling in a booming voice,

"Impressive isn't it? Even with my master off the mortal plane his secrets still bring me oh so much strength. Once you're dealt with my work can begin again."

Part Three

Beaten Isn't Defeated

Dyson is a complicated NPC to use effectively so this section is more about how to make sure he's being run to his full potential. Check the top of the next page as well.

If he gets the chance to talk...

Adventurers! I must thank you for all your very important help so far. Unfortunately, all business relationships must end.

Things to remember

His Lair Action is a Lightning Bolt as per the 3rd level spell in a trajectory of his choice every round. It comes out of the mist and runs in a line through the party.

- All of Dyson's spells are upcast to 8th for free. This includes cure wounds, healing word, aid, spirit guardians and any other spell he casts at any point that can in theory be upcast. (like fireball and cone of cold)
- If he has Aid precast his maximum HP goes up by 35. That makes his total HP 256. This is relevant for his Unearthly Recovery because it changes his half HP total.
- Don't forget he has Subtle metamagic. This means if you **Really** need a spell to resolve you can make sure it isn't counterspelled.
- Remember he has teleport as a legendary action. Are you surrounded by melee? Bamf right outta there! They don't get to counterspell as it is a latent magical ability and not a spell being cast.
- He has **Favored of the Gods**. If you fail something you really need to pass feel free to toss those 2d4!
- Dyson knows the party is coming. Nothing saying his wings can't already be out at the start of combat. That's your choice! Also 20 sorcery points is a lot. Use them!
- As a legendary action or a bonus Dyson can use his Unearthly Recovery to regain half his TOTAL HP. Absolutely make sure you keep a window open to use it based on how fast the party is bringing him down. With him having resistance to all damage it should not be too quick but make sure he lives to activate it.
- If there's an Iron Golem in the combat, Dyson will not hesitate to cast fireballs that target both it and the party. It heals fire damage and with the free upcast that's too much value to ignore. Also, it's worth mentioning that the Iron Golem would be included in the Aid.

Adjusting the Encounter

Very Weak:

Dyson Brant (no legendary or lair actions)

Weak:

Dyson Brant (no legendary actions)

Average:

Dyson Brant

Strong:

Dyson Brant (precast death ward, aid)

Very Strong

Dyson Brant (precast death ward, aid, spirit guardians), Iron Golem

Keep his 9th level spell slot in reserve. If it looks like Dyson is going down and he knows it, he won't hesitate to use his big slot to Subtle Wish into Teleport and flee the scene. Living matters more to him than dying in a blaze of glory. He's also one of the few remaining Vecna agents on the mortal plane who can cast resurrection magics.

Part Four

Well Earned Respite

As Dyson Brant falls the fog surrounding the island dissipates. What was once jungle turns back into a lifeless island. While still large it's clear it's size and dangers were exaggerated to say the least. Sitting in the middle of the combat field is the metal box. Covered with scraps of paper and arcane scribbles it sits quietly.

Any player who is proficient in **Arcana** may make a skill check at DC 16. Help and guidance may be used as this roll is happening with no real interruptions or time constraints. On a success they realize it is the Phylactery of the Dracolich previously encountered. On a failure it seems like something the casters of Emon would absolutely love to get their hands on.

If the players want to try to destroy the box it's not at all difficult so long as magical weapons are used. As they begin attacking it the entire party hears a familiar roar as the soul of the Dracolich dies its final death.

A **single** player may make an **Investigation** Skill Check at DC 14. Help and Guidance may be used. On a success they find the following.

Scroll of Aid

Scroll of Death Ward

Scroll of Banishment

Scroll of Cone of Cold

Scroll of Heal

Scroll of Teleport

Scroll of Plane Shift

Scroll of Prismatic Spray

A Greater Healing potion for each member of the party

15,000gp

Staff of Frost

On a failure they find the following.

15,000gp

Scroll of Teleport

Staff of Frost

Now About that Box

Any player who is proficient in **Arcana** or **Nature** may roll a skill check at DC 20. Help and Guidance may be used on these rolls. If the Arcana succeeds the player realizes it's a Phylactery. If the Nature succeeds the player realizes it probably belongs to the Dracolich they just fought and the powers that be in Emon would be extremely interested in it.

On a failure the box is arcane in nature and probably has something to do with ritual magics. Someone back in Emon is sure to care about this weird box!

Returning to Emon like Big Damn Heroes

Give them a “heads up” that some sort of proof of their kill is required for payment. Let them decide among themselves what exactly that's going to be. If they decide to return to Toltis Academy to collect their reward run that section. If they decide to return to the Citrine Garrison go with that. Neither one is a right or wrong answer, merely options that are open to them.

They only receive payment once even if they go to both locations.

If they return to Toltis Academy and Dyson is Dead

It's getting towards dusk as you knock on the door to Toltis Academy. You can hear some unkind muttering behind the door and a bit of shuffling before the faceplate slides open and the familiar eyes of Lachlan begin surveying the front steps. With a small start he opens the door and exclaims,

“Ah! Merrick told me to expect you, though you're faster than he planned for! Does this mean you've succeeded, and the Traitor has been killed?”

Let the players quickly describe their victory as Lachlan leads them inside and to the main lecture hall of Toltis. He won't let them tell the entire story just yet and asks they wait to speak to Merrick. If anyone in the party has played LT 1-10 Myriad Ways, they recognize a familiar little girl (Audrey) off in one of the side rooms practicing casting spells. Merrick looks up from her just as she's casting a spell and quickly exclaims something and begins putting out a small fire. After asking her to please wait a moment he comes out into the main lecture hall beaming from ear to ear, arms spread in welcome.

I got reports of the fog clearing and were able to Scry you all not too long ago. Congratulations! This is truly a deed of legend! My only regret was not being able to watch that smug piece of trash meet his end. Have a seat and tell me the tale!

If the party did NOT kill Dyson but did recover the Phylactery read the following:

I guess it was too much to hope for that someone with his power could be taken out so easily. Still a worthy victory though. Making sure one of Umbrasyl's children won't terrorize the continent is still an achievement.

Once finished Merrick pays them their agreed upon 10,000gp each.

Get yourselves a drink (or a lot) and a long rest. Things have been quiet since Gilmore returned thank the gods. Now we begin to look towards the future. (As he looks back at Audrey) The next generation deserves our vigilance. Be proud heroes, today will be spoken of you can be sure.

If they return to the Citrine Garrison.

They don't even make the gate before they're recognized. Shouts of exclamation can be heard basically immediately. Anyone with **Passive Insight** 14 or more realizes the Arms were made aware of the party being the ones called on to strike the Island. Their return signals victory and the Arms are ready to start celebrating basically on sight of the group.

Again if the party already received gold from Merrick do not pay them a second time.

The few Arms guarding the gate quickly swells to everyone currently at the Garrison. Shouts and cheers quickly drown out all attempts at conversation. You get about a dozen different offers for free drinks at the inn of your choosing. As the press of people quickly becomes a lot the familiar figure of Captain Khavis forces his way through and walks up to face you.

"Well done heroes. You brought honor to all of Tal'Dorei today. This victory wipes the stain of Dyson's betrayal from the city. Thanks to your actions we can begin healing the wounds of the last year. Your payment is well deserved."

If the Party failed to kill Dyson but recovered the Phylactery

If anyone in the party has run LT 1-19 It's a Good Day to Try Hard, they recognize the familiar face of Micah. He works his way through the crowd and says to whoever he recognizes;

“I heard you had returned to the city. I wanted to say this in person. I apologize for my previous actions. You are more than worthy adventurers and I would step in to battle with any of you whenever you may ask it of me. I strayed from my path...what is that box you're holding?”

Let the players describe their time on the island and what they've learned. As the conversation continues Micah's face pales more and more until it breaks with relief at the realization that the party came out victorious and there's time to destroy the cursed item.

If the players have not already been paid by Merrick, Captain Khavis gives each player their agreed upon 10,000gp. No small number of Arms whistle appreciatively at the lordly sums they just watched pass to the party. Regardless the party won't be paying for drinks any time soon.

Magic Item Reward

Frost Brand any weapon.

Wonderous item, very rare, requires attunement (Any melee/ranged)

While attuned to this weapon if you hit with an attack using it the target takes an additional 1d6 cold damage. In addition, while you hold the weapon you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10ft radius and dim light for an additional 10ft.

When you draw this weapon, you may extinguish all nonmagical flames within 30 ft of you. This property can be used no more than once per hour

Staff of Frost

Wonderous item, very rare, requires attunement by a druid, sorcerer, warlock or wizard

You have resistance to cold damage while you hold this staff.

The staff has 10 charges. While holding it you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: Cone of Cold (5 charges), Fog Cloud (1 Charge), Ice Storm (4 Charges), or Wall of Ice (4 Charges)

The staff regains 1d6+4 expended charges at dawn. If the last charge is spend roll a d20. On a 1 destroy the staff and reduce your Magic Item Count by 1.

Handing out Magic Items: If the players can decide between themselves and no one has any objections, this method of hanging 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.

Experience Summary

Social: If the party had positive RP with Henry award 2000XP

Exploration: If the party successfully negated any of any traps, or got the drop on Zindrass award them 1000XP

Combat: If the party successfully killed Dyson Brant award 5000XP

GM Rewards: 4000XP, 5000gp, 10 Off Hours, 1 Honor

Enemy Stat Blocks

Zindrass, The Bringer of Death (Adult Black Dracolich)

AC 19, HP 225, Speed 40ft, burrow 30ft, fly 80ft

Str 25(+7), Dex 10(+0), Con 23(+6), Int 16(+3), Wis 15(+2), Cha 19(+4)

Saving Throws: Dex +5, Con +11, Wis +7, Cha +9

Skills: Perception +12, Stealth +5

Damage Resistances: necrotic

Damage Immunities: acid, poison

Condition Immunity: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: blindsight 60ft, darkvision 120ft, passive Perception 22

Languages: common, draconic

Legendary Resistance (3/day): If the dracolich fails a saving throw, it can choose to succeed instead

Magic Resistance: The dracolich has advantage on all spell saving throws and magical effects

Actions

Multiattack: The dracolich can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws

Bite. Melee Weapon Attack: +12 to hit, reach 10ft. Hit: 18 piercing (critical 27) and 5 acid (critical 7)

Claw. Melee Weapon Attack: +12 to hit, reach 5ft. Hit: 14 slashing damage (critical 21)

Tail. Melee Weapon Attack: +12 to hit, reach 15ft. Hit: 16 bludgeoning damage (critical 24)

Frightful Presence: Each creature of the dracolich's choice that is within 120ft of it must succeed on a DC 18 Wisdom Saving Throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success. If the effect ends for any reason it is immune to Frightful Presence for the next 24 hours.

Lair Action: On initiative 20 Zindrass may manipulate the magical fog covering the island to send a bolt of Lightning at a location of her choosing. Each player caught in it must make a Dexterity Saving Throw, taking 30 lightning damage on a failure, or half on a success.

Legendary Actions

The dracolich can take 3 legendary actions, choosing from the options below. Only one legendary action may be used at a time and only at the end of another creature's turn. The dracolich regains spent legendary actions at the start of its turn.

Detect: The dracolich makes a Wisdom (perception) check

Tail Attack: The dracolich makes a tail attack

Wing Attack (Costs 2 actions): The dracolich beats its tattered wings. Each creature within 10 ft of the dracolich must succeed on a DC 21 Dexterity saving throw or take 14 bludgeoning damage and be knocked prone. After beating its wings the dracolich can fly up to half its flying speed

Chain Devil

Medium fiend, lawful evil

AC 16(natural armor), HP 85, Speed 30ft

Str 18(+4), Dex 15(+2), Con 18(+4), Int 11(+0), Wis 12(+1), Cha 14(+2)

Saving Throws: Con +7, Wis +4, Cha +5

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

Damage Immunities: fire, poisoned

Condition Immunities: poisoned

Senses: darkvision 120ft, passive Perception 11

Languages: infernal, telepathy 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 magical effects

Actions

Multiattack: The devil makes two attacks with its chains

Chain. Melee Weapon Attack: +8 to hit, reach 10ft. Hit: 11 slashing damage (critical 16). The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 piercing damage at the start of each of its turns.

Animate Chains (recharges after a short or long rest). Up to 4 chains the devil can see within 60ft of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20HP, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn it can use each animated chain to make one additional chain attack. An animated chain can grapple someone on its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0HP or if the devil is incapacitated or dies.

Reactions: Unnerving Mask. When a creature the devil can see starts its turn within 30ft of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom Saving Throw or be frightened until the end of its turn.

Bone Devil

Large fiend, lawful evil

AC 19, HP 142, Speed 40ft, fly 40ft

Str 18(+4), Dex 16(+3), Con 18(+4), Int 13(+1), Wis 14(+2), Cha 16(+3)

Saving Throws: Int +5, Wis +6, Cha +7

Skills: Deception +7, Insight +6

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

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: darkvision 120ft, passive Perception 12

Languages: Infernal, telepathy 120ft

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

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

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +8 to hit, reach 10ft. Hit: 8 slashing damage (critical 12)

Sting. Melee Weapon Attack: +8 to hit, reach 10ft. Hit: 13 piercing damage (critical 12) plus 17 poison damage (critical 24) and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dyson Brant, Chosen Divine Soul of Vecna

Medium humanoid, neutral evil

AC 17(shield 22), HP 221 (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 takes half of 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 has 20 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 Spirit Guardians at 8th level but using a 3rd 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.

Unearthly Recovery: As a bonus or legendary action when Dyson is at half or less HP, he may recover half his total hit points. This ability recovers on a long rest.

Lair Action: On Initiative 20 the maelstrom surrounding the combat area ionizes and fires a lightning bolt through the area, targeting as many party members as it can hit. Each player caught in it must make a Dexterity Saving Throw, taking 15 lightning damage on a success or 30 lightning damage on a failure.

Legendary Actions: Dyson Brant can take 3 legendary actions, choosing from the options below. Only one legendary action may be used at a time and only at the end of another creature's turn. Dyson Brant regains spent legendary actions at the start of his turn.

Teleport: Dyson Brant can teleport up to 120ft

Cantrip: Dyson Brant may cast a cantrip

Spell (2 legendary actions): Dyson Brant may cast a levelled spell.

Metamagic Spell (3 legendary actions): Dyson Brant may cast a metamagic levelled spell.

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, mage armor*, shield

2nd level (3 slots): aid

3rd level (3 slots): counterspell, fireball, spirit guardians

4th level (3 slots): banishment, death ward

5th level (3 slots): cone of cold

6th level (2 slot): scatter

7th level (2 slot): prismatic spray

8th level (1 slot): power word stun

9th level (1 slot): wish

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.

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 have positive RP with Henry yes/no?
2. Did the players land on the island before fighting Zindrass yes/no?
3. Did the players kill Dyson Brant yes/no?
4. Did the players bring the Phylactery back with them to Emon 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.)