



# ADVENTURERS LEAGUE™

## TYRANNY IN PHLAN

The Maimed Virulence has come. The future of the Cinnabar Throne and the lives of the denizens of Phlan are in jeopardy. The Cult of the Dragon rejoices, and the Black Fist is powerless to stop them. How will the factions of the city respond to this threat? Can Phlan be saved this time? Part One of Under Emerald Claws. An adventure for 5th-10th level characters.

**Adventure Code: DDEX1-10**

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# EXPEDITIONS™

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## INTRODUCTION

Welcome to *Tyranny in Phlan*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tyranny of Dragons*™ storyline season.

**This adventure is designed for three to seven 5th-10th level characters, and is optimized for five 6th level characters.** Characters outside this level range cannot participate in this adventure

The adventure is set in the Moonsea region of the Forgotten Realms, in and near the town of Phlan.

## THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

## PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook*™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

## BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 6th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

## DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

**Average party strength** indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

## DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since

play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*<sup>TM</sup> has more information on the art of running a D&D game.

## DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

## SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

### SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

### ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

## CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

### DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

## DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

**Create a New 1st-Level Character.** If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

**Dead Character Pays for Raise Dead.** If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

**Character's Party Pays for Raise Dead.** As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

**Faction Charity.** If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

## ADVENTURE BACKGROUND

Things are changing in Phlan, and for the worse. The Cult of the Dragon has spies deeply rooted in the castle and has been corrupting many of the town's defenders, gathering new allies and otherwise readying to make a move for control of the town and the Pool of Radiance that lies beneath it.

Knight Commander Ector Brahms, the Lord Regent of Phlan, has called a secret summit of the masters of the town's four major guilds and the head of each noble

house. At the foot of the Cinnabar Throne, he plans to hammer out the terms of an alliance and bring order and peace to the town once and for all.

It is here, however, that the hammer will fall in the form of Vorgansharax, the Maimed Virulence: a green dragon who has allied himself with the Cult of the Dragon in exchange for dominion over Phlan.

### VORGANSHARAX, THE MAIMED VIRULENCE

Vorgansharax is a green dragon on the older end of adulthood whose massive size is overshadowed only by his even more massive ego. Despite grievous injury as a wyrmling sustained at the hands of a bronze dragon that left him with a tattered and maimed right wing, Vorgansharax cuts quite an imposing figure. He is large of build and terrifyingly strong; far more so than other dragons of his age. Coupled with his injuries, his sheer size has made him a rather clumsy flier, but monstrously destructive on the ground.

Vorgansharax is the offspring of the ancient green dragon Claugiyliamatar, who rules the forest of Kryptgarden far to the west. As vengeance for the factions' involvement in her forest, she has lent (sold, more like) Vorgansharax's aid to the Cult of the Dragon, who has sent him to Phlan to secure the Pool of Radiance and return it to its former power. Vorgansharax has a large contingent of kobolds, dragonborn, and half-dragons that are fiercely loyal to him, many of which are powerful arcane magic-users in their own right.

At the start of the adventure the Lord Regent has been unexpectedly delayed and is late for his meeting.

## OVERVIEW

The characters are resting at the Laughing Goblin Inn when they are contacted by Knight Aleyd Burrall of the Black Fists (DDEX1-3 *Shadows over the Moonsea*). She is looking for a group of independent adventurers to help her. The dragon cultist Spernik (DDEX1-5 *The Courting of Fire*) is soon to be tried for his crime of robbing the Library of Mantor, and the Lord Sage of Phlan, in an effort to recruit a red dragon to the Cult's cause. Aleyd is concerned that it has taken much too long for his trial to occur; oddly, the prisoner has been allowed several visitors. Given all the recent stories and examples of corruption among the ranks of the Black Fists, she wants the characters' aid as outside investigators. She is desperate to expose the corruption and report back to the Lord Regent, the only member of the Black Fists that she fully trusts.

The adventure is in five parts, beginning with part 1. Following the characters' meeting with Aleyd, the Maimed Virulence attacks Valjevo Castle, slaying the masters of the town's four major guilds and the heads of Phlan's noble houses. The characters witness the attack

from the other side of the town and are too far away to do anything about it. They do, however, witness cultists in the streets attacking anyone who stands up to them. They are dragging “tributes” (money and citizens) to the castle to offer to the dragon. The characters have the opportunity to fight some of the invaders and shepherd innocents into the Laughing Goblin, which becomes a de facto HQ for the insurgency that develops around the characters. From the citizens they rescue, the adventurers learn that the Lord Regent still lives but has been captured. Among those rescued is Aya Glenmiir (DDEX1-6 *The Scroll Thief*). Aya tells the characters that the town is lost and that they might want to consider leading as many people out of Phlan as possible. The Welcomers are likely to know secret ways in and out of the town; Aya directs them to Glevith (DDEX1-6 *The Scroll Thief*), a member of the Welcomers who has worked with the Harpers in the past.

Part 2 of the adventure describes a number of different paths the characters can choose to undertake, such as determining the state of the town, contacting the Welcomers, or rescuing allies and items from throughout the town that are valuable to their factions. While the adventurers complete these side missions, they are stalked by the Tears of Virulence, corrupt members of the Black Fist that have joined with Vorgansharax.

Part 3 begins as the Tears catch up with the adventurers. This leads into part 4, when it is clear the town is being overrun; the adventurers encounter Knight Aleyd Bural. She has confirmed the location of the Lord Regent and begs the adventurers to rescue him. She volunteers to engage the Tears to buy them time. It is likely a death sentence, but one she welcomes if it means saving her Knight Commander.

In part 5, the characters use their contact with the Welcomers to escape through the sewers that dump into the Stojanow River (or flee aboard a liberated ship). The characters must lead the refugees out of the town to safety while fighting past the dragon’s minions.

The adventure culminates with a host of refugees leaving Phlan with the body of Knight Aleyd Bural at its head.

## FAMILIAR FACES

This adventure uses many nonplayer characters (NPCs) that some adventurers may have previously encountered in past adventures in this storyline. Knowledge of these NPCs is not necessary for full enjoyment of this adventure, but the DM is encouraged to read the sidebars accompanying each NPC to understand the past relationship that each may have with the characters. Continuing to develop those relations only serves to further invest players in the storyline.

## ADVENTURE INTRODUCTION

It is 3 Marpenoth 1489 DR, the season commonly called Leafall, and the weather is pleasantly warm as the heroes take a well-deserved break in the common room of the Laughing Goblin Inn. They already have rooms reserved and the meal they ordered is laid before them. They have had a chance to meet each other, so character introductions are appropriate at this time.

### THE LAUGHING GOBLIN

The adventure begins at the Laughing Goblin, a somewhat famous inn at the docks of Phlan catering to the rough crowd of sailors, mariners, and mercenaries. Features include:

- The common room has two floors with a large, open space in the middle containing the bar, a stage, and a large fireplace.
- A number of booths line the walls, and tables fill the rest of the room's open space.
- The only decoration in the common room is a large carved totem resembling a laughing goblin. The totem is clearly very old and is well-worn.
- The owner and bartender is Imizael. Though she is human, her name is clearly elven (her mother was obsessed with elves).
- The waiter is a human named Markoth but is known to regulars as Fat Mar.

Both Markoth and Imizael happily recommend the tavern's famous cabbage soup. It is an old secret recipe that comes with freshly baked bread and a piece of cheese. Otherwise the tavern serves a salty fish stew or the catch of the day (blackened catfish; the Moonsea is a freshwater lake). Today fresh apple pie is also on the menu. The drink list is extensive, but the advice is to stick to light ale, stout, or the really strong stuff. The wine is just not particularly appetizing.

It being a lazy afternoon, Imizael is reading a broadsheet at the start of the adventure.

#### ROLEPLAYING IMIZAEI

Imizael is attentive of her patrons' needs. She responds to questions curtly, nodding when it is polite and directing customers with a fondness for gossip to Fat Mar, who she insists "should keep his equally fat nose out of other peoples' business." Imizael was last encountered in DDEX1-2 *The Secrets of Sokol Keep* and DDEX1-6 *The Scroll Thief*, where she may have passed on tales patrons told her.

Fat Mar is taking advantage of the quiet afternoon to mop up a spilled drink and wipe down the tables. He loves storytelling and gossip much more than actually doing his job. If any of the characters engage him in conversation, he leans his mop against the wall and sits at a nearby empty table—to which Imizael only shakes her head as if she expects, and is used to, such behavior from her employee.

#### ROLEPLAYING FAT MAR (MARKOTH)

Fat Mar clearly dislikes his nickname, but it is well-earned. He is a rotund man who sweats profusely. He has a sharp tongue and a foul mouth but warms up instantly to anyone who asks what his actual name is—introducing himself happily as Markoth Hasselpond. Markoth was encountered in DDEX1-2 *The Secrets of Sokol Keep* and DDEX1-6 *The Scroll Thief*, where he may have been a helpful source of gossip.

As you sit in the Laughing Goblin, it is readily apparent that the large, dark, old tavern has seen better days. The woodwork is worn, the once-white plaster has yellowed, and the chandeliers are rusted and tarnished. The furniture shows the signs of heavy use and the scars of various brawls.

Its aesthetic shortcomings are easily overpowered by the strong smell of cabbage soup wafting from the kitchen.

Give the players the opportunity to ask any questions about what they are doing or where they are, and then proceed with the entrance of Knight Burreal.

#### KNIGHT ALEYD BURRAL

A member of the Black Fists—and one of its few who are benevolent—Aleyd Burreal has become deeply troubled by the actions of her fellows. She is convinced of the righteousness of her Knight Commander and knows that he might be willing to take action given enough proof. But how will she get that proof? The other Black Fists are already suspicious of her, and the guilty see her coming a mile away. However, she had good luck earlier this summer with adventurers who dealt with a "ghost ship" attacking nearby villages (DDEX1-3 *Shadows over the Moonsea*). She has come looking for those adventurers or, failing that, any others she can locate.

A human woman in a Black Fist uniform walks through the open door, pointedly looking about. Grey-streaked blonde hair frames a face with the hard-won lines of advancing age and a violent life. She turns a stern gaze upon you and quickly moves closer. "You look like just the type I am looking for."

She casts a baleful eye at Fat Mar and Imizael until they scurry away to the kitchen to "check the soup."

### ROLEPLAYING KNIGHT ALEYD BURRAL

Knight Aleyd Bural is a formidable warrior with a keen mind, but the soft heart she hides under a stern frown has kept her from advancing further in the Knights of the Black Fist. In her late 40s with grey-streaked blonde hair, she has decided that doing her job well and protecting Phlan is perhaps more important than advancement. She does not suffer fools and counts adventurers among the most foolish of all. She is utterly faithful to the Lord Regent. Aleyd was encountered in DDEX1-3 *Shadows over the Moonsea*, where she was looking for help to investigate a mystery and protect the town. She was also seen in DDEX1-6 *The Scroll Thief*, where she hired the characters to look into a series of thefts.

Aleyd wants to hire the adventurers to look into the case of the dragon cultist Spernik (DDEX1-5 *The Courting of Fire*). Given some of the oddities of his case, she thinks this might be the best place to start looking into the corruption within the Black Fists.

She is a bit guarded, however, and avoids giving too much away until she is confident that the adventurers will take the job. She takes a seat at the group's table and offers a sum of 200 gp for adventurers willing to perform an off-the-books job. She reveals only that the job is legal and investigative in nature, but not something that can be easily accomplished by members of the Black Fist. If any of the characters know her from a previous adventure, she emphasizes that they have worked well together in the past. If none of the characters know her, she stresses that she is a member of the Black Fists, an order that is not known for their subterfuge.

She is unwilling to negotiate and provides no additional details until the adventurers accept. She further discusses the job only with those individuals who agree to her terms, gesturing for everyone else to leave. This does not prevent other characters from participating or advancing in the adventure; they are merely excluded from the initial introduction. Any characters who leave are outside the inn when part 1 begins.

Aleyd imparts the following during the course of discussion with the adventurers:

- She has always been concerned by rumors of corruption among the Black Fists. She desperately wants to do something about it, but needs tangible proof that she can present to Lord Regent Ector Brahms, who is also the Knight Commander of the Black Fists. The Lord Regent is an honorable man, and she is confident that he will act decisively if she can gather sufficient proof.
- She heard rumors of a secret prison where rogue members of the Black Fists tortured and murdered prisoners for their own enjoyment or to satisfy per-

sonal vendettas, rather than remand them to the normal prison system (DDEX1-1 *Defiance in Phlan*). After a long search, she located the place beneath the ruins of the Lyceum of the Black Lord but discovered nothing that would substantiate her suspicions. If it was there, it had been long since cleared out.

- Spernik, a recently captured dragon cultist, is soon to be tried for robbing the Library of Mantor (DDEX1-5 *The Courting of Fire*). However, Aleyd is concerned that his trial has taken far too long to complete and that he has been permitted an unusual number of visitors. Though it shouldn't have been possible, people have met with him and brought him gifts.
- It is clear there is some sort of bribery going on at Stojanow Gate, but Aleyd can't prove it—Black Fists are given wide latitude in the pursuit of the law. It is possible, but unlikely, that someone is simply trading favors for information. That is legal, but outright bribery is not.
- Security is unusually tight at Valjevo Castle, and Aleyd suspects that something important is occurring there today. She is unsure as to what it is, but she suggests that the party steer clear of Stojanow Gate.

Aleyd wants the characters to look into the rumors of corruption, go wherever the investigation might take them, and gather the proof she needs. However, she stresses that as much as she finds it distasteful, the investigation is not sanctioned by the Black Fist; there is little she can do to protect the adventurers if they break any laws or otherwise run afoul of the order's less-than-scrupulous members.

If the characters ask for more money after hearing what Aleyd wants them to do, she says she doesn't have it. Nevertheless, if the characters are able to gather the proof, she believes the Lord Regent will reward them handsomely. It never hurts to have the leader of the town in your debt.

### TREASURE

Aleyd pays the characters 200 gp once they accept her mission.

Once the characters finish talking and are ready to proceed, move to part 1.



## PART 1: THE COMING OF THE MAIMED VIRULENCE

The characters don't know it, but their lives—and those of all those who live in Phlan—are about to change. The Maimed Virulence has come.

Shaking hands with Knight Bural, you are just rising from your seat when the entire inn is shaken by a tremendous gust of wind followed by a horrific roar that rapidly recedes away from you.

"Bane's black blood! What in Nine Hells was that?" Aleyd races up the stairs to the second floor of the inn and peers out the windows, looking shocked. You arrive only seconds behind her to an amazing sight. A vast winged serpent larger than the Laughing Goblin is perched on the side of Valjevo Castle, rending great holes in its once-stout walls. The rising autumn sun glistens off of its massive green head as it rears back before exhaling into the hole it has made in the wall. Screams echo all the way across the town.

In the street below you people run about in fear, many of them crowding into the square before the Laughing Goblin.

The immense green dragon is tearing into Valjevo Castle with ease. Thick clouds of noxious, green vapor spill off the sides of the castle and into the narrow streets, limiting the ability of the town's defenders to counterattack. Something has to be done, but the creature is all the way across the town.

Give the players a chance to soak in the situation and ask questions before continuing. Those succeeding on a DC 20 Intelligence (History) check recognize Vorgansharax and know the basic gist of his story as provided in the adventure's background.

### TRIBUTE

A group of the dragon's followers are mixed in with the crowd, trying to catch as many of the town's residents as possible as tribute for the dragon.

A commotion is brewing on the street below as gawkers gather to stare up at the doom that overshadows Phlan. A group of hobgoblins and a man in robes round the corner, leading a barred wagon that is pulled by a green-scaled, two-headed giant. Dozens of people are caged within, wailing with fear.

You can hear the man shout, "Round these up and toss them with the others. The Maimed Virulence hungers for tribute!"

The characters are currently on the second floor of the inn, looking through a large glass window that does not open. They can either run downstairs and outside, or break the glass. Breaking the window takes a move action, granting surprise to characters attacking from the second story of the inn while the rest of the party runs outside.

Before allowing any of them to act, however, read the following:

The door to the Laughing Goblin bursts open and a fat man in a soiled apron runs into the street wielding a short knife. He leaps onto the back of a hobgoblin and thrusts the blade into the creature's neck. The hobgoblin cries out in alarm and pain and crumples to the ground.

The two-headed giant turns to face Fat Mar and with a snarl, swings its huge axe at the portly waiter. The blow connects and the man is sent hurtling backwards into the Laughing Goblin, accompanied by the sounds of shattering glass and splintering wood, and the lingering smell of blood, smoke, and cabbage soup.

### GENERAL FEATURES

This encounter takes place on a busy street in Phlan. You should feel free add appropriate features based on what fits the narrative created between the players and the DM.

**Crowd.** During the first round of combat, the street is filled with panicked citizens fleeing for their lives: the street outside the inn is considered difficult terrain. Attacks that affect an area also risk hitting the populace (AC 10, 2 hp). After the end of the first round, the streets clear.

**Light.** It is bright daylight on an early autumn afternoon.

**Sound.** The street is filled with screaming town folk trying to flee for their lives. Wisdom (Perception) checks based on hearing are made with disadvantage.

**Wagon.** The large wagon is pulled by a **half-dragon ettin** and requires a successful DC 20 Strength (Athletics) check to move it at half speed during combat. **Farvnik the Venomous** carries the key to the cage, but the lock can be picked with a set of thieves' tools and a successful DC 15 Dexterity check. The bars can be bent enough for the captives to escape one at a time with a DC 20 Strength (Athletics) check, or by destroying them (AC 10, 25 hp).

### FOES AND TACTICS

The **half-dragon ettin** drags the wagon into the square and then releases his grip on it, focusing on anyone who causes trouble. Two **hobgoblin captains** work in tandem

to corner and round up as many people as possible, with the assistance of a **guard drake**. **Farvnik** supervises from the rear.

When the characters reveal themselves, the half-dragon ettin closes and uses its breath weapon to best effect. He avoids hitting his allies when he is able, but is not especially careful.

The hobgoblin captains order the guard drake to chase after archers or spellcasters that are keeping their distance (it runs inside the inn and heads upstairs if necessary to engage anyone shooting from the windows). The captains use their Leadership ability to support the half-dragon ettin and Farvnik, move as a group to gain the benefit of their Martial Advantage as they engage.

Farvnik stays back, casting spells to attack and heal his allies, but he does not shrink from melee if engaged, using *inflict wounds* with higher-level spell slots and delivering devastating damage with his Poison Strike ability.

The half-dragon ettin is too stupid to surrender, and Farvnik is too zealous, but if these two are defeated, the hobgoblin captains can be convinced to give up.

Knight Aleyd Bural remains in the inn to guard Imizael. She assists the adventurers in combat (use **veteran** statistics) only if it looks like they will fail without her aid. If she drops to 0 hit points, she is not slain but knocked unconscious.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the two hobgoblin captains and change Farvnik to a **priest**.
- **Weak party:** Remove one hobgoblin captain.
- **Strong party:** Add one hobgoblin captain.
- **Very strong party:** Add one half-dragon ettin.

#### DEVELOPMENTS

If Aleyd falls in combat, the adventurers find a *potion of healing* on her person that they can use to revive her. Once awake, she adamantly refuses any additional offers of healing.

Aleyd suggests that the adventurers and the freed captives take shelter in the Laughing Goblin. She orders the healthy to start barricading the doors and windows while the wounded are laid out on the tables. The inn serves as a safe haven while the characters decide how proceed; they can take a **short rest** while caring for the wounded and questioning the refugees.

Fat Mar lies dead on the floor in front of the shattered remains of the inn's front window. Despite her normal condescending demeanor, Imizael is devastated by his

death. She covers his broken body with a blanket and sits beside him, crying quietly; she refuses to do anything else unless convinced by a successful DC 15 Charisma (Intimidation or Persuasion) check. She then fetches jugs of water and wine for both the hale and hurt.

If the characters captured and interrogate the hobgoblins or Farvnik, the prisoners boast of how their master will come for them, laying waste to all who oppose him. They haughtily offer the information below if asked:

- Their master is Vorgansharax, The Maimed Virulence, a green dragon of incredible size and power who now rules Phlan by right of conquest.
- Vorgansharax demands tribute and has sent his loyal subjects into the town to collect wealth and slaves to be brought before him. This group was sent to round up the citizenry for food and slavery.
- Vorgansharax has allied with the Cult of the Dragon in exchange for the town of Phlan, which now belongs to him (triumphant laugh!).
- The Maimed Virulence learned there was a secret conference in Valjevo Castle attended by the Lord Regent, the masters of the town's four major guilds, and the head of each noble house. The prisoner gloats that they are all slain and that no one in the town now lives with a claim to the Cinnabar Throne (Aleyd is particularly devastated by this last bit of news, and delivers a potent, gauntleted backhand to whoever delivers it).
- Farvnik is a cleric of Tiamat. He and the rest of his cultists got into the town aboard ships. He does not know the arrangement, but they were docked for days while other allied ships arrived. No one ever searched or inventoried their vessel as would be expected from the dockmaster.

The ettin is too stupid to be of much help and constantly cries for its "dada" to come rescue it.

#### TREASURE

**Farvnik** carries 200 gp in coins, gems, and art gathered from their victims as the dragon's minions looted the town.

#### THE CAPTIVES

Assuming that the captives survived, they have information to share with the characters. A quick head count reveals the cage houses the following victims:

- **Aya Glenmiir.** This female elf wizard is a scholar at

Mantor's Library, the largest center of learning in Phlan. No stranger to working with adventurers, she has much to say (see "Aya Glenmiir" below).

- **The Filloburstons.** This halfling family (Alphus and Ety, and their three daughters Imogee, Oylen, and Ulvona) are bakers a few blocks away from the Laughing Goblin. Ety saw the hobgoblins come off a boat in the harbor moments before they started raiding the neighborhood. The entire family is very scared and unable to provide much else in the way of useful information.
- **Euripanee Thundershield.** A female dwarf from Citadel Adbar who now travels as a mercenary. She is badly beaten, having fought hard before being taken. Afterwards she saw the "priest" (Farvnik) speak with a man with red skin, horns, and a tail who wore a purple cloak. The infernal-looking man said something about going to the Stojanow Gate to check on their friends. If her wounds are tended, she volunteers to help guard those who are holed up in the inn.
- **Maff, Blurn, and Li'l Topp.** These three inebriated gentlemen work the docks as longshoremen. They claim that they saw some humans, kobolds, and large lizards come out of the sewers just as all the chaos began.

### AYA GLENMIIR

Listening to the other captives and observing what is happening around her, Aya is quickly realizing that the town is lost and there is little more that can be done to save it. The best course of action is to flee, but in order to do that, she needs the characters to agree with her. She'd never make it alone, but with a well-armed group of brutes, the way might be made clear.

The elf woman looks up at your approach, clearly nervous. "Do you know who that was? That was Vorgansharax. A true dragon—and not a young one at that. Our lives are forfeit if we remain here any longer! You've got to get everyone out!"

Aya knows that adventurers might want to stick it out and either begin an insurgency or foolishly attempt to take on the dragon. Neither option gets her out of the town, but she knows a number of things the characters do not. She might use any or all of this information to convince them to leave.

- Ector Brahms lives, or at least it is highly unlikely that he was slain when the dragon attacked. She and a few other scholars were meeting with him outside Stojanow Gate to discuss magical improvements to

its security. She was sent to retrieve some documents from the library that a colleague had forgotten and was on her way back when the attack occurred. (The Lord Regent was quite unhappy about the delay that forgetting the papers caused, as he had other plans for the day, but wanted it done as soon as possible.) It is quite likely that her friends and the Lord Regent are inside the Gate. (This information fills Aleyd with hope.)

- Aya believes that the green dragon that has attacked is Vorgansharax, the Maimed Virulence. He is particularly large for his age (almost eight centuries) and has a damaged wing from a battle in his youth, which makes him a clumsy flyer. He is a scion of Claugiyliamatar, an ancient green dragon that resides in Kryptgarden Forest.
- Aya suggests they flee as soon as night falls, and she has an idea on how to get out. The Welcomers smuggle things in and out of the town all the time, likely through the sewers and catacombs beneath the streets. However, it appears the cultists are using the sewer tunnels as well, so they need a safe alternative. She knows a Welcomer named Glevith who has worked with the Harpers in the past and so might be willing to help the characters. Last she knew, Glevith frequented the Cracked Crown near Scholar's Square, but where he is now, she doesn't know.
- Aya specializes in wards that utilize enchantment magic. Although she cannot protect the inn for the long term, she could ward it to discourage anyone from investigating it too closely. This should buy the characters some time to come up with a plan while the refugees hide in the Laughing Goblin, though eventually they need to come back.

### ROLEPLAYING AYA GLENMIIR

Aya is a female elf of about 300 years. She has long, pale blonde hair and radiant green eyes, along with a bit of an ego. She's well aware of the allure and mystery that her racial heritage evokes, and has no reservations against capitalizing on it. She is quick with a coy smile and a twist of the hair if it gets her what she wants. But despite this, she is quite brilliant, especially when the Weave is discussed. Aya was encountered in DDEX1-6 *The Scroll Thief*, when the characters investigated a theft of her property.

### XP AWARD

Award each player 100 XP for freeing the prisoners.

### LORDS' ALLIANCE SPECIAL MISSION

If any of the characters are members of the Lords' Alliance faction at rank 2 (Redknife) or higher, at some

point Imizael hands the character **Player Handout 2**: a letter which has just arrived in the hands of a grubby urchin. She doesn't know what happened to the child, who ran off in the company of a rather haggard-looking goat after handing over the letter and mentioning the character's name. She doesn't know what the letter says, but it is addressed to the character. This unlocks the **Lords' Alliance special mission** in part 2.

## WHERE TO NEXT?

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From this point, the characters have a number of choices they might explore. It is important to manage the time carefully if this event is being played in a convention or other time-limited setting.

Regardless, Aleyd says she will try to locate other allies and asks the characters to meet up with her back at the Laughing Goblin before trying to free the Lord Regent. She has met him many times in his position as Knight Commander of the Black Fist and can help identify him during any rescue attempt. He does not make public appearances, so few recognize him without his badge of office, a bright red cloak with the symbol of Phlan on it.

**Rescue the Lord Regent.** Proceed to part 4.

**Leave the town.** Proceed to part 5.

**Other Options.** Proceed to part 2.

At some point as determined appropriate by the DM, they encounter the Tears of Virulence (part 3). This part does **NOT** occur if the group includes members of the Harpers or Lords' Alliance factions.

## PART 2: MAKING READY

This portion of the adventure is divided up into a number of brief encounters as the characters investigate the fall of Phlan and make ready to flee it. They have the following avenues to follow up on:

- Locating any and all information about what has happened to the town.
- Finding a way out of the town by contacting Glevith, a member of the Welcomers (an organization of thieves-turned-freedom-fighters).
- Investigating the sewers.
- Investigating the harbor.
- Rescuing the Lord Regent (part 4).

This encounter can be quite free-form, with the characters splitting up or moving back and forth between the various things to do. It is quite likely that there won't be enough time to follow up on all of the opportunities presented here. That's fine, and it's not necessary to do so. Allow the players to dictate their own path, while being mindful of the time left to play.

As the characters move throughout the town, you should stress the atmosphere of panic. All around them, people are packing to flee the town or running from one neighborhood to another. Looters and the nearby sounds of screaming or combat are common. Smoke clouds the horizon. Both speed and stealth are needed if the characters are to progress without constant conflicts. Otherwise, they should encounter a group of Tears of Virulence (part 3) sooner rather than later.

### THE LOCAL GOSSIP

Phlan is in chaos as people flee, loot, or otherwise give over to panicking. If characters take to the streets in search of information, have them make a Charisma (Investigation) check. For each full multiple of 5 in the check result, they gather one rumor randomly from the list below (do not duplicate if more than one character is gathering information):

- The whole town is in chaos! There's a dragon in the castle and everyone in or near it was killed by poison smoke!
- There are kobolds, large lizards, and hobgoblins in the streets. They're dragging people away to be slaves. I'm getting out of here!
- I hear that the prisoners in Stojanow Gate have risen up to join with the dragon! They now run the prison

and the guards are in the cells instead.

- There are purple-robed humans throughout the town. They seem to have no fear and I saw some of the Black Fist fighting with them.
- I was near Kuto's Well and there were a bunch of new statues there—weird things that looked incredibly lifelike, like folk running from the sewer entrance there.
- I saw a red-skinned demon walking with a bunch of armored soldiers near the castle. He had a tabard that displayed a flame with eyes above a dragon's claw. (The characters easily identify it as the heraldry of the Cult of the Dragon.)
- The docks are overrun. They're dragging the sailors away. There is no escape that way.
- I hear that the graveyard has been destroyed. The dragon breathed a great big cloud of death over the clerics there. Nothing could have survived that!
- Don't trust the Black Fist. Some of them are rallying the people to fight, but others are just killing everyone they see. If you see any of those so-called knights, flee for your life.

### WELCOMER GLEVITH

Finding Scholar's Square is simple, even if the characters have never been there.

The short walk to Scholar's Square is a whirlwind tour of the chaos that envelops Phlan. Men and women in robes are loading wagons full of books, struggling under the weight of their labors.

Meanwhile, filthy-faced youths and shady-looking individuals with scraps of paper in hand rush in and out of the Cracked Crown, looking decidedly out of place in this neighborhood.

The characters are welcome to confront any of the scholars or couriers, but none are especially forthcoming. The scholars want to get out of the town as soon as possible and are more interested in hearing from the characters if they know any safe routes.

The couriers are Welcomers bringing back reports and sending out requests for more information. They do not know who the characters are, so they are unlikely to admit who they are. Normally they wouldn't be so careless as to let others see them, but this is an extraordinary situation. If the characters insist on stopping them, they point toward the inn, saying that anyone who really knows what is going on is likely to be inside.

The Cracked Crown looks less a tavern and more a war room. Several tables have been pushed together, and a map of the town is spread over them. Documents are stacked in piles around its edges, held down by the occasional mug. Seeing you enter, a burly, bald Turmish man moves quickly to block your path. "We're closed. Go away."

The man is Allar, sometimes called "Blockjaw" due to his straight Turmish-style beard. He has been tasked to keep non-Welcomers from coming in and bothering the assemblage. To get past him the characters need a good story, to have worked with the Welcomers or Harpers in the past, or a solid threat or bribe. A successful DC 10 Charisma (Deception, Intimidation, or Persuasion) check gets Allar to back down and let the characters pass.

A Chondathan man with slicked-back black hair and a large nose greets you. "I'm Glevith. Can't say I have a lot of time for chit-chat. What do you want?"

Glevith is a mid-level member of the Welcomers, with ties to the Harpers. He is using his position to gather as much information as possible while he still can, realizing that it will become much more difficult as the town is locked down. He knows the following:

- The town has been attacked by a very large green dragon. Rumors are that it has killed every noble, guildmaster, and member of the ruling class. Silver linings, poor sods. At least now the people have a few less heels to suffer under if we can force the dragon out.
- For some reason, the Knights of the Black Fist seem to have gone mad; they're killing each other in the streets.
- There are hobgoblins and kobolds running amok in the streets.
- All of the gates have been taken; there is no way out those ways. The docks are similarly locked down.
- The stories he heard say that the invaders came in both through the sewers and via ships that docked in port. He doesn't know how so many made it without raising the alarm or how they are connected to the dragon.
- It might be possible to get out via the sewers, but that would take a skilled smuggler who knows his way around (wry smile).

If the characters explain that they seek to flee the town, he admits that there is a way. Harpers or characters who

have an appropriate background such as Folk Hero or Criminal automatically earn his aid. Others need to convince him with a DC 15 Charisma (Persuasion) check. Those who fail to convince him can still earn his help. He asks the characters to spend a few hours on the streets and find out what's going on with the Black Fists. Why are they fighting? If they can tell him the reason, he helps them.

Glevith informs the characters that there are a few ancient tunnels that do not connect to the rest of the sewers except in two places. It is likely that whatever is down there will not be in them. If the characters are interested in fleeing, he tells them return to the Cracked Crown at nightfall along with any others who would flee the town. Glevith will meet them there.

#### ROLEPLAYING GLEVITH

Glevith is a Welcomer cutpurse. Despite his roots as member of an organized crime syndicate, he greatly enjoys his new role as hero of the people. He is distrustful of those who represent established powers and likes those who embrace the struggle of the lower class. This has led him to accept overtures from the Harpers to pass information to and from their members. Glevith was last seen in DDEX1-6 *The Scroll Thief*, where he passed on an assignment for Zhentarim characters.

#### HARPERS SPECIAL MISSION

If any of the characters are members of the Harpers faction at rank 2 (Harpshadow) or higher, at some point Glevith surreptitiously slides them **Player Handout 1**: a letter which he was asked to pass on to them if their paths should cross. He doesn't know what the letter says, but he knows it is an important task for the character. This unlocks the **Harpers special mission** in part 4.

#### THE SEWERS

The sewers are a maze of tunnels from nearly a dozen different building projects. Some connect to others; some have been sealed for centuries. Finding one's way is nearly impossible. While searching through the sewers, the characters can discover some important details. Have the characters searching for information attempt a DC 10 Intelligence (Investigation) check. For each full multiple of 5 in the check result, they gather one piece of information randomly from the list below (do not duplicate if more than one character is gathering information):

- The sewers are a maddening maze of tunnels that connect in some places and do not in others. Without a map or guide, moving through them undetected

would be impossible.

- There are creatures in the sewers. You find relatively fresh tracks belonging to Small and Medium humanoids, as well as those of a Medium creature with multiple clawed feet.
- You find an incredibly lifelike statue of a woman, her arms raised to block her terror-stricken face. Why would such a strange work of art be down here? She is actually a human who was petrified. If restored to life by a *greater restoration* spell, the woman—whose name is Gertie Staslep—provides little useful information but says that the last thing she remembers is a huge lizard-like beast with eight legs accompanied by a handful of small lizard-men. As soon as she saw it everything went black. She asks that the adventurers take her with them.

## LORDS' ALLIANCE SPECIAL MISSION: THE HARBOR

If the characters choose to investigate the harbor and no one in the party is a member of the Lords' Alliance of rank 2 or higher, the docks are empty and the ships have been scuttled to block the harbor. All of the sailors are gone. If your group does not include Lords' Alliance characters of rank 2 or higher, do **NOT** run this encounter.

Members of the Lords' Alliance might have been offered a special mission by Imizael in part 2. If so, now is their opportunity to attempt it.

The harbor is quiet compared to the rest of the town. Most of the ships sit silent and empty.

A group of sailors are being dragged off their ship—the *Vigilant*—by members of the Black Fist. Another ship, the *Gilded Trophy* emblazoned on its hull, has crates and barrels stacked at its gunwales; you see a few wary eyes and trembling crossbows pointed towards the docks.

### GENERAL FEATURES

The docks are located only blocks from the Laughing Goblin and are normally a busy area of the town. Since the attack, the area has calmed as the Tears have begun arresting all sailors to prevent anyone from escaping.

**Light.** Bright sunlight.

**Buildings.** The dock is fronted by several flat-topped warehouses that are 20 feet tall. They can be climbed with a successful DC 15 Strength (Athletics) check.

**Crane.** There is a large crane used to move cargo. It currently has a dozen barrels of wine wrapped in its net,

suspended over the dock. The crane requires a successful DC 10 Intelligence check to operate. Any character with an appropriate background (such as Sailor) makes this check with advantage. The barrels can be dropped on foes in a 10-by-10-foot square, forcing any creature in the area to make a DC 15 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) bludgeoning damage and is knocked prone; with a successful save, it takes no damage and lands prone 10 feet away in a direction of its choice.

**Crates.** There are several piles of crates that can be used to take cover (half to three-quarters, depending on which pile), or to climb up and get a vantage point with a successful DC 10 Strength (Athletics) check.

**Ropes.** Each of the ships is currently tied by two mooring lines, fore and aft, to the docks. A character can climb to a ship with a successful DC 15 Strength (Athletics) check or walk them with a successful DC 20 Dexterity (Acrobatics) check. Dealing 10 slashing or fire damage to a rope severs it.

**Sailors.** There are five sailors, pulled off of the *Vigilant*, a small trading bilander—just a few of its crew. The sailors are not significant combatants but try to be helpful if the characters look like they are in need of assistance and are trying to rescue them. They are happy to join the crew of the *Gilded Trophy* if doing so gets them out of Phlan.

**Ships.** There are several ships docked here, their crews having been killed or taken away. All of the ships have their gangplanks raised except the *Vigilant*. Only the *Gilded Trophy* still has anyone on it, and they try to avoid combat unless the characters need help.

**Chains.** The *Gilded Trophy* is bound to the docks by a number of iron chains hooked to its gunwales and rudder. These chains must be removed or destroyed (AC 15, 40 hp) if the ship is to leave the town.

**Water.** The water is 5 feet below the level of the dock and is calm. Attempting to climb up onto the dock from the water is difficult as the pilings are wet and covered in algae, requiring a DC 15 Strength (Athletics) check.

### FOES AND TACTICS

As the characters arrive, a patrol of Tears (three **veterans**) are shoving the sailors from the *Vigilant* into a group so they can be tied together. A successful DC 10 Wisdom (Perception) check notes that the uniforms that the soldiers wear are those of Knights of the Black Fist, but they have been splashed with bright green paint.

The veterans move forward as a unit, attempting to surround and focus attacks on a target. (If two or four veterans are present, they split into pairs, with each pair

focusing on a different target.) If a character proves overly effective from range, such as an archer or spellcaster, one veteran peels off to engage that character. These warriors are more powerful directly confronting their enemies, so they try to stay in melee and resort to ranged combat only if necessary.

In the hold of the *Vigilant* is a **kobold cult fanatic** riding a tamed **basilisk**. The two make their appearance on their initiative in the second round, when they ride down the gangplank and get into the fray. The cult fanatic has already cast *shield of faith* when combat begins. It directs its mount to petrify anyone it charges and gives chase if someone tries to run. The cult fanatic avoids petrifying any allies when possible, but the basilisk is not very smart and instead targets any veteran that rolls a 1 on a d6 at the start of its turn. The cult fanatic uses *inflict wounds* against weakly armored opponents before resorting to dagger attacks. If engaged in melee, it casts *command* in an attempt to force the enemy to provoke an opportunity attack.

Although the veterans are initially confident of their abilities, they can be forced to surrender if the melee goes against them. Once at least one of their numbers is defeated, the adventurers can compel them to submit with a successful Charisma (Intimidation) check. The DC of the check is 10 + (5 times the number of remaining veterans): for example, if one remains, the DC is 15; if there are two left, the DC is 20, and so on.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove two veterans
- **Weak party:** remove one veteran
- **Strong party:** add one kobold cult fanatic
- **Very strong party:** add one veteran and one kobold cult fanatic

#### DEVELOPMENT

The characters succeed in the mission by defeating the veterans and liberating the *Gilded Trophy*. They do not need to use the ship to escape.

The crew of the *Gilded Trophy* are ecstatic to be liberated, and they will also take on the crew of the *Vigilant* to supplement their own. They want to leave right away, but the characters can convince Dornal Whitebeard with a successful DC 10 Charisma (Persuasion) check that it might be helpful to have the Lord Regent in their debt. The Lords' Alliance agent directs the captain to wait till nightfall, when the ship stands a better chance of slipping away without being seen.

If any of the veterans or the kobolds are captured, they know the same things as the captured veterans in part 3.

#### TREASURE

The veterans have 100 gp in coin between them, and one of them has a *potion of healing*. If treasure was already received for completing the Harpers special mission (see part 4), they instead have nothing.

#### XP AWARD

Award each character 100 XP for completing the Lords' Alliance special mission.



## PART 3: UNWANTED ATTENTION

As the characters travel to either free the Lord Regent at the Stojanow Gate (part 4) or to escape the town (part 5) they draw unwanted attention.

The characters stumble across a battle between the Black Fist and the Tears of Virulence—traitors who have sworn their allegiance to Vorgansharax. Loyal Black Fists happened across the other group and were expecting to join forces in defense of the town. They were completely caught by surprise when their former fellows drew steel and turned against them.

Use this encounter as you see fit to stress not only the danger of Phlan, but the splintering of the Black Fists. If the characters are especially sneaky, you might allow them surprise during the first round of combat, or have them witness the fight between the Black Fists that remain loyal to Phlan and those that have gone over to the Tears of Virulence.

This encounter should be run after part 2, but before part 4 and only if your party is **NOT** undertaking special missions for the Lords' Alliance (part 2) or the Harpers (in part 4).

As you round the corner you see a street littered with carnage. Men and women dressed in the uniforms of the Black Fist lie in puddles of blood on the cobbles. Several of their numbers are moving among the bodies, slitting the throats of the survivors.

One of them points in your direction and loudly shouts, "Stand fast, citizens, and submit to questioning."

### GENERAL FEATURES

The street is narrow, only 20 feet across.

**Light.** Bright sunlight.

**Bodies and Blood.** The street is covered in tangled bodies and puddles of slick blood and gore. Anyone moving more than half speed must succeed at a DC 10 Dexterity (Acrobatics) check or slip and fall prone.

**Buildings.** The buildings on either side of the narrow lane are one story tall (approximately 10 feet) with sloped roofs. They can be climbed with a successful DC 10 Strength (Athletics) check. All of them have a door and one or more windows, but they are locked. The doors can be opened with a set of thieves' tools and a successful DC 10 Dexterity check, a successful DC 10 Strength (Athletics) check, or by dealing 15 damage. The windows can be opened with a set of thieves' tools and a successful

DC 10 Dexterity check, a successful DC 5 Strength (Athletics) check, or by dealing 5 damage with a single attack. (Remember that objects have immunity to poison and psychic damage.)

### FOES AND TACTICS

As the characters arrive, the surviving Tears of Virulence (four **veterans**) are making sure all of the Black Fist knights are dead. A successful DC 10 Wisdom (Perception) check notes that the uniforms they wear are those of Knights of the Black Fist, but they have bright green paint splashed on them—most of the dead soldiers' uniforms do not. A successful DC 10 Wisdom (Insight) check suggests that the guards are trying to appear nonthreatening, but are covering up malicious intent.

The veterans move forward as a unit, working in pairs. Each pair attempts to surround and focus attacks on a different target. If a character proves overly effective from range, such as an archer or spellcaster, one veteran peels off to engage that character. These warriors are more powerful directly confronting their enemies, so they try to stay in melee and resort to ranged combat only if necessary.

A **kobold cult fanatic** is inside a nearby building, having just killed a resident who witnessed the battle. It emerges on its initiative in the second round, having already cast *shield of faith* when combat begins. It uses *inflict wounds* against weakly armored opponents before resorting to dagger attacks. If engaged in melee, it casts *command* in an attempt to force the enemy to provoke an opportunity attack.

Although the veterans are initially confident of their abilities, they can be forced to surrender if the melee goes against them. Once at least one of their numbers is defeated, the adventurers can compel them to submit with a successful Charisma (Intimidation) check. The DC of the check is 10 + (5 times the number of remaining veterans): for example, if one remains, the DC is 15; if there are two left, the DC is 20, and so on.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove two veterans
- **Weak party:** remove one veteran
- **Strong party:** add one kobold cult fanatic
- **Very strong party:** add one veteran and one kobold cult fanatic

### DEVELOPMENTS

The veterans or the kobold cult fanatic can be interrogated if any of them are taken alive.

- They are members of the Black Fist who have decided to support the dragon Vorgansharax, the Maimed Virulence, and his attempt to take over Phlan. They call themselves the Tears of Virulence.
- Their reasons for siding with the dragon are varied. Some are greedy and were bribed to aid the Cult of the Dragon. Others went over when it was clear the town was lost, and they wanted to be on the winning side. A significant number who worship the deity Bane believe that the Lord Regent is weak and that Vorgansharax is a true tyrant worth serving.
- The Tears are in the process of exterminating all the Knights of the Black Fist who did not join with them. The Black Fists don't know that the Tears exist and thus were easily taken by surprise.
- Some of the Tears have been allied with the Cult of the Dragon for months. Their aid was crucial in sneaking the Cult's forces into the town. Soon Phlan will be locked down, and escape will be impossible.
- With the help of corrupted members of the Black Fist, the Cult has been passing information back and forth among its many members and spies through the cultist Spernik, who served as a hub for information in planning the attack.
- The Tears are spread throughout the town, but they completely control the docks and the town gates, and they have closed the Stojanow Gate for the first time in living memory.
- The Cult of the Dragon has two main leaders in the town besides Vorgansharax. The first is the cleric **Farvnik the Venomous**. He is sweeping the streets with a great half-dragon ettin, a minion of the green dragon himself. The second is a powerful Wearer of Purple named **Ixusaxa Terrorsong**. She is an elf who is often in the company of constructs.

The characters will have to determine what to do with their prisoners. The Tears go along if cowed, but they have no reason to completely cooperate. If they get the chance, they will run.

#### **BACKGROUND: BANE, GREATER GOD OF TYRANNY**

Bane (LE) is the deity of strife and tyranny. He generally plots and schemes, instead of acting directly, until his plan comes to fruition. Only then will his armies march to conquer all of Faerûn.

Bane's worship was once the largest in Phlan. His temple, the Lyceum of the Black Lord, now lies in ruins and no longer attracts worshipers. His following remains strong among the Knights of the Black Fist; decades ago, they were the military arm of the clergy of Bane before they formally severed their ties to serve the Cinnabar Throne of Phlan.

#### **TREASURE**

The veterans have 100 gp in coin between them, and one of them carries a *potion of healing*.

#### **XP AWARD**

Award each character 100 XP for learning about the Tears of Virulence.

## PART 4: THE STOJANOW GATE

This encounter begins if the characters decide to rescue the Lord Regent. As they move through Phlan toward the prison within the Stojanow Gate, they pass through eerily quiet and empty streets—unlike other parts of Phlan.

### FAMILIAR FACES

If the characters did not return to Aleyd at the Laughing Goblin, she meets up with them here in the company of three other Knights of the Black Fist who remain loyal to Phlan and the Lord Regent.

Also accompanying Aleyd is a young female half-elf wearing a suit of ill-fitting leather armor and carrying a battered longsword. Over this she wears a tabard emblazoned with the holy symbol of Kelemvor. Any character who participated in the events of DDEX1-4 *Dues for the Dead* recognizes the young cleric of Kelemvor as Cassyt, the acolyte of the God of the Dead who acted as their guide in the catacombs beneath Valhingen Graveyard.

There is little time to exchange pleasantries, however. If the characters have not yet encountered the Fist/Tears schism, Aleyd quickly tells them about it.

The streets of Phlan are deserted as you near Valjevo Castle, the residents having since fled or been captured. Your group and Aleyd's small contingent are able to approach the Stojanow Gate with relative ease, and you soon come into sight of the immense gate.

A hastily-constructed barricade of barrels, sacks, and crates blocks the passage into the main courtyard of Valjevo Castle. Barely visible beyond it, a throng of people sit in groups on the ground, bound to one another by the wrists and ankles.

A couple of dozen men and women in Black Fist uniforms splashed with bright green paint mill about, while a separate group of heavily armored soldiers stand watch over the prisoners just inside the barricade.

At the start of the encounter, the characters are 50 feet away from the gate and concealed. They have a view of the gate from the southeast, partially obscured by other buildings. Though the adventurers cannot see it, there is a small guard shack inside the gate and to the right.

Twenty-six **veterans** stand in the open area in front of the barricade—clearly more than the characters can handle. The veterans have a good view of the courtyard to the south and have erected the barricade to hinder

enemies and to provide cover against archers or spellcasters. On the other side of the barricade are three **cult prison guards**. Not visible from their current vantage point is Surasiel, the **cambion** leading the prisoner operation, who is in a wagon just inside the gate.

If the characters start discussing a frontal assault, have Aleyd make it clear to them that their characters can't succeed against such odds. She suggests they get a better look at what they are dealing with first and come up with a plan.

### GENERAL FEATURES

Valjevo Castle sits on a large rock mound and is surrounded by a 60-foot-tall wall. The only opening in this wall is the infamous Stojanow Gate.

**Light.** It is afternoon in the early autumn. Open areas are bright, but buildings cast ample shadows that might be used to hide.

**Sound.** Worried chatter and occasional weeping from the prisoners covers quiet sounds that might otherwise give someone away. Dexterity (Stealth) checks made to move silently are made with advantage.

**Smell.** The acrid stench of poison is very strong here and irritates the nose and throat with every breath.

**Barricades.** The barricades are 4 feet high and made of barrels filled with rainwater or sand, mixed with the occasional crate filled with iron ingots stolen from a nearby blacksmith. They provide three-quarters cover to those standing behind them. They are quite heavy but can be pushed over with a successful DC 15 Strength (Athletics) check, creating an area of difficult terrain. The check is made with advantage if the pushing character has a running start of at least 10 feet, but if the character fails the check, he or she bounces off the barrel and falls prone. Climbing the barricade requires a successful DC 10 Strength (Athletics) check.

**Buildings.** Most of the buildings in the plaza are one story tall (approximately 10 feet) with sloped roofs. They can be climbed with a successful DC 10 Strength (Athletics) check. All of them have a door and one or more windows, but they are locked. The doors can be opened with a set of thieves' tools and a successful DC 10 Dexterity check, a successful DC 10 Strength (Athletics) check, or by dealing 15 damage. The windows can be opened with a set of thieves' tools and a successful DC 10 Dexterity check, a successful DC 5 Strength (Athletics), or by dealing 5 damage with a single attack. (Remember that objects have immunity to poison and psychic damage.)

**Gate.** The barricade has a gate of sufficient size to let a wagon pass. The gate opens inward and is made of

nailed-together planks and doors. It is barred shut by a number of the same heavy barrels that form the barricade; pushing it down requires a successful DC 15 Strength (Athletics) check. Climbing or jumping over it is much easier, requiring a DC 10 Strength (Athletics) check.

**Tree.** There is a tall tree in the courtyard in front of the barricade, ablaze with autumn colors. It is large enough to grant half cover and grants advantage on Stealth checks made to hide within its boughs. It can be climbed with a successful DC 10 Strength (Athletics) check.

### GETTING A BETTER LOOK

Allow the characters to move about the area to get a better view without Stealth checks, provided they are being careful. Anyone moving into the open, however, is immediately set upon and arrested.

Have the characters scouting the area make Wisdom (Perception) checks. For every full multiple of 5 on the check, a character notices any one of the following (DM's choice; do not duplicate if more than one character is observing):

- There is a wagon tucked against the wall inside the gate and to the left (east). Although the character cannot get a clear view, he or she can see light emanating from within and the shadows of at least one person moving around.
- Inside the yard there are more than one hundred people. Their wrists are bound, and they appear to be tied to one another in groups of four to six, preventing them from moving quickly. A male human is tied to several scholarly-looking people. He is in his 60s with a meticulously groomed beard and long, grey hair pulled back in a ponytail. Although he does not wear the full-length crimson cape of the Lord Regent's Office, he is clad in black enameled plate armor and matches the description of the Lord Regent. If they describe the man to Aleyd, she is certain that it is him.
- In a pile of refuse in the open part of the courtyard, part of what looks like a red garment is barely visible.
- The character gets an accurate count of the veterans and cult prison guards. One of the guards inside the stockade briefly takes off a gauntlet to scratch the back of his hand. His skin is covered in blue scales.

One of the guards inside the stockade moves towards the guard shed and calls inside to someone. If the observing character speaks Draconic, he or she overhears, *"Is it time to bring the next group inside?"* Someone responds with, *"Not yet. Spornik will send for them when he is*

*ready."*

In addition, any character who succeeds at a DC 15 Wisdom (Perception) check notices a dirty human girl of ten or eleven years sitting in the branches of the tree in the courtyard. She has a dagger tucked into her rope belt, and her arms are stained with blood up to her elbows. A black goat with milky white eyes sits calmly next to her on the bough. She notices the character and puts a finger to her lips with a wink and a smile. If the character has played DDEX1-3 *Shadows over the Moonsea*, they recognize Elisande. The Tears seem oddly oblivious to the unusual sight.

### ALEYD'S PLAN

The Tears of Virulence are dug in and fortified. There are four or more unknown individuals with the prisoners behind the barricades. At some point someone is going to recognize the Lord Regent. Time is short.

The characters might not agree with it, but Aleyd has a plan.

Aleyd looks resigned. "I see no other choice. I will take my soldiers and circle to the west. We will launch an attack and quickly withdraw. The corrupt knights seem intent on capturing or killing all of the Black Fists who remain loyal to the town and will likely give chase. When they do so, you will assault the gate from the east, rescue the Lord Regent, and get him out of the town."

The other Black Fists agree that there seems no other choice and are willing to follow Aleyd's lead to rescue the Lord Regent, even if it means their lives. Cassyt—the young cleric of Kelemvor—is frightened, but she insists on accompanying the knights to keep them up and running for as long as possible and to usher them to their final rest in the event that any of them are slain. Unless the characters try to stop them, they move to implement Aleyd's plan. The characters will need a tactically brilliant alternative to convince Aleyd of another way to save the Lord Regent.

Assuming the characters go with Aleyd's plan, she tells them to count to two hundred and then look for her attack from the northwest. As soon as Aleyd's group withdraws and the Tears follow, the adventurers must act to save the Lord Regent. The characters have approximately three minutes to prepare.

Shouts of “For the Lord Regent!” and “For Phlan!” ring out as Knight Aleyd Bural and her escort rush the nearest barricade on the western side of the square. Their brazen attack takes their foes by surprise, and three of them are quickly cut down as the knights hurtle over the barricade.

Unfortunately, their success is short-lived. Between a hail of crossbow bolts and an onslaught of blades, one of the knights accompanying Aleyd falls, and her small contingent begins to withdraw. Aleyd herself moves to cover their retreat but she is struck down by a pair of crossbow bolts. Two corrupt knights stab her repeatedly with their swords as she lies prostrate on the ground.

Despite this, however, Aleyd’s plan is working. The corrupt knights abandon their post in pursuit. A small group of guards stay behind, however.

Almost immediately, the prisoners start worming away from the barricade toward the safety of the stone wall.

### FOES AND TACTICS

The remaining twenty-three veterans have moved off in pursuit of Aleyd’s group, leaving behind the three **cult prison guards**. They are on the lookout for trouble, watching the courtyard to the south closely. If they are attacked from long range, they wait behind the walls (gaining full cover) for their foes to approach closer. Once an enemy is in short range, they use their breath weapons and spears. Should an enemy attempt to breach the gate, they move to melee and try to block the entrance.

Once the attack begins, **Surasiel** exits his wagon; he has a clear view of the entrance but remains behind the wall so that he is not easily seen from the square. He uses *command* and Fiendish Charm, instructing some of the characters to flee the battle and thus even the odds. If presented with obvious ranged attackers, he targets them with his Fire Ray. If the barricade is breached, he flies to a more defensible point and continues to use Fire Ray. If his allies have fallen and hope is lost, he casts *plane shift* to get away.

If the battle appears to be going against the adventurers, **Lord Regent Ector Brahms** slips free from his bonds and engages one of the cult prison guards in combat. After a brief struggle, he is able to wrest a dagger from the prison guard’s belt and assists the adventurers in dispatching their remaining foes. The Lord Regent uses **veteran** statistics but wields a dagger, dealing 5 (1d4 + 3) piercing damage with his melee attacks, instead of the normal longsword damage.

The wild card in this fight is Elisande and her goat. If the adventure is running on time and the party is having

an easy time of it, she watches from her perch, only climbing down when the fight is over to slit the throats of any foes that still breathe. If the characters need help, she can pull unconscious allies out of combat and stabilize them. She might sneak behind an enemy to help an ally (such as granting a rogue a sneak attack). She is helpful, but her methods are mildly disturbing and off-putting.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove two cult prison guards
- **Weak party:** remove one cult prison guard
- **Strong party:** add one cult prison guard
- **Very strong party:** add two cult prison guards

### DEVELOPMENTS

Once the players defeat the guards, they are free to release all or some of the prisoners or otherwise investigate the scene.

***Knight Aleyd Bural.*** Aleyd lies in the street where she fell—dead. She carries nothing of value except for her scale armor, shield, and longsword.

***Captives.*** There are a total of 127 captives. They know very little of what has happened in the town, but are confident that there is no escape. The streets are crawling with Black Fists.

***Tears of Virulence.*** Any who survive are also members of the Cult of the Dragon. If interrogated they can relate the following:

- The town is now under the control of Vorgansharax, the Maimed Virulence, who is forcing captured residents into the catacombs beneath the Castle to locate the lost Pool of Radiance. (The location of the Pool was purported to have been found during the events of DDEX1-4 *Dues for the Dead*.)
- In addition to the dragon, there is a horde of Cult soldiers inside the castle (mostly humans, half-dragons, hobgoblins, and kobolds, but also some constructs and undead).
- If any of the party members belong to the Harpers faction, the captured Tears also know that Spernik is in control of the Stojanow Gate and can be found in one of the uppermost chambers. With a sneer, the prisoner boasts that the adventurers will never make it to Spernik alive—the Gate complex is crawling with forces loyal to the great green dragon!

***Elisande.*** Elisande is a 12-year old orphan human girl and troublemaker from a disturbing, isolated island village in the Stormy Bay. She was last encountered in

DDEX1-3 *Shadows over the Moonsea*, when the characters rescued her and brought her to Phlan. She disappeared shortly thereafter.

- Elisande is excited to see the “Outsides,” as she calls those from outside her island. In her opinion, Phlan has become much more exciting in the last day and she has no desire to leave it.
- She wants to get a good look at the “*greet wing’d serpante!*”
- If asked about where she has been, while playing with her knife she explains that she has been “*lookin’ a’ tings here and tere.*”
- Despite lacking any wounds of her own, she is covered in a large amount of dirt and blood.
- One helpful comment she might make concerns the dragon. She wonders how many “babies it bringed widdit” because she already “seen one bitty one a wee bit bigger than a ridin’ goat, wiss a man astride it. It haz a bite like a wasp beastie.” Those who have met Elisande previously know she has trouble identifying animals that are not goats or fish; she means the other dragon-like creature was bigger than a horse with a stinger on its tail.

Shortly after this exchange, Elisande slips away with her goat, leaving the characters to wonder what she is up to.

#### ROLEPLAYING ELISANDE

Elisande is fascinated with outsiders, having heard tales of a land beyond the island. She has few morals and, due to her upbringing, no true concept of right or wrong.

#### THE BLIND GOAT

This black-furred goat was originally found on the same island as Elisande (also in DDEX1-3 *Shadows over the Moonsea*). It appears to be totally blind, but for some inexplicable reason seems able to see certain characters which it tends to follow, completely unconcerned about things that would bother a normal animal. It seems especially attracted to those who are “pure of heart.” While it is completely harmless, most find the goat a bit creepy.

**Lord Regent Ector Brahms.** The Lord Regent is thankful for the rescue but insists that the characters assist the other prisoners in escaping the town. Shortly after being freed, he walks to a pile of refuse in the courtyard and pulls out a length of fine red cloth. He snaps it open and affixes it to his shoulders before returning to the adventurers to answer whatever questions they might have. The Lord Regent relates the following:

- He was hiding his identity from the invaders, who think that all the leaders of the town are dead.
- The cultists are bringing captives to the castle to dig; he suspects they seek the old Pool of Radiance. He heard his captors say that those that tired from the labor were being offered as “tribute” to Vorgansharax. He won’t leave people behind to die in the tunnels or be fed to a dragon.
- However, he does not support going into the dungeons beneath the castle to rescue more citizens, as doing so would put those they have already freed in greater danger.
- He grows visibly upset when he sees Aleyd’s body. He calls her one of the most dedicated Knights in his command and laments that she let her morals get in the way of her duties—something that got her into trouble frequently.
- He suggests that when all is said and done, Aleyd’s body should be given to her family. The only member he knows is Wylan Bural, a cleric of Tymora who lives in Mulmaster.
- He insists that Phlan needs a symbol if it is to ever rid itself of the Maimed Virulence. He has no intention of allowing death to give Aleyd leave from her duties: Phlan and her people need the fallen knight. He instructs the adventurers to aid his escape from the town so he can take Aleyd’s body to Mulmaster and plead for her return from death.

Once the prisoners are freed, he asks the characters how they plan to escape the town. He is open to any reasonable plan they have that allows him to bring the other refugees.

#### ROLEPLAYING LORD REGENT ECTOR BRAHMS

Lord Regent Ector Brahms has served as the Knight Commander of the Black Fist for the last two Lords Protector, both of whom died suspiciously. He is a stubbornly honorable, coarse, stoic man; the burden of leadership weighs heavily on his shoulders.

#### TREASURE

The characters can recover a backpack that Surasiel left in the guard shack. Inside there is 300 gp and a *spell scroll of sending*.

#### XP AWARD

Award each character 250 XP for freeing the Lord Regent and the other prisoners.

## HARPER SPECIAL MISSION: SPERNIK MUST DIE

Members of the Harpers faction might have been offered a special mission by Glevith in part 2. If so, now is their opportunity to attempt it. If your group does not include Harper characters of rank 2 or higher, do **NOT** run this encounter. Instead, read the following and proceed to part 5.

Shouts and hurried, heavy footfalls ring out from within Stojanow Gate, likely from a great number of other corrupt knights, prisoners, or both.

“Quickly,” the Lord Regent says, strapping on the fallen knight’s sword belt. “We need to leave.”

### GETTING INSIDE

With the bulk of its defenders in pursuit of the small group of Knights of the Black Fist, the gate is more or less unguarded. Spernik is in a chamber near the top of the gate, accompanied by contingent of bodyguards.

The Lord Regent does not accompany the adventurers inside but instead remains behind to guard the freed residents of Phlan.

All of your planning and effort to stealthily enter the Stojanow Gate are for naught, as there doesn’t seem to be anyone inside. You are easily able to sneak in.

After wandering empty corridor after empty corridor, and more flights of stairs than you can count, you come to an iron-bound door set with a small grate at eye level. Peeking inside, you see a number of bored-looking guards. Beyond them, from a small side room, flickering lamplight reveals the shadow of a man within.

“How long are we supposed to stay here, Spernik?” one of the guards asks, stifling a yawn.

“Until I say you can leave,” a voice calls out from the side room.

A successful DC 10 Wisdom (Perception) check reveals that the armor and uniform of the guards are those of Knights of the Black Fist, but have been splashed with bright green paint. As the characters approach, the guards on the other side are unaware of any danger. Still, they are unlikely to open the door for just anyone, and they do not come outside for any reason.

### GENERAL FEATURES

The interior of the Stojanow Gate has an initial intake room where prisoners are processed before being taken further into the dungeons.

**Ceilings.** 10 feet high.

**Light.** The room is brightly lit by a fireplace on the west wall. In addition, Spernik has an oil lamp on the desk near where he is working.

**Cage.** This free-standing cell is used to house surly prisoners during processing. It is currently open and empty. If shut, the door locks. The lock can be picked with a set of thieves’ tools and a successful DC 10 Dexterity check. The key to open it is in the desk.

**Desk.** The large desk in a small side room can be used to take half cover. It contains ledgers that detail all the current prisoners, which Spernik is currently reading to determine who might be a useful ally. There is also a ring of keys in the drawer, alongside a half-empty bottle of grog, holding keys to the cage and to the door that leads farther into the prison.

**Door.** The entrance to the office is blocked by a locked wooden door. The guards within are expecting a visit from another group of Tears and will open the door to anyone wearing the appropriate uniform without question. An adventurer using a set of thieves’ tools unlocks the door with a successful DC 15 Dexterity check. Otherwise, the door can be broken in with a successful DC 15 Strength (Athletics) check.

### FOES AND TACTICS

Four **veterans** are sitting and standing around the room idly talking when the characters arrive, but if a threat enters, they move forward as a unit, working in pairs. Each pair attempts to surround and focus attacks on a different target. If a character proves overly effective from range, such as an archer or spellcaster, one veteran peels off to engage that character. These warriors are more powerful directly confronting their enemies, so they try to stay in melee and resort to ranged combat only if necessary. They fight to the death.

**Spernik** is seated at the desk reading before the party arrives. He is expecting to send for more slaves in about an hour, but he does not know the half-dragons who were guarding the other prisoners very well yet and might be tricked into ordering the door opened for them. If a fight begins, Spernik casts spells from a distance to hinder or attack foes, protecting himself above all else. If the veterans are slain, Spernik can be coerced into surrendering with a successful DC 15 Charisma (Intimidate) check.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: remove two veterans
- Weak party: remove one veteran
- Strong party: add one guard drake
- Very strong party: add one veteran and one guard drake

### DEVELOPMENT

The characters succeed in the mission by slaying Spernik or bringing him to Glevith to stand for his crimes. For his part, the Lord Regent has no problem with executing a Cult of the Dragon spy on the spot.

If Spernik or any of the veterans are captured, they know the same things as the captured veterans in part 3.

### ROLEPLAYING SPERNIK

Spernik always seems to be suffering from chronic nervousness. When under duress, he sweats profusely and stammers. His recent promotion, however, has emboldened him; he constantly reminds people who he is, as if that were the only reason they should be listening to him.

### TREASURE

The veterans have 100 gp in coin between them, and one of them has a *potion of healing*. If treasure was already received for completing the Lords' Alliance special mission, they instead have nothing.

### XP AWARD

Award each character 100 XP for completing the Harpers special mission.



## PART 5: FLIGHT FROM PHLAN!

Once the characters have rescued Ector Brahms and the other captives, they have to assist in their escape from the town, along the others who are still hiding in the Laughing Goblin. This adventure assumes they leave via the sewers with the help of the Welcomers or depart from the docks with the help of the Lords' Alliance. If your players come up with another creative solution, you should do your best to reward their creativity while still letting them encounter Ixusaxa Terrorsong and her minions.

### WHICH WAY DO WE GO?

Aiding the Lord Regent in his escape from Phlan requires the assistance of the Welcomers (**Option 1**). If there are members of the Lords' Alliance in the group, the party can instead choose to enlist the aid of Dornal Whitebeard and the crew of the *Gilded Trophy* (**Option 2**).

### OPTION 1: THE SEWERS

The obvious route to freedom is the exit suggested by Glevith—through the sewers. This section assumes that the adventurers have decided to trust the Welcomers and go this way.

In order to help the Lord Regent and the other citizens of Phlan escape from the town, they must return to the Cracked Crown. As the adventurers arrive, Glevith has assembled a couple of his associates.

In the Cracked Crown, Glevith and two women in leather armor, one a halfling and the other a grey-skinned half-elf, appear in the final stages of preparation for a trip. Satchels and weapons are undergoing final checks for contents and proper fit.

As you enter, all three of them look genuinely shocked. "I thought you said they would be bringing a few people with us," the half-elf says, "Not half of the sodding town! They're going to find us for sure!"

Trying to sneak over a hundred people from the town without being noticed is a daunting task, to say the least. Glevith must be convinced to provide the characters with assistance. Though he runs the show, he holds the opinions of his colleagues in high regard and follows their advice to the letter. Gaining Glevith's aid requires first convincing his companions.

**Trunkey Lighttouch.** The female halfling informs Glevith that "the lizards are already starting to prowl the

upper levels of the sewers." She assures him that it will be nigh impossible for this many people to move through the sewers undetected, and suggests taking only those who are necessary. She recommends no more than a dozen people (including the adventurers). Trunkey does have a soft(ish) heart, however. Any adventurer who succeeds on a DC 15 Charisma (Persuasion) check can appeal to her sense of duty toward the downtrodden and convinces her to reconsider her stance.

**Dark Linsa.** The half-elf scoffs at Trunkey's "goosey sentiment" and says escape shouldn't be a problem, but brazenly suggests that the rogues should be well compensated for the risk and trouble. She demands a fee of 2 gp per head. She won't be swayed by honeyed words and mocks anyone who tries, but she can be browbeaten into a more reasonable fee. A character negotiates the price to 1 gp each with a successful DC 15 Charisma (Intimidation) check. If the result of the check is 20 or higher, Dark Linsa settles for a total of 10 gp and a promise that the character making the check "owes her one" (see "Favors and Enmity" in the "Rewards" section, below).

### CASSYT

Cassyt is also present in the Cracked Crown, having avoided capture by the Tears of Virulence in her flight from the Stojanow Gate.

Upon seeing Aleyd's body, Cassyt cries out in despair and sinks to her knees beside the fallen knight, brushing her blood-crust hair out of her face and straightening out her crumpled uniform—a pointless but heart-warming gesture. After a few moments, she regains her composure and relates the following during the group's few moments of rest:

- In anticipation of his initial assault, the dragon breathed on the graveyard, likely killing the Kelemvorites within.
- Doomguide Glandon was the only person of sufficient power to raise Aleyd from the dead among the faithful, and Cassyt can only hope that he might still be alive.
- Cassyt was in town purchasing gardening supplies when the dragon attacked, which she credits as being the only reason she yet lives.
- She knew Aleyd well. The knight often spent her off-duty time sitting in the graveyard, sharing stories of her youth with the fledgling cleric.
- Despite her familiarity with the knight, Cassyt knew little of Aleyd's family, only that she had a brother in Mulmaster (a town across the Moonsea). Returning

- her body to her family would be the right thing to do.
- Cassyt has already received instructions from Glevith to fetch what supplies can be retrieved safely from Valhingen Graveyard, so she will not be accompanying the adventurers into the sewers. She wishes them luck and assures them that she will see them soon.

#### ROLEPLAYING CASSYT

Cassyt is a young Kelemvorite who has spent more time in her books than in the catacombs of the graveyard. Her once-sunny disposition and incessant chattering have been replaced with grim determination. Her dry, albeit slightly warped, sense of humor is as prevalent as always, though.

Once the adventurers are ready, the Lord Regent, Aya Glenmiir, and the adventurers proceed into the sewers accompanied by a crowd of scared refugees and captives. If they have convinced Glevith's companions to help, the three Welcomers join the party. Otherwise, adjust the read-aloud text accordingly.

With his colleagues having gone ahead to scout out the path, Glevith leads you through tunnels. Mostly dry, these winding tunnels seem not to have been used for many years. You are able to move quickly, though your entourage has begun to spread out significantly.

Suddenly, from somewhere in the middle of your group, you hear screams!

Rushing to the site of the screams, you come across a bloody scene. Two kobolds and an almost pony-sized lizard lie dead in a side tunnel next to three very lifelike statues.

If Dark Linsa and Trunkey are here, their blades are drawn and stained with blood. Dark Linsa says, *“Keep moving. They know where we are now. You keep going. We’ll spread out and keep them from finding the rest of you.”* Then she disappears down a tunnel, Trunkey following closely behind.

With a successful DC 15 Intelligence (Arcana) check, a character recognizes the dead creature as a basilisk: an eight-legged lizard with the ability to turn creatures to stone by looking at them.

The tunnel stretches farther, the glint of moonlight reflecting on the shallow water.

Glevith hails you forward. “This is it. This tunnel leads to an old spillway that drains into the river. We’re more than a bowshot from the town walls, and now that night has fallen, you should be able to make your way out of the town from here without anyone bein’ the wiser.”

The Lord Regent approaches Glevith with a grim look on his face and, after a silent and tense moment, extends a gauntleted hand to the rogue.

“Not now, your highness,” Glevith says with a mocking smile. “We’ll discuss the terms of your surrender later.”

He smacks the Lord Regent playfully on the shoulder and disappears into the darkness, whistling tunelessly.

Dark Linsa was right—the cultists know where the refugees are and await them just outside. Unable to move large numbers of troops to the exit quickly and still cover other possible ways out, **Ixusaxa Terrorsong** has been forced to deal with the problem herself. She rides her **wyvern** mount, with her **shield guardian** in tow.

When the characters first arrive at the spillway exit, Ixusaxa and her companions are flying above the exit out of sight, watching for enemies. There is no way for her to see the adventurers unless a character moves out of the sewers and into the open spillway.

#### GENERAL FEATURES

The spillway is 40 feet long from the tunnel to the river and slopes from 20 feet high at the back down to the shoreline at the end of its length. The walls at the rear and sides are steep.

**Ceilings.** The tunnels are 10 feet high.

**Light.** Moonlit darkness (heavily obscured).

**River.** The river is slow-moving and can be traversed as difficult terrain. Those floating in it move downstream 15 feet per round.

**Spillway.** The spillway is lined on the ground and sides with flat stones. The top of it is 20 feet high, but the sides slope down to ground level at the river. Climbing the side requires a DC 20 Strength (Athletics) check.

#### OPTION 2: THE DOCKS

If the characters have chosen to forgo the help of the Welcomers and take Dornal Whitebeard up on his offer, use this option instead. If the characters have not completed the Lords' Alliance special mission (part 2), they should have that fight prior to the arrival of Ixusaxa Terrorsong and her minions.

If the party does not include characters who are members of the Lords Alliance faction of rank 2 (Redknife) or higher, do **NOT** run this encounter.

As you usher the refugees through streets, your numbers have only swelled with people who have rallied to the sight of you and the Lord Regent. Moving at the head of a large mob, you see the docks in the distance.

The Lord Regent calls for Aya and beckons you over. “We need to be careful of a trap. Miss Glenmiir, wait here with the refugees. I will take our new friends and scout ahead. Hopefully, we’ll be able to board the *Gilded Trophy* and escape before they even know we’re missing.”

The cultists know where the refugees are and await them at the docks. Unable to move large numbers of troops to the exit quickly and still cover other possible ways out, **Ixusaxa Terrorsong** has been forced to come herself aboard her **wyvern** mount with her **shield guardian** in tow.

When the characters first arrive at the docks, Ixusaxa and her companions are flying above, watching for enemies. She is unable to see the adventurers until they move out of the alleys and into the docks.

### GENERAL FEATURES

The docks are similar to how they appeared if the party has been here previously (see part 2).

**Light.** It is a cloudy night, so the area is heavily obscured.

**Buildings.** The dock is fronted by several flat-topped warehouses that are 20 feet tall. They can be climbed with a successful DC 15 Strength (Athletics) check.

**Crane.** There is a large crane used to move cargo. It currently has a dozen barrels of wine wrapped in its net, suspended over the dock. The crane requires a successful DC 10 Intelligence check to operate. Any character with an appropriate background (such as Sailor) makes this check with advantage. The barrels can be dropped on foes in a 10-by-10-foot square, forcing any creature in the area to make a DC 15 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) bludgeoning damage and is knocked prone; with a successful save, it takes no damage and lands prone 10 feet away in a direction of its choice.

**Crates.** There are several piles of crates that can be used to take cover (half to three-quarters, depending on which pile), or to climb up and get a vantage point with a successful DC 10 Strength (Athletics) check.

**Ropes.** Each of the ships is currently tied by two mooring lines, fore and aft, to the docks. A character can climb to a ship with a successful DC 15 Strength (Athletics) check or walk them with a successful DC 20 Dexterity (Acrobatics) check. Dealing 10 slashing or fire

damage to a rope severs it.

**Ships.** There are several ships docked here, their crews having been killed or taken away. All of the ships have their gangplanks raised except the *Vigilant*. Only the *Gilded Trophy* still has anyone on it, and they try to avoid combat unless the characters need help.

**Chains.** The *Gilded Trophy* is bound to the docks by a number of iron chains hooked to its gunwales and rudder. These chains must be removed or destroyed (AC 15, 40 hp) if the ship is to leave the town.

**Water.** The water is 5 feet below the level of the dock and is calm. Attempting to climb up onto the dock from the water is difficult as the pilings are wet and covered in algae, requiring a DC 15 Strength (Athletics) check.

### CONFRONTATION!

Whichever option the group chooses, before they can make their escape, they are attacked. **Ixusaxa Terrorsong** dives down on her **wyvern** mount with her **shield guardian** in tow.

A roar shatters the night’s silence as a huge leather-winged beast swoops down from the black curtain of night. A female elf in black and purple robes rides astride the creature that, in turn, clutches a large construct of stone, metal, and wood in its talons.

The beast releases its grip, and the construct lands in the shallows of the Stojanow River with a dull thud. Before the spray of water can settle, the wyvern has wheeled around to alight on the ground beside the construct. Without warning or comment, they attack!

Ixusaxa immediately recognizes Ector Brahms if she sees him and realizes that, whoever his accomplices are, none of them can be allowed to live.

Aya Glenmiir ushers the refugees into the safety of the sewers or the alleys and remains with them. She does not participate in this encounter.

### FOES AND TACTICS

Ixusaxa immediately attacks upon entering combat. She sends her shield guardian (carried by her wyvern) to engage the characters but pulls them back if the characters try to retreat into the tunnels or start focusing on her.

She casts *cone of cold* if there is more than one enemy within range. Otherwise she casts a 4th-level *magic missile*. She avoids melee combat when possible, using *misty step* to teleport to her shield guardian if they get separated and she is engaged by an adjacent foe. At no

point does she allow the shield guardian to get more than 60 feet from her.

The shield guardian has *stoneskin* stored, which it activates when combat is about to begin. Because *stoneskin* requires concentration, the shield guardian must succeed on a Constitution saving throw (DC 10 or half the damage taken, whichever is more) each time it takes damage or lose the spell. It otherwise wades into combat with abandon, but does not willingly move more than 60 feet away from Ixusaxa.

Ixusaxa has no intention of letting the Lord Regent get away, but she will not die trying to stop him. She reserves one 2nd-level spell slot and one 3rd-level spell slot in order to facilitate her escape. She first casts *misty step* to gain some distance on the adventurers. She then casts *fly*, and moving 60 up and over the nearby wall. When she attempts to escape depends on whether her shield guardian yet survives:

- **Shield Guardian Alive.** Ixusaxa flees when she drops to 15 hit points or fewer.
- **Shield Guardian Dead.** Ixusaxa flees when she drops to 25 hit points or fewer.

**Ector Brahms** has been waiting for a fight like this for decades. Although he was a formidable warrior in his youth, his age and his position have softened him (use **veteran** statistics, AC increased to 18). Any adventurer who succeeds at a DC 15 Charisma (Intimidation or Persuasion) check can convince the Lord Regent to stay back and guard the refugees (who remain in the safety of the sewers or alleys), or some other task that would ensure his survival. Otherwise, he valiantly wades into combat, eager to lash out at Ixusaxa for everything that she represents.

Even if successfully convinced to stay in a safe place, the Lord Regent immediately disregards the adventurers' requests and enters combat if any of their number should fall.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove the shield guardian
- **Weak party:** change the shield guardian to a flesh golem
- **Strong party:** add one flesh golem
- **Very strong party:** add two flesh golems

#### CONCLUSION

The refugees emerge on the bank of the Stojanow River, at a junction where the Iron Route and the Phlan Path

meet. The conclusion of this adventure depends primarily upon whether or not Lord Regent Ector Brahms survives the fight with Ixusaxa Terrorsong.

**Lord Regent Survives.** Read:

The last echoes of the din of battle fade into silence as Ector Brahms appears, cradling the body of Knight Aleyd Bural in his arms—still swathed in the velvet-and-silk cloak of the Cinnabar Throne. Behind him, the tired and bedraggled refugees of the once-proud town emerge from the darkness, first by ones and twos and then by the score.

The Lord Regent addresses those present. “We have suffered a loss beyond comprehension, but we cannot allow ourselves to become victims to despair. We are the white-hot flame in the cold north! We are Phlan!”

The shouts of celebrations are cut short as a two-horse wagon tears around the corner, driven by a young girl in ill-fitting leather armor emblazoned with the holy symbol of Kelemvor.

“Enough grandstanding, m'lord,” Cassyt says, “Get in!”

**Lord Regent Does Not Survive.** Read:

The last echoes of the din of battle fade into silence as a pair of refugees emerge, cradling the body of Knight Aleyd Bural in their arms—still swathed in the velvet-and-silk cloak of the Cinnabar Throne. Behind them, the tired and bedraggled refugees of the once-proud town emerge from the darkness, first by ones and twos and then by the score.

They gently lay their burden beside the now-still form of the Lord Regent, the lips of his once-stern face turned up in a smile. “For the Lord Regent! For Phlan!” they cry out, and soon others join in the cheer.

The shouts of celebrations are cut short as a two-horse wagon tears around the corner, driven by a young girl in ill-fitting leather armor emblazoned with the holy symbol of Kelemvor.

“Enough grandstanding,” Cassyt says, “Get in!”

The Lord Regent (or Aya, if he did not survive) has a parting request for the adventurers: they must remain in Phlan and assist the Welcomers and the factions left behind to ready the town for the return of Knight Aleyd Bural (and the Lord Regent, if he survived). He instructs the party to work together to reclaim Denlor's Tower—it should serve well as a base of operations.

#### TREASURE

**Ixusaxa** wears 1,000 gp in jewelry, carries a *potion of healing*, and has an *ioun stone of protection*. She also carries a small spellbook that has all the spells she has

prepared for today inscribed in it.

### XP AWARD

Award each character 100 XP for ensuring that the body of Aleyd Burrel escapes the town of Phlan. This reward is doubled if the Lord Regent also survives.

## REWARDS

Make sure the players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

### EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

#### COMBAT AWARDS

Name of Foe	XP per Foe
Shield guardian	2,900
Ixusaxa Terrorsong	2,300
Wyvern	2,300
Cambion	1,800
Farvnik the Venomous	1,800
Flesh golem	1,800
Cult prison guard	1,100
Half-dragon ettin	1,100
Basilisk	700
Hobgoblin captain	700
Veteran	700
Guard drake	450
Kobold cult fanatic	450
Priest	450
Sperrick	450

#### NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Prisoners at the Laughing Goblin	100
Lords Alliance Special Mission	100
Learning about the Tears of Virulence	100
Rescuing Ector Brahm and freeing the prisoners	250
Harpers Special Mission	100
Cassyt escapes Phlan with Aleyd's body	100
Lord Regent escapes Phlan alive	100

The **minimum** total award for each character

participating in this adventure is **3,000 experience points**.

The **maximum** total award for each character participating in this adventure is **4,000 experience points**.

## TREASURE

This section summarizes the treasure awarded during the adventure. Each award should be divided up equally among the party members. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

**Consumable magic items** should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

**Permanent magic items** are divided according to a system. See the sidebar if the adventure awards permanent magic items.

#### TREASURE AWARDS

Item Name	GP Value
Ixusaxa's jewelry	1,000
Surasiel's backpack	300
Farvnik's treasure	200
Payment from Knight Burrel	200
Veterans' coin pouches	100

#### IOUN STONE OF PROTECTION

Wondrous item, rare (requires attunement)  
You gain a +1 bonus to AC while this dusty rose prism orbits your head.

#### POTION OF HEALING

Potion, common  
A description of this item can be found in the Player Basic Rules or the *Player's Handbook*.

#### SPELLBOOK

Ixusaxa's spell book has the following spells in it that may be scribed into a character's spellbook, using the rules in the *Player's Handbook*.

1st level: *detect magic, mage armor, magic missile, shield*

2nd level: *misty step, suggestion*

3rd level: *counterspell, fireball, fly*

4th level: *ice storm, stoneskin*

5th level: *cone of cold*

#### SPELL SCROLL: SENDING

Scroll, uncommon

This spell scroll contains a single *sending* spell. A

description of spell scrolls can be found in the *Dungeon Master Basic Rules* or the *Dungeon Master's Guide*.

#### PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

## RENOWN

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All faction members earn **one renown point** for participating in this adventure.

Harpers characters of rank 2 (Harpshadow) or higher who complete their special mission earn **one additional renown point** and should note the **completion of a special mission** on their adventure logsheet.

Lords' Alliance characters of rank 2 (Redknife) or higher who complete their special mission earn **one additional renown point** and should note the **completion of a special mission** on their adventure logsheet.

## DOWNTIME

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Each character receives **ten downtime days** at the conclusion of this adventure.

## FAVORS AND ENMITY

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The following favor is available during the course of this adventure.

**In Dark Linsa's Pocket.** In exchange for her assistance in smuggling more than ten dozen people out of Phlan, you have become indebted to the half-drow rogue, Dark Linsa. Despite how ominous this might sound, she was quite impressed by your actions and may call upon you to perform some important task for her in the future.

## DM REWARDS

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You receive **400 XP** and **ten downtime days** for running this session.

# APPENDIX 1: MONSTER STATISTICS

## BASILISK

*Medium monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 3 (700 XP)

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

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## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

## CAMBION

*Medium fiend, lawful evil*

**Armor Class** 19 (scale mail)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

**Saving Throws** Str +7, Con +6, Int +5, Cha +6

**Skills** Deception +6, Intimidation +6, Perception +4, Stealth +7

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Infernal

**Challenge** 5 (1,800 XP)

**Fiendish Blessing.** The AC of the cambion includes its Charisma bonus.

**Innate Spellcasting.** The cambion's spellcasting ability is Charisma (spell save DC 14). The cambion can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

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## ACTIONS

**Multiaction.** The cambion makes two melee attacks or uses its Fire Ray twice.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

**Fire Ray.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

**Fiendish Charm.** One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

## CULT PRISON GUARD\*

Medium humanoid (half-dragon), lawful evil

**Armor Class** 17 (splint)  
**Hit Points** 57 (6d12 + 18)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws** Str +6, Con +5  
**Skills** Athletics +6, Intimidation +3, Perception +4  
**Damage Resistances** lightning  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14  
**Languages** Common, Draconic  
**Challenge** 4 (1,100 XP)

**Action Surge (Recharges when Langdedrosa Finishes a Short or Long Rest).** On his turn, Langdedrosa can take one additional action.

**Improved Critical.** Langdedrosa's weapon attacks score a critical hit on a roll of 19 or 20.

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### ACTIONS

**Multiaction.** Langdedrosa attacks twice, either with his greatsword or spear.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Lightning Breath (Recharge 5–6).** Langdedrosa breathes lightning in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

\*Uses Langdedrosa Cyanwrath's statistics from *Hoard of the Dragon Queen*<sup>TM</sup>.

## FARVNIK THE VENOMOUS

Medium humanoid (half-elf), lawful evil

**Armor Class** 17 (scale mail, shield)  
**Hit Points** 58 (9d8 + 18)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	16 (+3)

**Saving Throws** Wis +6, Cha +6  
**Skills** Deception +6, Insight +6, Perception +6, Persuasion +6  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Common, Draconic, Elvish, Infernal  
**Challenge** 5 (1,800 XP)

**Fey Ancestry.** Farvnik has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Spellcasting.** Farvnik is a 9th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Talis has the following spells prepared from the cleric spell list:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, healing word, inflict wounds*

2nd level (3 slots): *blindness/deafness, lesser restoration, spiritual weapon* (spear)

3rd level (3 slots): *dispel magic, mass healing word, spirit guardians*

4th level (3 slots): *death ward, freedom of movement*

5th level (1 slot): *insect plague*

**Poison Strike (3/Day).** Once per turn, when Farvnik hits with a melee attack, she can expend a use of this trait to deal an extra 9 (2d8) poison damage.

---

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.



# FLESH GOLEM

Medium construct, neutral

**Armor Class** 9

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 5 (1,800 XP)

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

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

---

## ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

# GUARD DRAKE

Medium dragon, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

**Skills** Perception +2

**Damage Resistances** lightning

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Draconic but can't speak it

**Challenge** 2 (450 XP)

---

## ACTIONS

**Multiattack.** The drake attacks twice, once with its bite and once with its tail.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

# HALF-DRAGON ETTIN

Large giant, chaotic evil

**Armor Class** 12 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

**Skills** Perception +4

**Damage Resistance** poison

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic, Giant, Orc

**Challenge** 4 (1,100 XP)

**Two Heads.** The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Wakeful.** When one of the ettin's heads is asleep, its other head is awake.

---

## ACTIONS

**Multiattack.** The ettin makes two attacks: one with its battleaxe and one with its morningstar.

**Battleaxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Morningstar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

**Poison Breath (Recharge 5–6).** The ettin exhales poisonous gas in a 15-foot cone. Each creature in the area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

## HALF-ELF PRIEST

Medium humanoid (half-elf), neutral evil

**Armor Class** 13 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 XP)

**Fey Ancestry.** The priest has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Divine Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

---

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 17 (half plate)

**Hit Points** 55 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

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### ACTIONS

**Multiattack.** The hobgoblin makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

## IXUSAXA TERRORSONG, MAGE

Medium humanoid (elf), neutral evil

**Armor Class** 12 (16 with *ioun stone* and *mage armor*; 18 with *guardian's shield*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** Common, Draconic, Elvish, Infernal

**Challenge** 6 (2,300 XP)

**Spellcasting.** Ixusaxa is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Ixusaxa has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

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

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

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### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

# KOBOLD

Small humanoid (kobold), lawful evil

**Armor Class** 12

**Hit Points** 5 (2d6 – 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

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## ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

# KOBOLD CULT FANATIC

Medium humanoid (kobold), any non-good alignment

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

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

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## ACTIONS

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

# SHIELD GUARDIAN

Large construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	7 (–2)	10 (+0)	3 (–4)

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Languages** understands commands given in any language but can't speak

**Challenge** 7 (2,900 XP)

**Bound.** The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

**Regeneration.** The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Spell Storing.** A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

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## ACTIONS

**Multiattack.** The guardian makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

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## REACTIONS

**Shield.** When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

## SPERNIK, CULT FANATIC

Medium humanoid (human), chaotic neutral

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Dark Devotion.** Spernik has advantage on saving throws against being charmed or frightened.

**Spellcasting.** Spernik is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Spernik has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

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

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### ACTIONS

**Multiattack.** Spernik makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

## VETERAN

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

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### ACTIONS

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## WYVERN

Large dragon, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 6 (2,300 XP)

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### ACTIONS

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature.

*Hit:* 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## PLAYER HANDOUT 1: HARPERS SECRET MISSION

*Hail Watcher,*

*Time grows short, so you must undertake this mission on your own with whatever unwitting allies you might gather. You have proven yourself a capable and trustworthy agent in the past so it will have to suffice.*

*The Cult of the Dragon's fell instrument Spornik has brought doom upon Phlan and its people. Worse still, he knows who we are. If he is allowed to continue in the town, he will root out any eyes we leave behind. We cannot risk the safety of our brothers and sisters for his life. If we are to prevail, we need to gather information. In order to do that, we cannot be found. Spornik must die.*

*Olisara Lightsong*



## PLAYER HANDOUT 2: LORDS' ALLIANCE SECRET MISSION



*Good Fortune and Comfort Plork,*

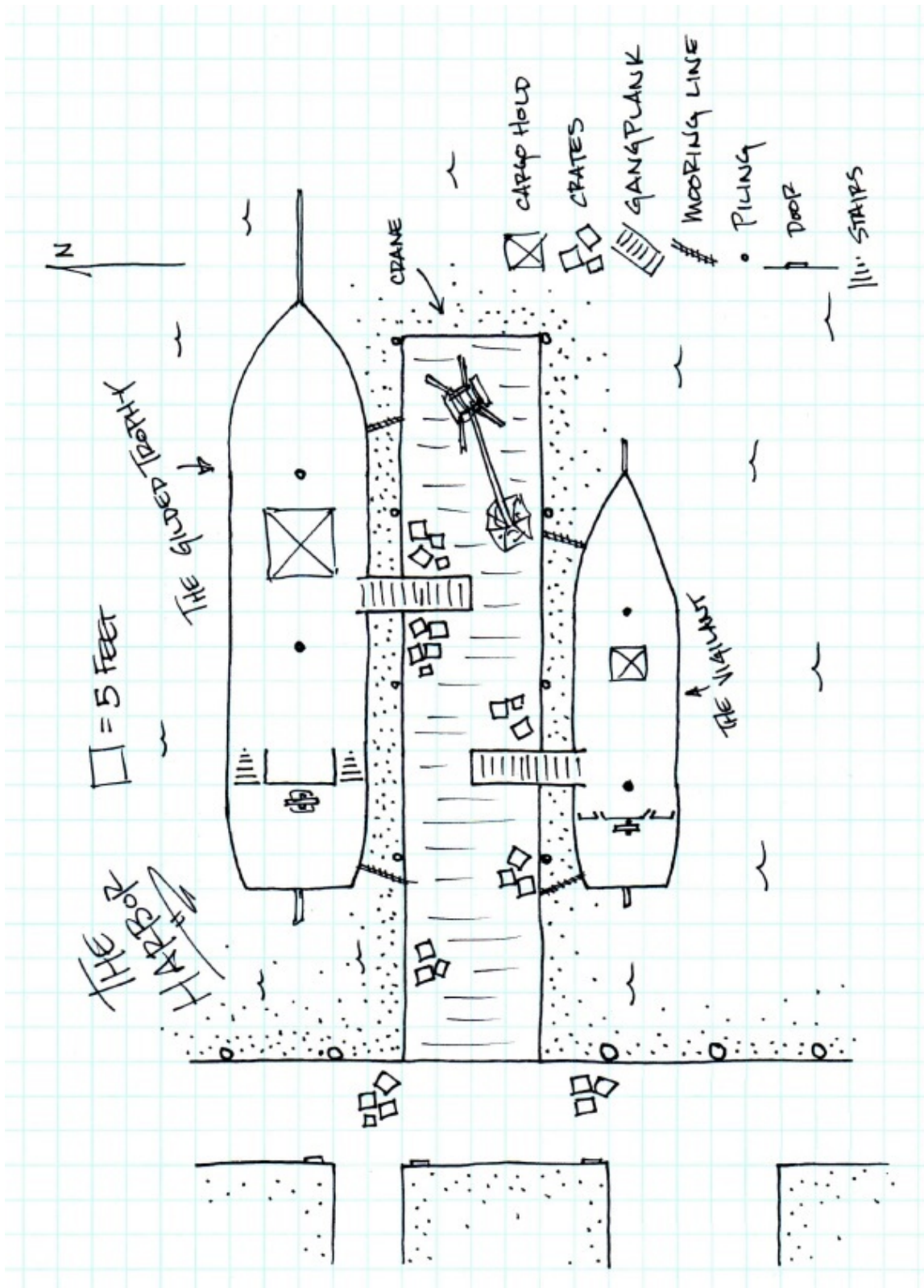
*I am lucky that this missive has found its way into your hand. I will admit that I was not entirely certain of the rabble that I entrusted it to, but I had little choice but to hope my coin would be enough to secure his loyalty, even if only for a short while.*

*I was loading a galley—the Gilded Trophy—at the docks to transport what coin and important persons of our organization that I have been able to muster to safety in Mulmaster when the docks were taken by Knights of the Black Fist. They are telling us that we must come with them, but I have thus far refused. Though we have only a handful of weapons, we have so far been able to hold the ship. They are dragging away dock workers and the crews of other vessels; I have no doubt that they will soon come for us next.*

*We cannot leave as they have grappled our ship with hook and chain, and we are not strong enough to take the dock. Liberate us with haste. Once we have been freed, you are welcome to escape with us along with any others that you wish to bring. We have sufficient room for half the population of Phlan if the need arises.*

*Dornal Whitebeard*

# MAP 1: THE DOCKS



# MAP 2: THE STOJANOW GATE

