



ADVENTURERS LEAGUE™



HATEMASTER

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With the Banite coup recently foiled, election day in Phlan has finally arrived. But the Lord of Darkness needs a new representative. Colvin Doverson, his qualifications rooted in Phlan's brutal past, requires additional vetting and may need your assistance.

A 4-hour adventure for 11th-16th level characters

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INTRODUCTION

Welcome to *Sovereignty: Hatemaster*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure is designed for three to seven 11th-16th level characters, and is optimized for five characters with an average party level (APL) of 15. Characters outside this level range cannot participate in this adventure. The adventure takes place in the city of Phlan in the Moonsea region of the Forgotten Realms.

Adjusting this Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a specific recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- 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. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of

the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

Adventure Background

Nothing for Phlan has come easy. And so it is with the most unprecedented event in its history, the election of the next ruler of the Cinnabar Throne.

Jhessail Greycastle, the highest-ranking member of the Black Fists and the current de facto ruler of Phlan, has called for a popular democratic election, something that has never happened in the entire history of the Moonsea. She has also declared herself a candidate for First Minister. Barrett Sokol of House Sokol and Colvin Doverson oppose her with their own candidacies. Barrett seeks to be named High Councilor and bring back the noble Council of Ten, while Colvin Doverson claims a tenuous lineage to the original Cinnabar Throne and the Lord Protector.

Recent news and events, which are a direct result of the election and candidate actions, include the cleansing of Valhingen graveyard and the resulting evidence of Colvin Doverson's blood ties to the throne of the original Lord Protector of Phlan, Cvaal Daoren himself. In addition, Barrett Sokol has spent a large sum of his personal resources to fund an expansion of Phlan's defenses by beginning the construction of a wall that will

surround all parts of the city. Finally, Jhessail Greycastle championed a cause, with the help of adventurers she hired, that correctly discovered and prevented an outbreak of disease that would have wiped out Phlan's population.

Amid these events stood a fourth candidate, a simple priest of Bane, who seemed to stand little chance against such strong claims to the throne. Like any good follower of the god of tyranny, he decided to move on the city and simply take it with Banite clergy from Mulmaster, summoned devils, and Zhentarim mercenaries. His attempt was defeated, but some now fear repercussions from neighboring Mulmaster, the capital of Banite worship in the Moonsea, or worse, from the Black Lord himself.

Nevertheless, the city pushes forth with its election plans, requesting the factions provide some oversight of the election to ensure a smooth resolution to the outcome. They have provided this in the form of a group of reliable adventurers.

The Election

Three candidates have emerged as front-runners in Phlan's upcoming election.

Barrett Sokol

The youngest scion of House Sokol has gained popularity among the labor guilds. He pledges to:

- Reinstatement of the mercantile Council of Ten and stand as High Councilor.
- Create jobs reconstructing Phlan and raising the old city walls.

Colvin Doverson

Lord Doverson claims ancestry with the Royal House of Daoran. If legitimized, this would make him heir to the Cinnabar Throne. He pledges to:

- Reinstatement of the monarchy and crown himself Lord Protector.
- Renegotiate trade deals with other Moonsea ports for the benefit of Phlan's merchants.

Jhessail Greycastle

Knight Commander Greycastle is a hero, but her loyalty to the Black Fists makes her vulnerable. She pledges to:

- Establish a parliament of elected peers to govern Phlan, and serve as First Minister.
- Reform the Black Fists and weed out corruption in its ranks.

The State of Phlan

Phlan is an anchorage on the north coast of the Moonsea. Its inhabitants are celebrating the death of Vorgansharax: a green dragon who laid claim to the town for many months.

Knight Commander Greycastle led the alliance of heroes who slew the dragon (as told in DDEP4 *Reclamation of Phlan*). In doing so, she leaned on the neighboring city states of Mulmaster and Hillsfar. Masquerading as friends, these rival powers circle hungrily, eager to steer Phlan's future to their own ends.

Yet the townsfolk grow weary of tyranny. Veterans of the resistance demand a stake in the town's future, merchants wish for fewer regulations, and loyalists call for the return of the monarchy. With the militia too weak to impose order, Greycastle has conceded to an election. For the first time, Phlan's citizens have a say in their own destiny.

Phlan's Past

Colvin Doverson was introduced in PHLAN 1-1 *Sepulture*. In that adventure, adventurers proved that Colvin is descended from the notable Hatemaster, Cvaal Daoran, and a mistress, Nycella Doverson.

As Colvin's test by Bane, he has been charged with reliving a pivotal moment in Cvaal's past: the start of the Shadowbane War. The adventurers get the opportunity to influence Colvin's decisions – will he repeat history? Can they convince him

to make stronger decisions as a leader, learning from the past? Or will they simply let him make a decision on his own?

As the story takes place in Phlan's past, there are many names referenced that have more detail outlined about them than specific events. No article, book, adventure guide, or adventure has previously detailed the exact origins of the Shadowbane War or which Prince of Shade Cvaal killed that started it. Cvaal himself was originally introduced in *Lords of Darkness* (D&D 3e), but most of the details from this time period for Phlan specifically have been filled in using the *Forgotten Realms Campaign Setting* (D&D 3e) and *Forgotten Realms Campaign Guide* (D&D 4e).

The Princes of Shade is a name given to the family Tanthul that ruled Thultanthar (a floating city) aka the Shade Enclave. Shadovar is the name given to the mortal inhabitants of that city, who are humans of Netherese descent. They are not all Shades; only a few citizens of the city beyond the ruling Tanthul family were made into Shades by merging the Shadovar humans with shadowstuff. There are 17 previously named Tanthul family members including High Prince Telamont Tanthul, but none of them were killed by Cvaal. Thus, the unnamed 'square-chinned one' became the one that Cvaal will eventually kill, here named Ramaten Tanthul.

Adventure Overview

The adventure begins with the Prologue that is common to all three adventures in the Sovereignty trilogy.

After that, the adventurers join an elaborate dream sequence with Colvin to revisit Phlan's past. This begins with an impossible combat situation – it takes place over old Phlan, but the characters are not flying (initially) – like there's a glass floor. They fight versions of Cvaal's would-be allies, the phaerimm.

Following this combat with the phaerimm, the adventurers gain the bodies of familiar NPCs from the *Forgotten Realms* past.

They do not meet "Colvin Doverson"

but instead “Cvaal Daoran”, where Colvin’s consciousness resides currently. In this section of the adventure, the party can sabotage Cvaal’s dream past (thus making him look like a terrible leader and cast doubt in Colvin’s mind on his own abilities) or strengthen Colvin’s position by supporting Cvaal heading into the Shadowbane War. The year is 1383 DR.

Next, armed with information, alliances, or simply preparation time, the adventurers meet with “Cvaal Daoran” again to advise him (as their past self-identities) on Phlan’s future. They do get modifiers depending on which encounters they completed prior to the meeting (in the sandbox section) and successfully using their past-self personalities to leverage the conversation

Following the conversation with “Cvaal”, three final combat options are laid out based on what the adventurers try to persuade Cvaal to do (Options A and B) or if they fail to persuade him to do anything at all (Option C, which is essentially waiting it out).

Adventure Hook

Because of the nature of this adventure, all adventurers share the same adventure hook. In the service of their faction or the city of Phlan, the adventurers have been asked to oversee the election proceedings in Phlan and make sure they run smoothly. If any adventurers do not have a faction affiliation, they still enjoy a very easy assignment that pays well simply because of their friendship with faction members in their adventuring party.

Important. Characters not in Phlan at the request of a faction are assumed to be acting in a mercenary capacity for the duration of this adventure trilogy. As a result, they receive 500 gp of mercenary pay after they complete all three adventures in the series.



PROLOGUE.

Expected Duration: 30 minutes

This adventure is part of the Sovereignty trilogy. Each part is meant to be played together. The adventures may be played in any order, but they work best when played in succession. It may occur that this is the first adventure from the trilogy a character has played, but others in the group may have already completed one or two of the adventures. Refer to the following to resolve those situations:

- If one or more characters are playing the trilogy for the first time, continue to the sections, ***Imagine If You Will*** and ***You've Just Crossed Over***. These sections apply to characters new to the trilogy.
- Add characters that have played at least one of the other PHLAN2 adventures in the trilogy into the story at the ***Shadow and Substance*** section.
- If ALL the characters have played at least one adventure in the trilogy, you can begin at the ***Shadow and Substance*** section.

Imagine If You Will

The adventure begins on election day in Phlan. The adventurers have been called to the location of the Lyceum by the city's leaders.

This is the day Phlan has anticipated for two seasons. At last, it is election day.

Your accomplishments are well known in Phlan, and the leaders of your factions have asked you to ensure the election is conducted honorably and without incident. It has been an easy assignment so far, but on the morning of the last day, you are summoned.

A young herald leads you while saying "urgent and official business". The crowd parts for your passage, leaving a wake of buzzing speculation.

You see your destination long before you arrive, the site of the Lyceum reconstruction. However, in its place is a black pyramid tower that soars overhead, piercing the sky as like a spike that has been driven into this world from below. When you passed this location yesterday, it was not here.

Faction representatives, nobles, city leaders, and a company of Black Fist soldiers keep a growing crowd at bay. A panic-stricken city official notices you and makes her way over.

"The candidates, all three of them . . . gone! They're all gone I tell you . . . in there . . . and they've not come out!"

The woman, a noble merchant of obvious influence, goes on to explain the following:

- None of the three candidates can be found. All of them missed their expected appearances to make their final speeches this morning.
- Several witnesses have reported seeing each of them entering the black pyramid at different times.
- The candidates were all seen entering the structure. They simply walked through the wall and disappeared. No one else dares go near.
- Since the adventurers were charged with ensuring the integrity of the election, Phlan is counting on them to find answers.

Investigating the Pyramid

A successful DC 15 Intelligence (Arcana) check shows the pyramid's origins are not of this plane. A

successful DC 10 Wisdom (Religion) check reveals that it exudes evil energy.

You've Just Crossed Over

Approaching the structure, you see an opening filled with darkness. It draws you in.

The process of entering the structure is harmless, but it is limited to those whom Bane allows to enter. Those other than the adventurers who approach the structure simply see and feel a smooth black stone wall with no apparent doors or windows. The adventurers, however, see a small, dark tunnel bathed in shadows. Because of the sunlight, it is impossible to see into the tunnel without entering. If the adventurers are timid about entering, allow them to take their time and move on to the next section. When a character enters or moves adjacent to the darkness, read the following:

The blackness of the entrance envelopes you, pulling you inward. You hear gasps and screams from the crowd as they react, until nothing but darkness and silence surrounds you.

Any adventurers watching this from outside see the blackness briefly open and their friends enter a small, square room with some doors. The darkness then closes behind them.

Shadows and Substance

As objects begin to come back into view, you find yourself in a square room. Behind you is a solid black stone wall. On the other walls are three heavy iron doors, each one displaying a different relief of the same warrior in different battle scenes. Armed with a spear, shield, and ornately plumed helm, each scene glorifies the warrior's victory in battle. No face can be seen behind the visor, only blazing red eyes set in a deep black night.

Everyone understands the relief carvings are of

Bane, the god of tyranny, war, and fear.

There is no correct door. The first door opened leads to the next section for this adventure. The other doors are sealed and no amount of effort opens them. If the adventurers attempt to open all three doors at once, simply select one door that opens and the others do not. The selected door always leads to the correct room for this adventure.

The Ordeal of Colvin Doverson

As you pull the door open, there is a creaking sound like weather-worn floorboards. A round room with glowing candlelight is revealed. At the center of the room is a raised platform and dais upon which lays Colvin Doverson. On the opposite side of the room, an elderly human male, clad in battered chainmail, a faded red cowl, and a scratched black gauntlet on his right hand, which clutches his spear. He sits on a wooden stool, slightly hunched, and then uses his spear to steady himself as he rises. Staring at the ground, he quietly shifts left and right, muttering to some unseen person as if chastising a grandchild.

General Features

The area has the following features.

Mural. The paintings are very detailed and depict events from the past, which require a successful DC 15 Intelligence (History) check recognize. Zhentil Keep's forces overtaking Phlan as if liberating the city from a prior usurping force, an armored man heading up an army leaving Phlan and striking down the leader of an opposing army – clearly royalty, and the looming shadow of Maram of the Great Spear over the city of Phlan.

Ceiling. The roof of the domed ceiling cannot be seen. It is instead displays a life-like replica of the Faerunian night sky and constellations. A successful DC 10 Intelligence (Arcana) or DC 15 Wisdom (Religion) check shows that the sky isn't quite as it is in present day – things have shifted.

Colvin Doverson. The apparent heir to the Cinnabar Throne lies unconscious on a table that sits on a raised dais in the center of the room. Approaching Colvin reveals that there is a force field preventing anyone from stepping onto the dais. If anyone attempts to talk to or get near Colvin, the old man speaks up, "Oh, no, no, no... Please do not attempt to disturb him. He is very focused at the moment."

Old Man. The old man is an avatar of Bane. A successful DC 20 Intelligence (History) check reveals that the man bears a resemblance to Fzoul Chembryl, an exarch of Bane and one of the god's favorite mortals. If the adventurers approach or address him, he responds. If attacked, he does not retaliate and he cannot physically interact with them. He exists in an etheric form and is incorporeal. He welcomes the adventurers and explains himself.

Recent Events in Phlan

Until very recently, there were actually four candidates. Graben Samulkin was a priest of Bane who sought to be named Ruinlord and make Phlan a theocracy once again.

Despite all his efforts, it became clear that Samulkin was not going to win, and like any good follower of the god of Tyranny, he decided to move on the city and simply take it. Using Banite clergy from Mulmaster, he summoned devils and Zhentarim mercenaries and took the city. He imprisoned Jhessail Greycastle and Colvin Doverson in Stojanow Gate prison. It was only with the help of valiant heroes loyal to the factions that his attempted coup was foiled.

"Ah yes, the very people I wish to see. Do come in so we may discuss matters. I know you have many questions, and we must get them answered so that we can get on with things.

The following are typical questions that cover the information that Bane wants them to know. Certainly, there will be questions that cannot be anticipated. Keep in mind that Bane is completely in command of this situation, and it is at his leisure to answer any questions or not. If adventurers have already completed one of the other adventures in the trilogy, they may not have many questions. Use the following information as needed:

- **Why have you taken the candidates?** "I will test the three petitioners. Since Graben Samulkin proved incapable, it seems prudent. If they can pass my test, I shall help them along to be the leader they never knew they could be. Unfortunately, that may mean your sacrifice. If you can defeat them and prove to me they are unworthy to lead, I will release them from my hold."
- **Where will the test take place?** "Right here. Let me know when you are ready."
- **Where are the other candidates?** "They are in the other two rooms. All in good time."
- **Are they safe?** "They are for now, but their future depends on you."
- **What do you expect us to do?** "You must remove them from power, or convince them their rule is not legitimate. I warn you though, they enjoy their current position in which I have empowered them. Force will most certainly be required."
- **Will we or the candidates die if we are defeated?** "No, this is simply a test. The effects will be very real, however."
- **Why are you doing this?** "I confess my fondness for the city of Phlan. I believe it is the resiliency to which I'm attracted. Phlan has been under my influence, and it shall continue

First Time Adventurer

If this is the first adventure of the trilogy to be played by an adventurer, read the following.

to be." He pauses to look up with an angry expression at the adventures, "And yes, yours too!"

- **Who are you talking to?** "Oh, let's just say it is a professional relationship. He is always concerned with what is fair. When is anything fair, I ask you?" If pressed he will give Tyr's name, sarcastically proclaiming "The Just God".
- **Why should we help?** "Are you not duty bound to protect the candidates? Know that if they pass my test, I will dominate their rule and use them as puppets to do my bidding. Such is the benefit of servitude. I see this as great reward for them and the city of Phlan. I'm sure you disagree, but if you do agree, then you would want to assist in culling any unworthy petitioners."
- **I won't participate in your evil plan.** "Oh, you mortals are always so preoccupied with duality. There is no such thing as good or evil, only that which must be. A moth struggles horribly to exit the cocoon and suffers great pain. The 'good' person would cut the opening to ease the struggle. Only to have him emerge with shriveled and useless wings. Who then is good or evil? Every force has a purpose. I have mine, and you too, it seems, have a role to play. And play it you will, for even a choice of inaction has effect."
- **Why don't you just put who you want on the throne?** "A leader must be tested. I have placed each of them in a state of great power. A position that grants them a taste of what true command is like. I think they will enjoy it. Let us see how hard they are willing to fight for it."
- **Why are you wounded?** "My form is that of Phlan itself. Though wounded and scarred, it stands resilient, capable, and willing to fight for its survival."
- **What will you do if we save all three candidates?** "You mean if all three candidates fail? I will, at least for the time being, leave the city in the hands of its newly elected ruler, who will then surely fail."

Bane's avatar won't answer anything specific about

the tests. Manage the time spent talking to Bane wisely. Depending on the group, this encounter could easily drag out. When you think it's time, move to the next section, **Your Next Stop**.

Important. If there are still adventurers who have not crossed over into the darkness, inform them that they'll be locked out of the adventure if they do not enter at this point.

Your Next Stop

If the discussion takes too long, Bane tires of talking to them and simply decides it is time to begin the ordeal. When the time comes, read the following.

The old man sits back down, leaning slightly to the side as he clutches his staff and stares through you... "What glorious plans he has for Phlan, this Colvin fellow. Or is it pronounced Cuhl-vaan? Maybe it was, once. Anyway, walk on – the shadow he stands and will only grow with the hour." His eyes drift down to the floor and he exhales as if preparing for something difficult at his age. With a tap of the staff against the stone, tendrils of shadow begin swirling around him. It thickens and fills the room so completely that the light fails, and finally... black...

Bane-ishment

The bulk of this adventure takes place in a demiplane created by Bane for the purpose of testing each candidate. It exists in the subconscious mind of the candidate and is a temporary reality constructed from the candidate's thoughts and feelings. Their actions, the actions of any NPCs, and the environment itself, are manifestations of the candidate's subconscious mind as it reacts to Bane's temptations of power. The adventurers attempt to thwart those temptations.

(continued next page...)

Bane-ishment (continued)

This demiplane is isolated from all other planes, including the Material Plane. No spell allows one to escape Bane-ishment. Any spells cast for the purpose of leaving the demiplane simply fail, as do spells such as banishment. These restrictions also apply to magic items with similar properties. Powers that allow movement to the Border Ethereal function, but they pull the individual back into Bane-ishment upon leaving that plane. Bane-ishment is considered its own plane for the purposes of effects that travel across, or are blocked by, planar boundaries. Summons and magic that involves extradimensional space function normally.

Any communication with deities or otherworldly patrons, as well as spells for communicating with creatures from other planes, function normally.

Death and Dying while Bane-ished.

If one or all characters die while in Bane's test, they are ejected to the ***Shadow and Substance*** section of the ***Prologue*** where they must wait for their companions. They earn minimum experience for the adventure, but they are not actually dead. They do not earn the blessing reward for the adventure, but they are still eligible to play any remaining PHLAN2 trilogy adventures.



PART 1. A LINK TO THE PAST

Expected Duration: 30 minutes

The adventurers find themselves above Phlan, a city on the Moonsea, but with a few clues that they are now in the past.

As the black smoke clears, you find yourselves standing on a firm floor, but among clouds. Looking down, you see several cities dotting the banks of the Moonsea. To the east, the Galena Mountain range, and to the west the Dragonspire Mountains. In those western foothills, you notice a fully intact keep at the mouth of the Tesh River, which leads into the Moonsea. Zhentil Keep is far from ruined, and a mass of ships are visible in Phlan's harbor below. Several patches of tents also fill the outskirts of Phlan, which appears to be bustling with lively activity.

Allow the players just enough time to take in Phlan of the Past and to realize they are essentially walking on a glass floor – not hovering or flying – before unleashing one **adult phaerimm** and three **young phaerimm** (see the Phaerimm sidebar for details).

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very weak party:** Remove two **young phaerimm**
- **Weak party:** Remove one **young phaerimm**
- **Strong party:** Add one **young phaerimm**
- **Very strong party:** Add one **young phaerimm** and one **adult phaerimm**

General Features

The general features of the sky-fight are as follows.

Weather. Clear skies, an impossibly “perfect” sort of day that Phlan wouldn’t normally have.

Light and Visibility. Bright sunlight.

Time Management

If you are running this adventure at a convention or other location where time is limited, it is recommended that you cut the combat short by allowing the phaerimm to be defeated or by simply dropping the ‘floor’ of the combat out from under the party mid-combat instead of at the end.

Ultimately the DM and players can decide how the NPC personalities are assigned in part 2. Personalities, skills, attributes, and inventory remain. It is recommended to assign personalities to similar adventurers. If players can’t decide which NPC personality to choose, roll randomly.

Phaerimm

Phaerimm were aberrations of a wholly evil and sadistic bent. Their desire to erase all other living beings from existence was held in check only by their desire to have other beings as slaves and to torture for sport. Phaerimm were conical in shape with an ovoid head. They had barbed teeth and a poisonous hollow barb on the end of their tails. Phaerimm had four arms. They are native to Faerûn and had a country called Phaerlinn.

Adult phaerimm and young phaerimm use the *ultroloth* and *oni stat* blocks, respectively, with the following adjustments:

Adult Phaerimm

Large aberration, neutral evil

STR 22 (+6)

Languages Common, Phaerimm, telepathy 120 ft.

Special Traits

Regeneration. The phaerimm regains 20 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The phaerimm can use its *Slaver's Yawn* and make four melee attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Longsword. Remove this attack.

Hypnotic Gaze. Remove this action.

(continued next column...)

Slaver's Yawn. The phaerimm opens its tooth-filled mouth wide in a menacing way at one creature it can target within 30 feet. If the target can see the phaerimm, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the phaerimm's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to that phaerimm's yawn for the next 24 hours.

Young Phaerimm

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Languages Common, Phaerimm, telepathy 120 ft.

Actions

Multiattack. The phaerimm makes four melee attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. Remove this attack.

Change Shape. Remove this action.

Tactics

The phaerimm approach the adventurers while invisible, hoping to surprise them. Start them in a wide arc around the party. Each phaerimm begins 120 feet away. They close to 60 before attacking. If any characters have the ability to see invisible creatures, they immediately notice the phaerimm at a distance of 120 feet and combat begins at that range. When the phaerimm reveal themselves, show the adventurers **Handout 1: Phaerimm**.

The adult phaerimm begins combat by casting *fire storm* from a distance. It targets as many enemies as possible in the flames. On the following round, it casts *mass suggestion* and demands that the adventurers hold and take no actions. On subsequent rounds, it uses its *Slaver's Yawn* and claws to attack any creatures that are still a threat.

The young phaerimm begin combat by targeting as many enemies as possible in a *cone of cold* spell. On subsequent rounds, they attack any spellcasters they see with their claws.

If any of the phaerimm fall below one quarter of their hit points, they cast *invisibility* on themselves and flee.

Adventurers who wish to know more about the phaerimm can make a DC 12 Intelligence (History or Arcana) or DC 12 Wisdom (Nature) check. A success reveals the historical information in the phaerimm sidebar, but not the mechanical adjustments.

Development

Adventurers that are reduced to 0 or less hit points fade off the battlefield. They are not truly dead, just eliminated from the fight. Allow them to look over the NPC personalities from part 2 while their companions finish the battle.

When party defeats the phaerimm, is defeated by them, or surrenders, read the text below.

As the cacophony of combat comes to a close, the invisible floor begins to tilt. Soon, the entire surface is vertical, and instead of being suspended above it, a force is pulling each of you towards the ground. You are pulled faster, rocketing towards the ground like a falling star.

As you plummet towards the earth, a voice whispers to each of you with a tempered cautionary tone, "Force can be applied in many ways, not just a killing blow. If Colvin walks the path of his ancestor, he will only succeed in nominating himself to the Black Lord's service."

I Can Fly!

Many characters in this tier of play can teleport, fly, float, levitate, etc. These spells and abilities have no impact on the force described above that pulls the characters to the ground. The normal rules of magic and physics do not always apply in Bane-ishment!

As the adventurers fall to the ground, allow each to make a DC 15 Wisdom (Insight or Religion) check. If successful, they realize the voice they hear is not Bane talking to them



PART 2. DARE TO DREAM

Expected Duration: 20 minutes

In this section, players select their new bodies to inhabit from Phlan's past – and Colvin (as Cvaal) reveals his desire to start the Shadowbane War.

Just as you think you will impact Valjevo Castle, you pass through the roof without harm. A brief glimpse shows several humanoids sitting around a table and two phaerimm hovering nearby. You realize you are likely not going to hit something but someone. You feel a jerk behind your lower back as if a rope has caught you, but no one around seems to notice that anything strange has happened.

A man enters the room and is announced as Lord Protector Cvaal Daoran, but you've seen statues of the man before. This doesn't look like him. The clothing and armor match, but in the face, he is unmistakably Colvin Doverson.

Scattered about the room are symbols of the Zhentarim, the trappings of a great Hatemaster in power. There are two dozen men and women-at-arms dotting the walls, standing at attention should there be trouble.

Adventurers who recovered the painting that solidified Colvin's lineage in PHLAN1-1 *Sepulture* automatically recognize the body that Colvin is occupying, and the clothing he is wearing, as that of Cvaal Daoran, his ancestor. Those who did not participate in the aforementioned adventure can realize the same information with a successful DC 12 Wisdom (Insight) check. Both means allow a character to learn that he or she is somehow now in the past.

Other information about Cvaal Daoran can be revealed by making an Intelligence (History) check. A result of 10-13 reveals the following:

- Cvaal was a member of the Zhentarim before the Time of Troubles.
- Cvaal commanded a Zhentarim army against Phlan in Bane's name, and removed the Council of Ten from power to install himself as Lord Protector.
- He started the Shadowbane War (Phlan vs. the Shadovar) by killing one of the Princes of Shade.

With a result of 14 - 17 a character also knows the information below:

- The Princes of Shade were the royal family of the Shadovar (a Netherese enclave), including High Prince Telamont Tanthul, 13 other men, and 4 children of two of the men.
- A shade was a human imbued with shadowstuff, essence of the Plane of Shadow.

If the check equals 18 or higher, a character also recalls these facts:

- The year Cvaal initiated the war was 1383.
- Historically, only the phaerimm and Fzoul Chembryl's forces fought with Phlan against the Shadovar.

Once the party has gathered as much information about Cvaal Daoran as they can, continue to the ***Historical Possessions*** section.

Historical Possessions

You feel a draw to the bodies present in this room. If it's not one, it's another. Trying to float away from one is possible, but you are inevitably drawn into the orbit of another. Time seems to slow down as the body that Colvin is inhabiting walks – very slowly – towards the head of the table in this opulent room, a dining parlor of Valjevo Castle with breakfast presented on elegant plating.

Read the physical descriptions of each of the available bodies presented in **Player Handout 2. Bodies & Personalities**, and then allow the players to choose one. If desired, the adventurers can make Intelligence (History) checks to know the NPC that each body belongs to. Use the DCs listed below:

- **DC 10** Manshoon, Adon (as a cleric of Kelemvor), and Nycella Doverson (from the painting in PHLAN1-1 *Sepulture*)
- **DC 15** Fflar Starbrow Melruth
- **DC 18** Xavlal (as a nameless human Knight of the Black Gauntlet)

Allow the players to select the body/personality they will assume, or choose another method, such as simply going around the table. Repeat as necessary until all of the adventurers are inhabiting a body.

All items from the adventurers' original bodies are retained, as if *glamoured*. The physical sex and race of the adventurers appear different, but their stats and classes remain the same.

Read the following once each character has inhabited a new body.

Once you settle into your new form, you notice Colvin starts walking faster. Time now appears to be back to normal, and he sits down, folding his hands across his lap.

"Friends, I have asked you here today to hear my will and take it back to your leadership. I have received word that the Shadovar intend to move against Phlan. In fact, they have an advance party headed this way as we speak. They have heard that the Zhentarim have made allies of the phaerimm..." Gesturing to the two phaerimm present, he continues, "On the honor of Fzoul Chembryl. What I want to know is, when the Shadovar arrive, will your forces stand with Phlan? I give your masters until sundown to decide and present themselves to me. If so, I tell your forces to ready themselves. If not, I suggest finding ways out of the city, before traitors are flushed out."

All of the bodies the adventurers inhabit are second-in-command to leaders who can be engaged in part 3. Any attempts on Cvaal's life by an adventurer result in the adventurer being kicked out of the meeting chamber. In addition, the offender suffers disadvantage on skill check rolls during part 3 when speaking to their leader, as well as in part 4 when speaking to Cvaal again.

Cvaal cannot be dominated, charmed, have his memory modified, or be put to sleep magically. He is also immune to psychic damage and other spells that depend on the target dreaming.

At this time, Colvin cannot be convinced that he is under Bane's influence, and he will only answer to "Cvaal Daoran" with the proper title of "Lord Protector".

Roleplaying Colvin Doverson as Cvaal Daoran

Colvin does not know the adventurers are present, so he will react to any questions under the assumption that he has absolute authority.

Colvin knows the full history of his ancestor Cvaal, the great war hero who slew a Prince of Shade to start the Shadowbane War. He aims to match or surpass that legacy by pre-empting the Shadowbane War with a first strike, but he knows he needs enough force on his side to make that happen.

***Quote:** "I am Hatemaster, and within the walls of Phlan, you will heed my commands to secure our future."*

Questions for Colvin/Cvaal

If the adventurers have questions for the Lord Protector, use the information below as needed:

Who is Fzoul Chembryl?

"You mock me, asking me to relate all of his exploits to you as if I were a common storyteller? You know enough of who he is." Colvin will not tell the adventurers more than that, but they can make a successful DC 12 Intelligence (History) check to learn the same information presented in the Roleplaying Fzoul sidebar in part 4.

Why should we help?

"Your masters brought you here to Phlan in the first place on my request, but I could not tell them everything in writing! What if the letters were intercepted? It is not for you right-hands to decide if your masters will support me – and Phlan – I am bidding you go to them and to decide."

Why didn't you tell them to come to this meeting themselves?

Colvin looks frustrated. "I *did* request their presence. They sent you to me instead. Your presence is an insult to the Lord Protector of Phlan! You would do well to suggest they come in person this evening if we are to declare alliances formally."

You're under Bane's influence!

"Of course Bane supports me! I have been a loyal Zhent to him and his son for years! Was that supposed to be some sort of rallying cry? Stop wasting my time, and save that sort of thing for dinner tonight."



PART 3. WALK THIS WAY

Expected Duration: 20 minutes per section

Each section in part 3 allows the party to convince a group's leader if they should support Cvaal against the Shadovar. Each group's leader can be easily influenced by the person specified below, meaning skill check rolls by the character occupying that person's form will be made with advantage, providing they act as the face of the encounter.

Smaller groups may not have every second-in-command present.

No one in Phlan will think twice about the inhabited personalities travelling around the city. The most detailed areas are the five sections described below.

The adventurers can take a short rest with no in-game time consequences, but time is of the essence, so long rests are not allowed in Bane-ishment. If attempted, the adventurers find themselves agitated and unsettled, and they quickly realize that resting for an extended period will gain them no benefit.

Sectional Summary

The following roleplaying encounters are available. It is expected each group will only play three of them, but they are welcome to play all of them if time permits:

A. Phaerimm Slavers

Influenced by the phaerimm

B. Brothers of the Black Fist

Leader: Fzoul Chembryl
Influenced by Manshoon

C. Cormanthyr Coronal's Legion

Leader: Ilsevele Miritar
Influenced by Fflar Starbrow Melruth

D. Knights of the Black Gauntlet

Leader: Teldorn Darkhope
Influenced by Xavlal

**E. The Order of the Silent Shroud
and the Emerald Enclave**

Leader: Doomguide Lorva Valhingen
Influenced by Priest Adon or Nycella Doverson

When the party is ready to visit one or more of the groups listed above, read the text below, and then proceed to the appropriate section.

You've been escorted out of the castle and the sun is not yet directly overhead. By sundown, you are expected to return with the leadership of your respective groups to formally declare war on the Shadovar.

What's Our Motivation?

The party can influence each leader through a series of roleplaying and skill checks. While skills and DCs are provided for each encounter, do not feel obligated to use them if the players are presenting compelling arguments and having fun roleplaying their inhabited forms.

This portion of the adventure works best if the group decides in advance what they want the outcome of their interactions to be. Do they want to see the leaders of each force support the Cvaal in the looming Shadowbane War? If so, this places them on the **War Hero** path in part 4. Would they rather see him weakened in the eyes of his allies? This choice places them on the **Unworthy** path in part 4. Perhaps they wish to remain neutral or just wait and see what happens. This places them on the **Neither** path in part 4.

There is no wrong decision, and it is fine to openly present the players with each of the three paths, just do not tell them of the consequences related to each. Also, since there is a lot of information provided in each encounter, you may need to guide the players more than usual, which is fine.

Award the successes shown the Developments section of each encounter if the adventurers manage to sway a leader toward the party's desired outcome. Track the total number of **War Hero** and **Unworthy** successes, as they come into play in part 4 when the adventurers return to speak with Cvaal.

A. Phaerimm Slavers

Any resident of Phlan can tell the party that the phaerimm congregate near the castle, often floating there for hours above the ground. The citizens avoid them out of fear. If desired, adventurers with flight (or those in the bodies of the phaerimm) can fly up the 50 feet to speak with them. The random phaerimm gathered there only speak Phaerimm, not Common.

A successful DC 19 Charisma (Persuasion) check allows the party to gain an audience with the phaerimm's leaders, known as the Phaerimm Diplomats. The diplomats currently reside in one of the castle's open courtyards. If Aerl or Aurno are present, they automatically gain an audience.

The adventurers don't need to persuade the Phaerimm Diplomats to support Cvaal in the war, if that's what they wish to do. The phaerimm welcome the opportunity to take more slaves when the fighting begins. Because of this, convincing the diplomats to withdraw their support for Cvaal is extremely difficult, but a successful DC 30 Charisma (Persuasion) check does the trick. If Aerl or Aurno are present, they gain advantage on the check, providing they are doing the talking. Since the phaerimm see all other races as inferior, any character not occupying a phaerimm body makes the check at disadvantage.

Development

Use the information below to tally the party's successes for use in part 4:

- If the party convinces the phaerimm to withdraw support for Cvaal, they gain 2 Unworthy successes to use in part 4.
- If the party fails their attempt to sway the phaerimm, or if they do nothing, they gain no successes.

B. Brothers of the Black Fist

If Manshoon is with the party, prompt the assigned player to tell the party where he is.

Without Manshoon, the party can ask one of the castle guards or make a DC 10 Intelligence (Investigation) check to find out where to go. A successful check reveals that Fzoul and the Brothers of the Black Fist are housed at the Stojanow Gate right next to the Castle. Fzoul often travels in the name of Bane, but is currently staying there.

A DC 17 Charisma (Persuasion) check is needed to get an audience with Fzoul. Phaerimm get advantage on this check. If successful, the party can walk right into the square just behind the gate and ask for an audience with Fzoul, who will meet them out there.

Roleplaying Fzoul Chembryl, Chosen of Bane

Fzoul is ambitious, haughty, and currently a mortal human. He is the High Lord of the Zhentarim, which he achieved through scheming with Lord Orgauth, the ruler of Zhentil Keep and in truth a pit fiend. He is zealous in his devotion to Bane, but will go quiet when considering the truth of what someone is telling him. He sees himself as the ultimate servant: loyal and powerful, but deferential to the needs of his master over his own.

In 1370, he slew the great wizard, Lord Manshoon, alongside Lord Orgauth. Founder of the Zhentarim, Manshoon was still Lord of the Black Network at the time of his death. As a result, Fzoul gained leadership over most of the Black Network and aimed to use it in service to Bane. Those who left were mostly the devout of Cyric.

He knows his subordinate, Manshoon, is actually a clone of the wizard created by the original. Fzoul and Orgauth slew...

...most of the other clones Manshoon had created. They barely tolerate each other and keep their relationship strictly business.

In 1375, Fzoul blamed all of the Black Network's failures in the Cormanthor War on Scyllua Darkhope to save face with his drow allies, but it wasn't enough, because within the year, the alliance broke.

In 1376, Fzoul brokered peace with the elves of Cormanthor through Ilsevele Miritar. She gave up Hillsfar and the lands directly north in the peace terms, as well as free passage along the Moonsea Ride and Rauthauvyr's Road so long as they do not fell a single living tree, injure or kill any elf, or leave the road for more than thirty paces.

Quote: "I put out my hand, and the fish swam right into my net—as they always do. It's all in the brightness of the lure you offer."

Physical: Male human, medium height, stout build, flowing blond hair

Alignment: Lawful evil

Any adventurer wishing to figure out who Fzoul is before meeting him may make a successful DC 15 Intelligence (History) check to remember on their own, or a successful DC 10 Intelligence (Investigation) check to ask around Phlan. Give them the three points of historical information above, regarding 1370, 1375, and 1376.

"Well then!" Fzoul says as he approaches, his long blond hair falling over his sturdy armor from both head and moustache. He holds his trusty Scepter of the Chosen Tyrant, a mace, at his side. "What's all this that the Lord Protector needs to speak to me about? I just arrived from Zhentil Keep."

The adventurers don't need to persuade Fzoul to let the Brothers of the Black Fist defend Phlan, if that's what they wish to do, but convincing

Fzoul that he should personally remain for the war requires a successful DC 17 Wisdom (Persuasion) check.

Convincing Fzoul that the Brothers of the Black Fist should leave Phlan and instead defend Zhentil Keep requires a successful DC 22 Charisma (Persuasion) check, since he is the one who forged the alliance with the phaerimm.

In either case, an adventurer succeeding a DC 15 Wisdom (Religion) check to weave Banite dogma into their argument can get advantage on their roll. The adventurer in Manshoon's body also gets advantage automatically if they are rolling.

Development

Use the information below to tally the party's successes for use in part 4:

- If the party convinces Fzoul to personally remain and oversee the war effort, they gain 2 War Hero successes to use in part 4.
- If the party convinces Fzoul that the Brothers of the Black Fist should leave Phlan to defend Zhentil Keep, they gain 2 Unworthy successes to use in part 4.
- If the party fails their attempt to sway the Fzoul, or if they do nothing, they gain no successes.

C. Cormanthyr Coronal's Legion

If Fflar is with the party, prompt the assigned player to tell the party where he is.

Without Fflar, the party can ask around, and a farmer or merchant will be the one to answer. A successful DC 10 Intelligence (Investigation) will get good enough directions to find them. A character needs a successful DC 15 Charisma (Persuasion) check to get an audience with Ilsevele. Ilsevele and the Cormanthyr Coronal's Legion are a bit upriver by the Stojanow Trail, just inside the Quivering Forest tree line. Ilsevele and Fflar were summoned by Cvaal in Fzoul's name as a renegotiation of their peace terms.

Roleplaying Ilsevele Miritar, Coronal of Cormanthyr

Ilsevele fought in the Cormanthor War (1374-1376), in which her father, Seiveril Miritar, led the Army of Myth Drannor to reclaim Cormanthyr. When he died, she took up leadership and fought against Scyllua Darkhope's forces. They regained control of Cormanthyr from the Zhentarim after a peace treaty with Fzoul Chembryl.

In 1377, a baelnorn (elven lich) calling herself The Srinshree returned to Cormanthyr and granted the Ruler's Blade to Ilsevele. Thus, Ilsevele became the 7th Coronal of Cormanthyr and serves it to this day alongside her consort, Fflar Starbow Melruth.

Quote: "I don't know if it would be wise for you to be alone. If demons start popping out of the air to take that loregem away from you, I intend to contest the issue. Besides, our human and half-human friends won't be up for hours yet, so I have little better to do." (*Forsaken House* by Richard Baker, 2004)

Physical: Female sun elf, auburn hair, pale skinned, tall and lithe

Alignment: Lawful good

Any adventurer wishing to figure out who Ilsevele is before meeting her may make a successful DC 15 Intelligence (History) check to remember on their own, or a successful DC 10 Intelligence (Investigation) check by asking the elves prior to the meeting. Give them the two points of historical information above regarding the Cormanthor War, the facts from 1377 concerning Ilsevele's ascension as the 7th Coronal, and tell them of her consort, Fflar.

"Greetings," Ilsevele begins. She maintains a calm air befitting her role as Coronal, holding the fate of the city of Cormanthyr in her hands. "I do not take lightly the summons of Phlan's Lord Protector, threatening Cormanthyr's sovereignty after we have already negotiated for peace with that Banite cleric in his capacity as Zhentarim leader."

The adventurers don't need to persuade Ilsevele to return to Cormanthyr and refuse to defend Phlan, if that is what they wish to do.

Convincing Ilsevele that she and Fflar should tacitly support the war, but only defend the outskirts of Hillsfar and its surroundings – which they ceded in the peace terms of the Cormanthor War – requires successful DC 17 Charisma (Persuasion) check.

Convincing Ilsevele that the Coronal's Legion should stay in Phlan to defend it requires a successful DC 22 Wisdom (Persuasion) check, since this requires allying with the phaerimm through the existing alliance Fzoul has with them.

In any case, an adventurer succeeding a DC 15 Wisdom (Nature or Survival) check to weave a 'keep the balance' or similar Emerald Enclave argument into their argument can also get advantage on their roll. The adventurer in Fflar's body also gets advantage automatically if they are rolling.

Development

Use the information below to tally the party's successes for use in part 4:

- If the party convinces Ilsevele that the Coronal's Legion should stay in Phlan to defend, they gain 2 War Hero successes to use in part 4.
- If the party convinces Ilsevele that she and Fflar should tacitly support the war, but only defend the outskirts of Hillsfar and its surroundings, they gain no successes.
- If the party fails their attempt to sway Ilsevele, or if they do nothing, they gain 1 Unworthy success to use in part 4.

D. Knights of the Black Gauntlet

If Xavlal is with the party, prompt the assigned player to tell the party where he is.

Without Xavlal, the party can ask around, and any of the Red Plumes or merchants will know the Xvim army is off "behind the graveyard" with a successful DC 10 Intelligence (Investigation) check. A character needs a successful DC 17 Charisma (Persuasion) check to get an audience with Teldorn. The Knights of the Black Gauntlet army have set up a makeshift shrine to Iyachtu Xvim in the lowlands to the northwest of Valhingen Graveyard. Iyachtu Xvim is the son of Bane and a half-demon when he was mortal. Since Cvaal was a Crusader of Xvim when he was a captain in the Zhentarim, he wrote to Teldorn Darkhope – a cleric who ruled the city of Mintar with a Xvim army – for support in the upcoming war.

Roleplaying Teldorn Darkhope, Ruler of Mintar

In the wake of the Time of Troubles, Teldorn was approached by a young beholder calling itself Xavlal that was actually the elder Vaxall of the Dying Gaze. Xavlal brought an alliance of beholders, and together they created the Knights of the Black Gauntlet, an army devoted to Iyachtu Xvim.

In 1362, their joint forces conquered Mintar, and Teldorn became its ruler. Afterward, Teldorn helped Fzoul Chembryl forge the artifact, Scepter of the Tyrant's Eye, in Mintar.

In 1375, his cousin Scyllua Darkhope was killed in the Shadowdale rebellion, part of the greater Cormanthor War (1374-76).

(continued next page...)

Teldorn has never been directly affected by Fzoul blaming the failure of Cormanthor War on his cousin, but an opportunity to solidify his alliance with the Chosen of Bane is still appealing to him, as is supporting Cvaal, since he formally is a cleric to Bane while still leading the Xvim army.

Quote: *"My city boasts nearly 22,000! I am the forger of the Scepter of the Tyrant's Eye, the very same that Fzoul Chembryl wields! Consider the sum of my allies against yours, then speak to me again."*

Physical: Male human, short black hair, no facial hair, a handprint covers most of his face to form the holy symbol of Iyachtu Xvim

Alignment: Lawful evil

Any adventurer wishing to figure out who Teldorn is before him may make a successful DC 15 Intelligence (History) check to remember on their own, or a successful DC 10 Intelligence (Investigation) check by asking the Xvim army or the Brothers of the Black Fist prior to meeting him. Give them the two points of historical information above about 1362 and 1375 when Scyllua was killed.

In the low hills to the northwest of the city, a veritable second city strewn with tents has cropped up. Everywhere there are banners flying the crest of a dark hand with pale eyes staring out from it.

Even abroad of the Border Kingdoms and the Lake of Steam, the ruler of Mintar has brought with him a small library and has set up a makeshift study in the largest tent available to the Knights of the Black Gauntlet. After an attendant verifies that Teldorn is not in the middle of an experiment, you are let in to see him.

The adventurers don't need to persuade Teldorn and the Xvim army to fight for Phlan, if that's what

they wish to do.

Convincing Teldorn that he should summon his beholder allies alongside Xavlal and call up the other half of the Xvim army requires a successful DC 17 Charisma (Persuasion) check. Mainly his concern is the time required, since he only brought half of his army.

Convincing Teldorn that the Xvim army should return to Mintar requires a successful DC 22 Charisma (Persuasion) check, since this requires turning his back on not just Cvaal, but Fzoul as well.

In any case, a character can make a DC 15 Wisdom (Religion) check to invoke superior religious iconography, or a DC 15 Charisma (Persuasion) check to simply appeal to Teldorn being less of a military leader and more of a figurehead with skills in artifact creation. Success on either grants advantage to the aforementioned Persuasion checks. In addition, the adventurer in Xavlal's body also gets advantage automatically if they are rolling.

Development

Use the information below to tally the party's successes for use in part 4:

- If the party convinces Teldorn that he should summon his beholder allies alongside Xavlal and call up the other half of the Xvim army, they gain 1 War Hero success to use in part 4.
- If the party convinces Teldorn that the Xvim army should return to Mintar, they gain 2 Unworthy successes to use in part 4.
- If the party fails their attempt to sway Teldorn, or if they do nothing, they gain no successes.

E. The Order of the Silent Shroud and the Emerald Enclave

If Adon or Nycella is with the party, prompt the assigned player to tell the party where he is.

Without Adon or Nycella, Valhingen Graveyard is not hard to find – it's in the same spot as it is in

present-day Phlan. A character needs to make a successful DC 12 Charisma (Persuasion) check to get an audience with the Doomguide immediately, only because she has so many other duties. The Order of the Silent Shroud was given custodianship of Valhingen Graveyard by Cvaal Daoran in 1375. It was the Order, with the Emerald Enclave's help, that cleared out the undead there. Because it established them as the largest religious presence outside of Bane, they are still somewhat in Cvaal's debt. Adon and Nycella know that Doomguide Valhingen is currently in charge and that she is also descended from the Valhingen family for whom the Graveyard was named.

Roleplaying Doomguide Kanerli Valhingen

She is the spitting image of Lene Reinhild, a modern day Kelemvorite priest from Iriaebor, plus about 30 years, making her look in her 50s-60s. In fact, Doomguide Valhingen will talk about retiring to Iriaebor after a few more years of establishing the graveyard – which is now both her family heritage and the symbol of the Kelemvorite presence in Phlan. She makes odd commentary about whatever comes to mind, such as retiring, but she can be brought back on track when it comes to business. She is then solemn and reserved, calmly assessing what she is being told.

Quote: *"I for one enjoy speaking with the dead. They're not nearly so chatty."*

Physical: Female human (Damaran), braided grey hair, a tall and solid build

Alignment: Lawful neutral

Any adventurer wishing to figure out who Doomguide Valhingen is before meeting her may make a DC 15 Intelligence (History) check to remember on their own, or a DC 10 Intelligence (Investigation) check by asking literally anyone in Phlan. If successful, they learn that Kanerli Valhingen is of the same Valhingen family that

established the graveyard, but that is it.

Doomguide Kanerli Valhingen finally manages to pull herself away from her numerous duties to see you. As the grey-haired woman approaches, you note her tired appearance. "Yes, yes. What can I do for you? Let's get straight to the point then. Don't make me late for meeting with the newest acolyte. Maybe this one will actually want to dedicate themselves enough to be the next Doomguide and let me step down sooner rather than later."

The adventurers don't need to persuade the Doomguide and the Emerald Enclave to focus on the citizenry instead of the military during any impending war, if that's what they wish to do.

Convincing the Doomguide that the Kelemvorites and the Emerald Enclave should support the Phlan joint forces directly by engaging in combat requires a successful DC 17 Charisma (Persuasion) check. Mainly her concern is maintaining neutrality in the conflict and tending to the inevitable casualties.

Convincing the Doomguide that the Kelemvorites should abandon Phlan entirely requires a successful DC 25 Charisma (Persuasion) check, since it would require leaving.

In any case, an adventurer can make a DC 15 Wisdom (Religion) check to use their knowledge of the Kelemvorite faith to impress the Doomguide. Success grants advantage to the aforementioned Persuasion checks. Adventurers in the body of Adon or Nycella's also get advantage automatically if they are rolling.

Development

Use the information below to tally the party's successes for use in part 4:

- If the party convinces the Doomguide that the Kelemvorites and the Emerald Enclave should support the Phlan joint forces directly by engaging in combat, they gain 1 War Hero success to use in part 4.
- If the party convinces the Doomguide that the Kelemvorites should abandon Phlan entirely, they gain 2 Unworthy successes to use in part 4.
- If the party fails their attempt to sway the Doomguide, or if they do nothing, they gain no successes.



PART 4. TALK THIS WAY

Expected Duration: 60 minutes

Once the party has gathered, hampered, or simply chose to ignore Cvaal's call for support from his allies, they return to Valjevo Castle to stand before the Lord Protector of Phlan and make their intentions known.

Pick a Path

This is the point of no return. Regardless of how the players played through part 3, they are welcome to ultimately choose any of the three paths below. If they decide to change paths at the last minute, warn them that achieving success could be difficult.

A. War Hero

Parties on this path aspire to make Cvaal as powerful as possible going into the Shadowbane War. Even if the adventurers don't realize it, success on this path could mean that Bane will see Colvin Doverson as a worthy candidate to rule under his influence in present day Phlan.

Result: Colvin initiates the war against the Shadovar. The final encounter for the adventurers is intercepting an advance party of Shadovar, followed by a 2nd wave fight with the Prince of Shade himself.

B. Unworthy

Parties on this path actively work to reduce support for Cvaal in the upcoming Shadowbane War. Without these extra forces, history will repeat itself in Colvin's dream, he will appear weak as a leader, and Bane will consider him an unworthy candidate.

Result: The Shadovar initiate the Shadowbane War by simultaneously striking at Zhentil Keep and Phlan. A group of Shadovar sneaks into Phlan and attacks Cvaal during his meeting with the adventurers. Another Shadovar group, which includes the Prince of Shade, arrives moments later.

C. Neither

Parties on this path do not actively support Colvin in the dream war, nor do they actively undermine him. Perhaps they want to fight and kill Colvin, or maybe they want to convince him that he is under Bane's influence. They may simply want to wait out the dream.

Result: The Phaerimm Diplomats grow restless and attack Cvaal and the party because of their dithering over decisions.

DM Note. This option is also what happens if the party fails the skill challenge in the **A. War Hero** or **B. Unworthy** sections below.

Success or Failure

To succeed at the skill challenge for the path they chose, the party must pass a number of individual skill checks related the number of players in the party. See the table below for the required successes:

Required Successes

Players	Successes
3	5
4-5	7
6-7	9

If you haven't already, total the number of War Hero and Unworthy successes the party earned in part 3. These successes reduce the number of successes required to complete the skill challenges below.

For example, if a party of 6 players completed part 3 and acquired 5 Unworthy successes in their pursuit to hamper Cvaal's war effort, they no longer need 9 successes to pass the skill challenge presented in the **B. Unworthy** section. Instead, they only need 4 successes.

Bane's Blessing

Several opportunities exist in this part of the adventure for the characters to fight Colvin Doverson as he inhabits the body of his ancestor, Cvaal Doaran. Since the entire scenario is a manifestation of Bane's will, the Black Lord has bestowed several benefits upon Colvin.

Colvin cannot be dominated, have his memory modified, or be charmed or put to sleep magically. He is also immune to psychic damage and other spells that depend on the target dreaming.

A. War Hero

Late in the afternoon, the adventurers are let back into the dining parlor at Valjevo Castle to meet with the Lord Protector of Phlan. For each group they convinced to support Cvaal and Phlan in part 3, that group's respective leader joins them. Two veterans flank the Lord Protector, who sits at the northern end of a long wooden table in the center of the room.

One of Lord Protector's heralds steps up beside him. "Assembled friends, please announce for all here your intentions in the matter of the Shadovar moving against Phlan, should the need arise."

The herald turns to each of you in turn, expecting you as second-in-command to introduce your leadership and perhaps speak on their behalf. The Phaerimm Diplomats are also in attendance.

This is a roleplaying opportunity for the party to pitch their case for supporting Cvaal and also boast about their leaders, if they so choose. Each party member gets a single chance to do so, and the players may decide the order in which they make their speeches. When each adventurer has finished speaking, they must make a successful DC 19 Charisma (Deception, Performance, or Persuasion) check to fully convince the Hatemaster (and Colvin) that he has a powerful ally in the respective group. Another adventurer can assist on the check, granting advantage to the roll, and subtle spells, such as *guidance*, are allowed to influence the

outcome of each speech.

Encourage the players to explain their positions as the adventurers would, and grant them advantage if they roleplay the speech well. If desired, characters can use alternate skills, providing they can sensibly explain how they are using them in the scenario. Regardless of the skill used, the DC is still 19.

If another adventurer deliberately attempts to sabotage a speech (perhaps because, despite the party's decision, he or she doesn't want to support Cvaal) the roll is made with disadvantage.

When an adventurer passes their individual skill check, add 1 success to the party's total. When all adventures have made their speech (or opted to refrain from speaking), add their total number of successes to any successes they accumulated in part 3. If the total equals or exceeds the number in the **Required Successes** table, proceed to the **Success** section. If not, proceed to the **Failure** section.

Success

If time is a concern, as soon as the party's collective success total reaches the number in the **Required Successes** table, skip to the **Development** section below. Otherwise, you can take the time to allow each character at the table the opportunity to speak. Award each character inspiration before continuing.

Failure

If the party's efforts fail, proceed to the **C. Neither** section and initiate combat by reading the presented boxed text.

Development

Cvaal opts to strike first. As the meeting finishes, his scouts enter the room, informing him that an advance Shadovar party has been spotted along the road by the Coronal's Legion. He asks the adventurers to accompany him in making the first strike in the war, and Cvaal's scouts lead them to a small clearing of trees west of Phlan just off of the Iron Route. The leader of each group does not accompany the party, as they must tend to the

business of readying for the war.

The group in the clearing consists of one **evoker**, two **champions**, and two **assassins**. All of them are Netherese men and women bearing Shadovar insignia. The party can surprise their quarry by making a group DC 15 Dexterity (Stealth) check. If the check is successful, the Shadovar do not get to act during the first round of combat.

When combat begins, Cvaal fights alongside the adventurers with zeal. Treat him as a **warlord**. See the **2nd Wave** section below for additional developments during the fight.

Map Note. No map is provided for this battle. If you are running the combat using miniatures, any generic forest map should suffice.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very weak party:** Remove one **assassin** and one **champion**
- **Weak party:** Remove one **assassin**
- **Strong party:** Add one **champion**
- **Very strong party:** Add two **champions**

Tactics

The evoker begins the combat with *mage armor* already cast. On her first turn, she casts *mirror image* and moves as far away from the combat as possible. On subsequent turns, she casts damaging spells, such as *fireball*, while utilizing her Sculpt Spell trait to avoid damaging her allies.

The champions attack any character they see casting a spell first, fighting together as a team to hopefully eliminate spellcasters quickly. They use their Second Wind trait as needed.

The assassins fan out and do their best to avoid melee combat, preferring to attack with their light crossbows. They concentrate their attacks on enemies engaged by the champions in an effort to

gain Sneak Attack damage.

The Shadovar know that escape is unlikely, so they fight to the death.

2nd Wave

At the start of the third round, a trio phases onto the battlefield. The force includes the **Prince of Shade** (treat as an archmage), one **blackguard**, and one **war priest**. All three are shade humanoids wearing holy symbols of Shar.

A grey mist curls around the battlefield and settles off to one side, revealing three figures – they all have black skin with brown tones that are less demonic and more ethereal. They appear far less menacing in the bright sunlight, however.

The Lord Protector calls out and points to the man with a thin crown on his head. "Ramaten Tanthul! You are mine, Prince of Shade!"

Cvaal fights with determination against the Prince of Shade, and the two square off against each other in a battle to the death, largely ignoring the other opponents in the clearing. The Prince of Shade does his best to attack from afar. His war priest heals him as needed, and his blackguard works to keep Cvaal's press of melee attacks at bay.

Convincing Colvin

At this point, Colvin is fully under Bane's influence and willingly so. The characters have supported his war effort throughout the adventure, so it is unlikely they will withdraw their support now. However, if Colvin's hit points fall below half at any time during the fight, his resolve starts to waiver, and doubt creeps into his eyes. A successful DC 10 group Wisdom (Perception) check reveals that he has weakened mentally, and he is now vulnerable to suggestion. The adventurers can attempt to convince him that he is under the influence of Bane and not acting on his own. A successful DC 25 Charisma (Persuasion) check allows him to see the truth. A failure results in Colvin's renewed anger. He takes an immediate action and does not submit until he reaches 0 hit points.

If the adventurers successfully convince Colvin he is acting under Bane's influence, or if he falls during the fight, the Black Lord's hold on him fails. Read the text below and then proceed to the *Epilogue*.

Doubt washes over Lord Protector's face. He stumbles back in disbelief. "This cannot be. It's a trick. I am destined to rule. I... I..."

A silver ambient light brightens around you to the point of losing vision and finally consciousness.

A Worthy Candidate

If the adventurers do not try to persuade Colvin that he is being influenced by Bane, or if they fail, and he survives the fight, the Black Lord views him as a worthy candidate. Read the text below.

As the last enemy falls, the Lord Protector turns to you and nods in thanks. "I must confess, I have always had doubts, but surely together can overcome any obstacle that stands on our way, including the wretched Shadovar. I see the way clearly now, and it leads to complete and total victory."

All around you, the world begins to darken. As your vision fades to black, you hear a malevolent voice laughing ominously in your mind...

Proceed to the adventure *Epilogue*, but omit the first paragraph of boxed text for each conclusion. The characters earn XP, downtime, renown, and treasure as normal, but since they helped Bane find a worthy candidate to influence, they do not earn the Tyr's Blessing magic award.

B. Unworthy

Late in the afternoon, the adventurers are let back into the dining parlor at Valjevo Castle to meet with the Lord Protector of Phlan. Each group's leader is NOT present unless the adventurer within the body of that group's second-in-command specifically requests it. For example, if Manshoon is being played by a party member, he

could ask Fzoul to be present.

Two guards flank the Lord Protector, who sits at the northern end of a long wooden table in the center of the room.

One of the Lord Protector's heralds steps up beside him. "Honored guests, please announce for all here your intentions in the matter of Shadovar moving against Phlan, should their ambition prove greater than their wits." The herald turns to each of you in turn. The Phaeirimm Diplomats are also in attendance, floating silently near the parlor floor.

This is a roleplaying opportunity for the party to pitch their case for withdrawing from Phlan and to possibly boast about their leaders halving greater matters to deal with, if they so choose. Each party member gets a single chance to do so, and the players may decide the order in which they make their speeches. When each adventurer has finished speaking, they must make a successful DC 19 Charisma (Deception, Performance, or Persuasion) check to fully stand their ground without starting a riot in the castle. Another adventurer can assist on the check, granting advantage to the roll, and subtle spells, such as *guidance*, are allowed to influence the outcome of each speech.

Encourage the players to explain their positions as the adventurers would, and grant them advantage if they roleplay the speech well. If desired, characters can use alternate skills, providing they can sensibly explain how they are using them in the scenario. Regardless of the skill used, the DC is still 19.

If another adventurer deliberately attempts to sabotage a speech (perhaps because, despite the party's decision, he or she wants to support Cvaal) the roll is made with disadvantage.

When an adventurer passes their individual skill check, add 1 success to the party's total. When all adventures have made their speech (or opted to refrain from speaking), add their total number of successes to any successes they accumulated in part 3. If the total equals or exceeds the number in the **Required Successes**

table, proceed to the **Success** section. If not, proceed to the **Failure** section.

Success

If time is a concern, as soon as the party's collective success total reaches the number in the **Required Successes** table, skip to the **Development** section below. Otherwise, you can take the time to allow each character at the table the opportunity to speak. Award each character inspiration before continuing.

Failure

If the party's efforts fail, proceed to the **C. Neither** section and initiate combat by reading the presented boxed text.

Development

As the meeting draws to a close, a Shadovar stealth assault team breaks into the dining parlor from all sides.

As the final speech comes to a close, defeat is visible in the Lord Protector's eyes. Rising, he does his best to maintain his composure. "I am certain the Black Lord is with me, even if the rest of you are not. I shall have to look to—." Just then, you hear a scream, and the double doors at the southern end of the dining parlor burst open. Men and women dressed in black and bearing Shadovar insignia pour into the room, their blades dripping with fresh blood.

When the fighting begins, the two Phaerimm Diplomats float to the ceiling, avoiding combat. Any group leaders that accompanied the adventurers to the meeting take up arms and move into the southern hallway to engage additional enemies outside the room. The phaerimm and the leaders effectively do not participate in battle between the adventures and the Shadovar.

The Shadovar assault team consists of one **evoker**, two **champions**, and two **assassins**. All of them are Netherese men and women.

Before starting the fight, allow each character to make a DC 15 Wisdom (Perception) check or

use their passive Perception, if it is higher. Those who fail the check are surprised and unable to act during the first round of combat.

When combat begins, the Lord Protector's two guards (treat as **veterans**) attempt to usher him through the northern door to safety, only to find it sealed and unable to be opened. The Lord Protector (treat as a **warlord**) does not directly join the fight until his true enemy arrives. See the **2nd Wave** section below for additional developments during the fight.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very weak party:** Remove one **assassin** and one **champion**
- **Weak party:** Remove one **assassin**
- **Strong party:** Add one **champion**
- **Very strong party:** Add two **champions**

General Features

The area has the following features.

Ceiling. The room's ceiling is 40 feet high.

Doors. A single unlocked door occupies the north wall of the room. It leads to the kitchens. Moments before the fighting begins, the Shadovar magically seal the exit to prevent anyone from escaping.

The double doors on the southern wall lead to the castle's main corridor.

Light. Three large hanging candelabras are spaced down the center of the room, providing bright light.

Table. A long wooden table, 40 feet long and 10 feet wide, occupies the center of the room. It is bolted to the floor, making it immobile.

Windows. Small 2-foot-by-2-foot windows located near the ceiling line the perimeter of the dining parlor, letting in light from outside.

Tactics

The evoker begins the combat with *mage armor* already cast. On her first turn, she casts *mirror image* and moves as far away from the combat as possible. On subsequent turns, she casts damaging spells, such as *fireball*, while utilizing her Sculpt Spell trait to avoid damaging her allies.

The champions attack any character they see casting a spell first, fighting together as a team to hopefully eliminate spellcasters quickly. They use their Second Wind trait as needed.

The assassins fan out and do their best to avoid melee combat, preferring to attack with their light crossbows. They concentrate their attacks on enemies engaged by the champions in an effort to gain Sneak Attack damage.

The Shadovar know that escape is unlikely, so they fight to the death.

2nd Wave

At the start of the third round, a trio phases into the room. The force includes the Prince of Shade (treat as an **archmage**), one **blackguard**, and one **war priest**. All three are shade humanoids wearing holy symbols of Shar.

A grey mist curls in the westernmost portion of the room and quickly settles, revealing three figures – they all have black skin with brown tones that is less demonic and more ethereal. The candles all go out at once, and the weather outside changes to overcast, dousing the whole room in a grey gloom.

The Lord Protector cries out as some of his guards try unsuccessfully to shuffle him away. "No! It's Ramaten Tanthul! This is my worst fear, a Prince of Shade invading Valjevo Castle like this! Even if you hold no love for me, I beseech all of you to defeat this foul abomination!" They manage to get the man behind them, but the Prince of Shade clearly has his eyes on Phlan's Lord Protector.

Tactics

Cvaal fights with determination against the Prince of Shade, and the two square off against each other in a battle to the death, largely ignoring the

other opponents in the room. The Lord Protector's guards assist him to the best of their abilities.

The Prince of Shade attempts to attack from afar. His war priest heals him as needed, and his blackguard works to keep Cvaal's press of melee attacks at bay.

Convincing Colvin

If Colvin's hit points fall below half at any time during the fight, his resolve starts to waiver, and doubt creeps into his eyes. A successful DC 10 group Wisdom (Perception) check reveals that he has weakened mentally, and he is now vulnerable to suggestion. The adventurers can attempt to convince him that he is under the influence of Bane and not acting on his own. A successful DC 25 Charisma (Persuasion) check allows him to see the truth. A failure results in Colvin's renewed anger. He takes an immediate action and does not submit until he reaches 0 hit points.

If the adventurers successfully convince Colvin he is acting under Bane's influence, or if he falls during the fight, the Black Lord's hold on him fails. Read the text below and then proceed to the *Epilogue*.

Doubt washes over Lord Protector's face. He stumbles back in disbelief. "This cannot be. It's a trick. I am destined to rule. I... I..."

A silver ambient light brightens around you to the point of losing vision and finally consciousness.

An Unworthy Candidate

If the adventurers do not try to persuade Colvin that he is being influenced by Bane, or if they fail, and he survives the fight, the Black Lord still views him as an unworthy candidate for failing to garner the support of his allies. Read the text below and then proceed to the *Epilogue*.

As the last enemy falls, the Lord Protector turns to you and nods in thanks. "I know you do not support me in my war, but your actions here today were selfless, and for that, I thank you. Perhaps Bane does not walk as closely beside me as I had thought. I will need to reflect on my own failings."

A silver ambient light brightens around you to the point of losing vision and finally consciousness.

C. Neither

Late in the afternoon, the adventurers are let back into the dining parlor at Valjevo Castle to meet with the Lord Protector of Phlan. Each group's leader is NOT present unless the adventurer within the body of that group's second-in-command specifically requests it. For example, if Manshoon is being played by a party member, he could ask Fzoul to be present.

If the adventurers want to convince Colvin that he is under Bane's influence, they can try, but it will do no good. Bane's hold on the man is strong, and their nonsensical prattling will only anger him. If they wish to say something else, encourage the players to roleplay their exchange as the adventurers would. Describe the phaerimm as growing restless throughout the exchange. After each character has had a chance to say his or her peace, the Lord Protector's patience finally runs out. Read the text below out loud and then proceed to the *Development* section of the encounter.

"I don't know who you think you are, but in THIS castle I am Cvaal Daoran, and if it takes phaerimm or Bane or whoever to stake my claim as Lord Protector of Phlan, then SO BE IT!"

With that, you hear the phaerimm shriek in your minds, Cvaal's guards leap forward, and chaos erupts in the dining parlor!

Development

Throughout the long and tedious exchange, the Phaerimm Diplomats telepathically inform Cvaal that the time has come to send the leaders of his allies a collective message concerning his dedication to the war and those who fail to fall in line with his goals. This occurs even if the party convinced the diplomats to withdraw their support for Cvaal in part 3. The promise of slaves is just too tempting!

As the dialog winds to a close, the Lord Protector, already annoyed by the characters and their lack of commitment, weighs the phaerimm's council and agrees to their show of force. The two Phaerimm Diplomats (treat as **adult phaerimm**; see the Phaerimm sidebar in part 1 for details), the Lord Protector (treat as a **warlord**) and his two **veteran guards** immediately attack the party.

If any group leaders accompanied the adventurers to the meeting, they flee through the southern doors. The leaders effectively do not participate in the fight with the phaerimm and the Lord Protector.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very weak party:** Remove both **adult phaerimm** and replace them with three **young phaerimm**
- **Weak party:** Replace one **adult phaerimm** with a **young phaerimm**
- **Strong party:** Replace both **veterans** with **champions**
- **Very strong party:** Replace both **veterans** with **champions** and add a **champion**

General Features

The area has the following features.

Ceiling. The room's ceiling is 40 feet high.

Doors. A single unlocked door occupies the north wall of the room. It leads to the kitchens. Moments before the fighting begins, the

Shadovar magically seal the exit to prevent anyone from escaping.

The double doors on the southern wall lead to the castle's main corridor.

Light. Three large hanging candelabras are spaced down the center of the room, providing bright light.

Table. A long wooden table, 40 feet long and 10 feet wide, occupies the center of the room. It is bolted to the floor, making it immobile.

Windows. Small 2-foot-by-2-foot windows located near the ceiling line the perimeter of the dining parlor, letting in light from outside.

Tactics

The phaerimm begin combat by flying to the ceiling, where they cast *mass suggestion*. They demand that the adventurers hold and take no actions. On subsequent rounds, they use their Slaver's Yawn and claws to attack any creatures that are still a threat.

If any of the phaerimm fall below one quarter of their hit points, they cast *invisibility* on themselves and flee.

The Lord Protector and his guards target any creatures not affected by phaerimm magic. They fight together as a team, hoping to cut down their enemies quickly. The Lord Protector believes that Bane is with him, and he will not flee the battle.

Convincing Colvin

If Colvin's hit points fall below half at any time during the fight, his resolve starts to waiver, and doubt creeps into his eyes. A successful DC 10 group Wisdom (Perception) check reveals that he has weakened mentally, and he is now vulnerable to suggestion. The adventurers can attempt to convince him that he is under the influence of Bane and not acting on his own. A successful DC 25 Charisma (Persuasion) check allows him to see the truth. A failure results in Colvin's renewed anger. He takes an immediate action and does not submit until he reaches 0 hit points.

If the adventurers successfully convince Colvin he is acting under Bane's influence, or if he falls during the fight, the Black Lord's hold on him fails. Read the text below and then proceed to the *Epilogue*.

Doubt washes over Lord Protector's face. He stumbles back in disbelief. "This cannot be. It's a trick. I am destined to rule. I... I..."

A silver ambient light brightens around you to the point of losing vision and finally consciousness.



EPILOGUE

Expected Duration: 5 minutes

Refer to the following to resolve the conclusion:

- For characters that have not completed all the adventures in the trilogy, continue to the next section, **Adventure Conclusion**.
- For characters that conclude the trilogy with this adventure, skip to the section **Trilogy Conclusion**.

Adventure Conclusion

Above each of you, a silver shower of energy falls. It manifests as intense feelings of centering and gratitude, bestowed upon you for duties fulfilled.

As objects begin to come back into view, you find yourselves in a square room. Behind you is simply a solid black stone wall. On the other walls are three heavy iron doors, each one displaying a different relief of the same warrior in different battle scenes. Armed with a spear, shield, and ornately plumed helm, each scene glorifies the warrior's victory in battle. No face can be seen behind the visor, only blazing red eyes, magically illuminated, and set in a deep blackness.

The silver shower is a blessing from Tyr. The blessing is listed under **Rewards** and requires an attunement slot to receive. If desired, a character may refuse the blessing.

Trilogy Conclusion

Above each of you, a silver shower of energy falls. It manifests as intense feelings of centering and gratitude, bestowed upon you for duties fulfilled.

As objects begin to come back into view, you find yourselves in the main hall of the Lyceum as you remember it before the pyramid appeared. Standing next to you are all three candidates who, though somewhat stunned, are unharmed. As you look back outside the main door, based on what you remember from when you first entered, you're not sure how much time, if any, has passed. The candidates look at you, and there is a wide-eyed, unspoken confirmation on their faces that their experiences were shared. Before you can gain your composure, supporters for each candidate rush to surround them. Once it is confirmed that the candidates are safe and unharmed, you are each thanked and praised. The city breathes a collective sigh of relief, but clearly everyone has one thing on their mind... It's time to vote!

The silver shower is a blessing from Tyr. The blessing is listed under **Rewards** and requires an attunement slot to receive. If desired, a character may refuse the blessing.

If an adventurer completes the trilogy with the conclusion of this adventure, they are recognized in a public ceremony. Each adventurer is awarded the Phlan Hero's reward of 5,000 gp, and a Guardian Medal (see **Rewards** for more information).

Rewards

Make sure 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 the 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
Assassin	3,900
Blackguard	3,900
Champion	5,000
Evoker	5,000
Phaerimm, Adult (Ultroloth)	10,000
Phaerimm, Young (Oni)	2,900
Prince of Shade (Archmage)	8,400
War Priest	5,000
Warlord	8,400
Veteran	700

The **minimum** total award for each character participating in this adventure is **8,625 experience points**.

The **maximum** total award for each character participating in this adventure is **11,500 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. 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
Phlan Hero's reward	5,000*
Guardian Medal	1,000**
Mercenary pay	500***

* These rewards are per character and are only given upon completion of all three adventures. If an adventurer opts to not complete the trilogy, then no gold reward is given.

** The Guardian Medal is bestowed to each character. The medal has a value of 1000 gp, but is worth more by displaying it in Phlan. It garners significant influence within the city, and to a lesser degree in other Moonsea cities. Adventurers wearing a Guardian Medal gain advantage on all Charisma based ability checks within the Phlan.

*** This reward is for characters without a faction that complete all three adventures in the trilogy.

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.

If 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.

Magic Award

Adventurers who finish the event by either convincing or defeating the candidate, earn the following blessing from Tyr.

Tyr's Blessing of Command

Blessing, very rare (requires attunement)

This blessing has been bestowed upon you by Tyr in recognition of your service to the city and citizens of Phlan in the face of great peril to your own well-being. Your Charisma score increases by 2, up to a maximum of 20. This blessing may be refused. If accepted, it requires an attunement slot.

This blessing is offered to all adventurers regardless of completing the other two adventures in the trilogy. This blessing is not tradeable, and if refused or unattuned, it may not be regained.

Downtime

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

DM Rewards

You receive **4500 XP**, **2250 gp**, and **ten downtime days** for running this session.

Renown

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

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

In Service to the Iron General. This is an optional reward. You may choose to forgo applying the experience of this adventure if doing so would advance you to 17th level. You may only defer the awards in order to complete the other adventures in the **PHLAN2** trilogy, or **PHLAN2-S**, in subsequent sessions. You must apply all deferred experience before playing any other adventures not part of the **PHLAN2** Sovereignty Trilogy.

Note. Any character that does **NOT** accept the ***In Service to the Iron General*** story reward, and then exceeds the level restriction, is ejected from the pyramid by Bane and declared ill-suited for his test.

DM Appendix: NPC Summary

The following NPCs are featured prominently in this adventure.

Cvaal Daoran (cuh-VAAL). *While merely an illusionary body that Colvin Doverson wears during the dream test, the shadow of Cvaal's exploits looms over Colvin. This is a man who started off in the Brothers of the Black Fist at the Citadel of the Raven and rose to Captain before the Time of Troubles. He was promoted, eventually commanded an army to take over Phlan in the name of Bane, and then successfully declared himself Lord Protector after dismissing the Council of Ten. On top of all that, he killed a Prince of Shade and started the Shadowbane War as a result.*

Colvin Doverson (COHL-vin). *During PHLAN1-1 Sepulture, Colvin was shown to have ties to the Emerald Enclave and was the Lord Sage's choice for the best person to lead Phlan. He wants to reinstate the old monarchy, as well as renegotiate the ancient trade deals with the cities of the Moonsea to help build Phlan's economy. Unfortunately, he just isn't as sure of himself as he wants others to believe. He invokes the name of Cvaal in the hope that he can be as great of a leader as his ancestor.*

Appendix: Monster Statistics

Assassin

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant, Common

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and 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.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and 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.

Blackguard

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

Actions

Glave. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Champion

Medium humanoid (human), lawful neutral

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its crossbow.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half its total hit points remaining.

Evoker

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages Common and any three languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, * *light*, * *prestidigitation*, *ray of frost**

1st level (4 slots): *burning hands*, * *mage armor*, *magic missile**

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

3rd level (3 slots): *counterspell*, *fireball*, * *lightning bolt**

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

5th level (2 slots): *Bigby's hand*, * *cone of cold**

6th level (1 slot): *chain lightning*, * *wall of ice**

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Phaerimm, Adult (Ultrloth)

Medium fiend (yugoloth), neutral evil

Armor Class 19 (natural armor)

Hit Points 153 (18d8+72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Stealth +8

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

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Innate Spellcasting. The ultrloth's innate spellcasting ability is Charisma (spell save DC 17). The ultrloth can innately cast the following spells, requiring no material components:

At will: *alter self*, *clairvoyance*, *darkness*, *detect magic*, *detect thoughts*, *dispel magic*, *invisibility* (self only), *suggestion*

3/day each: *dimension door*, *fear*, *wall of fire*

1/day each: *fire storm*, *mass suggestion*

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

Magic Weapons. The ultrloth's weapon attacks are magical.

Actions

Multiattack. The ultrloth can use its Hypnotic Gaze and makes three melee attacks.

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

Hypnotic Gaze. The ultrloth's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the ultrloth, the target must succeed on a DC 17 Wisdom saving

throw against this magic or be charmed until the end of the ultrloth's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the ultrloth's gaze for the next 24 hours.

Teleport. The ultrloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Phaerimm, Young (Oni)

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10+39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Magic Weapons. The oni's weapon attacks are magical.

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

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

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Glaive. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

Prince of Shade (Archmage)

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; non-magical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages Common and any five languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. It's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

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

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

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

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

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

* The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Veteran

Medium humanoid (human), lawful neutral

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 Common

Challenge 3 (700 XP)

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:* 6 (1d10 + 1) piercing damage.

War Priest

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stonewalk*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

Multiattack. The priest makes two melee attacks.

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

Reactions

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Warlord (Cvaal/Colvin)

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages Common and any one language

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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Legendary Actions

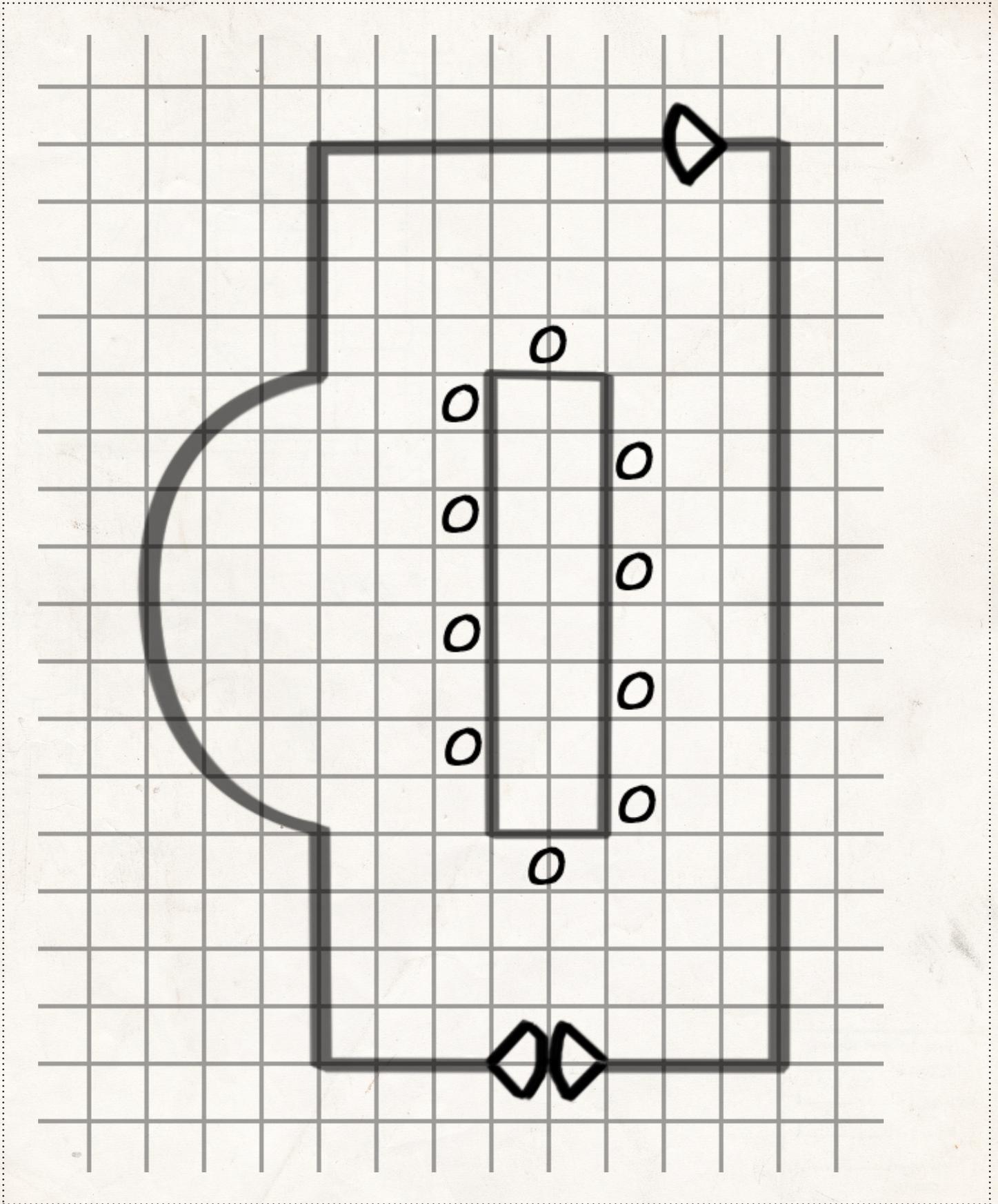
The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

Appendix: Dining Parlor Map



Player Handout 1: Phaerimm



Player Handout 2: Bodies & Personalities

Read This First!

During this portion of the adventure, your character inhabits the body of a person or creature from Faerûn's past. The text below contains information about that individual. You can use what is presented to guide your roleplaying, or you can ignore it if it is too overwhelming. The decision is entirely yours. In the end, you are still playing YOUR character, you simply appear outwardly different to everyone around you.

Regardless of your choice, you should consider what your character hopes to accomplish during the upcoming meetings. You may have objectives or ideas your own, which is fine. If not, simply choose one of the paths below that most closely aligns with your character's desires.

- You can actively work to make Cvaal Daoran a **War Hero** by convincing as many leaders as possible to fully support his war against the Shadovar.
- You can actively work against Cvaal Daoran's war plans by convincing as many leaders as possible that he is **Unworthy**, and that his efforts will ultimately fail.
- You can do **Neither** by refusing to support or hamper Cvaal Daoran's war effort. Choose this option if you would rather just wait and see what happens.

2A. Manshoon

Human (Clone) Archmage

Free Agent of the Zhentarim

Sometime before 1370, the great wizard, Lord Manshoon, created several clones of himself. As calculating as the original, as insightful with powerful arcane magic, and with no love lost when his brethren died, this Manshoon tolerates a subordinate relationship to Fzoul Chembryl, akin to how he treated his creator.

Accustomed to ruling and manipulating from behind the scenes, and now relived of his responsibility of administering to the Black Network, Manshoon seems to have learned a lesson in caution and patience. He has since redoubled his arcane research, seeking ways to transfer his consciousness from one clone to another at will. (*Forgotten Realms Campaign Setting, D&D 3e*)

Physical Description: Manshoon wears a purple cloak with large sleeves and red robes, plus a full-head mask with eye cutouts.

Allied Forces: Brothers of the Black Fist

Fzoul Chembryl and the Brothers of the Black Fist are housed at the Stojanow Gate, right next to the Valjevo Castle. The party can walk right into the square just behind the gate and ask for an audience with Fzoul, who will meet them out there.

Knowledge

Upon entering the body of Manshoon, a character learns a few of his personal thoughts and motivations. These may be useful when dealing with his superiors.

- Phlan will likely not be the only place that the Shadovar strike. Zhentil Keep would be the other logical location.
- Fzoul runs the Zhentarim, not Cvaal, so who is he to make demands?
- Fzoul is a servant of Bane, going back to his time at the Citadel of the Raven. Cvaal started out as a devout Iyachtu Xvim worshipper. Can he be trusted?
- As a clone of a man Fzoul killed, Manshoon has no great love for Fzoul Chembryl. If a war with the Shadovar happens, and Fzoul ends up dying at the hands of a shade, who would be a better candidate to lead the Zhentarim than the loyal Manshoon?

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2B. Fflar Starbrow Melruth

Moon Elf Spellarcher

Former Captain of Myth Drannor, resurrected

Fflar Starbrow Melruth was killed in 714 DR during the Fall of Myth Drannor, went to Arvandor, and was eventually resurrected by Seiveril Miritar in 1374 DR to fight against the daemonfey invasion of Faerûn. Seiveril died in the ensuing conflict to reclaim Myth Drannor. Thereafter, his daughter, Ilsevele Miritar, rose to his position and became the Coronal of Cormanthor. Fflar and Ilsevele were eventually betrothed.

Fflar had a whole other family (wife and son) during his original lifetime. He still carries his sword, Keryvian, and a kite-shaped shield from that time. As a result, he is fiercely loyal to his ancient culture.

Physical Description: Male, tall with broad shoulders, russet hair in a braid, handsome face.

Allied Forces: Cormanthyr Coronal's Legion

Ilsevele and the Cormanthyr Coronal's Legion are a bit upriver by the Stojanow Trail, just inside the Quivering Forest tree line. Ilsevele and Fflar were summoned by Cvaal in Fzoul's name as a renegotiation of their peace terms.

Knowledge

Upon entering the body of Fflar, a character learns a few of his personal thoughts and motivations. These may be useful when dealing with his superiors.

- Cormanthor and Phlan already negotiated peace. If Cvaal backs out, it would be his fault, not that of the elves.
- Fzoul has allied with the phaerimm, and Teldorn has allied with beholders, so there's plenty of reasons to NOT support the enemy of your enemy.
- If the Shadovar manage to take down Phlan, what will stop them from continuing onward to the rest of the Moonsea and Cormanthyr?

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2C. Xavlal

Beholder, Polymorphed into a human

Actually Vaxall of the Dying Gaze, elder eye tyrant

Teldorn Darkhope and Fzoul Chembryl know that Xavlal is a beholder who polymorphs into a human, but no one else in their forces is aware of the fact. Neither know that Xavlal is actually a much older beholder by the name of Vaxall of the Dying Gaze, the most powerful beholder of the Alimir Hive community, in the beholder city of Zokir.

When Vaxall thirsted for more power, it unified the eye tyrants of Alimir Hive and offered an alliance to Teldorn. Together with Teldorn's Knights of the Black Gauntlet, they seized control of Mintar in 1362 DR. Even though Mintar is now a joint church-army-city dedicated to Iyachtu Xvim, Vaxall is still enjoying the benefits its alliance. It listens for any whispers of ancient artifacts and uses its own agents (and Teldorn's) to spread disinformation about the weaknesses of beholders throughout beholder cults in Arnaden.

Physical Description: A spry young man of 18 years, tall and gangly but with attentive eyes. Xavlal has no armor, only fine clothes of Calimshan make, but his tabard has the Knights of the Black Gauntlet emblem on it.

Allied Forces: Knights of the Black Gauntlet

The Knights of the Black Gauntlet army has set up a makeshift shrine to Iyachtu Xvim in the lowlands to the northwest of Valhingen Graveyard. Iyachtu Xvim is the son of Bane and a half-demon. Since Cvaal was a Crusader of Xvim when he was a Captain in the Zhentarim, he wrote to Teldorn Darkhope – a cleric who ruled the city of Mintar with a Xvim army – for support in the upcoming war.

Knowledge

Upon entering the body of Xavlal, a character learns a few of his personal thoughts and motivations. These may be useful when dealing with his superiors.

- Mintar is far to the south. What benefits can be gained by bringing the rest of the army to Phlan?
- Remnants of the Academy of the Drawn Sword and others in Saelmur are going after Mintar to reclaim it.
- Cvaal has long since left the faithful of Iyachtu Xvim for his father, Bane. What loyalty then does Cvaal have to Teldorn and Mintar?
- Teldorn's cousin, Scyllua Darkhope, is the better known of the Darkhope family, but her legacy is now infamous because of her defeat in Shadowdale. Yet, Scyllua wasn't even born a Darkhope. She adopted the name late in life.

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2D. Adon

Priest of Kelemvor

Named after Kelemvor's adventuring companion

By all accounts, Adon is just another devout Kelemvorite. He knows the origin of his name quite well, because he was told the stories of Kelemvor, Mystra (as Midnight), and Adon during the Time of Troubles quite often and in great detail. Despite the original Adon's descent into madness, he was named for the companionship the man shared with Kelemvor during his lifetime. Aside from Doomguide Valhingen, however, Adon is the next most respected member of the Order of the Silent Shroud in Phlan. Cvaal recognizes the powerful influences that religion can have on people, so he gave the Order of the Silent Shroud the graveyard and its surroundings in an attempt to curry favor. This is Cvaal calling in a very big debt, because Kelemvor is a neutral deity who would willingly usher fallen Banite soldiers into Bane's hands for their afterlife.

Physical Description: Shorter for a male human, but sturdy with slicked-back brown hair.

Allied Forces: Order of the Silent Shroud (and Emerald Enclave by extension)

The Order of the Silent Shroud was given custodianship of Valhingen Graveyard by Cvaal Daoran in 1375. It was the Order, with the Emerald Enclave's help, that cleared out the undead there. Because it established them as the largest religious presence outside of Bane, they are still somewhat in Cvaal's debt. Doomguide Valhingen is in charge currently, and is also descended from the Valhingen family for whom the Graveyard was named.

Knowledge

Upon entering the body of Adon, a character learns a few of his personal thoughts and motivations. These may be useful when dealing with his superiors.

- Since Cvaal gave the Valhingen Graveyard to the Order of the Silent Shroud, the Kelemvorites are somewhat in his debt.
- Cvaal seems to have aligned himself with Bane. While Kelemvor is a neutral god, would he approve of his followers actively working with a man who venerates a deity so evil?
- What of the dead and the dying? Someone has to see to the people of Phlan if there is a war.

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2E: Nycella Doverson

Mistress of Cvaal Daoran

Ancestor of Colvin Doverson

Nycella has known about Cvaal's dalliances with other women for a long time, such as his many attempts on the staunch defender of the Citadel of the Raven, Lady Alicia, when he served with the Iyachtu Xvim army in his younger years. It was this nostalgia she invoked to eventually catch his eye. Thus, she dresses in the finery befitting a woman of Lady Alicia's stature, which allows her to leverage her connection to Cvaal a bit more than a mistress normally would. She is viewed as above the status of a "common wench", even if she isn't nobility, and Cvaal hopes to use her rapport with the common folk to his advantage.

Physical Description: Tall with long black hair in curls. Dressed in finery that did not come from the Moonsea.

Allied Forces: Emerald Enclave (and Order of the Silent Shroud by extension)

The Order of the Silent Shroud was given custodianship of Valhingen Graveyard by Cvaal Daoran in 1375. It was the Order, with the Emerald Enclave's help, that cleared out the undead there. Because it established them as the largest religious presence outside of Bane, they are still somewhat in Cvaal's debt. Doomguide Valhingen is in charge currently, and is also descended from the Valhingen family for whom the Graveyard was named.

Knowledge

Upon entering the body of Nycella, a character learns a few of her personal thoughts and motivations.

- At this time, Nycella Doverson is just over three months pregnant. Does she really want to bring a child into a world dominated by a Shadovar war?
- Nycella's relationship with Cvaal has raised her social status. Without the Lord Protector, she is little more than a peasant dressed in finery.
- If Cvaal starts a war and loses, what does that mean for her?

Player Handout 2: Bodies & Personalities

Read This First!

During this portion of the adventure, your character inhabits the body of a person or creature from Faerûn's past. The text below contains information about that individual. You can use what is presented to guide your roleplaying, or you can ignore it if it is too overwhelming. The decision is entirely yours. In the end, you are still playing YOUR character, you simply appear outwardly different to everyone around you.

Regardless of your choice, you should consider what your character hopes to accomplish during the upcoming meetings. You may have objectives or ideas your own, which is fine. If not, simply choose one of the paths below that most closely aligns with your character's desires.

- You can actively work to make Cvaal Daoran a **War Hero** by convincing as many leaders as possible to fully support his war against the Shadovar.
- You can actively work against Cvaal Daoran's war plans by convincing as many leaders as possible that he is **Unworthy**, and that his efforts will ultimately fail.
- You can do **Neither** by refusing to support or hamper Cvaal Daoran's war effort. Choose this option if you would rather just wait and see what happens.

2F. Phaerimm Attendants: Aerl and Aurno (2 characters)

Attendants to the Phaerlinn Diplomats

Native Abominations

Known to subjugate other races when possible, phaerimm traditionally feed on magic and make slaves of the nonmagical members of the other races. Often, they simply torture such beings for sport. They are native to Faerûn, despite all appearances to the contrary.

Feared as spellcasters, they require all four of their hands to cast their brand of magic. The phaerimm language is entirely non-verbal. They communicate with non-phaerimm telepathically. Unless unable to do so, they always fly.

Aerl and Aurno specifically are charged with ensuring the war actually happens, because it will mean a legitimate opportunity – in the eyes of their ally Fzoul Chembryl – to take slaves. Their superiors are also interested in what shades taste like.

Physical Description: Like any other phaerimm (see **Player Handout 1: Phaerimm**) but with a pendant showing the Zhentarim crest dangling from their tails.

Allied Forces: Phaerimm

Unlike the other seconds-in-command, the phaerimm attendants aren't worried about their superiors coming to Cvaal's dinner. Of course they will be there, they have an alliance to uphold. The attendants are more interested in gaining the support of the other forces in Phlan by speaking to their leaders.

There are some rare phaerimm that speak Common, although they still do so using telepathy.

Knowledge

Upon entering the body of one of phaerimm attendants, a character learns a few of its personal thoughts and motivations.

- Why do the lesser races ponder war so greatly? Make war, take slaves, and then eat them. It's simple!
- It really would be nice to cease all this senseless talking and just start fighting.
- If Cvaal proves to have no stomach for war, he should be replaced with another pink fleshling who does!

Special

While inhabiting the body of a phaerimm attendant, you gain a fly speed of 60 ft.

Player Handout 3: Rewards

Treasure Award

The Guardian Medal is bestowed to each character. The medal has a value of 1000 gp, but is worth more by displaying it in Phlan. It garners significant influence within the city, and to a lesser degree in other Moonsea cities. Adventurers wearing a guardian medal gain advantage on all Charisma based ability checks within the Phlan.

Magic Award

Adventurers who finish the event by either convincing or defeating the candidate, earn the following blessing from Tyr.

Tyr's Blessing of Command

Blessing, very rare (requires attunement)

This blessing has been bestowed upon you by Tyr in recognition of your service to the city and citizens of Phlan in the face of great peril to your own well-being. Your Charisma score increases by 2, up to a maximum of 20. This blessing may be refused. If accepted, it requires an attunement slot.

This blessing is offered to all adventurers regardless of completing the other two adventures in the trilogy. This blessing is not tradeable, and if refused or unattuned, it may not be regained.

Story Award

Characters have the opportunity to earn the following story awards during this adventure.

In Service to the Iron General. This is an optional reward. You may choose to forgo applying the experience of this adventure if doing so would advance you to 17th level. You may only defer the awards in order to complete the other adventures in the ***PHLAN2*** trilogy, or ***PHLAN2-S***, in subsequent sessions. You must apply all deferred experience before playing any other adventures not part of the ***PHLAN2*** Sovereignty Trilogy.

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