

THE ROYAL WE

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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. Jhessail Greycastle, with her grand plans for the future of Phlan, 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: The Royal We*, a D&D Adventurers League™ adventure from Baldman Games, 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:

- Reinstall 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:

- Reinstall 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 adventurers are nursing a very easy job that unfortunately is coming to an end very soon, that of monitoring the election proceedings in Phlan. On the last day of their assignment, election day, they are called upon to investigate the disappearance of the candidates who were last seen entering the Lyceum of Bane.

Their investigation lead them to discover that the gods themselves have taken interest in the mortal affairs in Phlan. Bane has taken exception to the election considering the defeat of his priest representative in a previous adventure. In this trilogy of adventures, Bane has set a plan into motion to test to the remaining candidates within

demiplanes of their own minds, where Bane has given them great power. The adventurers will be unwilling participants, as they must try to convince each candidate that they are under the influence of the Black Lord himself.

In this adventure, the players have opted to free Jhessail Greycastle. Bane holds them in a dreamstate to tempt and test her into following the tenets of Bane. In this dream, Greycastle must defend Phlan from the besieging forces that seek to tear it down. She leads the defense from Valjevo Castle.

The adventurers are given command of the siege forces and directed to attack the city. Using mass combat rules, they lead the assault on Phlan and capture important locations throughout the city.

Once the adventurers have subdued Phlan, all that remains is Valjevo Castle. On the castle grounds, Tyr has intruded on Bane's creation to leave a puzzle for the adventures. If they are able to solve it, they receive a clue on how to save Jhessail Greycastle and are given a magical item to assist them.

The adventurers finally face Greycastle in the throne room of Valjevo Castle. They must overcome the chains that Bane has laid upon the paladin and break his hold over her to release both themselves and Greycastle from the Black Lord's demiplane.

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 Jhessail Greycastle

A loud booming thud echoes as you pull the door open. A round room with glowing candlelight is revealed. At the center of the room is a raised platform and dais, upon which lays Jhessail Greycastle. On the opposite side of the room is a young boy with tanned skin and thick locks of dark hair. The boy is dressed in the well-made clothes of a noble's son. He is playing with puppets while muttering to them, as if giving them instructions.

General Features

The area has the following features.

Mural. The paintings are very detailed and depict, among other things, the arrival and slaying of Vorgansharax, the cleansing of the Necropolis, the liberation of Phlan, and many more significant events in Phlan's recent history.

Ceiling. The roof of the domed ceiling cannot be seen. It instead displays a life-like replica of the Faerunian night sky and constellations.

Jhessail Greycastle. The knight captain lies unconscious on a table that sits on a raised dais in the center of the room. Approaching Greycastle reveals that there is a force field preventing anyone from stepping onto the dais. If anyone attempts to talk to or get near Greycastle, the child speaks up, "No! You can't talk to her. She is very busy at the moment."

Child. The child is an avatar of Bane. If the adventurers look at the puppets, they notice

they resemble Jhessail Greycastle, Barret Sokol, and Colvin Doverson. 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 as detailed below.

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.

First Time Adventurer

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

"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 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. GIVEN COMMAND

Expected Duration: 30 minutes

After Bane summons the darkness, the adventurers are cast into Jhessail Greycastle's mind, where Bane tests her to see if she is worthy of becoming his chosen ruler of Phlan. For this test, Bane has constructed a siege of Phlan, and Jhessail must defend the city from its many foes. This siege will use the Mass Combat Rules found as an appendix to this adventure.

Arrival in the Siege Camp

The darkness clears to reveal a familiar sight – the Valhingen Graveyard on the outskirts of Phlan. Once the domain of the dead, the graveyard now serves another purpose – war. A military camp has been set up between the crypts and around the tombstones. The army seems to be composed of all manner of races and peoples who dwell around the Moonsea.

The adventurers have a few minutes to look about. They see all sorts of preparations for war happening. Before they get can get too distracted, they see Barrett Sokol striding toward them.

"Ah, you've arrived!" a voice calls out to you. You turn to see Barrett Sokol approaching you. He is dressed in beautifully crafted armor that has never seen a dent. "You've come just in time. Our armies have fully invested Phlan. Now it's time to assault the walls. We need you, our greatest heroes, to take command and lead the assault!"

Barrett Sokol wants the adventurers to take command of the besieging armies and retake Phlan from the oppressive tyranny of Jhessail

Greycastle. He and Colvin Doverson have collected a large force from throughout the Moonsea. He honestly believes that only the adventurers are capable of leading the army to victory, and that any assault without them is doomed to failure.

Barrett Sokol and any of the members of the army do not believe they are in a dream. They believe they are in Faerûn and everything is completely normal. They reject any argument or evidence otherwise.

If the adventurers ask about Jhessail, either Barrett or other members of the army will regale them with stories of the Tyrant of Phlan. They explain that she drafted anyone capable of holding a weapon and gathered the largest army ever seen in the Moonsea under her banner. She used her army to strike at every possible enemy. Jhessail Greycastle, they say, is a threat to the entire region. She won't be satisfied until everyone is under her heel.

If the party agrees to take command, proceed to **Battle Preparations** below. If the party declines any involvement in the siege of Phlan, continue to the **Bypassing the Siege** section.

Roleplaying "Barrett Sokol"

This is not actually Barrett Sokol, but Jhessail Greycastle's impression of him. He is a smiling charmer who doesn't like to get his hands dirty. His armor is pristine because he will not engage in battle. He is extremely wealthy and spends money without thought. He promises the adventurers any amount of money they want, providing they agree to lead the siege.

Battle Preparations

If the adventurers agree to lead the siege, Barrett reviews the forces at their disposal.

Besieging Forces

The forces were gathered from throughout the Moonsea to put an end to the threat posed by Jhessail. Gladiators from the arenas of Hillsfar, archers from Elventree, mages representing the Cloaks of Mulmaster, and dwarven champions from the Hammersfell Clan. They are utterly loyal to the cause and will follow the adventurers' commands.

Preparing the Troops

Barrett introduces each of the adventurers to their troops:

1. Distribute **Player Handout 1: Battle Unit Records**. Each attacking unit must be represented at least once, (gladiators, archers, mages, and champions). Be sure to have extra copies of each unit type in case there are more than 4 players. For the additional units, players are free to choose whichever they like, (i.e. an additional unit of archers).
2. Instruct the players to calculate their unit's initiative and morale. The Battle Unit Record sheets have directions to make those calculations as well as the most important siege rules they need for combat.
3. Note the player unit selections and calculations, and complete the **Appendix: Mass Combat Unit Summary**, noting each unit's Morale and Initiative.
4. Build the defending forces by matching the attacking units based on the list below. Note them on the **Appendix: Mass Combat Unit Summary**.

Defending Forces

Gladiators – Hobgoblin Warlords
Archers – Zhentarim Veterans
Mages – Hobgoblin Devastators
Champions – Blackguards

Defending Forces

Barrett's scouts have learned about some of the defending forces: hobgoblin warlords and devastators from Thar, Zhentarim veterans who don't honor the alliance with other factions, and the elite blackguard of the Black Fists.

Map of Phlan

Barrett also apprises the adventurers of the state of the city. His cartographers have prepared a map for the party to use. It shows the major locations in Phlan, as well as the location of known defending forces. Give the players **Player Handout 2: Siege Map of Phlan**.

Objectives

Finally, Barrett reviews the objectives of the siege.

- **Breaching the Gate.** This happens automatically and signals the start of the siege.
- **Take Podol Plaza.** The plaza is a hub for the defenders. Taking this point in the city breaks the coordination of the defenders.
- **Secure the Stojanow Gate.** This gate guards the entrance to Valjevo Castle.

When the party is ready to make their assault, proceed to **Part 2: Siege of Podol Plaza**.

Bypassing the Siege

The party may decide to attack Jhessail Greycastle directly and skip the necessity of a siege. Barrett will discourage this, as without a successful siege, Jhessail will have much of her military might at her disposal. An attack upon her without bleeding some her forces could result in the adventurers being overwhelmed by numbers. This is not a recommended path, and it is left to the DM's discretion.

If the adventurers insist upon bypassing the siege, they can sneak down the wall and climb over without trouble, as most of Jhessail's force is focused upon the impending fight at the gate. If this happens, the party stumbles upon a patrol of four **blackguards** and four **hobgoblin devastators** as they traverse the empty city

streets. Run this encounter as you see fit, using generic terrain and city features.

The adventurers may wish to sneak directly to the castle, but when they complete this encounter, they find the forces defending Phlan significantly diminished, and the path to Stojanow Gate clear. Proceed to **Part 3. Stojanow Gate** to continue the adventure.

Adjusting the Encounter

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

- **Very weak:** Remove a **blackguard** and a **hobgoblin devastator**
- **Weak party:** Replace two **blackguards** with two **hobgoblin devastators**
- **Strong Party:** Add a **blackguard** and a **hobgoblin devastator**
- **Very strong party:** Add two **blackguards**



PART 2. SIEGE OF PODOL PLAZA

Expected Duration: 70 minutes

For this encounter, the adventurers act as commanders during the siege on Podol Plaza. Use the Mass Combat Rules found in the appendix to run this encounter.

The Battlefield

Efforts have been underway to repair the bridge in order to allow a battering ram access to the gate. Barrett is confident the ram will quickly breach the gate and serve as cover for the attackers once inside. The gate is a four-towered barbican that surrounds a central courtyard.

Podol Plaza was one of the mercantile hubs of Phlan. It is now a mustering point for the defense of the city. With the approach of the besieging forces, many of the city's defenders have gathered here to repulse the invaders, although some have been dispatched to the docks, where Colvin Doverson plans to attack as a distraction from the Moonsea. As the battle draws near, dark clouds gather overhead, casting the entire plaza in dim light.

Starting the Siege

Determine initiative order. Attacking units begin on the bridge outside the gate. Any battle unit can use the battering ram and go first. When the gate is breeched, begin initiative. The attackers take fire from the plaza (with cover) and from the veterans in the tower.

The Walls and Gate

The gate is a four-towered barbican that surrounds a central courtyard. The walls are 30 feet tall, while the towers are 40 feet tall. The walls are 25 feet wide. While in the barbican, units have cover from the plaza, but they are subject to attacks with advantage from the veterans in the gate towers.

Defending Forces and Tactics

The plaza is an open square with no obstacles, but many of the surrounding buildings have been burned to rubble and impose difficult terrain.

Gate Towers. The veterans in the towers have advantage on targets below. A unit may enter a tower from the protection of the barbican (the four towers of the gate). The barbican can hold two units. It provides cover from the forces in the plaza, but not from the veterans in the towers. The battering ram can be moved out into the plaza and provides cover for one unit. While in the towers, units occupy the same square. The gate towers hold a maximum of three units.

Central Tower. A central tower holds the devastators, who attack at range with advantage against any targets below. While in the tower, units occupy the same square. The central tower holds a maximum of two units.

Ground Forces. Flanking the central devastator tower are two walls that provide cover for one unit each. The hobgoblin warlords and blackguards are at these locations. They advance when able and attack in the same round. Until then, they take the Guard action.

Additional units. If there are more than four players, the DM must add additional units. The additional units hide behind the buildings on either side and attempt to flank the advancing ground forces as they move into the square. Units can move between the buildings at half speed.

Mass Combat Rules in Adventurers League

These rules are provided as an advanced release of Unearthed Arcana and approved for DDAL use in this adventure. For ease of play in a timed public play setting, and because we are trying to focus on the siege rules, they are slightly adapted. The following apply:

(continued next page...)

- Adventurers with the Soldier background, Battlemaster archetype, Purple Knight archetype, or War divine domain gain a +1 Morale bonus to any battle units they command.
- For the Podol Plaza siege only, the adventurers act as the commanders and do not use their individual abilities, which are factored into their unit's Battle Rating. Adventurers add a +10 BR modifier to the unit's BR total. This is already calculated on the Battle Unit Record sheets.
- If an adventurer's battle unit is defeated, they join the nearest friendly unit. Add a +10 BR bonus to that unit. An adventurer may only join another unit if their unit is defeated.
- If the siege looks like it is going to be a loss for the attackers, at the DMs discretion, adventurers can break away from command and use their individual powers to ensure victory. The goal of the encounter is simply to give the adventurers a taste of mass combat and express the importance Bane places on war. A defeat in the siege does not end the adventure, but it may require some improvisation on the DM's part as the adventurers attempt to recover and make their way to Stojanow Gate.
- Because of the size of the battle units, map area, and scale of combat, the unit of scale has been reduced from one square = 100 feet, to one square = 25 feet. Consequently, rounds last 15 seconds instead of one minute. This does not affect the battle mechanics.

Battlewise

A successful DC 15 Wisdom (Insight or Survival) check reveals the defending forces relative strength and how they match up against the attacking forces, as detailed in the fourth entry under the Preparing the Troops portion of the Battle Preparations section on page 9. Characters with the Soldier background, Battlemaster archetype, Purple Knight archetype, or War divine domain know this information automatically.

After the Siege

Once Podol Plaza has been secured, Barrett Sokol strides in and praises the adventurers, proclaiming victory. Any celebrations are brief, for Barrett immediately receives a report that the forces approaching Stojanow Gate are being destroyed. The adventurers are needed to handle the situation at the gate personally. There are reports of undead and one trembling survivor who claims, "The Gate walks!" Proceed to Part 3: Stojanow Gate to continue the adventure.

Expanded Siege Options

The Podol Plaza siege encounter is designed as an introduction to the mass combat mechanics, and as such, it is simplified. However, with familiarity and additional time, the encounter can be expanded. Larger battle units and siege weapons can be employed. Adventurers can be allowed to fight as solo combatants, using their own abilities. Also, inserting critical events and important opposing NPCs, as detailed in the last section of the rules, will allow the adventurers a way to shine in the encounter.



PART 3. STOJANOW GATE

Expected Duration: 20 minutes

The Stojanow gate is very near the plaza and requires only 5-10 minutes to reach.

The great Stojanow Gate towers above you, guarding the approach to Valjevo Castle. Jhessail has massacred the citizens of Phlan who refused to bow to her will, and now you stand among their hundreds of corpses that lay before the gates. Severed heads impaled on spikes look down upon you.

The corpses are all the innocents in Phlan who would not fight for Jhessail. She gathered and massacred them here as part of her final defense of Valjevo Castle. The corpses include pacifists, children, the elderly, and the crippled – any deemed weak in the eyes of Bane. This is readily apparent to anyone who looks at the moldering pile.

An oversized image of Jhessail Greycastle flickers into existence before the gate. She stares down at you with madness in her eyes. "WE see your challenge. You come to impose your will upon US, but you will find nothing but defeat."

She stretches out her hands to the gate, "STOJANOW! Hear OUR call and obey!"

A creaking sound, small at first, grows thunderous, as the metal and stone of the gate twists and transforms into giant hulking masses of iron and rock that break free and roar at you.

Jhessail turns back to you. "You will kneel before US or be knelt." Her image then fades away.

The image of Jhessail Greycastle is a projected image. It can be dispelled, but that has no effect on the stirring attackers.

The gate animates to form two **iron golems**. Four **flame skulls** spin up into the air from the spikes on the walls overlooking the gate plaza.

Adjusting the Encounter

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

- **Very weak:** Replace both **iron golems** with **stone golems**
- **Weak party:** Replace one **iron golem** with a **stone golem**
- **Strong party:** Add two **flameskulls**
- **Very strong party:** Add one **stone golem**

Tactics

The iron golems use their Poison Breath to target as many adventurers as they can at once. Otherwise, they brutally attack the adventurers head on.

The flameskulls cast *flame sphere* and target the iron golems, allowing them to heal themselves with their Fire Absorption trait. The iron golems waive their saving throws and take 7 points of fire damage from each *flaming sphere*. On subsequent turns, the flameskulls cast fireball. They attempt to catch the iron golems and as many enemies as possible in its radius. Again, the iron golems willingly fail their saves and regain hit points equal to the amount of fire damage dealt by using their Fire Absorption trait.

When the golems are defeated, all other combatants fall lifeless to the ground.

Roleplaying the Flameskulls

While the iron golems and zombies are unintelligible, the flameskulls chatter and mock the adventurers throughout the combat

- “Yes, yes, YES! Show us your devotion to strife!”
- “All of Faerûn is Lord Bane’s crucible!”
- “The weak die; the strong survive!”
- “Weed out the unworthy. Prove yourself before the Black Lord!”

Continuing the Adventure

Once the adventurers defeat the enemies at the gate, proceed to *Part 4: Scales of Justice*.



PART 4. SCALES OF JUSTICE

Expected Duration: 20 minutes

The siege of Phlan has been successful! Stojanow Gate has been taken, and the path to Valjevo Castle is now open. One last test awaits the party before they can confront Jhessail. This test is not left by Bane, but by Tyr.

Valjevo Castle

When the party approaches Valjevo Castle, read the following.

A dark reflection of Valjevo Castle rises above you. It is much like the actual castle, but subtly different. This one seems heavier, colder and its battlements convey malice and scorn.

A hazy sphere of rust-red energy surrounds the castle, and you can see no way in that does not pass through the barrier.

Before you are the wide grounds that separate the castle from Stojanow Gate. Ordinarily, the area is used for drilling, festivals, and parades. Now it is littered with pools of water that glow with a soft golden radiance. Among the pools rests an oversized warhammer, its head on the ground and its handle jutting upward in invitation—or perhaps challenge.

If the adventurers have led the siege through Phlan, their soldiers quickly surround the castle so that Jhessail and her elite guard cannot escape. However, the besieging army is not able to penetrate the magical barrier.

If the party searches for other means of entering the castle, they find all ways blocked by the energy sphere.

Barrier of Strife

The sphere of energy that protects Valjevo Castle is a creation of Bane to prevent the adventurers from interfering with his temptation of Jhessail. The sphere is made from magical force. The party cannot move through it, teleport through it, or use any magic to bypass it. Only the will of a god can penetrate the barrier. Fortunately, the party has a god with the will.

Memories in the Balance

Tyr is attempting to interfere with Bane's plan. He has placed the warhammer and pools here as a way to help the adventurers and Jhessail. If any adventurer grasps the handle of the warhammer, they all feel the presence of Tyr and hear his words.

The thoughts of another fill your minds. "Mortals! Know that I am Tyr, the Even-Handed. The Lord of Strife again attempts to bend others to his will. He strips away their sense of self and their judgment. Mortals must rise or fall on their own merits. Their decisions must be their own."

"You will be my missing hand. Build the scale. Weigh all her choices. Her life hangs in the balance. Do this, and I shall open the way."

Tyr does not speak again until the adventurers balance the memory tokens. Adventurers who are curious about why Tyr is interfering can make a DC 12 Intelligence (Religion) check. If successful, they realize that Tyr views the entire temptation of Jhessail Greycastle as unjust. She must be judged for her own choices in life.

The hammer cannot be moved from its spot, and it is impervious to any actions the adventurers take against it.

When the characters investigate the pools, read the following.

Eleven small pools dot the grounds before Valjevo Castle. Each of them is about five feet across and filled with water that glows with a golden radiance. The water is very clear, and you can see the bottom easily.

The pools are each about 2 feet deep. Except for the radiance, the water is normal and harmless. The bottom can be seen quite clearly.

Each of the pools holds an object. In four of the pools are the pieces to make the scale. In the rest are tokens that represent a choice made by Jhessail in her past. The objects listed below can be retrieved by any conventional means:

- **Pool A:** Scale base
- **Pool B:** Scale balancing beam
- **Pool C:** Scale pan
- **Pool D:** Scale pan
- **Pool E:** Bundle of arrows (1 points)
- **Pool F:** Dirty clothing (2 points)
- **Pool G:** Visored helm (3 points)
- **Pool H:** Brass ring (4 points)
- **Pool I:** Broken gauntlet (5 points)
- **Pool J:** Laurel crown (6 points)
- **Pool K:** Tear-shaped emerald (7 points)

Once the four pieces of the scale have been retrieved, it is a simple matter to assemble the scale. The scale is already calibrated and ready for the party to use. It simply needs to be placed on a flat surface.

When removed from the pool, a memory token triggers a vision of a memory from Jhessail's past. All the adventurers see the vision at once. The visions are included in **Player Handout 7: Memory Tokens**. Cut up the page and distribute the visions to the players as they remove them from the pool.

Solving the Puzzle

The goal of the puzzle is to balance the scale with Jhessail's memories. Each of the memories has a metaphysical weight denoted in the bulleted list above. That point value is for you only. The

Appendix: Memory Token Chart is an aid provided to help calculate the token weights in the two pans.

The players can find out the metaphysical weight of the memory tokens through experimentation and analyzing the importance of the visions. They can also determine the point value of the memory tokens by weighing them against each other on the scale.

The metaphysical weight of the tokens has nothing to do with their real mass, so the players can't make any determinations by seeing how physically heavy the tokens are.

The object is to balance the scale with Jhessail's decisions that are more just against those that are more tyrannical. Also, the just actions have a component of individualism, while the tyrannical actions are plural and feature a loss of identity. The point value of each side will equal 14.

The solution is as follows:

Pan 1: Tokens of Justice

- **Bundle of Arrows (1).** Symbolizes working together for a common good.
- **Dirty Clothing (2).** Symbolizes the need for friends and allies to overcome great challenges.
- **Broken Gauntlet (5).** Symbolizes questioning and searching for answers.
- **Laurel Crown (6).** Symbolizes giving others power over their own lives.

Pan 2: Tokens of Tyranny

- **Visored Helm (3).** Symbolizes that the strong should make decisions for others.
- **Brass Ring (4).** Symbolizes fealty to an order built on domination over others.
- **Tear-Shaped Emerald (7).** Symbolizes the betrayal of promises and exploitation of others.

Bane's Punishment for Impertinence

Bane is not one to let the adventurers circumvent the Barrier of Strife uncontested. The first time more than one memory token is placed in one of the scale pans, read the following.

Bane's voice rumbles across the courtyard. "The weight of these memories is a lot for Jhessail to handle. Perhaps you'd like to share her pain?"

The Barrier of Strife then emits an arc of force energy that strikes the person placing the memory tokens into a scale pan. That individual takes 18 (4d8) points of force damage or half that amount with a successful DC 15 Dexterity saving throw.

The force energy attack re-occurs every time tokens are added to a pan. If an adventurer adds multiple tokens to a pan all at once, there is only one attack. If tokens are added one by one, then the attack happens every time. The pans are figured separately, so tokens added to different pans at the same time prompt two different attacks.

Helping Stuck Players

If you feel the players need a bit of help with this encounter, have each adventurer make a DC 10 Wisdom (Insight) or other appropriate skill check. Give players who succeed some hints. Hints can include:

- You must use all the tokens.
- You can balance the tokens against each other.
- The memories are somehow tied to the spheres of tyranny and justice.
- Look at the sense of us versus them.

A large hammering sound echoes across the grounds. The noise is almost deafening. You can see large dents appearing in the energy sphere, created by an unseen force. With a final slam, a section of the sphere gives way, revealing a hole large enough for you to pass through.

The gravelly male voice comes from the hammer. "Know that this place is within a mortal's mind. Your actions here may have great consequences for her. If you answer Bane's challenge with strife, you will be victorious, but you may chain her for all eternity. To free her, seek to answer his words with words."

The hammer then sinks into the earth.

Continuing the Adventure

When the adventurers enter the castle, proceed to *Part 5: A Court of Chains*.

Through the Barrier

When the adventurers have successfully balanced the tokens, read the following.

You place the final token in the pan and the scale rocks back and forth for a moment before reaching a perfect balance. The tokens start to glow with the same golden radiance as the pools.



PART 5. A COURT OF CHAINS

Expected Duration: 60 minutes

After climbing through the broken spot in the sphere, the adventurers can walk directly through the main doors, which are standing open. When they pass through the doors, read the following.

The hall from the main doors leads straight back to a large throne room at the heart of the castle. The far wall is dominated by a throne bearing the symbol of Bane – the clenched fist. No one sits on this oversized throne. It is for Bane alone.

Four great statues of Bane line the walls – two on each side. Scores of chains dangle from the 40-foot-tall ceiling and line the walls. Wide gaps in the floor reveal pools of acid. Their vapor steams upward, giving the room a caustic odor and sharp taste.

Kneeling before the throne is Jhessail Greycastle. She appears to be praying. An erinyes hovers over her while two chain devils oversee. It is difficult to tell whether they are her protectors or her jailors.

When a character enters the room (regardless of whether they are using stealth or invisibility) a loud gong sounds. Because of this, Jhessail is impossible to surprise. Read the text below.

When you enter the room, a loud gong sounds, and Bane's disembodied voice booms, "Enemies approach. Your judgment is at hand."

Jhessail stands and draws her sword. "I will prove myself worthy in the eyes of the Great Tyrant!" she cries and advances your way.

Jhessail is a warlord. She is aided by three **chain devils** and one **erinyes**.

Note. Remember that these creatures cannot be banished from the demiplane.

Adjusting the Encounter

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

- **Very weak:** Remove the **erinyes**
- **Weak party:** Replace the **erinyes** with a **chain devil**
- **Strong Party:** Add a **chain devil**
- **Very strong party:** Add an **erinyes**

Tactics

The chain devils use their *Animate Chains* action to control the chains that dangle from the ceilings. The chains can reach all way to the floor. The devils also use chains to carry themselves over the acid pits as needed and to make additional attacks against enemies within reach. If they grapple a target, they also attempt to move it into the acid pits (see *Moving a Grappled Creature* on page 195 of the *Player's Handbook*). They use their *Unnerving Gaze* reaction to appear as Barret Sokol or Colvin Doverson. Finally, they attempt to stay within 30 feet of Jhessail.

The erinyes keep to the air as much as possible, using longbow attacks. They will land and engage in melee combat if this strategy proves ineffective. They too attempt to stay within 30 feet of Jhessail.

Jhessail prefers to engage foes with her greatsword. She also attempts to shove targets into the acid pits (see *Shoving a Creature* on page 195 of the *Player's Handbook*). She makes liberal use of her *Command Ally* legendary action, preferring to grant the erinyes extra attacks. Since its target ally must be within 30 feet, she tries her best to remain at the center of the fight.

Roleplaying Jhessail Greycastle

Jhessail is in the thrall of Bane during this encounter. She only speaks in the royal “we”, as she parrots the liturgy of the Black Lord. She engages the adventurers in conversation as she commands her diabolical guardians. Below are some ideas of things that she can say. Feel free to make up more comments based on the dogma of the Whispering Idols below.

Adventurers who make a successful DC 15 Wisdom (Insight) check determine that Jhessail does not actually believe what she is saying.

- “Yes! Let **US** do battle! Bloody conflict in the service of the Lord of Strife!”
- “**WE** shall strike you down. Any who oppose **US** will fall. Your doom is coming at **OUR** hand!”
- “Run from **US**, little creatures. Let your weak heart reveal its true nature. You are cowards. Flee from **OUR** might!”
- “**WE** shall rule this city in **OUR** image. **WE** shall rise stronger and greater and more terrible than anything you can imagine!”

Throne of Bane

The throne of Bane looms over the chamber from the far side of the room. If an adventurer sits on the throne, Bane teleports the offending character to the bottom of one of the pits of acid. Acid damage immediately ensues.

Additionally, on initiative count 20 (losing initiative ties), Bane can take a lair action to cause one of the following magical effects. Bane can’t use the same effect two rounds in a row.

- Bane gates in a **chain devil** to appear somewhere in the room. It joins combat on the round it is summoned.

- Bane automatically dispels any one magical effect in the room.
- Bane casts *Bigby’s Hand* and uses the Forceful Hand option to push one of the adventurers into an acid pit. Bane can see anyone in the throne room, regardless of stealth or invisibility.

Pits of Acid

The pits are 10 feet deep and contain very powerful acid that comes up to 5 feet below the level of the pit. Anyone who falls into the acid immediately takes 50 (10d10) points of acid damage. Creatures that begin their turn in the acid take an additional 27 (5d10) points of acid damage and another 27 (5d10) points of acid damage the round after emerging from the acid. Climbing out of a pit requires a DC 12 Strength (Athletics) check. Due to the pit’s slippery sides and the noxious fumes from the acid, the check is made at disadvantage.

If Jhessail is pushed into the acid, a chain devil uses an animated chain to lift her out.

Chains of the Thrall

When Jhessail is successfully hit and takes damage of any type, read the following.

Insubstantial chains made of red energy flicker into being around Jhessail. The chains connect her to the four idols along the walls. One of the chains pulses, as the force of your blow is absorbed and transferred to one of the idols.

The damage is passed from Jhessail to the idol with the highest hit points (determine randomly if there is a tie). The chains then vanish from sight. The chains cannot be targeted by attacks or spells, but the idols can.

The Whispering Idols

When an adventurer gets close to an idol, read the following.

Set in small chapels on the sides of the throne room are four large statues. Each of them resembles a heavily armored man whose face is hidden by a helm, and the right hand of each bears a jeweled metal gauntlet. When you get closer, you can hear them whispering words in an endless litany.

The throne room holds four large stone idols of Bane. Each one whispers dark seductions on why brutal power is necessary. They are fixed to the floor and cannot be moved. Each idol has an AC of 17, 142 hit points, and immunity to poison and psychic damage. If reduced to 0 hit points, an idol is destroyed and no longer absorbs damage for Jhessail.

Each of the idols is tied to one of the dictates of Bane. It whispers the creed over and over, which can be heard by anyone within 5 feet of the idol. The whispers tied to each idol are listed below.

- **Idol 1:** "The strong rule; the weak obey. Impose your will on others, or they will impose their will on you. Stand or be knelt."
- **Idol 2:** "Punish those who defy you. They must rue crossing you. Every slight must be answered a thousand-fold. No challenge can go unanswered."
- **Idol 3:** "Strike terror into your foes. Make others fear your wrath, for fear is weakness. Make your opponents weak."
- **Idol 4:** "Strife is opportunity. Encourage conflict for it allows the strong to rise and the weak to fail."

Adventurers who listen to an idol's whispers instantly remember Tyr stating that they must answer Bane word for word, and they can argue against the idol. If an adventurer spends an action to argue against the idol, the player can make a DC 16 Charisma (Persuasion), Intelligence (Religion), or Wisdom (Insight) check. If the player roleplays the theological debate, grant advantage on the roll. If you believe the argument is particularly good,

allow the check to automatically succeed. If the check is successful, the statue breaks and crumbles into rubble. This destroys one of the chains that protects Jhessail.

If the players do not understand how to use Tyr's advice, allow their characters to make a DC 15 Wisdom or Intelligence check as a bonus action on their turn. If successful, tell them they can make the checks above, but do not let them know the DC.

If an idol is broken, either through damage or dissertation, the chain that connects the idol to Jhessail becomes visible one last time as it shatters. Jhessail shakes her head as if clearing it, but remains under Bane's thrall.

Ending the Fight

To free Jhessail, the adventurers must break each of the chains that tie her to the idols of Bane. When the last chain shatters, all of the enemies in the room disappear, and only Jhessail remains.

If during the fight at least one of the chains was broken by refuting the Whispering Idols, read the following, and then proceed to the *Epilogue*.

The last chain that binds Jhessail to the idols of Bane shatters. She staggers and sinks to her knees. Her sword clatters to the ground as she grabs her head with her hands.

"We are strong," she stumbles through the words. "We will triumph. We . . . we . . ." She lets out a scream. "No! Not we!! Only!!"

Bane's voice booms through the chamber, cold and merciless. "You are unworthy."

Jhessail looks up at the empty throne with a defiant glare. "Perhaps, but I will remain me."

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

If all of the chains were broken by damage, and none by refuting the Whispering Idols, read the following, and then proceed to the *Epilogue*.

(continued next page...)

The last chain that binds Jhessail to the idols of Bane shatters. She stumbles and sinks to her knees, her sword clattering to the ground. "No, this cannot be! We are strong!" she protests.

Bane's voice booms through the chamber, cold and merciless. "You are unworthy to rule, but you will still serve."

Jhessail looks up at the empty throne. "As you wish, my master."

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
Blackguard*	3,900
Hobgoblin Warlord*	2,300
Hobgoblin Devastator*	1,100
Veteran*	700
Chain Devil	3,900
Erinyes	8,400
Flameskull	1,100
Iron Golem	15,000
Stone Golem	5,900
Warlord (Jhessail)	8,400

*Listed only for bypassing the siege encounter. Do not award XP for these foes if the siege combat was run.

Non-Combat Awards

Task or Accomplishment	XP per Char
Fought the siege in Podol Plaza	1000
Solved the puzzle without hints	1000
Destroyed an idol of Bane	500 per idol

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 Luck

Blessing, uncommon (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. You gain a +1 bonus to ability checks and saving throws. 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.

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.

Downtime

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

DM Rewards

You receive **4,500 XP**, **2,250 gp**, and **ten downtime days** for running this session.

DM Appendix: NPC Summary

The following NPCs are featured prominently in this adventure.

Barrett Sokol (BARE-eh SO-kul). Scion of House Sokol. Seeks to reinstate the Council of Ten

Jhessail Greycastle (JESS-ale). Fallen paladin of Bane and liberator of Phlan. Seeks democratic rule.

Colvin Doverson (COL-vin DO-ver-sun). Claims lineage to Royal House of Daoran. Seeks the return of a monarchy.

Bane (BAIN). The Black Lord. Greater deity of fear, hatred and tyranny.

Appendix: Monster Statistics

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

Glaive. 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.

Chain Devil

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft.,

one target. Hit: 11 (2d6+4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until the grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

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

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creatures departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

Erinyes

Medium fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8+72)

Speed 30 ft.

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

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Hellish Weapons. The erinye's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

Actions

Multiattack. The devil makes three attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 8 (1d8+4) slashing damage or 9 (1d10+4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. **Hit:** 7 (1d8+3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Reactions

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attack and be wielding a melee weapon.

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Hobgoblin Warlord

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3, Cha +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

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

Actions

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

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Reactions

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Hobgoblin Devastator

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that creature is within 5 feet of an ally of the hobgoblin that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *ray of frost*, *shocking grasp*

1st level (4 slots): *fog cloud*, *magic missile*, *thunderwave*

2nd level (3 slots): *gust of wind*, *Melf's acid arrow*, *scorching ray*

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

4th level (1 slot): *ice storm*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.

Iron Golem

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 16 (15,000 XP)

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

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

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

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

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales

poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Stone Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite.

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

Warlord

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.

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: Mass Combat Rules

A Note Regarding Mass Combat Rules

These rules represent the entirety of the siege rules released as *Unearthed Arcana*. For ease of play in a timed public play setting, this adventure does not employ all options, and others are slightly adapted. Please see the **Battle Unit Record** sheets for a summary of the rules and the sidebar on page 11 for more details of adaptations as they apply to this adventure.

The mass combat rules are designed to allow you to determine the outcome of battles involving hundreds of combatants with a few die rolls. It also zooms down into the action with enough fine detail to allow the player characters the chance to affect the outcome of a battle.

The system works by giving each creature a **Battle Rating (BR)** based on its Challenge Rating. BR is an abstract measure of a creature's combat effectiveness.

To make managing hundreds or even thousands of creatures at a time easier, creatures in the mass combat system are organized into units. A **unit** might include hundreds of individuals.

Each unit involved in a battle also has a **morale rating**. Morale measures the unit's motivation to engage in battle. Units with high morale are willing to fight to the death, while ones with low morale are likely to fall apart in the face of adversity.

Commanders play a key role in resolving battles. Each unit has a **commander**, whose Charisma modifiers applies to initiative and morale.

Battle Rating

The mass combat rules rely on a creature's Battle Rating (BR) to summarize its effectiveness in combat. A creature's BR is based on its Challenge Rating (CR).

BR is represented by a modifier. Note that a creature of a CR 1 or lower is too weak to provide a BR bonus on its own. The table shows that such creatures provide a +1 bonus when they gather in large enough groups. For instance, five CR 1/2 creatures provide a +1 bonus to BR. Smaller groups of CR 1/2 creatures provide no bonus.

BR encompasses a creature's attacks, hit points, AC, and special abilities by relying on Challenge Rating as a summary of its power.

Battle Rating By Challenge Rating

CR	BR	CR	BR
1/8	+1 per 20	10	+12
1/4	+1 per 10	11	+16
1/2	+1 per 5	12	+18
1	+1 per 2	13	+22
2	+1	14	+26
3	+2	15	+30
4	+3	16	+34
5	+4	17	+38
6	+5	18	+42
7	+6	19	+46
8	+8	20	+50
9+	+10		

Creating Units

A unit is a single, cohesive group of soldiers that is organized to fight together. A unit can have a number of creatures in it based on the creature's size. Units that are larger than that are too difficult to manage and command effectively.

A unit can fit up to 400 Tiny, Small, or Medium creatures. Larger creatures take up more space when counting toward that limit.

Unit Size Limit

Size	Space
Tiny	1
Small	1
Medium	1
Large	4
Huge	9
Gargantuan	16

For example, a unit could include 50 Large creatures and 200 Medium ones. The total space taken up is 400, 200 for the Large creatures and 200 for the Medium ones.

Each unit must also have a commander. The commander needs to be one of the creatures included in the unit but does not count toward determining the unit's maximum size. Note the commander's Charisma modifier.

Once you have created a unit, total up the BR values of its component parts, including its commander. This is the unit's overall BR.

For creatures that are mounted, such as knights riding a horse, add the BR for the mounts based on their CR just as you would for any other creatures.

A unit takes up a space that measures 100 feet on each side regardless of how many creatures are in it. The unit's size is an abstraction to make tracking units on the battlefield easier and simpler in play.

Ranged Attacks. A unit can make ranged attacks if all of its members, other than its commander, can make an attack with a range of at least 100 feet on an at-will basis. If this is the case, note the shortest maximum range of its members' ranged attacks. This is the unit's maximum range.

Unit Design

As a rule of thumb, it's best to organize similar or identical creatures into unit. The rules aim to remain simple by reducing a unit's abilities to the lowest common denominator.

(continued next page...)

Morale

Morale is a rating similar to an ability score modifier. It ranges from -10 to +10.

Morale Ratings

Morale	Description
-10	Openly rebellious
-8	Mutinous
-4	Disgruntled
-2	Shaky
0	The typical unit
+2	Motivated
+4	Stalwart
+8	Fanatic
+10	Unbreakable

The DM selects a morale rating for each unit involved in a battle. Assign morale based on how the unit has been treated by its allies and commanders, the stakes of the battle, the unit's personal tie to the outcome, and any other factors that you think should play a role.

As a good rule of thumb, start a unit's morale at 0 on the Morale Ratings table. For each factor that decreases the unit's morale, shift one row up the table. For each factor that improves it, shift one row down. When you're done with this exercise, you have a good idea of the unit's morale.

Of course, you can always simply assign a morale value based on your judgment.

Finally, you alter morale based on the unit commander's Charisma. Add the commander's Charisma modifier to the unit's morale, to reflect the commander's ability to motivate and lead.

Factors Affecting Morale

Some of the factors that can reduce a unit's morale include poor treatment by a commander or allies, animosity toward an allied unit, lack of pay, lack of a personal stake in the battle, incompetent or obviously ill-prepared commanders, a daunting, overwhelming foe, and poor equipment.

The reverse of any of those factors can improve morale.

Running Battles

The mass combat rules use the same structure as the standard rules for combat from the Player's Handbook. The biggest change centers on resolving attacks, which uses BR rather than attacks, AC, and damage.

Scale

The mass battle rules use a different scale for time, with one round representing one minute of action. This accounts for the time and complexity needed to maneuver hundreds or even thousands of warriors. It also plays into the more abstract nature of combat.

To reflect the change in scale, multiply a unit's speed by 10 to determine how far it can move in one round.

Miniatures. It helps to use miniatures to track battles of this size. In this case, use a grid with each square measuring 100 feet on a side and one miniature per unit. When moving, a unit can move into a square if it has at least half the movement needed to enter it available.

Initiative

You do not roll initiative for units. Instead, each unit has a fixed initiative.

$$\text{Initiative} = 10 + \text{unit Morale rating} + \text{commander's Charisma modifier}$$

Units act in order of initiative, from highest to lowest as normal. In the event of a tie, randomly determine the order in which the tied units act. Determine this once, and then use that order for

the rest of the battle.

Turns

On a unit's turn, it can move and take an action. A unit can use some or all of its movement before taking its action, and can then use the rest of its movement after acting.

A unit's speed equals the lowest movement of its component creatures. It can use movement modes, such as flight, only if every member of the unit can use it. Do not count the speed of mounted creatures when determining the unit's speed and movement types. They obviously use their mounts to move.

A unit cannot move if it is adjacent to an enemy unit unless it uses the disengage action.

A unit must stop moving if it moves adjacent to a hostile unit.

Otherwise, use the rules for movement from the *Player's Handbook* to resolve how far a unit can move.

A unit can use its actions to attack, dash, defend, guard, or retreat. However, these actions work a bit differently than in the standard combat rules.

Attack. An attack is an opposed check between a unit's BR and its target's BR. A unit can attack at any range that all of its component members can make attacks at. Full details on resolving combat are given below, under "Combat".

Dash. A unit that dashes increases its speed for its turn. This increase equals the unit's speed.

Defend. A unit that defends focuses on building a shield wall or otherwise making itself harder to hurt. Until the end of its next turn, units that attack it suffer disadvantage on their BR checks.

Guard. A unit that guards prepares to attack any enemy that draws close to it. The next time an enemy unit moves adjacent to this unit, it immediately makes an attack against it.

Retreat. A unit that is adjacent to a hostile unit normally cannot move. If the unit takes the disengage action, it has the chance to move away. The unit must immediately make a DC 10 morale check. If it fails, it loses its action and does not move. If it succeeds, it can move up to half its

speed. During this move, it does not need to stop if it moves adjacent to an enemy unit.

Combat

Combat in the mass battle rules uses opposed Battle Rating checks to determine which side has the upper hand.

A unit can attack an adjacent enemy unit if any creature in the unit is within 5 feet of the target. It can make an attack at range if all of its component creatures can make ranged attacks that reach the target.

When a unit attacks a target, the attacking unit rolls d20 + its BR, as does the defender. You then compare the results to determine the result of the fight.

Tie. If the results are identical, the fight is a stalemate. Nothing happens.

Defender Wins. If the defender's result is higher, the attack has no effect.

Attacker Wins by 10 or Less. The attacker scores casualties, but not enough to break the enemy unit. The target unit reduces its BR by 2.

Attacker Wins by more than 10. The attacker scores heavy casualties on the defender. The defender's BR is reduced by 5 and it must immediately make a DC 10 morale check. If the check fails, the unit flees the battle. Remove it from play.

Note that as the result of combat, a unit's BR can be reduced to 0 or a negative number.

The attacker can gain advantage or suffer disadvantage on its checks based on a number of factors. These are summarized in Combat Advantage table. Remember that advantage and disadvantage cancel each other out.

Attacker Combat Advantage Situation

The attacker is on higher ground, such as uphill from the defender

The defender is adjacent to at least one hostile unit other than the attacker

Attacker Combat Disadvantage

Situation

The defender is behind a wall or similar cover

The defender is adjacent to at least two friendly units

Abstraction and Battle Rating

Remember that the mass battle rules are designed to make running big, important battles fast and easy. It uses CR to summarize a creature's spells, special abilities, and so on. There are no special rules for resistance or spell casting because the rules assume that CR has already accounted for them.

Morale Checks

In addition to the morale checks caused by combat, a unit must also make a morale check if certain conditions occur during the battle.

Casualties. If a unit is reduced to half or less of its starting BR, it must immediately make a DC 15 morale check. If it fails, it is eliminated from the battle.

Friendly Casualties. If a friendly unit within 500 feet of the unit is eliminated, the unit must immediately make a DC 10 morale check. If it fails, the unit loses its next turn.

Characters and Mass Battles

The real fun of running a mass battle is giving the characters a chance to affect the outcome. You might be tempted to simply integrate the characters into units. You can do this fairly easily. Use the rules for determining CR from the *Dungeon Master's Guide* and apply them to the characters.

However, mass battles are more fun for players when they have a chance to engage in heroics that alter the course of the fight.

Character-Scale Combat

You can think of the mass battle rules as looking at a battle from a very high altitude. You lose a lot of detail, but can see and manage the big picture.

When PCs take part in a battle, your view zooms down to take in the action on a narrower, more detailed basis.

When characters battle units, use the standard combat rules augmented with the guidelines for resolving mob attacks (*Dungeon Master's Guide*, page 250) to keep things moving, you can decide that all or part of a unit stops to battle the PCs.

Resolve the fight until you are satisfied that you have reached an end point, with either side defeated or driven off. Recalculate the unit's BR to take into account its losses, if any of its members survive.

Character Abilities

In general, resolve a character's abilities and spells using the standard rules for combat. For example, a *wall of ice* can block a 100-foot long line. If a unit moves next to it, use the individual members' stats to make their saving throws and apply damage. If members of a unit are killed, recalculate the unit's BR after removing the individual casualties.

Adjudicating these effects requires DM judgment. Consider the nature of the situation, how the unit interacts with a spell or effect, and apply the effects as you see fit.

Going back to *wall of ice*, you might judge that 30 creatures from a unit attempt to smash it down. Those creatures suffer the wall's effects, but they also have the chance to damage it. Use the rules for handling mobs on page 250 of the *Dungeon Master's Guide* to speed things up.

Characters and Units

The characters can join a unit, but don't include them in the unit's size or BR calculation. Instead, when the unit attacks, allow the characters to make their own, separate attacks, cast spells, and so on against the enemy unit using the guidelines given above. Allow them to pick out which elements of the unit they want to target, in case the unit is composed of several types of soldiers or monsters. Characters attacking in this manner can only target creatures included in determining the target unit's BR.

Each character has one turn to make attacks, cast spells, and so on. Resolve the characters'

attacks and spells and determine how many targets they eliminate. Determine how the loss of those creatures reduces the unit's BR, then resolve the unit fight as normal.

If a spell or effect leaves a creature unable to move or take actions, count it as eliminated for the rest of the battle.

If the characters' unit comes under attack, resolve the fight as normal. The results don't apply to the characters. If their unit is destroyed, they remain on the battlefield and can continue to act.

Critical Events

In addition to allowing characters to take part in fights between units, think of critical events that might take place during the battle and give characters a chance to take part in them. Critical events can include the following:

- Prevent enemy scouts from seizing a bridge or other position.
- Assassinate an enemy commander or NPC.
- Hold attackers away from a gate while friendly soldiers repair it.
- Sneak into an enemy stronghold to sabotage its defenses.
- Destroy an approaching siege engine.
- Steal the enemy's battle plans.

These critical events play out just like short adventures. You need to map the area, determine the opposition, and prepare any NPCs as needed.

When creating critical events, think about the consequences for success and failure. What happens if the PCs manage to destroy a bridge the enemy needs to cross a river? If the PCs don't raise the castle gates by dawn, what happens next?

In some cases, you can simply use the mass combat system as normal, with the situation at the start of the clash dictated by the PCs' success or failure. An enemy unit might start out in a strong position, lurking in a village with cover. The evil wizard's castle gate is destroyed, rendering his fortification useless.

NPCs, PCs, and Battle Rating

You can always calculate a character's BR and simply include it in a unit, though the level of abstraction in the rules removes individual actions from a player's control. This approach is best for NPCs who are commanders or who are background players in the battle.

Treat critical NPCs, such as important villains and rivals, in the same way you would manage PCs. Let the players seek them out, as the clash between them is undoubtedly a critical event in determining how the battle unfolds.

Appendix: Mass Combat Unit Summary

Use this page to track siege combat. Complete the empty underlined cells for the battle units under the adventurer's command. Track each unit's BR in the outlined column at the right.

Siege of Podol Plaza

Attacking Forces

Unit Name	Size	BR Mod.	Ranged	Cmd. Cha Modifier	Morale	Initiative	Unit BR*	Current BR
Gladiators	13	4	--				62	
Archers	20	2	150/600				50	
Mages	8	5	150				50	
Champions	5	10	--				60	

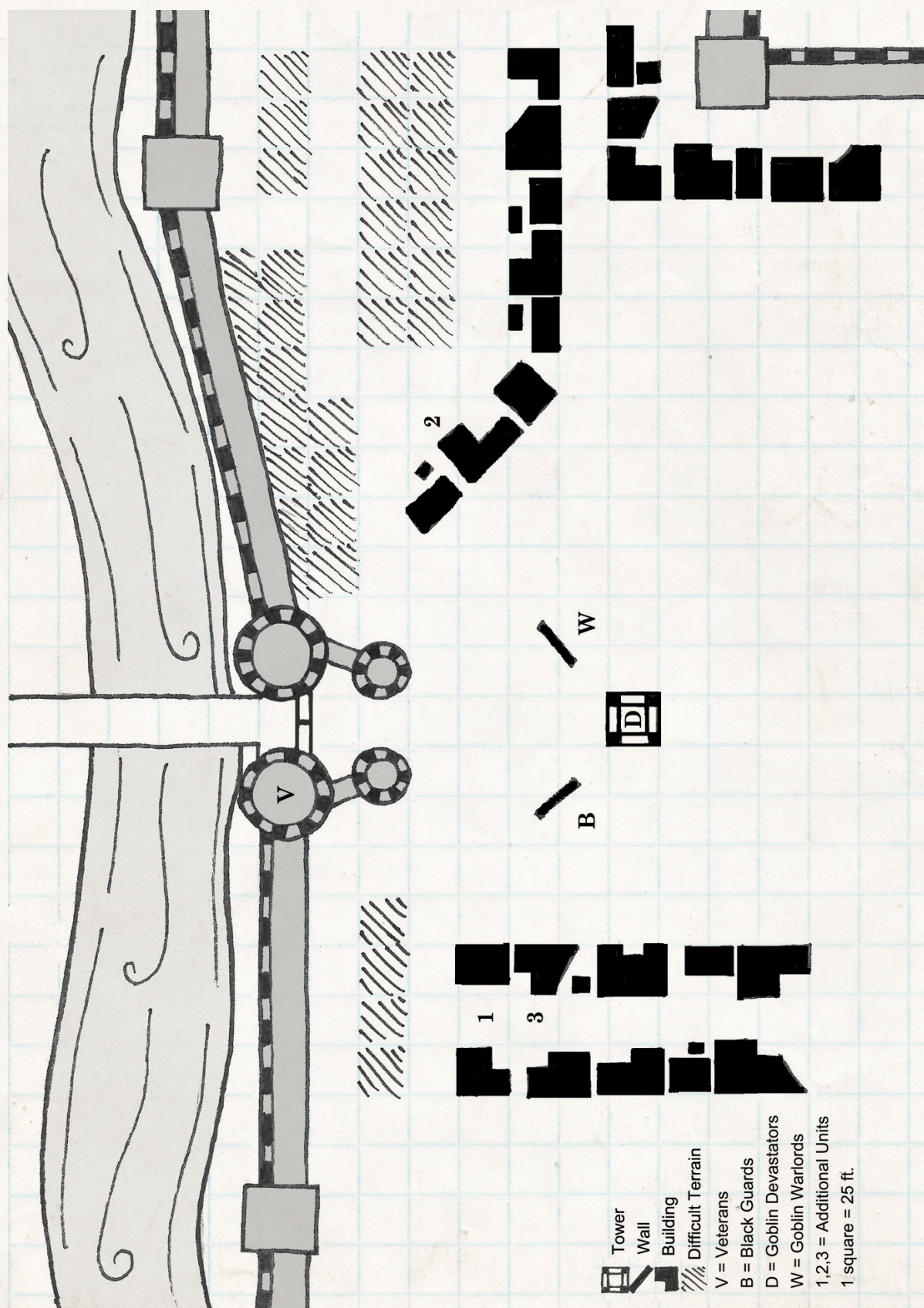
* Unit BR includes a +10 BR bonus for the PC commander.

Defending Forces

Unit Name	Size	BR Mod.	Ranged	Base Morale	Cmd. Cha Modifier	Morale	Initiative	Unit BR	Current BR
Hobgob. WL	12	5	--	1	2	3	13	60	
Veterans	25	2	150/400, 0	1	0	1	11	50	
Devastators	17	3	150	3	2	5	15	51	
Blackguards	8	8	--	3	4	7	17	64	

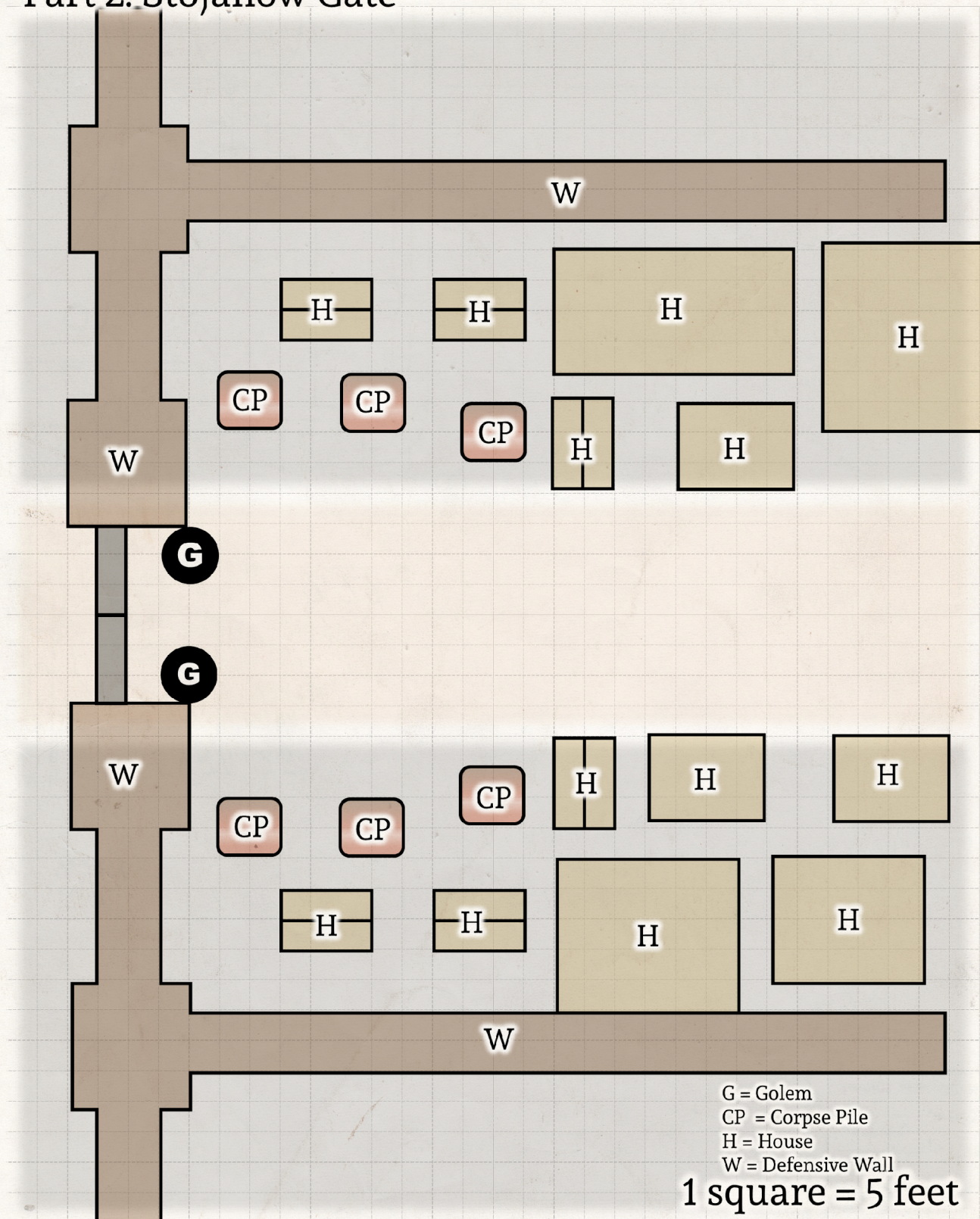
Note: The Unit BR is calculated by multiplying the size (number of creatures) by the BR modifier. The BR modifier is based on the Challenge Rating of the creature, (see Battle Rating by Challenge rating table in the Appendix Mass Combat Rules).

Appendix: Siege Map of Podol Plaza

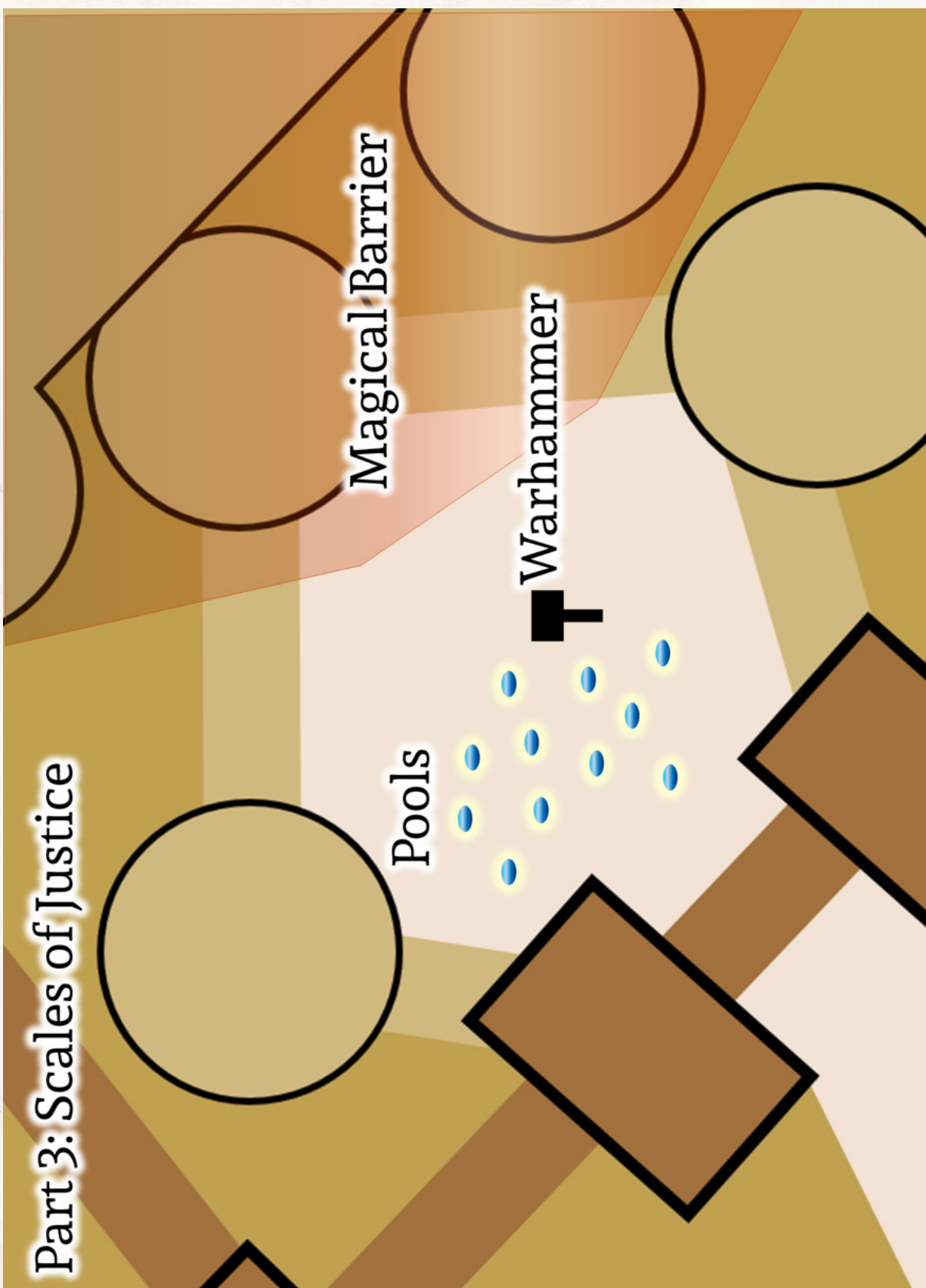


Appendix: Map of Stojanow Gate

Part 2: Stojanow Gate



Appendix: Map of the Pools



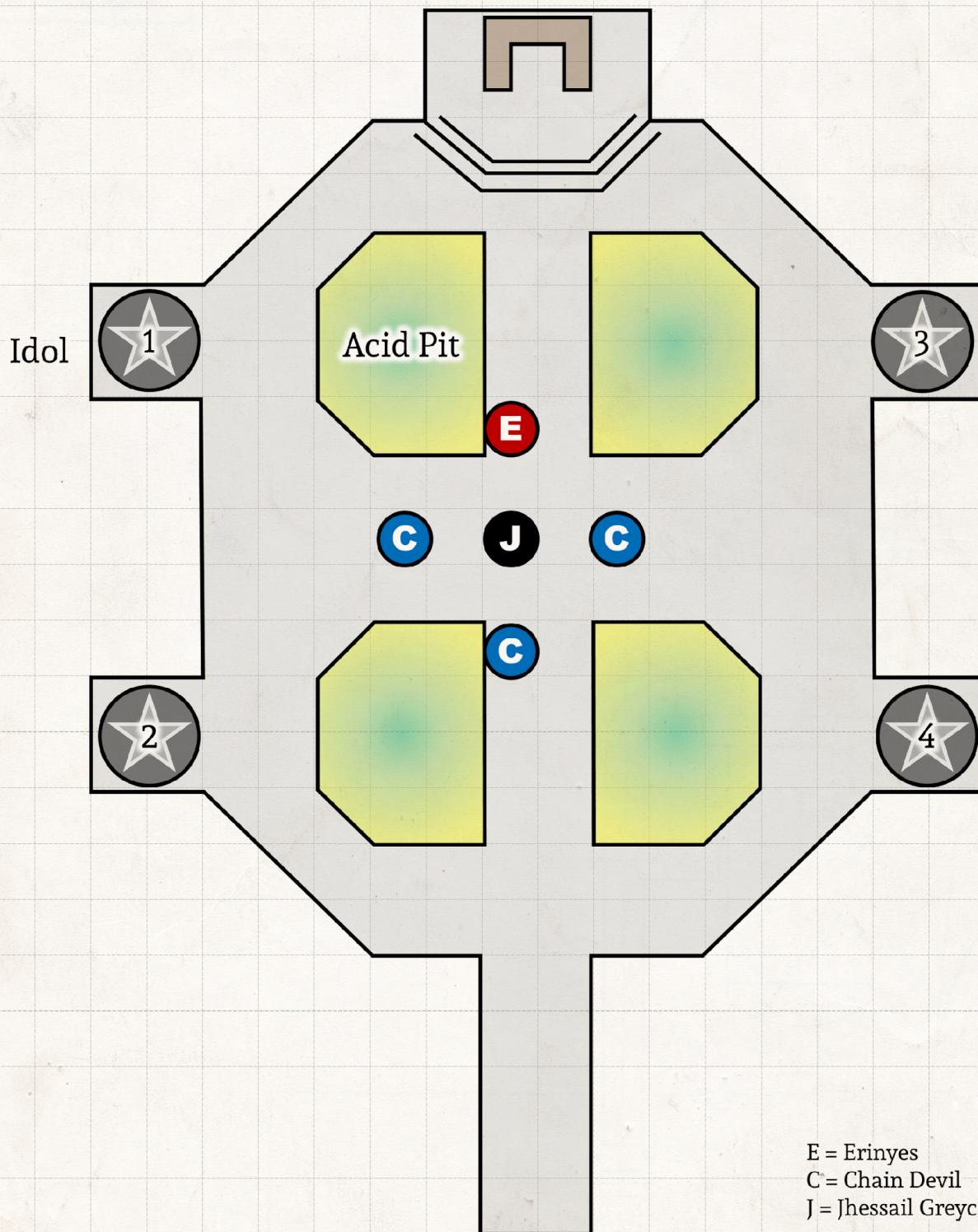
Appendix: Memory Token Chart

Use this chart to help keep track of the weight of the memory tokens in each of the pans.

Item	Weight	Pan 1	Pan 2
Bundle of Arrows	1		
Dirty Clothing	2		
Visored Helm	3		
Brass Ring	4		
Broken Gauntlet	5		
Laurel Crown	6		
Tear-Shaped Emerald	7		
Total			

Appendix: Map of the Throne Room

Part 4: A Court in Chains

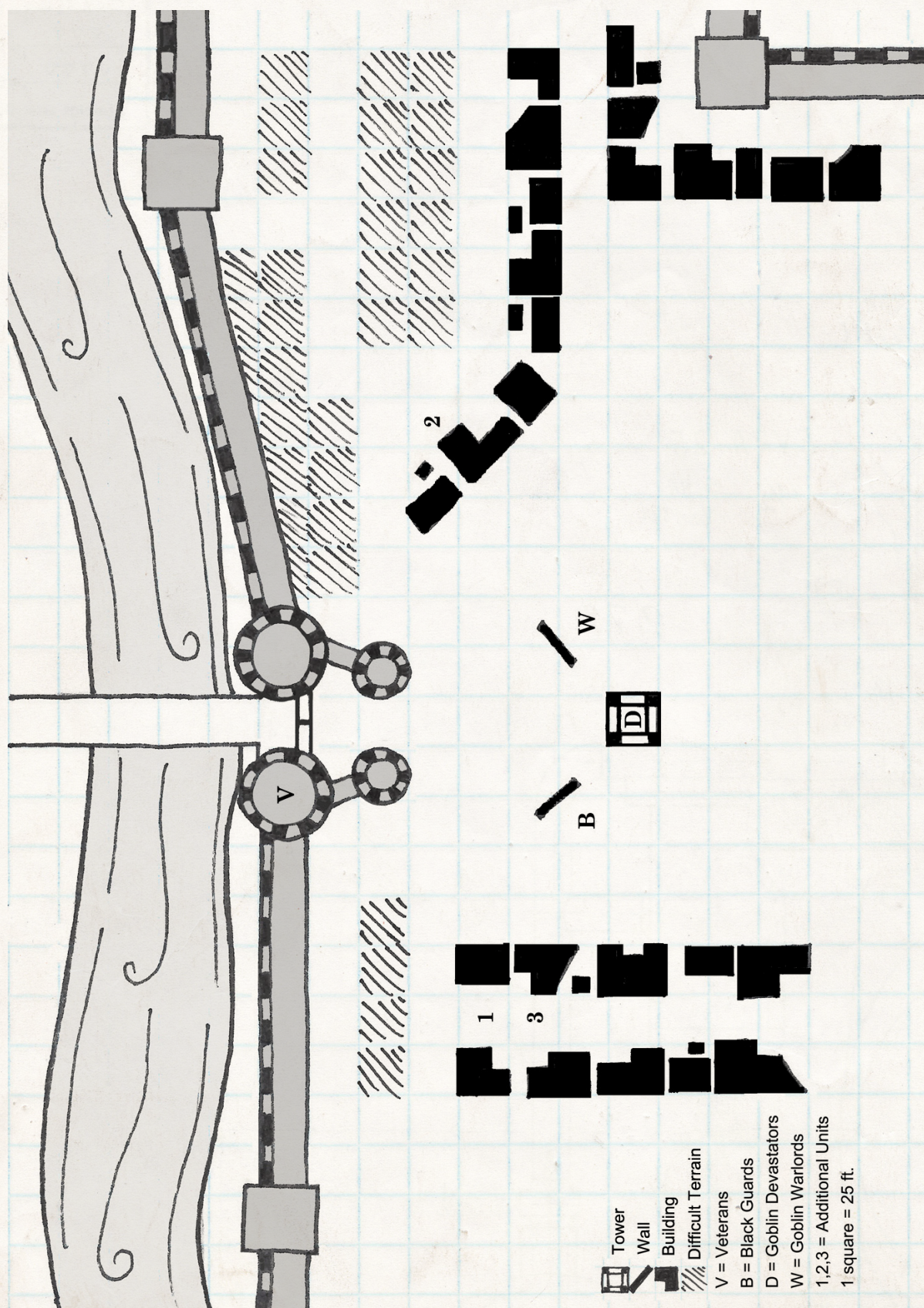


E = Erinyes
C = Chain Devil
J = Jhessail Greycastle
1 square = 5 feet

Player Handout 1: Map of Phlan



Player Handout 2: Siege Map of Podol Plaza



Player Handout 3: Battle Unit Record - Hillsfar Gladiators

Unit Creature: Gladiator

Commander: _____

Commander Morale Modifier: _____

Battle Unit Size: 13 Creatures

BR Modifier: +4

Base Morale: 3

Starting BR 62
Current BR
Initiative
Morale
Range Attack --
Move 3

Combat

Contest using a **d20 + BR**, by both attacker and defender.

Results

Tie. results are identical. Stalemate. Nothing happens.

Defender Wins. Attack has no effect.

Attacker Wins by 10 or Less. Target unit reduces its BR by 2.

Attacker Wins by 11+. The defender's BR is reduced by 5 and it must make a DC 10 morale check. If the check fails, the unit flees the battle. Remove it from play.

Note that as the result of combat, a unit's BR can be reduced to 0 or a negative number.

Morale Checks

Morale checks are made when:

Casualties. If a unit is reduced to half or less of its starting BR, it must immediately make a DC 15 morale check. If it fails, it is eliminated from the battle. Each time they take damage when below half BR, they must make another check.

Friendly Casualties. If a friendly unit within 500 feet of the unit is eliminated, the unit must immediately make a DC 10 morale check. If it fails, the unit loses its next turn.

Actions

Attack. An attack is an opposed check between a unit's BR and its target's BR. A unit can attack at any range.

Dash. A unit that dashes increases its speed for its turn. This increases equals the unit's speed.

Defend. Until the end of its next turn, units that attack it suffer disadvantage on their BR checks.

Guard. The next time an enemy unit moves adjacent to this unit, it immediately makes an attack against it.

Retreat. A unit that is adjacent to a hostile unit normally cannot move. If the unit takes the disengage action, it has the chance to move away. The unit must immediately make a DC 10 morale check. If it fails, it loses its action and does not move. If it succeeds, it can move up to half its speed. During this move, it does not need to stop if it moves adjacent to an enemy unit.

Attacker Combat Advantage

- The attacker is on higher ground, such as uphill from the defender
- The defender is adjacent to at least one hostile unit other than the attacker

Attacker Combat Disadvantage

- The defender is behind a wall or similar cover
- The defender is adjacent to at least two friendly units

Field Explanations

- **Commander:** Adventurer's name.
- **Commander Morale Modifier:** Adventurer's Charisma modifier.
- **Battle Unit Size:** The number of creatures in the battle unit.
- **Starting BR:** (Battle unit size) x (BR modifier) + (10 BR bonus for PC commander)
- **BR Modifier:** Based on Challenge Rating of creature and used to calculate Unit BR. (Not used in combat.)
- **Base Morale:** Assigned by the adventure or the DM based on the conditions of the adventure.
- **Starting BR:** BR of the unit at full strength.
- **Current BR:** Changes during battle (workspace). Use when attacking or defending.
- **Initiative:** Equal to 10 + Base Morale + Commander's Morale modifier.
- **Morale:** Used in Morale checks. (Base Morale) + (commander's Morale modifier). Characters with the Soldier background, Battlemaster archetype, Purple Knight archetype, or War divine domain gain an additional +1 Morale bonus. (Does not stack.)
- **Range Attack:** The range of the battle unit's ranged attack. All creatures must have ranged attack.
- **Movement:** Shown in squares. For this combat, 1square = 25 feet.

Note: If an attacking unit is defeated, the adventurer commanding the unit joins the nearest friendly unit, boosting their BR by 10.

Player Handout 4: Battle Unit Record - Elventree Archers

Unit Creature: Archer

Commander: _____

Commander Morale Modifier: _____

Battle Unit Size: 20 Creatures

BR Modifier: +2

Base Morale: 1

Starting BR 50
Current BR
Initiative
Morale
Range Attack 150/600
Move 3

Combat

Contest using a **d20 + BR**, by both attacker and defender.

Results

Tie. results are identical. Stalemate. Nothing happens.

Defender Wins. Attack has no effect.

Attacker Wins by 10 or Less. Target unit reduces its BR by 2.

Attacker Wins by 11+. The defender's BR is reduced by 5 and it must make a DC 10 morale check. If the check fails, the unit flees the battle. Remove it from play.

Note that as the result of combat, a unit's BR can be reduced to 0 or a negative number.

Morale Checks

Morale checks are made when:

Casualties. If a unit is reduced to half or less of its starting BR, it must immediately make a DC 15 morale check. If it fails, it is eliminated from the battle. Each time they take damage when below half BR, they must make another check.

Friendly Casualties. If a friendly unit within 500 feet of the unit is eliminated, the unit must immediately make a DC 10 morale check. If it fails, the unit loses its next turn.

Actions

Attack. An attack is an opposed check between a unit's BR and its target's BR. A unit can attack at any range.

Dash. A unit that dashes increases its speed for its turn. This increases equals the unit's speed.

Defend. Until the end of its next turn, units that attack it suffer disadvantage on their BR checks.

Guard. The next time an enemy unit moves adjacent to this unit, it immediately makes an attack against it.

Retreat. A unit that is adjacent to a hostile unit normally cannot move. If the unit takes the disengage action, it has the chance to move away. The unit must immediately make a DC 10 morale check. If it fails, it loses its action and does not move. If it succeeds, it can move up to half its speed. During this move, it does not need to stop if it moves adjacent to an enemy unit.

Attacker Combat Advantage

- The attacker is on higher ground, such as uphill from the defender
- The defender is adjacent to at least one hostile unit other than the attacker

Attacker Combat Disadvantage

- The defender is behind a wall or similar cover
- The defender is adjacent to at least two friendly units

Field Explanations

- **Commander:** Adventurer's name.
- **Commander Morale Modifier:** Adventurer's Charisma modifier.
- **Battle Unit Size:** The number of creatures in the battle unit.
- **Starting BR:** (Battle unit size) x (BR modifier) + (10 BR bonus for PC commander)
- **BR Modifier:** Based on Challenge Rating of creature and used to calculate Unit BR. (Not used in combat.)
- **Base Morale:** Assigned by the adventure or the DM based on the conditions of the adventure.
- **Starting BR:** BR of the unit at full strength.
- **Current BR:** Changes during battle (workspace). Use when attacking or defending.
- **Initiative:** Equal to 10 + Base Morale + Commander's Morale modifier.
- **Morale:** Used in Morale checks. (Base Morale) + (commander's Morale modifier). Characters with the Soldier background, Battlemaster archetype, Purple Knight archetype, or War divine domain gain an additional +1 Morale bonus. (Does not stack.)
- **Range Attack:** The range of the battle unit's ranged attack. All creatures must have ranged attack.
- **Movement:** Shown in squares. For this combat, 1square = 25 feet.

Note: If an attacking unit is defeated, the adventurer commanding the unit joins the nearest friendly unit, boosting their BR by 10.

Player Handout 5: Battle Unit Record - Cloak Mages

Unit Creature: Mage

Commander: _____

Commander Morale Modifier: _____

Battle Unit Size: 8 Creatures

BR Modifier: +5

Base Morale: 2

Starting BR	50
Current BR	
Initiative	
Morale	
Range Attack	150
Move	3

Combat

Contest using a **d20 + BR**, by both attacker and defender.

Results

Tie. results are identical. Stalemate. Nothing happens.

Defender Wins. Attack has no effect.

Attacker Wins by 10 or Less. Target unit reduces its BR by 2.

Attacker Wins by 11+. The defender's BR is reduced by 5 and it must make a DC 10 morale check. If the check fails, the unit flees the battle. Remove it from play.

Note that as the result of combat, a unit's BR can be reduced to 0 or a negative number.

Morale Checks

Morale checks are made when:

Casualties. If a unit is reduced to half or less of its starting BR, it must immediately make a DC 15 morale check. If it fails, it is eliminated from the battle. Each time they take damage when below half BR, they must make another check.

Friendly Casualties. If a friendly unit within 500 feet of the unit is eliminated, the unit must immediately make a DC 10 morale check. If it fails, the unit loses its next turn.

Actions

Attack. An attack is an opposed check between a unit's BR and its target's BR. A unit can attack at any range.

Dash. A unit that dashes increases its speed for its turn. This increases equals the unit's speed.

Defend. Until the end of its next turn, units that attack it suffer disadvantage on their BR checks.

Guard. The next time an enemy unit moves adjacent to this unit, it immediately makes an attack against it.

Retreat. A unit that is adjacent to a hostile unit normally cannot move. If the unit takes the disengage action, it has the chance to move away. The unit must immediately make a DC 10 morale check. If it fails, it loses its action and does not move. If it succeeds, it can move up to half its speed. During this move, it does not need to stop if it moves adjacent to an enemy unit.

Attacker Combat Advantage

- The attacker is on higher ground, such as uphill from the defender
- The defender is adjacent to at least one hostile unit other than the attacker

Attacker Combat Disadvantage

- The defender is behind a wall or similar cover
- The defender is adjacent to at least two friendly units

Field Explanations

- **Commander:** Adventurer's name.
- **Commander Morale Modifier:** Adventurer's Charisma modifier.
- **Battle Unit Size:** The number of creatures in the battle unit.
- **Starting BR:** (Battle unit size) x (BR modifier) + (10 BR bonus for PC commander)
- **BR Modifier:** Based on Challenge Rating of creature and used to calculate Unit BR. (Not used in combat.)
- **Base Morale:** Assigned by the adventure or the DM based on the conditions of the adventure.
- **Starting BR:** BR of the unit at full strength.
- **Current BR:** Changes during battle (workspace). Use when attacking or defending.
- **Initiative:** Equal to 10 + Base Morale + Commander's Morale modifier.
- **Morale:** Used in Morale checks. (Base Morale) + (commander's Morale modifier). Characters with the Soldier background, Battlemaster archetype, Purple Knight archetype, or War divine domain gain an additional +1 Morale bonus. (Does not stack.)
- **Range Attack:** The range of the battle unit's ranged attack. All creatures must have ranged attack.
- **Movement:** Shown in squares. For this combat, 1square = 25 feet.

Note: If an attacking unit is defeated, the adventurer commanding the unit joins the nearest friendly unit, boosting their BR by 10.

Player Handout 6: Battle Unit Record - Dwarven Champions

Unit Creature: Champion

Commander: _____

Commander Morale Modifier: _____

Battle Unit Size: 5 Creatures

BR Modifier: +10

Base Morale: 4

Starting BR	60
Current BR	
Initiative	
Morale	
Range Attack	--
Move	3

Combat

Contest using a **d20 + BR**, by both attacker and defender.

Results

Tie. results are identical. Stalemate. Nothing happens.

Defender Wins. Attack has no effect.

Attacker Wins by 10 or Less. Target unit reduces its BR by 2.

Attacker Wins by 11+. The defender's BR is reduced by 5 and it must make a DC 10 morale check. If the check fails, the unit flees the battle. Remove it from play.

Note that as the result of combat, a unit's BR can be reduced to 0 or a negative number.

Morale Checks

Morale checks are made when:

Casualties. If a unit is reduced to half or less of its starting BR, it must immediately make a DC 15 morale check. If it fails, it is eliminated from the battle. Each time they take damage when below half BR, they must make another check.

Friendly Casualties. If a friendly unit within 500 feet of the unit is eliminated, the unit must immediately make a DC 10 morale check. If it fails, the unit loses its next turn.

Actions

Attack. An attack is an opposed check between a unit's BR and its target's BR. A unit can attack at any range.

Dash. A unit that dashes increases its speed for its turn. This increases equals the unit's speed.

Defend. Until the end of its next turn, units that attack it suffer disadvantage on their BR checks.

Guard. The next time an enemy unit moves adjacent to this unit, it immediately makes an attack against it.

Retreat. A unit that is adjacent to a hostile unit normally cannot move. If the unit takes the disengage action, it has the chance to move away. The unit must immediately make a DC 10 morale check. If it fails, it loses its action and does not move. If it succeeds, it can move up to half its speed. During this move, it does not need to stop if it moves adjacent to an enemy unit.

Attacker Combat Advantage

- The attacker is on higher ground, such as uphill from the defender
- The defender is adjacent to at least one hostile unit other than the attacker

Attacker Combat Disadvantage

- The defender is behind a wall or similar cover
- The defender is adjacent to at least two friendly units

Field Explanations

- **Commander:** Adventurer's name.
- **Commander Morale Modifier:** Adventurer's Charisma modifier.
- **Battle Unit Size:** The number of creatures in the battle unit.
- **Starting BR:** (Battle unit size) x (BR modifier) + (10 BR bonus for PC commander)
- **BR Modifier:** Based on Challenge Rating of creature and used to calculate Unit BR. (Not used in combat.)
- **Base Morale:** Assigned by the adventure or the DM based on the conditions of the adventure.
- **Starting BR:** BR of the unit at full strength.
- **Current BR:** Changes during battle (workspace). Use when attacking or defending.
- **Initiative:** Equal to 10 + Base Morale + Commander's Morale modifier.
- **Morale:** Used in Morale checks. (Base Morale) + (commander's Morale modifier). Characters with the Soldier background, Battlemaster archetype, Purple Knight archetype, or War divine domain gain an additional +1 Morale bonus. (Does not stack.)
- **Range Attack:** The range of the battle unit's ranged attack. All creatures must have ranged attack.
- **Movement:** Shown in squares. For this combat, 1square = 25 feet.

Note: If an attacking unit is defeated, the adventurer commanding the unit joins the nearest friendly unit, boosting their BR by 10.

Player Handout 7: Memory Tokens

Brass Ring Token

Jhessail kneels before a stately priest dressed in the vestments of Bane. The priest holds his hand over her head and ceremoniously asks, "Do you pledge your undying loyalty to Lord Bane? Do you promise to serve the Black Hand and no other? Do you swear fealty to something more than just yourself?" Jhessail looks up with fire in her eyes. "I do, and may he bring ruin and doom upon me if I forsake this oath."

Broken Gauntlet Token

Jhessail holds up the gauntlet and makes the clenching motion so basic to all of her paladin gifts. The power isn't there. Lord Bane KNEW. Jhessail feels her blood run cold. She cannot deny it. Her passion for the Black Hand had waned since reclaiming Phlan. She questioned, when before she obeyed. She doubted, when before she was sure. She had called for an election instead of a tyrant. She had put the people of Phlan before Lord Bane. "I've forsaken my oath," she whispers to herself. Ruin and doom await her.

Bundle of Arrows Token

Jhessail stands on the captain's cabin of a ship, looking out over the cold waters of the Moonsea. The creak of the cabin door announced her visitors -- Torin Nomerthal, the First Lord of Hillsfar, Zor Gos of Mulmaster, and Elanil Elassidil of Elventree. She had poured months of diplomacy and effort into this meeting, and now it was all bearing fruit. Jhessail turns to greet them. She can barely restrain her excitement. "Welcome aboard the Gilded Trophy. Today, we plan the reclamation of Phlan."

Dirty Clothing Token

A battered Jhessail strides down an underground tunnel. She is wearing nothing but a dirty shift, but she has a sword in her hands and is as defiant as ever. An unseen voice from behind her pleads, "You can't kill the dragon alone! You need allies first! Come with us! There will be another chance!" Jhessail stares menacingly into the distance. She then closes her eyes and makes her decision. "You are right. Another time. Even though that time will be paid for by the people of Phlan." A tear leaks down her cheek.

Laurel Crown Token

Jhessail sits on the Cinnabar Throne. The dragon was dead, but other enemies are circling. Who would defend them? The Black Fists? They had lost the people's trust. This led to uncomfortable thoughts. Why should the people trust her? There was no reason they should. The people had won their town back. She would not keep it from them.

Jhessail stands from the throne and calls for everyone's attention. "The future of Phlan must be decided by the people of Phlan. I am stepping down as ruler, and I call for elections by the populace." Her announcement is met with horrified silence.

Tear-Shaped Emerald Token

The shadow of a great dragon flashes over Jhessail as she stands on the battlements. Jhessail sprints down the stairs to the barracks of her fellow Knights of the Black Fist. "To arms!" she cries. "We are beset by a dragon! To arms! We must honor our oaths!"

The knights turn to her. She sees they have green paint smeared across their tabards. One of them speaks. "We know all about the dragon. We brought him here."

Visored Helm Token

Jhessail strides through the streets of Phlan in full armor. The townsfolk scurry out of her way. Good. Let them stand aside with their eyes wide with fear. They know the proper respect due to a Knight Captain of the Black Fists. Might begets order and order begets peace. The common folk do not understand. What the Black Fists do is for their own good.

Player Handout 8: 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 Luck

Blessing, uncommon (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. You gain a +1 bonus to ability checks and saving throws. 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.

Important: 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.

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