

Administrative Guidance: Reclamation of Phlan

This document provides guidance on running *Reclamation of Phlan*: a D&D Epics™ adventure.

Overview

Each group will play one of three adventure tracks. This adventure supports the following tiers of play:

- **1st through 4th-level characters** (optimized for five 3rd-level characters)
- **5th through 10th-level characters** (optimized for five 8th-level characters)
- **11th through 16th-level characters** (optimized for five 12th-level characters).

Each table must seat characters of the same tier.

This is a special four-hour interactive adventure, designed for many tables playing together. Because of the interactive nature of the adventure, each track possesses interactive elements that will impact not only the characters, but other groups as well.

Participants

The adventure requires the following participants to run smoothly.

- **Groups:** a table of 3-7 players representing different factions. There must be at least two groups per track (minimum 18 players for the event).
- **Group Leaders:** each table has one representative that is responsible for reporting events to the Captains.
- **Dungeon Masters:** each table has one Dungeon Master.
- **Captains:** Each section has captains who are responsible for adjudicating interactive events and answering questions posed by DMs. The captains forward their results to their individual Commander.
- **Commanders:** Each track has a commander who is responsible for counting victories and announcing important interactive elements.

Setup

The following steps are important for running the event smoothly.

Step 1. Prepare War Maps

Each track has a large **war map** on display at HQ (see Appendix 1: War Maps). During play, each group moves their **banner** across the war map to show where they're fighting. The war maps should be easily accessible. If projector equipment is available, the war maps can be projected onto screens.

Each war map must have space for the following:

- A container for victory points. This is referred to as the track's Victory Pool.
- The banner for the track's villain (see Appendix 2: Villain Banners). The track villain starts off the map.
- Flags for interactive elements (see Interactive Elements, below). The flags start out of view, and are raised next to the war map when special events activate them.

Step 2. Prepare Tables

Each table must have a unique table number displayed prominently on its surface. It is important that players and administrators can find other tables, and identify which track they are playing. If possible:

- Tables are groups together by adventure track
- Tables are arranged in table number order.

For large events, the administrators can provide each group with a plan of the tables and their numbers, or ensure a table plan is easily accessible to all.

Step 3. Muster Groups / Assign Adventure Packs

During muster, each table should be supplied with an adventure pack for their track. This contains:

- The track adventure. All DMs should read the adventure beforehand.
- A banner for the track (see Appendix 3: Group Banners).
- A set of victory point counters.
- Handouts for the track.

Step 4. Count Groups per Track

To calculate victories, the administrators need to know how many groups are participating on each track. Before play begins, perform a table count.

Step 5. Play!

When play begins, the administrators should read the briefing aloud to the players (see Announcements, below).

Core Rules

Banners

Whenever a group moves to a new sector on the map, the Group Leader must visit headquarters to move the group's banner. To avoid confusion, the administrators should move the banners for the groups.

Before play begins, each group will write their table number on their banner. When a player first delivers their banner to HQ, check that it has their table number on it!

All banners start in the same sectors (unless players use the Cloaks ability to teleport):

Track	Starting Sector
1: Lion	L-A: Frozen Bay
2: Eagle	E-A: Phlan
3: Broadsword	B-A: Castle Dungeons

Boons

During play, groups earn special benefits that affect other tables. These are called Boons. The adventure packs contain handouts for every boon on the track.

Each boon applies to a specified track. When the boon is earned, the group can award it to a table on that track, or hand it to the administrators. The administrators then award it on their behalf.

Victory Points

As each group completes encounters, they earn victory points. Victory point counters are taken to HQ and added to the track's victory pool.

- Each track needs an appropriate container for its victory pool. When counters are added, the Commander must keep a tally of the running total.
- Interactive events occur when the victory pool reaches certain thresholds (see Interactive Events below). When the event begins, calculate the amount of victory points needed for each interactive event.
- At the end of the event, collect the tracking sheet from each group. The group that recorded the most victory points on their tracking sheet wins a prize. If needed, this can be announced after the event via notice board or over a website.

Final Hour

The game ends after **four hours**. At this point, the Epic Staff announce which tracks succeeded or failed.

In the final hour, it is important that the administrators build suspense around the success or failure of each track (for this reason, the total in the victory pool should be kept secret). The Epic Staff should visit different groups to encourage them and spread excitement. In the final hour, the track villains also prowl between tables (see Track Villains, below).

Interactive Events

Each track has interactive elements that affect other tracks.

When an interactive element occurs, the administrators raise a colored flag at headquarters and make an announcement (see Announcements, below).

Victory Pool Events

The Commander should keep track of the victory pool and be ready for the following events.

Victory Pool Threshold 1: Unlock Allied Sector

The first victory pool threshold unlocks an inaccessible sector on another track. To unlock the sector, the track must accumulate the following amount of victory points:

- **5 victory points multiplied by the number of tables participating on the track.**

When the victory pool reaches this threshold, consult the following table to see which sector is unlocked:

Unlocking Sectors

Victory Pool	Sector Unlocked
1: Lion	B-D: Maze of Ruins (Track 3). Raise purple flag.
2: Eagle	L-D: Old Phlan (Track 1). Raise yellow flag.
3: Broadsword	E-D: Grass Sea (Track 2). Raise blue flag.

Example: Five groups are participating on Track 1. When their victory pool reaches 25 points or higher, they unlock the inaccessible sector on Track 3. The administrators raise the purple flag.

Victory Pool Threshold 2: Win Track

To win the track, the track's victory pool must equal or exceed the following threshold:

- **20 victory points multiplied by the number of tables** participating on the track.

The success or failure of each track must be kept secret until the end of the event.

Example: Eight groups are participating on Track 3. To win the track, their victory pool must equal or exceed 160 points.

Extending the Event

Due to its open structure, Reclamation of Phlan can be extended to run comfortably for up to 8 hours. For each additional hour that the event runs for, change the calculation for winning the track as follows:

- **5 Hours:** 23 victory points multiplied by the number of tables participating on the track
- **6 Hours:** 26 victory points multiplied by the number of tables participating on the track
- **7 Hours:** 29 victory points multiplied by the number of tables participating on the track
- **8 Hours:** 32 victory points multiplied by the number of tables participating on the track

Victory Missions

The administrators will assign the following special quests to individual groups. Only the chosen group plays the quest. Victory Missions resolve pivotal moments in the battle for Phlan. They also determine the fate of key NPCs in the ongoing storyline.

Unlocking Victory Missions

Trigger	Mission	Track
Start of Event	1: Lighting the Beacon	1: Lion (Sector L-A)
Victory Mission 1 Complete	2: Bomb the Gate	2: Eagle (Sector E-A)
Victory Mission 2 Complete	3: The Pool of Radiance	2: Eagle (Sector E-D)
Victory Mission 3 Complete	4: Raise Doomguide	1: Lion (Sector L-E)
Victory Mission 4 Complete	5: Trap Tyranthraxus	3: Broadsword (Sector B-E)

When a victory mission is triggered, the Epic Staff use the war map to pick a group in the listed sector. The administrators then ask the group if they wish to play the mission.

Victory Missions cannot be assigned in the last 30 minutes of play.

Beginning a Victory Mission

If the group accepts the mission, they have a choice:

- Abandon any ongoing encounter or quest. Any spell slots that characters expended in the abandoned episode are restored, and the characters regain any hit points they lost.
- Finish their current encounter or quest before playing the victory mission.

Play Mission

The adventure contains rules for playing victory missions, including rewards. When the mission is complete, the group will notify the administrators of their success or failure.

Success: Assign Victory Points

If the group completes the mission, each track's victory pool receives two victory points for every table participating on that track! The Commanders simply add this to the accumulated total.

Failure: Reassign Mission

If the group fails the mission, the administrators can assign it to another group in their sector. The mission must be a success to unlock the next victory mission.

Track Villains

Each track has a villain that moves from table-to-table, attacking different groups. The Commanders control these villains. Villains enter play at the following times:

Unlocking Victory Missions

Trigger	Villain	Track
Victory Mission 3 complete or final hour begins	Narle Shieldbiter	2: Eagle (Sector E-D). Raise red flag
Victory mission 4 complete or final hour begins	Glandon the Vampire	1: Lion (Sector L-E). Raise black flag
Victory Mission 5 complete or final hour begins	Vorgansharax	3: Broadsword (Sector B-E). Raise green flag

Villains cannot enter play until two hours of play have passed. For full rules on villains, see the Controlling Track Villains section below.

Blowing the Stojanow Gate

Groups on Track 3 cannot use Boons from other tracks until the Stojanow Gate is destroyed. This occurs when the Bomb the Gate victory mission is won. When the Bomb the Gate mission is won, raise the orange flag and read the Destroy Stojanow Gate announcement.

Flag Summary

Flag	Event
Yellow	Sector L-D: Old Phlan (Track 1) unlocked
Blue	Sector E-D: Grass Sea (Track 2) unlocked
Purple	Sector B-D: Maze of Ruins (Track 3) unlocked
Black	Track 1 villain in play
Red	Track 2 villain in play
Green	Track 3 villain in play
Orange	Stojanow Gate destroyed. Groups on Track 3 can now use Boons received from other tracks.

Controlling Track Villains

1. Introducing Villains

Villains enters the game when groups complete victory missions, or the final hour of play begins. When a villain awakes, the administrators will:

- Place the villain banner on the appropriate sector of the track's war map
- Raise the appropriate flag at HQ
- Read the appropriate announcement.

2. Moving the Villain

The commander uses the war map to target a group in the same sector as the villain (or the nearest group if no other groups are present). The administrators move the villain's banner adjacent to the targeted group's banner, and the commander seeks out the table.

Arriving at the Table

When the villain arrives at the table, the DM reads the appropriate introduction from the adventure booklet. Resolve a single round of combat against the villain (see "Fighting the Villain", below).

Moving on

When one round of combat is complete, the villain moves on to target another group. The villain must attack all groups in its sector at least once before moving to a new sector. To attack a group a second

time, the villain must attack every other group present in the same sector.

Administrator Assistance

In large events, an assistant can target groups for the commander ahead of time, and relay the table numbers in person or via instant message.

3. Fighting the Villain

Battles against the villain uses the following steps as it moves to and from different tables.

Step A. Determine Initiative

Combat occurs outside the normal initiative order. Any monsters present when the villain arrives do not participate in the battle. Each villain behaves differently:

Glandon the Vampire:

- Due to his mastery over the mists, Glandon takes his turn first. The commander will resolve these attacks. If the players have **Boon L-5B: Mists of Ravenloft**, they act before the vampire.
- When Glandon is done, each character takes a free turn. The players can take their turns in any order.

Narle Shieldbiter:

- Due to his mastery over his steed, Narle takes his turn first. The commander will resolve these attacks. If the players use **Boon L-1A: Eyes on High**, they act before Narle but do not gain surprise.
- When Narle is done, each character takes a free turn. The players can take their turns in any order.

Vorgansharax:

- Vorgansharax is slow, so the group always goes first. Each character takes a free turn. The players can take their turns in any order.
- Keep track of how much damage each character deals to the dragon.
- At the end of each character's turn, Vorgansharax can choose to expend one of its three legendary actions.

Step B. The Villain Attacks

Each villain attacks differently:

Glandon the Vampire:

- At the start of his turn, Glandon regenerates 20 hit points if he has at least 1 hit point and isn't in sunlight or running water. If he took radiant

damage or damage from holy water during his previous attack, this trait does not function.

- If Glandon acts before the characters, he uses *charm* to target any obvious spell casters.
- If Glandon acts after the characters, he uses *multiattack* to grapple and *bite* the character who dealt the most damage to him.

At the end of each player's turn, Glandon can choose to expend one of his legendary actions.

Narle Shieldbiter:

Narle and his manticore share the same stat block. On his turn, Narle takes the following actions:

- If Narle acts before the players, he opens with a salvo from his manticore's *tail spikes*. If the players act before him, he does not use this power.
- Narle then uses *multiattack* to attack three times with his *greataxe*.

At the end of each player's turn, Narle can choose to expend one of his legendary actions.

Vorgansharax:

On its turn, Vorgansharax takes the following actions:

- If the group deals a combined total of less than 25 damage per conscious character to the dragon, it unleashes its *breath weapon* against the group.
- If the group deals a combined total equal to or greater than 25 damage per conscious character to the dragon, it uses its *multiattack* instead; attacking different targets with each attack.

Step C. Hit points

Each villain has a different calculation for hit points:

Glandon the Vampire:

Glandon has hit points equal to 25 multiplied by the number of tables participating in Track 1 (minimum 144 hit points). For example, if ten tables participate, Glandon has 250 hit points.

Narle Shieldbiter:

Narle has hit points equal to 60 multiplied by the number of tables participating in Track 2 (minimum 200 hit points). For example, if five tables participate, Narle has 300 hit points.

Vorgansharax:

Vorgansharax has hit points equal to 80 multiplied by the number of tables participating in Track 3 (minimum 400 hit points). For example, if five tables participate, Vorgansharax has 400 hit points.

Step D. Leaving the Table

When everyone has acted, the villain moves to another table.

Step E. Chasing the Vampire (Track 1 only)

If Glandon retreats before the group can use their "Gulthias Stake" boon (see below), one player can follow him. That player leaves the table with the commander and delivers the "Gulthias Stake" boon to the next group Glandon attacks. The character joins that table for the combat, and then returns to their own group - unless they choose to chase the vampire further!

Step F. Defeating the Villain

The villain dies if it drops to 0 hit points.

- The group that killed the villain earns 5 victory points and gains the use of another short rest.
- Add one victory point to the track's victory pool for every group participating on that track.
- Read the appropriate announcement.

Glandon the vampire is trickier to slay. If Glandon drops to 0 hit points, he turns into a cloud of mist and escapes. The group earns one victory point. Glandon regenerates to 50 hit points and attacks another table.

To slay Glandon permanently, the group needs **Boon L-3A: Gulthias Stake**. If they have it, Glandon dies when the group's attacks reduce him to 0 hit points.

My Master, Tyranthraxus...

Players who have participated in previous multi-table events that feature dragons may decide to leap onto the dragon's back and follow it. If so, they are in for a surprise! If a character jumps onto the dragon's back, the spirit of **Tyranthraxus possesses them!** The player must follow the commander to the next table, where their character attacks the group alongside Vorgansharax! After Vorgansharax has taken its turn, the player takes their turn. Only *remove curse* spell dispels the possession.

The *Sword Coast Adventurer's Guide* also introduced Tyranthraxus as a warlock patron. If Vorgansharax arrives at a table that contains a warlock with this patron, the warlock is instantly possessed and leaps onto the dragon's back! At the end of the event, any warlock characters that have pacts with Tyranthraxus retain them: indicating that its spirit still lives.

Announcements

When an event occurs, the Epic Staff should read the boxed text aloud to all players.

Mission Briefing (start of event):

You stand on the deck of the Gilded Trophy. It is winter, and fog has frozen vast swathes of the Moonsea. Summoned by your factions, you have set sail to reclaim Phlan from the Cult of the Dragon! Knight Commander Jhessail Greycastle addresses the alliance from the ship's upper deck.

"I remember the day the dragon took our town. When that green bastard tore the roof from Valjevo Castle, and its cultists crawled like vermin from the sewers. My knights failed Phlan that day. It was you who saved those refugees, and led them on their long journey to Mulmaster!

"We've licked our wounds too long! Winter has come, and these mists can work in our favor. The dragon has fortified the roads into Phlan, but won't be expecting a night attack from the frozen sea. It's time to take back what is ours!

"We attack in three banners! The lion will cross the ice on sleighs to liberate the streets! The eagle will secure the skies on griffons! The broadsword will teleport into Valjevo Castle to slay the dragon!

"The Cult of the Dragon is finished. Together, let us be the hammer that seals their coffin forever!"

Unlocking Sectors

Each track has one sector that is inaccessible until another track unlocks it (see Interactive Events, above):

Unlock Track 1 Sector (Sector L-D: Old Phlan)

The magic thicket surrounding Castle Valjevo is ablaze! The griffon riders of Group Eagle have fire-bombed the undergrowth, and exposed the gates into the old town. Group Lion: the streets of Old Phlan are now unlocked!

Unlock Track 2 Sector (Sector E-D: Grass Sea)

Word spreads across the alliance that Group Broadsword has located the orc hideouts inside the Grass Sea! Group Eagle: The Grass Sea is unlocked!

Unlock Track 3 Sector (Sector B-D: Maze of Ruins)

Alarms sound throughout Valjevo Castle! To the sound of marching drums, dozens of black-clad knights file from the castle to deal with the attack on the docks. The diversion is working. Group Lion has drawn the enemy from the dragon's lair! Group Broadsword: The Maze of Ruins is now unlocked!

Track Villains Enter Play

Each track has a villain that moves from table-to-table until slain (see Track Villains, above):

Track 1 Villain Enters Play

Freezing fog swirls through Phlan, and a mocking laugh echoes overhead. Rumors spread that foolhardy adventurers have unleashed a vampire in Valhingen Graveyard. Now it prowls the streets, hunting for your blood!

Track 2 Villain Enters Play

Vorgansharax has learned of your actions outside town! Across Phlan, the cultists begin to chant: "Shieldbiter! Shieldbiter! Shieldbiter!" With a roar, an orog mounted on an armored manticores takes off from Valjevo Castle. Narle Shieldbiter of the Burning Banner is coming!

Track 3 Villain Enters Play

A bellowing roar echoes across town! From the heights of Valjevo Castle, the green dragon Vorgansharax casts its shadow across Phlan! The Maimed Virulence is on the prowl!"

Track Villains Die

Track 1 Villain Dies

Horns bellow across the battlefield. News reaches you that the vampire has been slain by [group name]! All around, the mists begin to recede! Group Lion is winning the fight!

Track 2 Villain Dies

Narle Shieldbiter has been slain in battle by [group name]! Across Phlan, the orcs and goblins begin to tremble and rout! Group Eagle is winning the fight!

Track 3 Villain Dies

Its death cry echoes for miles. Vorgansharax, the Maimed Virulence, Tyrant of the Cinnabar Throne, has fallen in battle! In time, word reaches you that the dragon was slain by (group name). Broadsword is winning the fight! But what of Tyranthraxus? Did its spirit escape?
...
Somewhere, deep in Valhingen graveyard, a maimed corpse opens its eyes....

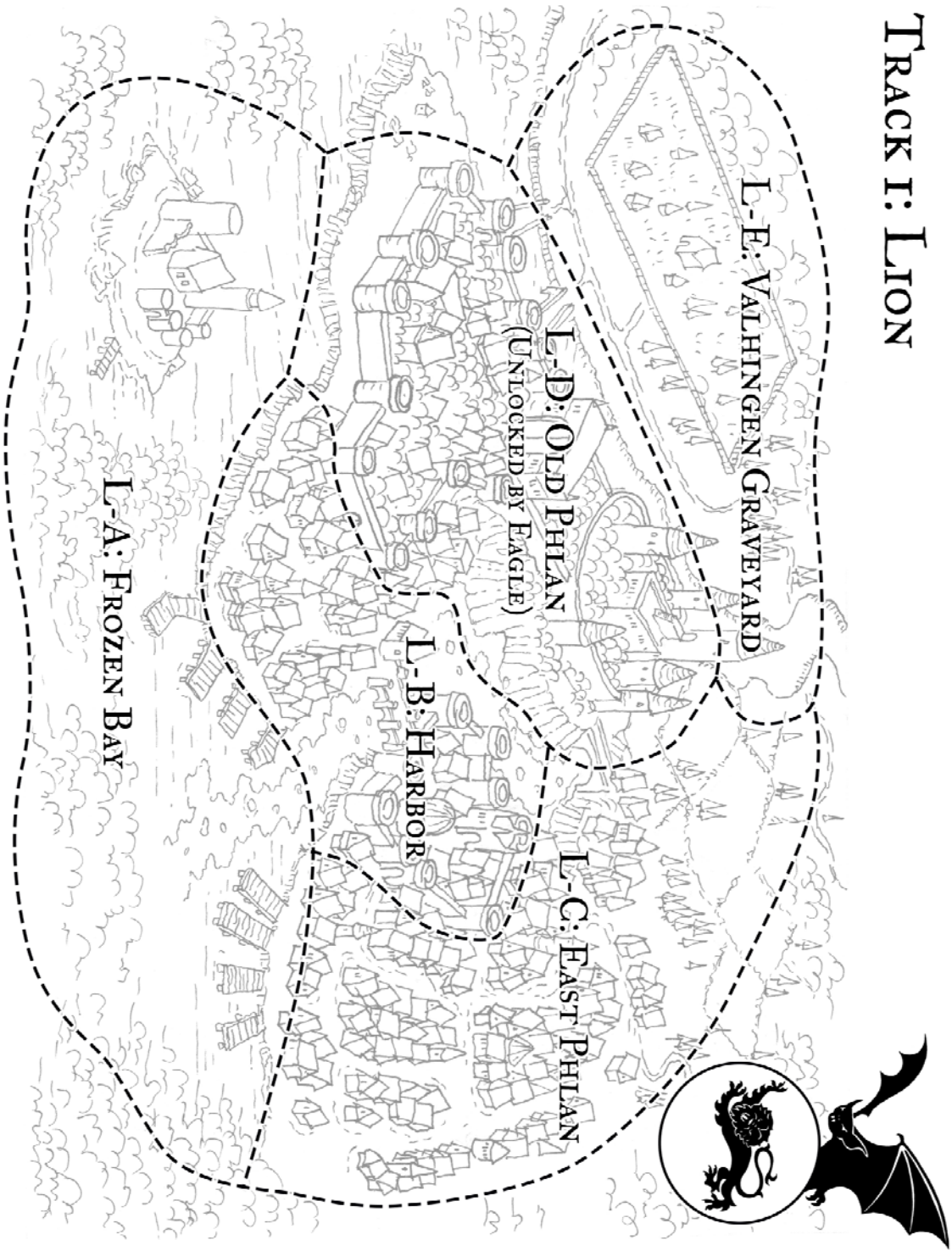
Destroy Stojanow Gate

If a group completes the Bomb the Gate Victory Mission, read the following:

Boom! Group Eagle has bombed the Stojanow Gate! A colossal explosion rocks Phlan as the gates collapse, and allied soldiers pour into the citadel! Group Broadsword: you can now use Boons gifted from other tracks!

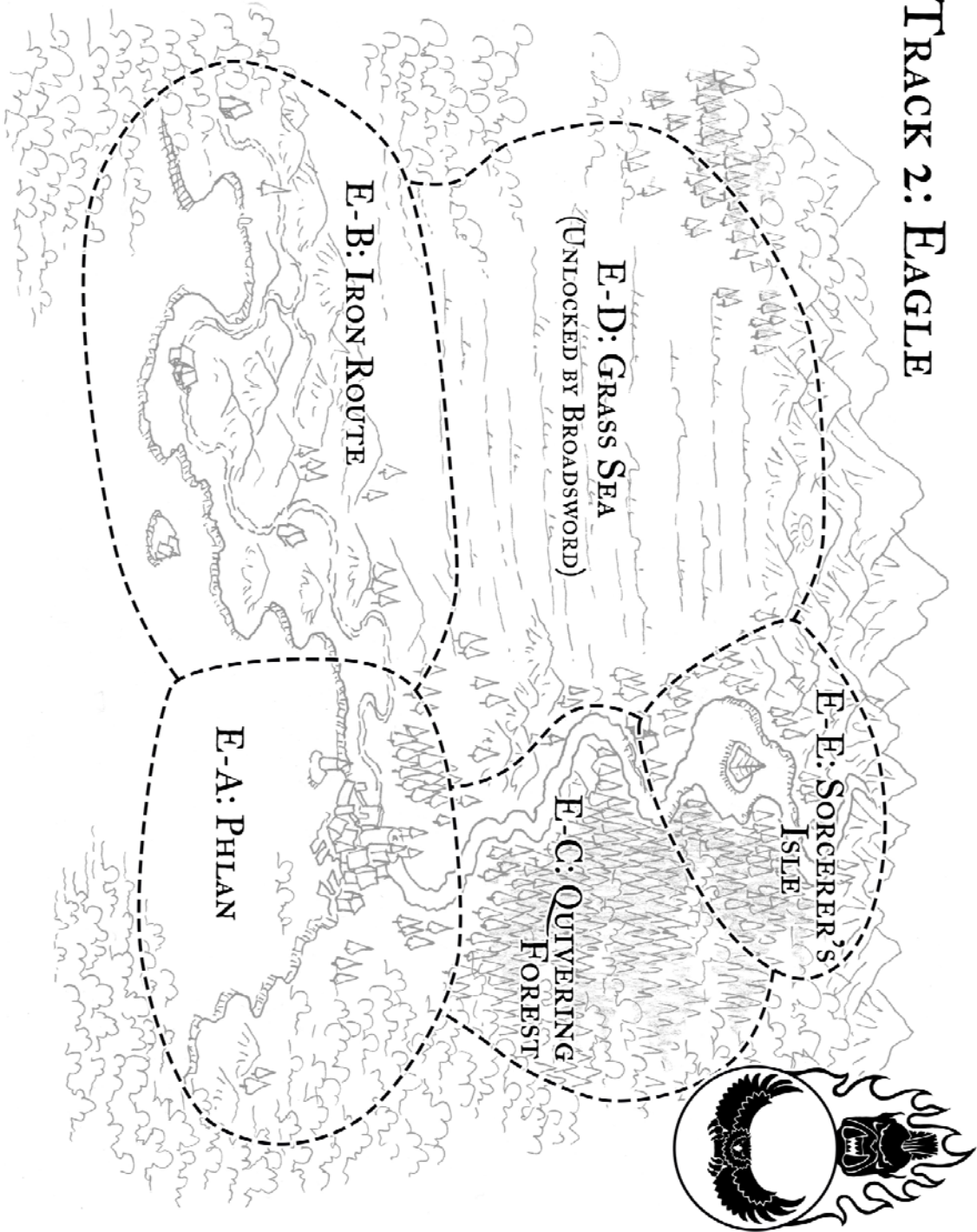
Appendix 1: War Maps

TRACK I: LION



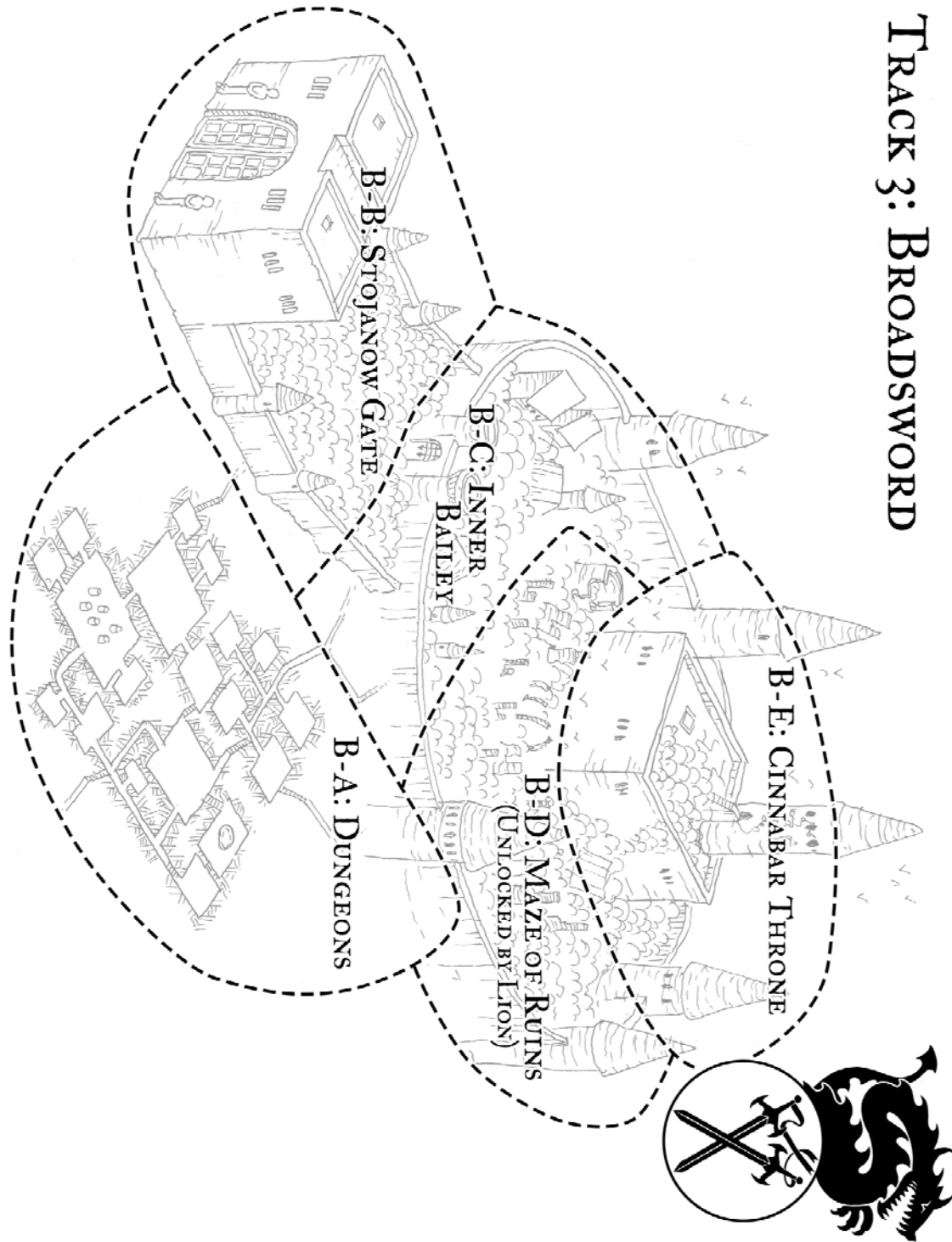
Appendix 1: War Maps (Cont.)

TRACK 2: EAGLE

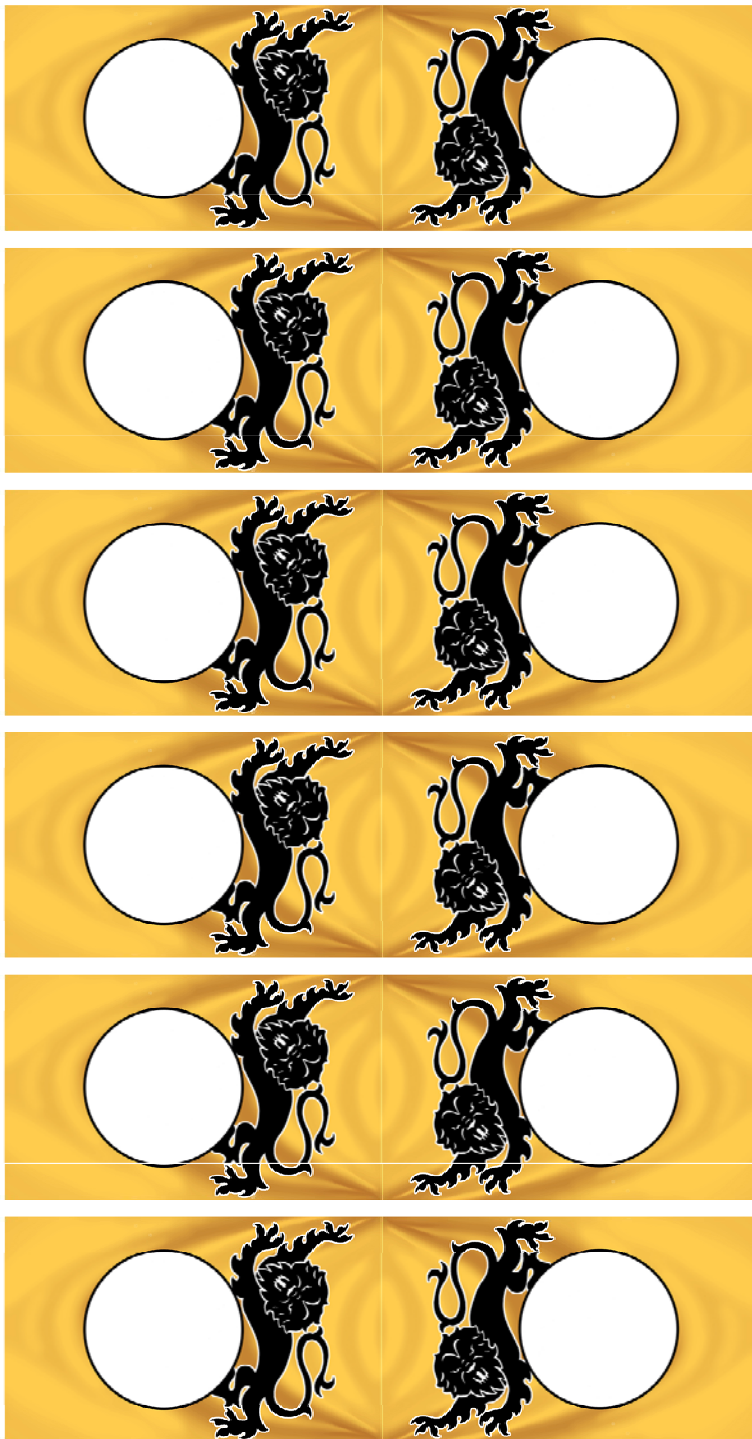


Appendix 1: War Maps (Cont.)

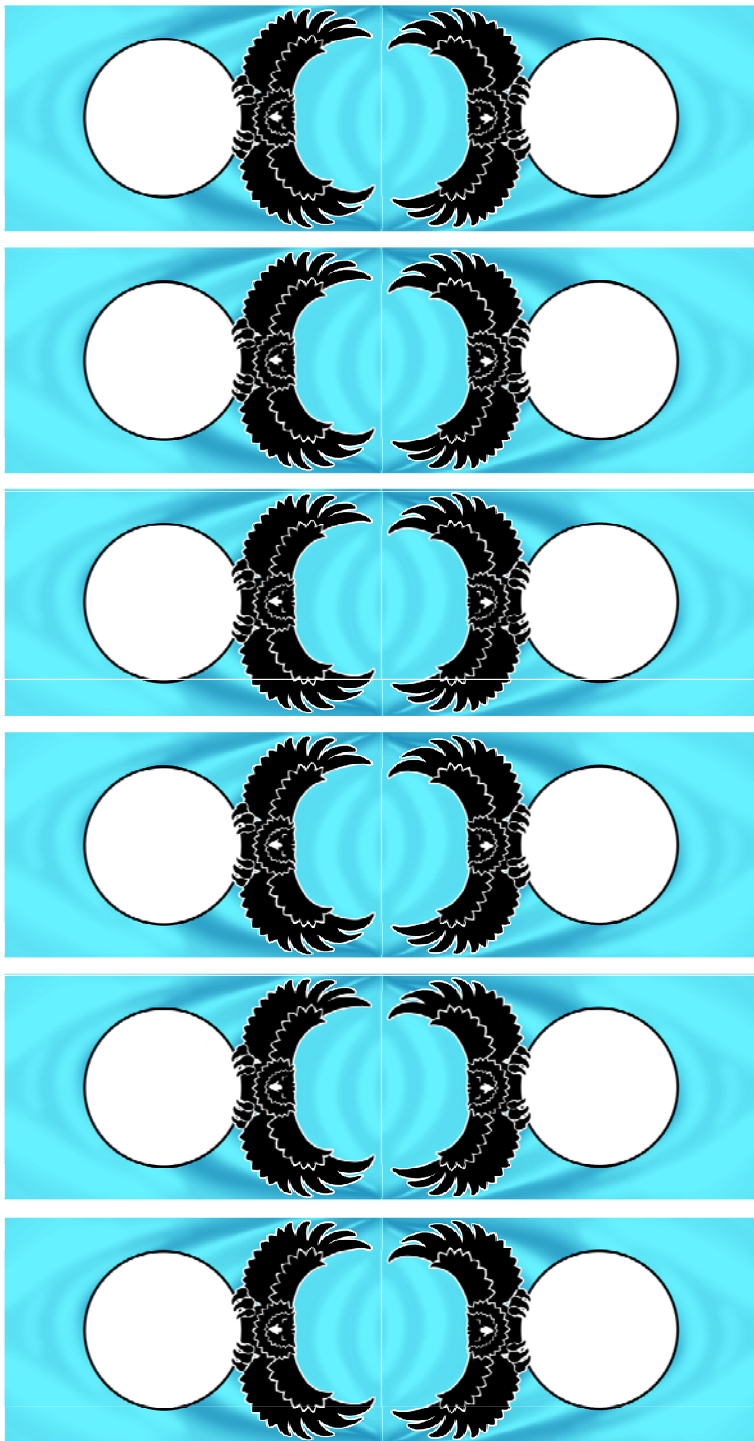
TRACK 3: BROADSWORD



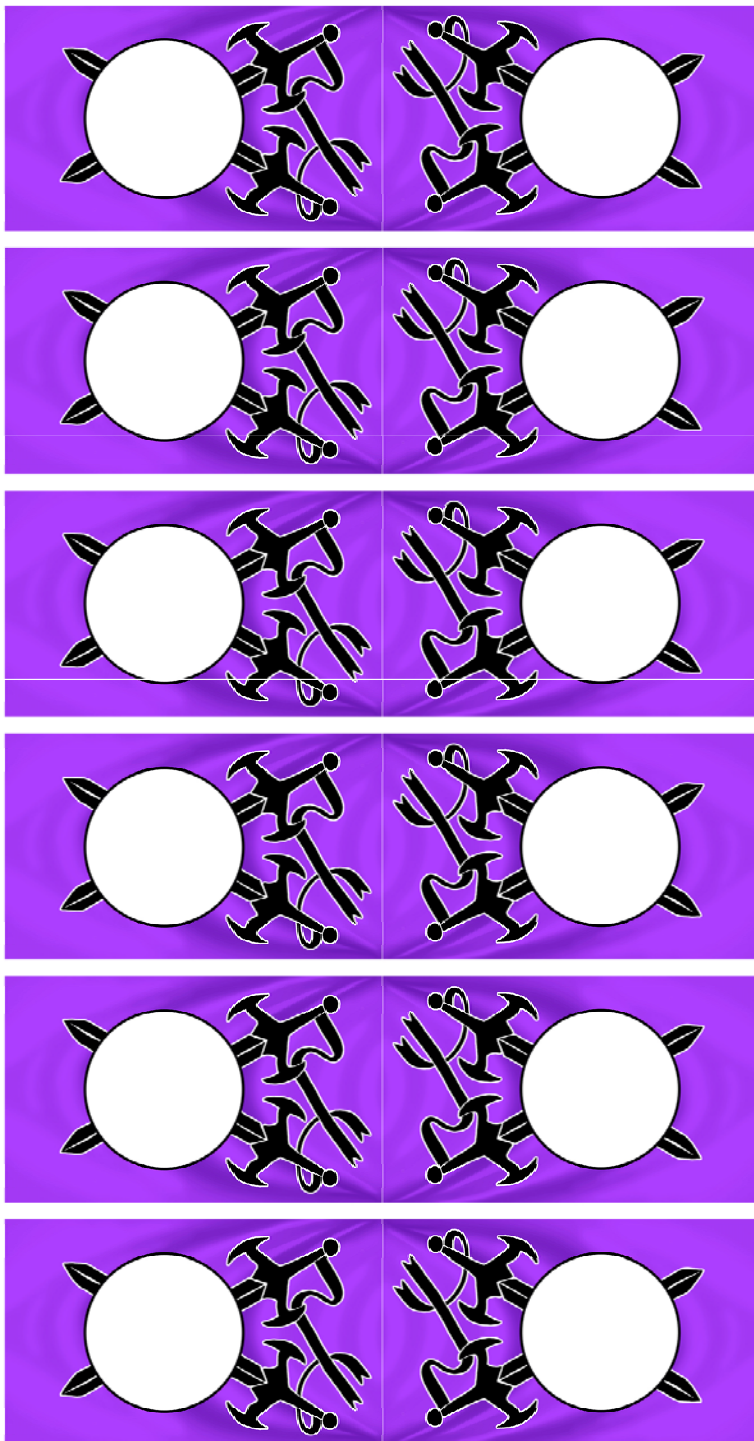
Appendix 2: Track Banners



Appendix 2: Track Banners



Appendix 2: Track Banners



Appendix 3: Villain Banners

