

## Phlan Adventure Notes:

1. Phlan is an old city on the North Shore of the Moon Sea, and has endured many attacks, upheavals, and turmoil until recent years. It had started to settle under the leadership of the Lady Regent Alana Burgoyne, and was doing well for a while before Llaroch the Lich arrived.



2. Llarloch the Lich took over the city one weekend, as a way to test his new experiment of an undead army. He eventually got bored and left his undead army there. He has no interest in taking his army back, or taking any ownership of Phlan. But that doesn't mean you won't see him again. Laught (Mike's Tomb of Annihilation Character) is still working for Llarloch running 'errands', but is willing to help the group when he's able to do so.
3. The town is under control of the Knights of the Black Fist - who were Phlan's knights and protectors of the city. They are led by Ector Brahams who is the new 'Lord Protector' of the city, and was given his new title (and the army) when Llarloch left (he's the 'Sheriff of Nottingham' in the story). *(The symbol of Knights of the Black Fist is shown at the left).*



4. Phlan is by appearances doing well economically, crime is down, and there are many citizens (mostly upper class) who think it's going fine. But throughout many of the everyday folks are still skeptical of the leadership.

5. The city's religious tradition relates to the church of Bane who is known as the god of Tyranny, but Phlan's less strict (more recent) interpretation. More, 'Follow the rules, work hard together, listen to those in charge' prosperity gospel type principles than a 'might makes right' dictator worship. *(The Phlan Church of Bane symbol is shown below on the right, some depictions have it holding lightning. They are very similar to each other due to the origin of the Knights of the Black Fist, but not related to each other any more).*

There are some other religions in town, but they are smaller and have fewer members - mostly newcomers to the city. There's a church of Lathander that's in an old pierogi shop, for example.

6. There is also a Thieves' guild who call themselves 'The Welcomers'. They have cut back their operation since the occupation, and would be willing allies.



7. Characters should be at 8th level when we start the story. I'm hoping to do some Heist / Infiltration / Espionage type stuff along with of course lots of smashing bad guys so keep that in mind with character design, but anything should work.
  - For new characters, use a 32 point buy or Roll: 4d6 and add the best 3 for a total, repeat 7 times and keep your favorite 6 totals.
  - For all characters, take an additional 2 skills, or 1 skill with double proficiency, or proficiency in a save.
  - For Magic Items, you should have at least 1 Major Uncommon (+1 Weapon) and 1 Major Rare (+1 Armor) item. And probably a Minor Uncommon or Major Common item (Scrolls, Wand of Smiles, etc..). If you have questions, we'll sort it out!
  - You should also have about 250 in gold, and about 400 in other normal equipment as needed.

I'm hoping that this will be a fun and engaging adventure!