



ADVENTURERS LEAGUE

TYRANT OF THE FORGOTTEN FORGE

PART 3 OF THE TENETS OF BANE SERIES



CCC-WWC-03



TYRANT OF THE FORGOTTEN FORGE

THE THIRD ADVENTURE IN THE TENETS OF BANE SERIES

A devout priestess of Torm seeks one of three platinum discs once carried by a trio of Banite fanatics. To retrieve the item, the characters must delve an abandoned dwarven mine and unravel the protective magic left behind by the archmage who originally hid the disc.

A Two-Hour Adventure for 1st-4th Level Characters



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ADVENTURERS LEAGUE

INTRODUCTION

Welcome to *Tyrant of the Forgotten Forge*, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 3rd-level characters**. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create new 1st-level characters or use pregenerated characters.

The adventure is set in the Moonsea region of the Forgotten Realms at the base of the Galena Mountains, not far from the ancient sunken city of Sulasspryn. During play, the characters delve an abandoned dwarven mine to retrieve one of three platinum discs known as the Tenets of Bane.

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.

THANK YOU

The Adventurers League could not exist without talented and dedicated Dungeon Masters to bring its smelly trolls and evil necromancers to life. Being a DM isn't always easy, but it can be rewarding, and we certainly appreciate your time and effort!

ABOUT WINTER WAR

The Tenets of Bane adventures were written exclusively for the Winter War gaming convention. For over four decades, Winter War has been providing a place for tabletop gaming enthusiasts to come together to express their passion in a no-frills and no distractions atmosphere. Independently managed for over thirty five years, it has strived to preserve and promote the very essence of the gaming community: the games.

Located in Champaign-Urbana, IL, Winter War provides a relaxed gaming atmosphere with an almost limitless variety of gaming to be had and friends to be made. The convention is also dedicated to the promotion of gaming in the younger generation, offering a wide variety of kid-friendly gaming and family oriented events.

No matter your interests in tabletop gaming, experience level, or age, Winter War has an event to suit your tastes. From roleplaying to World War II combat simulations to collectible card games, Winter War has it all.

Use the web address below to take a look at the previous conventions for a taste of what types of games Winter War has offered in the past. Also, hop on the mailing list to discuss what you would like to see. Winter War welcomes anyone who would like to try their hand at running an event, even if it is your first time!

www.winterwar.org

FORGOTTEN REALMS DEITIES

The Tenets of Bane adventures mainly feature two deities: Bane and Torm. These gods have a long and storied history in the Forgotten Realms, and you can learn more about them in supplements such as the *Sword Coast Adventurer's Guide*, *Faiths and Pantheons*, and *The Avatar Trilogy* of novels.

The following sidebars provide basic information about each god and detail how loyalty to each might impact the adventure.

Loyalty to Bane

Bane is the evil and malevolent deity of fear, hatred, and tyranny. He prefers to plot and scheme and rarely acts in a direct manner. Bane furthers his nefarious agenda by utilizing a network of priests, worshippers, and other agents. He seeks to control all of Faerûn, and he works toward this goal ceaselessly. Bane's symbol is an upright black hand with thumb and fingers together. You can learn more about him in the *Sword Coast Adventurer's Guide*.

While Bane is wholly evil, not all who follow him hold the same darkness within their hearts. He represents power, ambition, and control. Many of his worshippers pray to him for strength, and he is said to favor the bold. Because of this, one or more characters playing the adventure might worship or serve Bane. Their devotion to him has the potential to put them at direct odds with the story's plot. If you find a Bane loyalist amongst the characters, pull the player aside before the adventure begins and give them the Servant of the Black Hand secret mission below.

Servant of the Black Hand. The church of Bane has learned of Malana Homwell's plan to recover the three platinum discs known as the Tenets of Bane. You are to infiltrate those in her employ and assist in the recovery of the discs. Keep your true allegiance a secret at all times, and alert your superiors when all three of the items are in Malana's possession. The church of Bane will handle the rest.

Important. This mission is for roleplaying purposes only. It has no treasure, XP, or renown rewards associated with it.

Loyalty to Torm

Torm is the god of duty and loyalty. Those who face danger for the greater good often worship him and seek to emulate his values. Because of his beliefs, many goodly paladins and clerics are found among his faithful. Those who worship Torm believe that spiritual deliverance is achievable by service. They struggle to accomplish his edicts by going out into the world as an active force for good. They seek to correct injustices and help those in need. Torm's symbol is a right-hand gauntlet held upright with its palm forward. You can learn more about him in the *Sword Coast Adventurer's Guide*.

FROM MOUNTAIN HALLS TO FORESTS DEEP,
I WILL NOT LET YOU BE.
I AM DEATH, AND YOU ARE MINE;
YOU WILL RETURN TO ME.

-DEATH



TYRANT OF THE FORGOTTEN FORGE

As Bane's worship grows, the world suffers.

—Malana Homwell

ADVENTURE BACKGROUND

In 1357 DR, three of Bane's devout followers attempted to establish a slave trade in the city of Thentia. These individuals were collectively known as the Servants of Strife.

Each Servant of Strife possessed a platinum disc depicting a painted black hand outlined in red on one side and a single word representing an edict of Bane on its opposite. These words (fear, hatred, and tyranny) each embodied a facet of Bane's teachings. Together, the discs were known as the Tenets of Bane.

In 1358 DR, a trio of Thentia's powerful archmages (Phourkyn One-Eye, Flamuldinath "Firefingers" Thuldoum, and Rilitar Shadow-water) defeated the Servants of Strife and divided the Tenets of Bane between themselves for study. They quickly discovered the Tenets were divine in nature and beyond their complete understanding. Moreover, each disc seemed to radiate an aura that intensified emotions related to the word it bore. Simply having the items near proved to be disturbing, and when they could find no way to destroy them, the archmages instead chose to hide them away.

Each archmage hid one of the Tenets of Bane in a remote location of the Moonsea, safeguarding it with protective magic. They documented their studies of the discs in a shared text and presented it to Sureene Aumratha, the high priestess of the House of the Moon (a temple dedicated to Selûne in Thentia), for safekeeping.

Over time, the House of the Moon's prosperity waxed and waned. Many of the temple's items were sold or stolen, and the text detailing the Tenets of Bane made its way into the private collection of an aged Thentian scholar, where it remained until his recent passing.

Last month, Malana Homwell, a cleric of Torm, acquired the text. Malana oversees the Helping Hand, a temple dedicated to the Hand of Righteousness (Torm) that lies midway between Melvaunt and Thentia on the Sword Trail. The priestess has taken it upon herself to locate the Tenets of Bane and transport them to Elturgard. She is confident the high clerics of Torm in the city of Elturel will know how to destroy the items once and for all.

ADVENTURE OVERVIEW

Tyrant of the Forgotten Forge consists of five parts.

Part 1: The Helping Hand. The characters arrive at the Helping Hand, a temple to Torm on the Sword Trail between Melvaunt and Thentia. The temple's overseer, Malana Homwell, asks them to recover one of three items known as the Tenets of Bane.

Part 2: Felldorn. The characters travel to the abandoned dwarven mine of Felldorn to retrieve the tenet. Inside, they encounter half-starved kobolds enslaved by a deranged derro tyrant and his lackeys.

Part 3: The Sanctum. With the derro threat eliminated, the characters must enter the sanctum of the mine's former ruler, Dagros Brightsteel, and deal with the obstacles left by the archmage who hid the Tenet of Bane inside.

Part 4: Bane's Belongings. In this optional encounter, followers of Bane assault the characters as they exit the mine's sanctum, hoping to claim the Tenet of Bane for themselves.

Part 5: Conclusion. The characters return to the Helping Hand and deliver the Tenet of Bane to Malana Homwell.

ADVENTURE HOOKS

The characters may already have their own reasons for traveling to the Helping Hand, but if not, use the following adventure hooks to draw them into the story.

Faction Orders. Malana Homwell has contacted each of the factions in the Moonsea and requested their assistance in locating three items known as the Tenets of Bane. Once recovered, she plans to transport the items to Elturgard, where they will be destroyed.

Bane's ever-growing presence in the region is a threat to all of the factions, and anything they can do to curtail the deity's influence benefits them all.

Travelers. The Helping Hand serves as a respite for those traveling between Melvaunt and Thentia. Adventurers who do not belong to a faction may be passing through the area or encounter other adventurers bound for the temple while traveling the Sword Trail.

Faction assignment: Order of the Gauntlet. The Homwell family of Elturel counts Ontharr Frume, a paladin of Torm and high-ranking member of the Order of the Gauntlet, as a close friend. Ontharr has agreed to use his faction's influence to help Malana Homwell retrieve the Tenets of Bane. Characters who successfully aid in retrieving all three items earn an additional renown point.

PART 1: THE HELPING HAND

Expected Duration: 15 minutes

Either of their own volition or by the direction of their factions, the characters arrive at the Helping Hand, a temple to Torm built from the ruins of an old roadhouse. Here the temple's overseer, Priestess Malana Homwell, and a dozen acolytes offer respite to weary travelers, spread the word of Torm, and make the finest goat cheese in region. If the characters have already met Malana in a previous adventure, you can forego introductions and skip to the bulleted details in The Third Tenet section.

Once a simple two-story roadhouse on the Sword Trail between Melvaunt and Thentia, the Helping Hand now stands as a sizeable temple to Torm, the god of duty and loyalty. It is nearing dusk, but as you approach, you see several people in plain woolen robes tending a large garden adjacent to the structure. Noticing you, a young brown-haired man in his early twenties approaches. "Greetings. My name is Acolyte Ryman. Are you in need of lodging for the evening?"

If the characters arrive at the temple at the behest of their factions and mention Malana Homwell's name, Acolyte Ryman escorts them to a meeting room to wait for the priestess. If they do not make their intentions immediately known, Malana learns from her acolytes that individuals who appear to fit the description of capable adventurers have arrived, and she seeks them out shortly after dusk.

Roleplaying Malana Homwell

A native of Elturgard, Malana comes from a long line of paladins and clerics dedicated to the worship of Torm. When she was 18 years old, she left her homeland to preach Torm's word throughout the Sword Coast. She was young and full of pride in her deity, and she traveled with a party of adventurers for nearly a year before her piousness caused rifts among the group.

Malana fell in battle while dealing with an ankheg infestation north of Baldur's Gate, losing her arm to one of the creature's powerful pincers. Only the quick actions of her allies saved her life. She returned home to Elturel intent upon reclaiming her missing appendage, but ultimately, no healing could replace her missing limb.

Knowing she had failed her god, she returned to the farmland where she lost her arm and worked as a simple farmhand for nearly three years. During that time, she came to understand the aspects of Torm that she had cast aside.

With respect, kindness, and humility in her heart, she traveled to the Moonsea, a land rife with Bane's worship, to serve as a counterpoint to his teachings of ambition and strife. Since that time, her flock has grown, and the Helping Hand temple has earned its name.

THE HAND OF TORM

Acolyte Ryman leads you to a small, comfortable room inside the temple and informs you that Priestess Malana Homwell will be with you shortly. Moments later, a female halfling with curly red hair arrives carrying a tray containing a bowl of fresh fruit, a wheel of cheese, a pitcher of water, and several wooden drinking cups. She places the tray atop the room's table and bids you to sit and enjoy.

After ten minutes, the door opens, and a woman of nearly fifty years enters. She is dressed in clean white robes fringed with light-blue embroidery. A pale-blue shawl bearing the upraised hand of Torm hangs neatly over her shoulders. The right sleeve of the woman's garment is rolled and pinned at her elbow, making her missing appendage easily apparent.

In spite of her handicap, she is beautiful. Light streaks of grey grace her lustrous blond hair, and her bright blue eyes convey both intelligence and authority. Smiling, she says, "Welcome to the Helping Hand. I am Priestess Malana Homwell, and I am pleased to make your acquaintance."

About the Helping Hand

The two-story stone temple to Torm is simple and austere in comparison to many of those dedicated to the Hand of Righteousness. When Malana arrived in the Moonsea many decades ago, it was little more than a burnt-out shell, but over time, the structure has seen several expansions. It now includes separate wings for travelers and its permanent clergy, gardens for raising vegetables, and three large barns that serve as a dairy for a sizeable herd of milking goats.

The Helping Hand augments the income it generates from lodging by making cheeses seasoned with herbs, which the temple sells in Melvaunt and Thentia. Many of its specialty products are prized by the nobility of both cities and command a steep price. This success has enabled the temple to prosper and expand over the years.

Temple Services. As long as the characters agree to assist Malana, they may request one spell per day of 100 gp or less from the Spellcasting Services table on page 4 for free. The only cost paid for the spell is the base price for the consumed material components, if any.

After formal introductions, Malana asks the characters to sit and continue enjoying their refreshments. As they relax, she relays the important information below.

- Malana needs adventures to retrieve three palm-sized platinum discs known as the Tenets of Bane. Each disc has a word (fear, hatred, or tyranny) on one side and a painted black hand on the other.
- The discs were once carried by three devout worshippers of Bane known as the Servants of Strife. They were defeated decades ago by a trio of Thentian wizards who took the discs to study their properties.

- The wizards learned that the discs were divine in nature, but they were unable to determine their true purpose. Having the items near was disconcerting, as they seemed to amplify the emotions that each disc represented.
- The wizards could find no way to destroy the discs; so instead, they hid them in desolate regions of the Moonsea. They documented the locations and their findings in a text, which they gave to the Church of Selûne in Thentia.
- The church fell from favor, and the text passed between collectors until Malana acquired it last month.
- As a priestess of Torm (Bane's rival), she feels it is her duty to locate these items and transport them to her homeland of Elturgard, which is now the shining center of Torm's faith. She is confident the high clerics there can find a way to destroy the discs, thus eliminating at least a small portion of Bane's influence in the world.
- Malana does not expect the characters to help her without a reward. She is willing to pay 250 gp for each disc. She would like to retrieve the discs herself, but her physical limitations and temple duties prohibit her from doing so.

THE THIRD TENET

If the characters accept Malana's offer, she provides them with the information below about the third Tenet of Bane.

- The third Tenet of Bane bears the word "tyranny". Simply holding the disc is enough to elicit cravings of power and delusions of grandeur in a person.
- According to the text Malana acquired, the disc is located in Felldorn, an abandoned dwarven mine near the sunken city of Sulasspryn.
- The archmage, Flamuldinath "Firefingers" Thuldoum, placed the disc inside a hidden sanctum once used by the mine's thane, Dagros Brightsteel.
- Firefingers' notes say Thane Brightsteel did the following to reach the sanctum:

*While upon his granite throne,
he turned to face a wall of stone.
Then turning back to kith and kin,
he bade his god to let him in.*

- Felldorn is a three-day ride east of the Helping Hand at the base of the Galena Mountains. Malana is happy to provide the characters with a map and loan them horses to speed their travel.



PART 2: FELLDORN

Expected Duration: 30 minutes

The abandoned dwarven mining village of Felldorn lies in the northeastern portion of the Moonsea at the base of the Galena Mountains. It takes the characters three days on horseback to reach the site.

Your three-day trek along northern coast of the Moonsea took you past the small city of Thentia and through the growing collection of tents and docks that is now Hulburg. Last night you camped beneath cloudless skies in a copse of oak trees well off the main trail. Whether by luck or caution, your trip has been uneventful.

An hour ago you passed the ruined city of Sulasspryn, and with the sun nearing its apex, you finally reached your destination. After dismounting and tending to your horses, you entered a narrow rock gorge leading to the abandoned dwarven mining village of Felldorn.

Regional History

The history of Felldorn and sunken city of Sulasspryn are not essential to the plot of *Tyrant of the Forgotten Forge*, but any character who makes a successful DC 12 Intelligence (History) check knows the following about the region.

- Dwarves from the Earthfast Mountains opened the mine in 1276 DR to provide weapons and armor to the nearby city of Sulasspryn as it prepared to send forces to repair and occupy the Citadel of the Raven.
- During its operation, Dagros Brightsteel served as Felldorn's leader, using the title of Thane. Dagros was a devout worshiper of Moradin and a master blacksmith.
- In 1307 DR, the city of Sulasspryn suddenly and inexplicably collapsed on itself, dropping into a massive sinkhole. The entire city and its population perished in less than ten minutes.
- While unsubstantiated, rumors of drow involvement in the catastrophe have persisted over the years.
- With the city (and future profits) lost, the dwarves of Felldorn abandoned the mine and returned home to the Earthfast Mountains.

Ascending the gorge to the base of the mountains takes the characters less than an hour. When they arrive at the entrance to Felldorn, read the text below.

Navigating centuries of tumbled boulders and scrub growth, you make your way to the mine's entrance. When you arrive, you find a dark tunnel leading into the base of the mountain. Ten-foot-tall statues of dwarven warriors holding forge hammers flank the opening, and the bones and small corpses in various stages of decay litter the entire area.

Any character with an Intelligence of 10 or higher recognizes the bones as those of kobolds. Characters who make a successful DC 12 Wisdom (Medicine) check notice a wide array of reasons for the creatures' deaths. The corpses show signs of viscous gashes, blunt force trauma, and malnourishment. Some have even been dismembered and cooked. The injuries are the result of the poor treatment the kobolds received at the hands of mine's new leader, a crazed derro savant named Arkus Firehands.

Five years ago, the derro found his way to Felldorn after a settling of the mountain opened a passage from the mines to the Underdark. He claimed the abandoned mine as his "kingdom", and bestowed the title of "king" upon himself. King Arkus and his lackeys then returned to the Underdark and captured a force of kobolds to work the mines.

While derro are typically cruel and somewhat insane, King Arkus' proximity to the Tenet of Bane has intensified his tyrannical behavior. He and his derro brethren force the kobolds to fight to the death for amusement. They regularly cook and eat the creatures but barely allow them food of their own. Even though roughly one-hundred kobolds live and work in the mine, their constant fear and lack of nourishment keeps them sufficiently cowed, and they pose no real threat to the characters.

GENERAL FEATURES

Unless otherwise noted, Felldorn has the following features.

Ceilings. Tunnels are 10 feet high. Rooms have 15-foot-high ceilings and caverns have 30-foot-high ceilings of rough, natural stone.

Doors. All doors are 6 feet tall, 4 feet wide, and made of six-inch-thick blocks of worked stone fitted with iron handles and hinges.

Floors. All floors are flat, natural stone.

Light. None. The boxed text assumes the characters have light sources or darkvision.

Walls. Cavern walls are rough stone. All other walls are smooth, natural stone.

ENTERING FELLDORN

The characters have no other option but to enter the mine. Once they travel more than 60 feet from the entrance, complete darkness envelopes the tunnel, and characters without darkvision are unable to see without a source of light.

Felldorn's ten-foot-wide entry shaft leads three hundred feet into the side of the mountain. Mining rails line its length, and several old ore carts still rest upon the tracks. The passage ends at a pair of stone doors. Each door bears a dwarf in bas-relief, similar to the statues you saw at the mine's entrance.

A cursory inspection of the doors reveals they are old, but their locking mechanism is newer. King Arkus replaced the original lock when he claimed the mine as his own. He carries the key on a leather thong around his neck.

A successful DC 13 Dexterity (Thieves' Tools) check allows a character to pick the lock. Success also grants the character mastery over the lock, allowing him or her to unlock and relock it as desired. If necessary, two characters working together can force the door open, providing they have combined Strength scores of 30 or more.

If the characters fail to gain entry by any of the means described above, they can ram a mining cart into the doors, which shatters the lock. Read the following when the characters open the door.

The stone doors open to an intersection. The mining tracks continue onward from the entry tunnel, turning west. The east passage holds no tracks.

The left passage leads west to Felldorn's mines, and the right passage leads east to its tenements. Each destination is large, and their layouts are not crucial to the story's plot, so the adventure does not include maps for these areas. If the characters head west, proceed to **Felldorn's Mines**. If they head east, continue to **Felldorn's Tenements**.

FELLDORN'S MINES

Felldorn's mines span roughly two square miles of horizontal and vertical shafts that once produced iron ore, silver, and the infrequent gemstone for the dwarven miners who worked them. **Eighty kobolds** now labor therein, only bringing forth the occasional lump of silver to appease their mad king.

After following the western passage for several hundred paces, you arrive at a large cavern roughly sixty feet wide and one hundred feet long. Piles of mined rock litter the area, and nearly a dozen tunnels exit the room. The clanking of metal upon stone emanates from several of the openings.

After less than a minute, a thin, wretched-looking kobold appears from a tunnel near the middle of the cavern carrying a bucket of rubble. When it sees you, it yips with surprise, drops its bucket, and flees back the way it came.

The cavern serves as one of many hubs in the mine, and the characters are free to wander the area as they see fit. The kobolds do their best to flee from the party as they explore. In their current state, they pose no threat. If cornered, they simply cower in fear or use the Dodge action to avoid attacks. If the characters wish to slaughter the pitiable creatures, they can do so, but they gain no XP for the kills.

After an hour of exploring, the characters locate the passage leading to Felldorn's common hall and Dagros Bravesteel's sanctum. Before entering the passage, a young kobold named Landeep approaches the party with information. Proceed to **The Bravest Coward** to continue the adventure. If the characters have already explored Felldorn's tenements and encountered Landeep there, this encounter does not occur. Proceed with the adventure as normal.

The mines also contain a locked door leading to the Underdark. The shaft holding the door is difficult to locate. Unless the characters learn its location from Landeep, finding the door takes four hours of searching. King Arkus carries the door's key on a leather thong around his neck. A successful DC 13 Dexterity (Thieves' Tools) check allows a character to pick the lock. Success also grants the character mastery over the lock, allowing him or her to unlock and relock it as desired. Two characters working together can force the door open, providing they have combined Strength scores of 30 or more. The area beyond the door is outside the scope of this adventure. If the characters find the door by chance and wish to explore beyond it, read the following.

The small tunnel beyond the door leads to a high ledge in a massive cavern too large for you to see its end. Tumbled rocks surround the precipice, descending into blackness. Logic and intuition tell you the vastness of the Underdark lies beyond and that further exploration would be unwise.

FELLDORN'S TENEMENTS

A sprawling complex of stone tenements lies east of the mine's common area in a sizeable underground cavern. Stone steps and arched walkways connect the residences once occupied by Felldorn's dwarves. King Arkus' miners now use the area as their warren, and at any given time, **twenty kobolds** occupy the dwellings scattered throughout the cavern.

The east passage leads to gigantic cavern eighty feet wide and several times as long. In many places, stone steps rise from its floor to dozens of doorways scattered along its sheer sides. Several walkways span the width of the area, allowing for easy travel between the individual residences. The architectural design of the stonework and its sturdiness speak of dwarven craftsmanship.

If the characters explore the residences, they encounter malnourished kobolds resting or eating scraps of scavenged food. While the tenements were likely once beautiful, filth now blankets the area, and the scents of excrement and death fill the air. Much like the mines, the kobolds the characters encounter

here pose no threat. They do their best to flee from the party as they explore. If cornered, they simply cower in fear or use the Dodge action to avoid attacks. The party gains no XP if they kill the timid creatures.

The opposite end of the cavern holds a larger passage of worked stone that leads to Felldorn's common hall. Before entering the passage, a young kobold named Landeep approaches the party with information. Proceed to **The Bravest Coward** to continue the adventure. If the characters have already explored Felldorn's mines and encountered Landeep there, this encounter does not occur. Proceed with the adventure as normal.

THE BRAVEST COWARD

As the characters explore Felldorn, they encounter a young **kobold** named Landeep who is willing to converse and capable of telling them more about the mine and its inhabitants.

As you make your way through the passages of Felldorn, a young kobold approaches tentatively. In spite of its obvious fear, it speaks in the common tongue. "You come. You help. You make free," it says with hesitation.

Providing the characters do not threaten or attack Landeep, he readily shares the information below.

- The kobolds serve King Arkus, a mad derro sorcerer who forces them to mine for silver.
- King Arkus has other derro under his command.
- The king and his derro lackeys reside in Felldorn's common hall. Both the mines and tenements have a bigger passage leading to the hall.
- The derro beat the kobolds on a regular basis and barely give them any food. They check on the kobolds a few times a day.
- The kobolds work in the mines almost nonstop, and the derro allow them little time to rest or eat.
- Sometimes King Arkus makes two kobolds fight to the death for his amusement. He chops up the loser and eats them.
- The kobolds hate King Arkus, but they are too scared and too weak to rise against their master.
- King Arkus carries a key that unlocks the doors at the mine's entrance. The same key also unlocks a door in the mines that leads to the Underdark.

Landeep wants to escape Felldorn with his brethren. Most of the kobolds working the mines were either captured in the Underdark or purchased from drow slavers. He knows of the mineshaft containing the door that leads to the Underdark and would prefer to escape through it, but he will lead his kind to the surface if it is the only option presented. It is up to

the characters to decide what they want to do about the kobolds. If they smashed or forced open the doors leading to the mine, the creatures will eventually find the exit and flee into the lands surrounding the Moonsea. There is no right or wrong decision concerning the kobolds. Let each player roleplay his or her character's thoughts on the matter, and feel free to award them inspiration if they do it well.

While the kobolds fear King Arkus, they can be inspired to fight. If characters wish to rally the creatures, Landeep agrees to let them try. He gathers the kobolds in a central area of the mines or the tenements to listen to the characters. Allow each character to make a DC 15 Charisma (Persuasion) check to see if they can earn the kobolds' trust and inspire them to battle. Grant the character advantage if the player roleplays the speech well.

If a player thinks of another way to inspire or gain the trust of the kobolds, he or she may use a different skill check in place of the Charisma (Persuasion) check. Assign the check a DC of 15. Since they have been beaten and treated poorly in the past, any attempt to intimidate the kobolds automatically fails.

If half or more characters succeed at their skill checks, the kobolds agree to follow them into battle. If not, they remain too fearful to be of service. When the characters are ready to deal with King Arkus, proceed to **Felldorn's Common Hall**.



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FELLDORN'S COMMON HALL

When the characters arrive at the common hall, **five derro (D)** are busy practicing their crossbow skills on the corpse of a female kobold, while their **derro savant (S)** leader, King Arkus, watches from his throne with delight.

Stairs rise twenty feet to a solid balcony on the northern wall of the open room before you. A white-haired derro dressed in tattered robes sits upon a stone throne atop the balcony. He clutches a hooked spear while he watches several of his kin with amusement. On the floor, five derro stand in a circle with crossbows pointed at a kobold that dangles upside down from a rope five feet below the thirty-foot-tall ceiling. Several crossbow bolts protrude from the small creature, which appears to be dead.

The open design of the chamber makes it difficult for the characters to surprise the derro. Any attempts at stealth are made with disadvantage. When the derro notice the characters, read the text below.

The white-haired derro atop the balcony rises from his throne. Cackling with glee, he speaks to his kin in an unfamiliar tongue and begins to cast a spell.

Adjusting the Encounter

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

- **Very weak party:** Remove two **derro**. The **derro savant** does not have access to his 3rd-level spells.
- **Weak party:** Remove one **derro**. The **derro savant** does not have access to his 3rd-level spells.
- **Strong party:** Add two **derro**.
- **Very strong party:** Add five **derro**.

GENERAL FEATURES

The area has the following features.

Balcony. Several flights of stairs lead to a balcony 20 feet above the main floor. The area directly below the balcony and stairs is comprised of solid stone.

Barrels. The barrels in the southeastern corner of the hall contain drinking water. Each barrel is capable of providing half cover to creatures fighting or hiding behind it.

Ceilings. The ceiling in the common hall is 30 feet high.

Crates. A stack of crates rests in the southwest corner of the room. They contain preserved foods like dried rats and beetles, which the derro feed to the kobolds. Each weighs 40 pounds and is capable of providing half cover to creatures fighting or hiding behind it.

Light. None. The boxed text assumes the characters have light sources or darkvision.

Mats. Dirty mats lie near the base of the balcony. The derro use them when sleeping.

Railing. A 3-foot-tall railing borders the open side of the balcony and the stairs leading to it.

Table. The derro use the stone table and benches near the center of the common hall for butchering the kobolds they plan to eat. It currently holds a few knives and a bowl containing bloody kobold meat.

Throne. The granite throne upon the hall's balcony once served as the ruling seat of Thane Dagros Bravesteel. It is also a complex locking mechanism for gaining entry to the thane's sanctum. See **Part 3: The Sanctum** for additional information about the throne.

About Derro

The derro are degenerate Underdark humanoids that resemble small dwarves. Cruel and insane, they take delight in tormenting others—even their own kind.

Derro have blue-gray skin and straight hair that is white or yellow in color. Their uniformly pale white eyes lack both irises and pupils.

TACTICS

Any characters who speak Undercommon recognize King Arkus' words a command to kill the intruders. The derro immediately turn and fire at the characters with their light repeating crossbows. If possible, they move back after their initial barrage, hoping to get off another round of ranged attacks before their enemies close to melee combat. They fight to the death to protect their king.

King Arkus remains on the balcony. He starts by casting *lightning bolt*, catching as many characters as possible in its line. If engaged in melee combat, he casts *invisibility* and flees to elsewhere in the room. On subsequent rounds, he casts *spider climb* and makes his way to the chamber ceiling, hoping to stay out of hand-to-hand combat. Once on the ceiling, he uses his other spells to inflict as much damage as possible.

Derro are generally crazy, but King Arkus' nearness to the Tenet of Bane has made him doubly mad. As a result, the derro savant will not abandon his kingdom. If necessary, he casts an *invisibility* spell and watches the characters silently from a distance, searching for an opportunistic time (possibly during another fight) to attack.

TREASURE

The five derro carry 50 gp between them. King Arkus carries a *bag of holding* that contains twenty lumps of unrefined silver ore worth 150 gp.



1 square = 5 feet

2

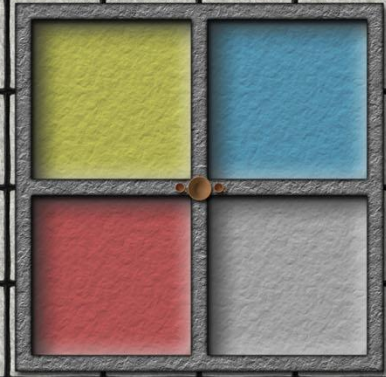
← magical door

1

3

4

F



+10 ft

stairs up →

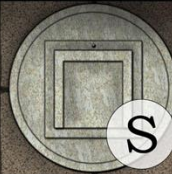
+20 ft

↑ secret door

← stairs up

+10 ft

↑ stairs up



S

+20 ft

↑ stairs up

D

D

D

D

← to the mines



to the tenements →

D



DEVELOPMENTS

If the characters convinced Landeep and his kobold comrades to rise against their masters, read the text below when they arrive at the common hall.

When Landeep spies the kobold corpse dangling from the ceiling, he issues a primal roar worthy of his draconic heritage. Before you can react, kobolds swarm past you, flooding into the room with surprising fury. Within seconds, the creatures engulf the derro on the floor, dragging them down with ease and sending sprays of blood into the air.

As the kobolds storm the stairs, bolts of lightning flash from the hands of the white-haired derro on the balcony. Dozens of the creatures fall with each blast, but they do slow, and instead clamber over the bodies of their fallen allies to reach the caster. Seconds later, a horrific scream fills the room as the creatures rip and tear their oppressor to pieces with their tiny claws.

When carnage finally ends, Landeep descends the balcony. Blood covers the young kobold from head to toe, and he clutches a leather cord in his clawed hand. A key dangles at its end. He approaches you and speaks in Common, "We go home now." He raises the key above his head and the remaining kobolds start to yip and hop about. Within moments, the creatures begin to depart the chamber, heading toward the mines and their freedom.

AWARDING XP

If the characters successfully convinced the kobolds to fight for their freedom, award them XP as if they had defeated the derro.

PART 3: THE SANCTUM

Expected Duration: 45 minutes

With the derro threat ended, the characters are free to explore Felldorn's common hall. The area once held tables used for feasting, drinking, and general socialization. Being pragmatic, the dwarves took nearly everything of use when they left for their original home in the Earthfast Mountains. Other than Dagros Bravesteel's throne on the balcony, only crude bedrolls and a single stone table containing rudimentary cooking gear used by the derro remain.

The hall's northern wall holds a secret door that leads to a personal sanctum used by Dagros during his time as Thane of Felldorn. The throne serves as a complex locking mechanism for opening the secret door. Malana Homwell gave the characters a substantial clue about how the door functions before they departed the Helping Hand:

*While upon his granite throne,
he turned to face a wall of stone.
Then turning back to kith and kin,
he bade his god to let him in.*

If the characters take time to investigate the throne, a DC 12 Intelligence (Investigation) check reveals two things. First, a single iron spike is driven into the stone at the rear of the throne near its base. Second, ornate stone carvings of dwarves in battle, dwarves working at forges, and dwarves kneeling in prayer cover the throne. Hidden amongst the carvings on the right armrest is a small, circular, slightly raised button with a hammer and anvil on its surface. A successful DC 10 Intelligence (Religion)



check reveals it as a holy symbol of the dwarven god, Moradin. Dwarves automatically make the check.

To open the secret door on the north wall, the characters need to remove the locking spike (no check required) from the base of the throne. Doing so allows it to pivot freely 180 degrees atop its dais. Rotating the throne to face the wall produces an audible clicking sound. Turning the throne back to its original position produces another clicking sound. Performing both rotations releases a pin that unlocks the button on the armrest. Pressing the unlocked button opens the secret door.

If the characters search the common hall, a DC 20 Wisdom (Perception) check reveals the secret door, but its dwarven craftsmanship prohibits it from being forced open or destroyed. The only way through the door is by using the throne.

When the archmage, Flamuldinath "Firefingers" Thuldoum, hid the Tenet of Bane inside the sanctum, he spent several days transforming the space into a series of challenges designed to test the mettle of any who sought the disc. A description of each room follows (see areas 1 to 4 of the map on page 13).

Riddle Me This

This portion of the adventure contains several riddles. The goal is to highlight the exploration and problem-solving aspects of the game, but not all players are good at (or enjoy) riddles. Be wary of expending too much time on them. If the party struggles with one or more of the riddles, allow their characters to make a DC 10 Intelligence or DC 10 Wisdom check and provide them clues if they succeed. If the party simply cannot figure the riddle out, allow a final check, and provide the character with the highest roll the solution. Doing so will keep gameplay moving when it might otherwise stall.

1. POOLS OF COLOR

This large room served as Dagros Bravesteel's study, library, and martial training area. Read the following when the characters enter.

Braziers burn in each corner of this large rectangular room, providing ample light. The center of the chamber contains four square pools that hold colored liquids. Two cups and a bowl rest where the pools meet.

As you cross the threshold and enter the room, a mouth appears on the northern portion of the west wall and speaks, "Although it shines as bright as day, consuming fire shows the way." With its final word, it fades from existence.

A normal doorway once existed where the mouth appeared, but Firefingers shaped the surrounding stone with magic to seal the opening. While his work was thorough, a DC 15 Wisdom (Perception) check reveals minor variations in the stone in the vicinity

(see the area of the map marked "magical door" for the exact position).

The archmage left a *magic mouth* spell as a clue for reaching the Tenet of Bane. He also added the four square pools in the center of the chamber. If the characters investigate the pools, they find each contains a different color of water: red, yellow, blue, and clear. To pass through the magical doorway, a character must consume water that is the color of flames. Combining red and yellow water to make orange produces the desired shade. Drinking the mixture allows a character to see the doorway as it once existed and move through it without issue. Characters who do not drink the correct mixture of colored water only see and feel a stone wall where the doorway exists.

A Highly Magical Place

Flamuldinath "Firefingers" Thuldoum utilized considerable magic when altering the sanctum to fit his needs, and none of his results can be dispelled. Characters who cast *detect magic* find a dizzying number of auras and schools of magic at play in each of the rooms and are unable to learn anything specific or helpful.

GENERAL FEATURES

The area has the following features.

Braziers. The iron braziers in each corner have *continual flame* spells cast upon them.

Ceilings. The ceiling is 15 feet high.

Light. Braziers in each corner of the room provide bright light.

Pools. Each of the four stone pools is 1-foot-tall and almost completely full of water. The pools magically refill each day at midnight.

2. A ROOM OF MOLTEN FLAME

This room once served as Dagros' bedchamber. Read the following when one or more characters are able to see into the room.

Lava covers the floor of the rectangular room before you. Two five-foot-square sections of floor protrude from the walls into it like small stone piers. One lies near the southwestern corner of the room and the other just beyond the doorway before you. Both are just inches higher than the surface of the lava.

When you enter the room, the sudden rush of intense heat nearly takes your breath away. Moments later, a magical mouth appears on the western wall and speaks, "One of shallow. One of deep. Both together, saves a leap." With its final word, it fades from existence.

Magical protections left behind by Firefingers prevent the lava's heat from affecting other areas of

the sanctum. As with the previous room, the archmage left a *magic mouth* spell as a clue for reaching the Tenet of Bane. The riddle points to the clear and blue pools, describing water color at its various depths. Characters who combine water from both of the pools and drink it gain the benefits of a *water walking* spell for 1 hour. This benefit allows them to walk across the lava without touching its surface. While the lava produces heat, characters suffer no damage from moving across it. However, a character who ends their turn standing above the lava suffers 3 (1d6) points of fire damage.

If desired, characters can take a mixture of water from the blue and clear pools with them in a bottle or canteen, but its magic fades after an hour, making it unusable outside of this adventure.

Using the water from the pools is the easiest way to cross the room, but other solutions are possible. Characters can try climbing along the walls, which is difficult due to their sheer, smooth sides (see the room's General Features for more details). They can also try jumping the distance if they have a high enough Strength score (see the Jumping rules in the *Player's Handbook* for additional information).

GENERAL FEATURES

The area has the following features.

Ceilings. The ceiling is 15 feet high.

Lava. One foot of lava covers the floor of the room. Any creature entering or starting their turn in it takes 14 (4d6) fire damage.

Light. The glowing lava provides bright light.

Walls. The room's walls are smooth, natural stone. Climbing them requires a successful DC 20 Strength (Athletics) check.

3. MORADIN'S SHRINE

Dagros Bravesteel kept this small room as a shrine his god, Moradin. Out of respect to the dwarven god, Firefingers left the room untouched. The archmage even left 5 pp in the altar's bowls as an offering. Read the following when the party enters the room.

A brazier burns in the southeast corner of this small room, illuminating a stone altar that holds two offering bowls. An open doorway on the east wall leads to a well-lit room.

If the players investigate the altar, they find 3 pp in the east bowl and 2 pp in the west bowl. They also find its surface carved with a bas-relief of a hammer and anvil. A successful DC 10 Intelligence (Religion) check reveals it as a holy symbol of the dwarven god, Moradin. Dwarves automatically make the check.

No riddles or traps exist in this room, and the characters are free to take the platinum if they like.

GENERAL FEATURES

The area has the following features.

Braziers. The iron brazier in the southeast corner has a *continual flame* spell cast upon it.

Ceilings. The ceiling is 15 feet high.

Light. The brazier in the room's southeast corner provides bright light.

4. THE FORGOTTEN FORGE

The sanctum's final room holds Dagros' personal forge. The thane used it to create weapons, armor, and other works of beauty to appease Moradin. When he and his kin departed Felldorn for their original home in the Earthfast Mountains, he left the space untouched as an offering to his god.

Firefingers placed the Tenet of Bane in the heart of the forge and summoned a **fire elemental (F)** to protect it. The fire elemental is identical to what is shown in the accompanying stat block, **except that it speaks Common as well as Ignan.**

Read the text below when the characters enter.

A brazier burns in the southeast corner of the room before you. An anvil and table occupy the eastern wall. Between them is a small forge, its stone flue rising to the ceiling above. A raging fire burns within forge's furnace, and even from the doorway, you can feel its heat.

When you enter the room, the flames begin to dance and pulse, and within a heartbeat, they spill from the furnace, forming a large creature of living fire. It moves to stand before the forge and speaks, "*To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?*"

After delivering its prescribed speech, the fire elemental waits for the characters to answer. To create drama, give each player one of the cards in Player Handout 1 before the encounter begins. Ask them to leave it on the table with the printed side facing down. Once you finish reading the boxed text, ask the players to flip over the card and fill in the blank. Give them only thirty seconds of real time to write an answer, and then collect the cards.

Firefingers bound the elemental to his service and gave it specific instructions. The only acceptable answer the elemental's question is a sacrifice of one's self. If any of the characters answer myself, my life, or something similar, the elemental calls them forward. It grasps each character's arm individually with a fiery hand, burning the word "worthy" in Ignan into their flesh. The process deals 17 (4d6 + 3) fire damage to the character. Once it brands each of the characters who answered correctly, it fades from existence, returning to the Plane of Fire. The residual

flames within the forge also extinguish, allowing the characters access to the Tenet of Bane within.

If no character provides a suitable answer, the elemental returns to the forge to protect the Tenet of Bane. Characters who make a successful DC 13 Wisdom (Perception) check notice a gleaming disc amid the flames that dwell deep within the forge's furnace. If a character touches or attempts to manipulate the forge, the fire elemental emerges and attacks. Once the characters defeat the elemental, the residual flames within the forge dissipate.

Adjusting the Encounter

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

- **Very weak party:** The **fire elemental** has 50 hit points. Award 1100 less XP for its defeat.
- **Weak party:** The **fire elemental** has 75 hit points. Award 700 less XP for its defeat.
- **Strong party:** The **fire elemental** has 125 hit points. Award an additional 500 XP for its defeat.
- **Very strong party:** The **fire elemental** has 156 hit points. Award an additional 1100 XP for its defeat.

GENERAL FEATURES

The area has the following features.

Anvil. The anvil near the forge is etched with dwarven runes and weighs 300 pounds. It is worth 100 gp if the characters can find a way to transport it.

Braziers. The iron brazier in the southwest corner has a *continual flame* spell cast upon it.

Ceilings. The ceiling is 15 feet high.

Forge. The 5-foot-square forge consists of a coal bed for maintaining workable heat and a separate furnace for heating metals rapidly.

Light. The brazier in the room's southeast corner and the flames from the forge provide bright light.

TACTICS

The elemental concentrates its attacks on any character who touched or tried to manipulate the forge. It fights until destroyed.

TREASURE

Dagros Bravesteel left an ornate warhammer on the workbench next to the forge as a gift to Moradin. The hammer is worth 50 gp.



AWARDING XP

If the characters complete the encounter and retrieve the Tenet of Bane without fighting the fire elemental, award them XP as if they had defeated the creature in combat.

STORY AWARD: WORTHY SACRIFICE

Characters who agree to sacrifice themselves to the fire elemental gain the **Worthy Sacrifice** story award, which is detailed in full at the end of the adventure. Even after the wound caused by the elemental heals, a scar remains marking the character forever with the word “worthy” in Ignan.

DEVELOPMENT

Whether the characters destroy the fire elemental or earn its approval by sacrifice, the encounter ends with them recovering the Tenet of Bane. When a character retrieves the disc from the forge's furnace, read the text below.

When the forge's flames finally subside, you see a palm-sized platinum disc lying deep within its furnace. In spite of the residual heat of the surrounding stone, the item is cool to the touch. When you grab it, a rush of emotion overcomes you, and you feel an intense need for power and control. Within seconds, the feeling fades to a general desire for authority.

The Tenet of Tyranny

Three of Bane's devout followers originally carried the Tenets of Bane. Collectively, these individuals were known as the Servants of Strife. The wizard, Sax Magnus, magically created each of the three discs. Upon their completion, they were bathed in the blood of the assassin, Cyran Steel, and blessed by the blackguard, Mace Dred. This process somehow bound the discs to the souls of each Servant of Strife, but since the exact nature of the joining is both arcane and divine, it is likely unknown to all but their deceased owners.

The Tenet of Tyranny is one of the three palm-sized discs that make up the Tenets of Bane. It once belonged to the blackguard, Mace Dred. The disc bears the word TYRANNY in black letters on one side and a symbol of Bane (a painted black hand outlined in red) on the opposite. In spite of its age, the disc's paint remains bright and flawless. Any attempt to deface or damage the item has no discernable effect.

Creatures that touch the disc feel a sudden and intense need for power and control, which quickly subsides to a general desire to exert authority over those around them. The disc radiates a less intense aura of the same feelings in a 100-foot radius. While the aura is faint, creatures that experience prolonged exposure to it become tyrannical, cruel, and prone to fits of violence. The disc's effect imposes no mechanical disadvantages. It is for roleplaying purposes only. The effect dissipates if the creature spends an equal amount of time out of the disc's aura. In addition, a *calm emotions* spell suppresses the effect, and a *lesser restoration* spell removes it completely.

PART 4: BANE'S BELONGINGS

Expected Duration: 20 minutes

With the Tenet of Bane in their possession, the characters are free to return to the Helping Hand and claim their reward. If you are not playing the adventure in a fixed timeslot, or if the characters have done very well and you have time remaining, you can use the optional encounter below to extend the adventure's length.

BANE'S CLAIM

When the characters exit the sanctum, they find **six acolytes (A)** and a Banite **priest (P)** waiting for them. Somehow, the group learned of Malana's mission to retrieve and destroy the Tenets of Bane, and they now seek the items for their own. Read the text below to begin the encounter.

When you exit the sanctum and step onto the balcony, you find several armed individuals waiting for you. From the floor of the common hall, a man in robes bearing the Black Hand of Bane addresses you, "Hand over the disc, and we will allow you to depart this place with your lives. Fail to comply and you will all die."

The group's leader, a Banite priest named Galinon, is willing to talk with the characters, but his terms are non-negotiable. If asked, he shares the facts below.

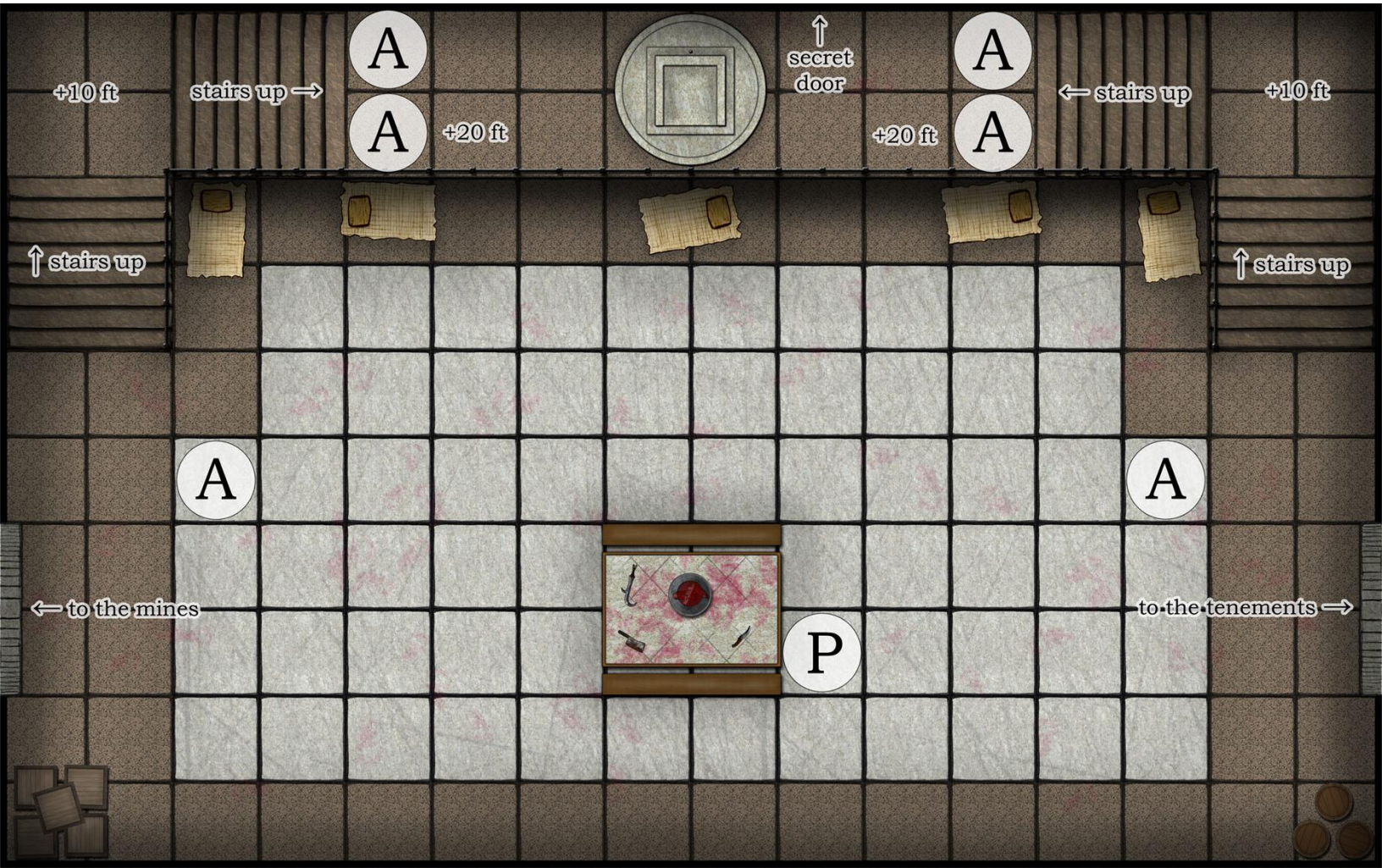
- Galinon has undertaken the mission to reclaim the tenets as a personal quest. He hopes to return the items to his church and gain favor and power for his efforts.
- The tenets are items touched by Bane, and they belong with his followers. Malana Homwell has no rightful claim to them.
- Galinon does not desire bloodshed, but if forced, he will gladly take what rightfully belongs to Bane.
- Galinon knows the characters have the Tenet of Bane. He can feel its influence nearby.

The priest is sincere in his offer to let the characters depart unharmed if they give up the Tenet of Bane. Any other action on their part results in combat.

Adjusting the Encounter

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

- **Very weak party:** Remove two **acolytes**. The remaining acolytes only have one 1st-level spell slot.
- **Weak party:** Remove two **acolytes**.
- **Strong party:** Remove one **acolyte**. Add one **priest**.
- **Very strong party:** Remove two **acolytes**. Add two **priests**.



Bane vs. Bane

It is possible one or more characters in the party might worship or serve Bane. If a character received the **Servant of the Black Hand** mission at the adventure's start, they recognize Galinon's actions as self-motivated and realize he is not acting in any official church capacity.

GENERAL FEATURES

The area has the following features.

Balcony. Several flights of stairs lead to a balcony 20 feet above the main floor. The area directly below the balcony and stairs is comprised of solid stone.

Barrels. The barrels in the southeastern corner of the hall contain drinking water. Each barrel is capable of providing half cover to creatures fighting or hiding behind it.

Ceilings. The ceiling in the common hall is 30 feet high.

Crates. A stack of crates rests in the southwest corner of the room. They contain preserved foods like dried rats and beetles, which the derro feed to the kobolds. Each weighs 40 pounds and is capable of providing half cover to creatures fighting or hiding behind it.

Light. None. The boxed text assumes the characters have light sources or darkvision.

Mats. Dirty mats lie near the base of the balcony. The derro use them when sleeping.

Railing. A 3-foot-tall railing borders the open side of the balcony and the stairs leading to it.

Table. The derro use the stone table and benches near the center of the common hall for butchering the kobolds they plan to eat. It currently holds a few knives and a bowl containing bloody kobold meat.

Throne. The granite throne upon the hall's balcony once served as the ruling seat of Thane Dagros Bravesteel. It is also a complex locking mechanism for gaining entry to the thane's sanctum. See **Part 3: The Sanctum** for additional information about the throne.



TACTICS

To begin combat, one acolyte on the floor casts *bleed* on three of their comrades on the balcony. The blessed acolytes attempt to bludgeon lightly armored enemies with their clubs. The remaining acolytes cast *sacred flame* on heavily armored foes. All of the acolytes heal themselves (and Galinon) as needed by casting *cure wounds*.

Galinson casts *spiritual guardians* his first turn. On his following turn, he casts *spiritual weapon* as a bonus action and uses it to attack any casters he sees. He follows the spell with *sacred flame* on the same target. On his remaining turns, he attacks with his *spiritual weapon* and uses *guiding bolt* to eliminate damaged enemies. He heals himself (or commands his acolytes to do it for him) as needed using *cure wounds*. If engaged in melee combat, he attacks with his mace. If he hits, he uses Divine Eminence in conjunction with his highest-level spell slot.

TREASURE

Galinson carries a pouch containing 50 gp and 3 ruby gemstones worth 25 gp each. He also carries a gold holy symbol of Bane molded in the shape of a hand. The item is worth 25 gp.

AWARDING XP

If the party gives the Tenet of Bane to Galinson and his lackeys, he lets them go as promised, but the characters fail to complete their mission. As a result, they earn minimum XP (regardless of how many creatures they previously defeated) and no renown.

PART 5: CONCLUSION

Expected Duration: 15 minutes

Malana is pleased when the characters return to the Helping Hand with the Tenet of Bane. While the magic of the item repulses her, she remains confident that retrieving and destroying the tenets is the correct thing to do. She happily pays the characters the agreed upon 250 gp for the disc. In addition, she offers them free lodging and meals at the temple for a job well done.

To wrap up the adventure, continue to the Rewards section.

REWARDS

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

EXPERIENCE

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

Combat Awards

| Name of Foe | XP per Foe |
|----------------|------------|
| Acolyte | 50 |
| Derro | 50 |
| Derro Savant | 700 |
| Fire Elemental | 1,800 |
| Priest | 450 |

Non-Combat Awards

| Task or accomplishment | XP per Character |
|--------------------------------|---------------------------------------|
| Convinced the kobolds to fight | same as defeating the derro in combat |
| Gave the elemental a sacrifice | same as defeating it |

The **minimum** total award for each character participating in this adventure is **450 XP**.

The **maximum** total award for each character participating in this adventure is **650 XP**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. 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 |
|----------------------------------|----------|
| Derro gold pieces and silver ore | 200 |
| Platinum piece offering on altar | 50 |
| Ornate warhammer | 50 |
| Anvil | 100 |
| Galinon's loot | 100 |
| Malana's reward | 250 |

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a Heward's handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

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 log sheet contains a column to record permanent magic items for ease of reference.

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

RENOWN

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

Order of the Gauntlet characters earn one additional renown point if they assist in returning ALL THREE Tenets of Bane to Malana Homwell.

DOWNTIME

Each character receives **5 downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **150 XP**, **75 gp**, and **5 downtime days** for running this session.

STORY AWARDS

Characters who sacrificed themselves to the fire elemental earn the following story award.

Worthy Sacrifice. You willingly sacrificed yourself to achieve your goal and protect your companions. Malana Homwell has learned of your deed and is impressed by your actions.

DOWNTIME ACTIVITIES

This downtime activity is available to characters with the **Courage in the Face of Fear**, **Mercy for the Merfolk King**, or **Worthy Sacrifice** story awards.

Priestess Malana Homwell is always on the lookout for those who exhibit the qualities of Torm. Your extraordinary virtuousness has caught her eye, and she offers to teach you the beliefs of Torm. You may spend **5 downtime days** to study at the Helping Hand temple. When your instruction ends, you earn the **Inspired by Torm** story award below.

Inspired by Torm. The teachings of Torm have shown you a better way to live your life. While you may not worship the deity directly, you have come to appreciate Torm's commitment to duty, loyalty, and

courage, and you do your best to incorporate these qualities into your own life. While this story award may have benefits in future adventures involving the Tenets of Bane, it is intended primarily for roleplaying purposes.

ART CREDITS

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APPENDIX: MONSTERS

ACOLYTE

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) | 11 (+0) |

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

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

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

DERRO

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|--------|
| 9 (-1) | 14 (+2) | 12 (+1) | 11 (+0) | 5 (-3) | 9 (-1) |

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/4 (50 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

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

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

ACTIONS

Hooked Short spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4- 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DERRO SAVANT (KING ARKUS)

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 49 (11d6 + 11)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 9 (-1) | 14 (+2) | 12 (+1) | 11 (+0) | 5 (-3) | 14 (+2) |

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 3 (700 XP)

Insanity. The derro savant has advantage on saving throws against being charmed or frightened.

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

Spellcasting. The derro savant is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 12, +4 to hit with spell attacks). The derro savant knows the following sorcerer spells:

Cantrips (at will): *acid splash, light, mage hand, message, ray of frost*

1st level (4 slots): *burning hands, chromatic orb, sleep*

2nd level (3 slots): *invisibility, spider climb*

3rd level (2 slots): *blink, lightning bolt*

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

ACTIONS

Hooked Short spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4- 1) piercing damage. If the target is a creature, the derro savant can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 17 (+3) | 16 (+3) | 6 (-2) | 10 (+0) | 7 (-2) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each turn.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12 (natural armor)

Hit Points 5 (2d6 - 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

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

PRIEST (GALINON)

Medium humanoid (human), lawful evil

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages Common, Elvish

Challenge 2 (450 XP)

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

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

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

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

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

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

ACTIONS

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

PLAYER HANDOUT 1

| | |
|--|--|
| <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> | <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> |
| <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> | <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> |
| <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> | <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> |
| <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> | <p><i>To gain the item that you need, my burning flames you must feed. I require a sacrifice; whom do you name to pay my price?</i></p> <p>I name _____.</p> |