



ADVENTURERS
LEAGUE

TYRANT OF ORCS

PART 5 OF THE TENETS OF BANE SERIES



CCC-WWC-05

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Optimized For: APL 8

Version: 2.1



TYRANT OF ORCS

THE FIFTH ADVENTURE IN THE TENETS OF BANE SERIES



A Two-Hour Adventure for 5th-10th Level Characters

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Adventure Designer



The attempted destruction of three platinum discs called the Tenets of Bane has gone awry, releasing the souls of their former owners back into the world of the living. Priestess Malana Homwell once again calls for aid from the Moonsea's factions to track down and eliminate these vile Banites, who call themselves the Servants of Strife. Can you locate the blackguard Mace Dred and stop him before he causes even more death and destruction?

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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.

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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, and 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 make them aware that the required actions of the adventure run in opposition to the will of Bane. If they wish, the character may still play the adventure, and doing so imposes no mechanical or story disadvantages. Alternatively, they can select another character for the adventure that does not worship Bane, providing they have one that meets the level requirements.

If a player opts to play a character loyal to Bane, make sure they know that this is still a cooperative adventure, and working against the other characters is not allowed. Any player who chooses this option must decide for themselves why their character is choosing to act against the will of their deity.

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



ADVENTURE PRIMER

As Bane's worship grows, the world suffers.

—Malana Homwell

BACKGROUND

In 1357 DR, three of Bane's devout followers attempted to establish a slave trade in the city of Thentia. These individuals were known as the **SERVANTS OF STRIFE**. Each one possessed a platinum disc depicting a painted black hand outlined in red on one side, and a single word signifying an edict of Bane on its opposite. The words: fear, hatred, and tyranny, each embodied a facet of Bane's teachings. Together, the discs were called the **TENETS OF BANE**.

In 1358 DR, a trio of Thentia's powerful archmages defeated the Servants of Strife and divided the Tenets of Bane between themselves for study. They quickly discovered the discs 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 unsettling, and when they could find no way to destroy them, the archmages chose to hide them away.

Each archmage hid one of the Tenets of Bane in a remote location of the Moonsea, safeguarding it with 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 care.

Over time, the House of the Moon's wealth 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 collection of an aged Thentian scholar, where it remained until his passing.

Several months ago, **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. After obtaining the text, Malana hired adventurers to retrieve the Tenets of Bane.

Once she had all three discs in her possession, she made plans to transport them to Elturgard, where they could be destroyed by the high clerics of Torm that reside in the city of Elturel. However, before she could depart Melvaunt, she was abducted by Banite worshipers who sought the discs for themselves. With the help of brave adventures, she was rescued, and the Tenets of Bane were safely recovered and taken back to the Helping Hand temple.

Instead of trying again to transport the discs to Elturel, Malana used her family connections in Elturgard to bolster the defenses of her temple. She then asked for aid from **ONTHARR FRUME**, a paladin of the Order of the Gauntlet, in bringing three high clerics of Torm to the Helping Hand.

Several days ago, the high clerics attempted a divine ritual to destroy the discs, but it ended in catastrophe. As the priests offered powerful prayers to Torm, the magic of the discs weakened, releasing the souls of their original owners, the Servants of Strife, which had been trapped within each disc when they perished over a century earlier.

The malignant souls easily overcame the shocked clerics and possessed their bodies. A battle ensued, but the newly-returned Servants of Strife managed to escape into the surrounding countryside.

The Servants of Strife knew they would be hunted, so they made the decision to part ways and spend time rebuilding their power before they rejoined forces to impose Bane's will upon the Moonsea.

THE TENETS OF BANE

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 unknown to all but their original owners.

Each disc is specifically linked to its respective owner. If the individual perishes while the disc is on or near their person, their soul is instantaneously drawn into the item, where it remains until released. If another Servant of Strife speaks the phrase, *The Black Lord releases thee*, the soul departs the disc and enters prime material plane in spectral form. In this form, it is immune to all damage and spell effects, regardless of the origin (magical, divine, or other). The soul remains in spectral form until it finds a living creature of its choosing to possess, which it can do so without a chance of failure.

When the spectral entity enters a living creature, it completely suppresses the soul of its host and dominates its physical body. While the host's soul remains, it is isolated and retains no memories of the actions of its physical form.

Once a Servant of Strife possess a creature, it is impossible to remove its malignant soul without killing the host body. If the host perishes while the Tenet of Bane is near, the soul is drawn back into the disc, otherwise it dissipates and is gone forever. Because of this, the Servants of Strife always keep their discs safe and close.

Note. The details above are provided for informational and story purposes. They are not essential to the mechanics of the adventure.

EPISODES

This adventure is spread over five parts that take approximately two hours to play. These episodes are initially introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action a single time. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 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 track down a high cleric of Torm who has been possessed by the spirit of a deceased Banite radical. Through divination and scrying, Malana has learned that the high cleric is currently located within the foothills of the Galena Mountains in territory claimed by the Broken Fang orc tribe. She provides the characters with supplies and mounts and asks them to rescue the high cleric. This is the **Call to Action**.
- **Episode 2: The Foothills.** To reach Broken Fang territory, the characters must navigate the foothills of the Galena Mountains. While doing so, they are attacked by a pair of marauding hill giants and their ogre cronies.
- **Episode 3: A Difficult Choice.** While making their way through orc territory, the characters encounter two individuals willing to aid them in rescuing the high cleric. Their choice either pits them against an orc chieftain and his elite warriors, or sends them beneath the Galena Mountains to eliminate a band of drow raiders.
- **Episode 4: Fiendish Rest.** In this optional encounter, the characters can attempt to repair the failing magic of several stones with fiends bound to them. If they fail, they release the fiends trapped within.
- **Episode 5: Conclusion.** The characters return to the Helping Hand and deliver the high cleric, Goran Krask, to Malana Homwell.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours.

Main Story Objective. To complete the adventure's main objective, the characters participate in Episodes 1 through 3.

EPISODE 1:

THE HELPING HAND

Expected Duration: 15 minutes

Either seeking adventure on their own, 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, Priestess Malana Homwell and her acolytes offer respite to weary travelers and spread the word of Torm. However, with the recent attempted destruction of the Tenets of Bane, the temple now looks more like a small fortress, with mercenaries patrolling the area to keep a watchful eye on anyone who approaches.

The characters need only mention Malana's name or their faction affiliation to be allowed access to the temple. Once inside, the Helping Hand's acolytes escort them promptly to a meeting room with a large oaken table, where a bald, burly man with a full red beard dressed in armor, an attractive woman missing her right arm, and a dark-haired elf dressed in blue robes await them.

When the party enters, those gathered rise from their seats to greet the characters. Malana thanks them for coming so quickly and introduces her companions before asking the characters to sit.

If the characters have already met Malana in a previous adventure, you can forego introductions and skip to the **Call to Action** below.

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 *Adventurers League Dungeon Master's Guide* for free. The only cost paid for the spell is the base price for the consumed material components, if any.

DM tip. The accompanying sidebar contains additional information about each of the individuals present. If you are running the adventure in a 2-hour timeslot, it is best to limit the amount of roleplaying in this part of the adventure.

ROLEPLAYING MALANA HOMWELL

A native of Elturgard, Malana comes from a long line of paladins and clerics dedicated to the worship of Torm.

She typically dresses in clean white robes and a pale-blue shawl bearing the upraised hand of Torm. She keeps the right sleeve of her garment rolled and pinned at her elbow, making her missing appendage easily apparent. Light streaks of grey grace her lustrous blond hair, and her bright blue eyes convey both intelligence and authority.

When she was 18 years old, Malana 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 had 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 and her temple have grown.

ROLEPLAYING ONTHARR FRUME

Ontharr Frume is a good-natured paladin of Torm, the god of heroics and bravery. He is a man of action who loves jokes and pranks, a stiff drink, and a friendly scuffle.

He typically wears a light-blue tabard bearing the gauntleted hand of Torm over his armor.

While Ontharr is a member of the Order of the Gauntlet, he is not only at the Helping Hand on his faction's behalf. He is assisting Malana because their families have been friends for generations, and because he is secretly quite fond of her.

ROLEPLAYING RYLAN ELENTAUR

A high elf of noble birth, Rylan's family acquired the collective works of the archmage Rililar Shadow-water after his death. The wizard has spent the better part of his life studying Rililar's journals, and in doing so, he found entries pertaining to the Tenets of Bane.

While not a Harper, Rylan claims a loose affiliation with the organization, and when Malana's latest call for assistance went out, he learned of it through his Harper affiliates. The opportunity to lend his knowledge to locate the possessed high clerics of Torm resonated strongly with Rylan, and he left for the Helping Hand the very same day.

CALL TO ACTION

Whether the characters arrive at the temple at the behest of their factions or for their own reasons, Malana is pleased to have capable adventurers to aid her. If a character participated in any of the earlier adventures in the Tenets of Bane series, she offers her thanks for their previous assistance and is pleased to see they have returned. If a character has the *Inspired by Torm* story award from the previous adventures, Malana speaks primarily to them, confident her words will be taken with the utmost urgency.

She tells the party that nearly a month ago she acquired three palm-sized platinum discs called the Tenets of Bane. Each disc had a word (fear, hatred, or tyranny) on one side and a painted black hand on the other. Three devout worshippers of Bane, known as the Servants of Strife, once carried the discs. They were defeated decades ago by a trio of Thentian wizards, who took the items to study.

The wizards discovered 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.

In an effort to rid the Moonsea of the discs, Malana attempted to transport the items to her homeland of Elturgard, which is now the shining center of Torm's faith. She was confident the high clerics there could find a way to destroy them, thus eliminating at least a small portion of Bane's influence in the world.

Before she could depart Melvaunt, she was abducted by Banite worshipers, who sought the discs for themselves. With the help of brave adventures, she was rescued, and the Tenets of Bane were recovered.

Instead of trying again to transport the discs to Elturel, Malana used her family connections in Elturgard to bolster the defenses of her temple. She then asked for aid from **ONTHARR FRUME** in bringing three high clerics of Torm to the Moonsea.

Several days ago, the high clerics attempted a divine ritual to destroy the discs, but it ended in catastrophe. As the priests offered powerful prayers to Torm, the protective magic of the discs weakened, unknowingly releasing the souls of their original owners, the Servants of Strife, which had been trapped within each disc when they perished over a century earlier.

The malignant souls easily overcame the shocked clerics and possessed their bodies. A battle ensued, but the newly returned Servants of Strife managed to escape into the surrounding countryside.

RYLAN ELEN TAUR, a Thention wizard with loose ties to the Harpers, heard of the situation and arrived two days ago to provide assistance. He has been using scrying spells to locate the missing clerics. He believes he has found one of them within the foothills of the Galena Mountains, two days north of Hulburg.

From Rylan's scrying, it appears the possessed high cleric, **GORAN KRASK**, has taken leadership of a tribe of orcs called the Broken Fangs and is calling himself **MACE THE DREADFUL**.

Malana needs the characters to travel into orc territory, rescue the brawny half-orc high cleric, and, if possible, retrieve the missing Tenet of Bane. Her attempt at driving (with turn undead) the Servants of Strife from the high clerics during the previous battle failed, so subduing Goran may be necessary.

Malana can provide the characters with a map to the area and loan them horses to speed their journey

to Hulburg, but she does not know how useful the animals will be in the rolling, rocky foothills. As it is early morning, she suggests they leave immediately.

She is willing to pay the characters a fair reward for their service, and if any character in the party has the *Inspired by Torm* story award, Malana gives them a *potion of greater healing* from the temple's supplies before they depart.

KEY POINTS

The bullets below exist to provide a quick summary for Dungeon Masters who might be required to run the adventure with little or no time to properly prepare.

- Priestess Malana Homwell needs the characters to rescue a half-orc high cleric of Torm named **Goran Krask** from the foothills of the Galena Mountains.
- The cleric has been possessed by the soul of a deceased Banite radical.
- Since he is possessed, the characters may need to subdue the cleric.
- Malana can provide the characters with a map to the area and loan them horses for their journey to the foothills.



EPISODE 2: THE FOOTHILLS

Expected Duration: 30 minutes

To reach the foothills of the Galena Mountains, the characters must travel the Sword Trail east to Thentia and then take the Ruined Trail northeast to Hulburg. The ride takes them two days, and they encounter no complications along the way.

SCENE A: A GIANT PROBLEM

After nearly a day of navigating the rocky, tree-covered foothills of the Galena Mountains, the characters encounter giants as the sun is starting to set.

HULBURG

Tyrant of Orcs overlooks the party's visit to the city of Hulburg in favor of keeping the action moving. If you are not running the adventure in a fixed timeslot, feel free to allow the characters time in Hulburg to explore. For more information about the city, see CCC-BMG-07 HULB 1-1 *Hulburg Rebuilding* on dmsguild.com.

AREA INFORMATION

The area has the following features.

Light. Daylight (or as appropriate).

Rocks. Outcroppings of rocks between 1 and 3 feet in height dot the area. The rocks are difficult terrain.

Trees. The surrounding trees provide half cover, but they do not slow movement.

Washout. The squares containing the washout are difficult terrain.

CREATURES/NPCs

The characters have entered territory claimed by **two hill giants (H)** and their **five ogre (O)** cronies. The simple brutes think the characters will be easy pickings, and as such, they employ very little in the way of tactics. The ogres appear from the nearby trees and join the battle on the second round.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove three ogres.
- **Weak party:** Remove one ogre.
- **Strong party:** Add one hill giant and one ogre.
- **Very strong party:** Add two hill giants and one ogre.

TACTICS

The hill giants remain at the top of the hill, throwing rocks at their nearest enemies. If engaged in melee combat, they heft their greatclubs and attack.

When the encounter begins, the ogres are hiding out of sight in the tree line. They spend the first round of combat closing the distance to the locations

shown on the map and are unable to attack until the second round.

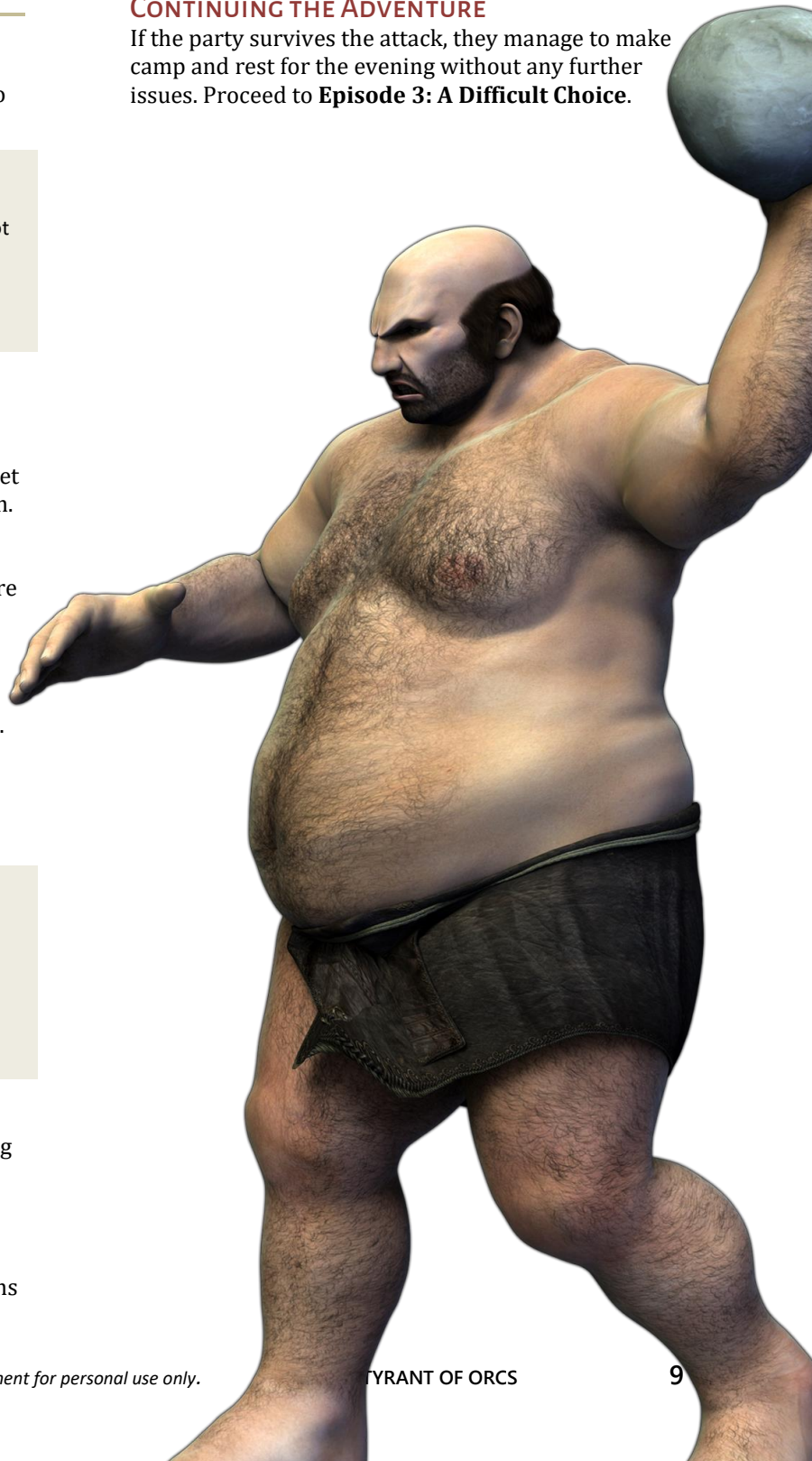
The ogres fight to the death, but the hill giants flee when reduced to one quarter or less of their total hit points.

TREASURE

The ogres carry various coins and gems between them. One of the giants (your choice) wears a *ring of warmth* (see **Player Handouts** for details).

CONTINUING THE ADVENTURE

If the party survives the attack, they manage to make camp and rest for the evening without any further issues. Proceed to **Episode 3: A Difficult Choice**.





1 square = 5 feet

H

H

O

O

O

O

O



EPISODE 3: A DIFFICULT CHOICE

Expected Duration: 60 minutes

SCENE A: HAIL TRAVELERS!

After a full night's rest, the characters break camp and start another day of travel through the rocky foothills. Shortly before midday, they cross a wide, thin creek of fresh, clear water. As they pause to refill their waterskins, a voice calls out from the trees, asking them to stay their weapons. Moments later, a man dressed in a leather vest and loose-fitting breeches appears from amid the trees. He wears a greataxe strapped to his back, and has long, wild hair that covers his head, face, and large portions of the rest of his body.

The man's name is **WENT**, and he is a **werebear** (currently in human form). Went is a ranger and scout for a druidic circle known as the Oaken Branch, which has ties to the Emerald Enclave. He saw the missing high cleric pass through the area on his way to the Broken Fang village of **ARK'TARAK** days earlier. Since that time, he has been observing the orcs, and any other visitors to the area. When he came across the location of the party's previous battle, he decided to investigate.

ROLEPLAYING WENT

Decades ago, Went Darkwood was a ranger of the Misty Forest, sworn to protect his home from the threats of the High Moor. As a young man, he was good at what he did, but he viewed the world as black and white. When a family of werebears entered his forest seeking refuge, and he learned of their true nature, Went slaughtered half their number without a second thought before their clan captured him. To teach the man a lesson, the clan's elder inflicted Went with lycanthropy and left him in his forest. The ranger struggled for many years to control his affliction, often journeying into the High Moor to slake his bloodlust upon the numerous trolls that lived within.

Eventually, the elves of the Misty Forest learned of his curse and drove him from his home. Went wandered for nearly a decade, simmering with a rage he could barely control. He finally made his way to the Moonsea and settled in the foothills of the Galena Mountains. While his affliction still drives him to kill when the moon is full, he has finally found a measure of peace, and he no longer looks to violence as a first solution. He has bonded with the animals and plants of the region, and he considers himself their protector.

Went informs the party that three days ago a half-orc dressed in priestly vestments made his way to Ark'tarak, a village of orcs to the east belonging to the Broken Fang tribe. The unassuming individual

challenged the village's leader, Nald the Slayer, to single combat for control of the Broken Fang tribe and won, proclaiming himself chieftain. Since then, the half-orc, who calls himself Mace the Dreadful, has been training the orcs to improve their fighting abilities.

The Oaken Branch has informants within the Broken Fangs, and they have learned that many in the tribe believe their new chieftain will rally the orcs of the Galena Mountains and lead them to glory by conquest, with Hulburg as their target.

A small faction within the tribe secretly shuns Mace for the human blood that flows in his veins, but they are too few to challenge his power. Over four hundred orcs reside in the crude huts of Ark'tarak. Nearly all of them know how to fight, and many are skilled warriors in their own right.

The huts of Ark'tarak lie at the base of a tall cliff. The chieftain's personal quarters are in a large open cave eighty feet above the ground. It is accessible only by rope ladders that hang from the cliff's side.

Went advises the party that a frontal assault of the village, or even a stealth mission to reach Mace's quarters, would be unwise. The orcs' numbers are simply too great. He also lets them know that the Oaken Branch and Emerald Enclave generally leave the Broken Fangs to war amongst themselves and the other humanoid of the foothills and mountains, but that an organized force of orcs in the region could easily upset the balance of power.

Went shares that there might be a simple solution. A single-combat challenge for leadership can only be put forth by one of orc blood. However, there are circumstances where a proxy, or a group of proxies, may fight on a challenger's behalf, such as when an elder or a shaman seeks rule of the tribe.

The Oaken Branch knows of a Broken Fang witch doctor named **PAR'TOUK** who may be willing to let the characters fight on his behalf. If they agree, the Oaken Branch could to arrange a combat challenge.

Went knows nothing of the Tenet of Bane, but if the characters share their knowledge of the item and the possession of the high cleric, the unnaturalness of the situation only strengthens his resolve to see the usurper removed as chieftain of the orc tribe.

Providing the party accepts his help, he asks that they meet him at midday the following day atop a clear hillock a half-day east of their current location.

Before Went and the party part ways, proceed to the **Scene B: Another Visitor** subsection below.

ABOUT THE OAKEN BRANCH

The Oaken Branch is a small druidic circle that helps maintain the natural balance in the foothills of the Galena Mountains. For more information about them, see CCC-RPR-01 *Eyes of Blood* on dmsguild.com

SCENE B: ANOTHER VISITOR

When the characters prepare to depart Went's company, they receive a visit from another unexpected guest, as the sky monetarily darkens and a huge dragon lands in the nearby stream.

Went asks the party to stay their weapons. He knows the dragon, which is named Therasalonix (or Thera for short).

Thera is an **adult copper dragon**, and she has a proposition for the party. Providing the characters wish to hear her out, she tells them her lair is near the base of the Galena Mountains (she does not reveal its exact location), and that she employs a small force of roughly sixty kobolds who mine deposits beneath the mountain. As tribute, the kobolds bring her precious metals.

Thera explains that while kobolds can be evil, she finds their work in the mines keeps them from causing trouble elsewhere in the region. In return, she does her best to protect the creatures from significant threats.

Recently, a drow raiding party attacked the mines, abducting ten of her kobolds. As their protector, Thera cannot let this behavior go without retribution, but the drow camp is deep in the tunnels beneath mountain, and many of the passages are much too small for a creature of her size to navigate.

The raiding party consisted of about six to ten drow, but Thera does not know how long they will remain in the upper passages before returning to the Underdark, so time is of the essence.

Thera offers to deliver the individual known as "Mace the Dreadful" to the characters (dead or alive), provided they slay the drow and release her kobolds. If they agree, one of her kobolds can lead the party to the drow camp.

If the party mentions the Tenet of Bane or the possession of the high cleric, Goran Krask, the dragon is sympathetic to their plight, but the knowledge does nothing to change the terms she has offered. She does, however, agree to deliver the disc with the usurper, providing she can find it.

It is up to the players to decide which of the two paths they would like to choose to rescue the high cleric. There is no wrong choice. Let them roleplay their character's reasoning, and feel free to award them inspiration if they do it well.

If the party accepts the dragon's offer instead of Went's, proceed to **Scene D: Under the Mountain**. If

they opt to follow Went's lead and challenge the new orc chieftain, Thera is disappointed, yet understanding, and she departs in search of others to help her with her problem. Proceed to **Scene C: A Fight to the Death**.



FACTION ROLEPLAYING: EMERALD ENCLAVE

While Went agrees that either solution is sufficient to maintain the balance of power in the region, he believes that simply eliminating Mace the Dreadful might plunge the Broken Fangs into civil war, as different groups within the tribe struggle for power. In addition, he believes the orc witch doctor, Par'touk, would do his best to keep the tribe united and its interest away from civilization. Went does, however, admit that these are just hunches, and that he has no real way of knowing what the long-term outcome of either path might be.

If any Emerald Enclave members are in the party, Went pulls them aside after the dragon's offer, shares his thoughts, and asks them to lobby for his proposal.

SCENE C: A FIGHT TO THE DEATH

Upon arriving at the location designated by Went the following day, the characters find a relatively flat expanse of grassland sparsely dotted by trees and low hills. In the distance they can see figures gathered atop one of the larger hillocks. Many appear to be orcs, but a handful of centaurs, satyrs, and druids that claim allegiance to the Oaken Branch are visible near the southern side of the mound.

As the party approaches, they see Went break from the gathering and make his way toward them. When he reaches them, he lets the characters know that Mace the Dreadful appears displeased by the challenge, but he has agreed to pit himself and his finest warriors against the party. He cannot refuse without losing the respect of the tribe.

Went lets the characters know the rules for the challenge, which are summarized below:

- Outside interference from either side is not allowed during the battle, but the characters may use any weapons, magic, or items they possess.
- The Broken Fangs are no strangers to magic, and they know the potential of divine healing.
- This is a fight to the death, and they will show no mercy in finishing off their foes during the combat.
- If the party wishes to incapacitate the chieftain and take him as a prisoner, it will be allowed, but no other Broken Fang orcs may be taken captive.
- The characters have one hour to prepare.

As the party prepares for the upcoming fight, more orcs gather near the hill, and the characters can easily see a smaller contingent of Broken Fangs orcs to the north. The witch doctor Par'touk, a bald orc in robes adorned with bones and feathers, stands at the head of the gathering.

AREA INFORMATION

The area has the following features.

Light. Daylight.

Rocks. Outcroppings of rocks between 1 and 3 feet in height dot the area. The rocks are difficult terrain.

Trees. The surrounding trees provide half cover.

INSPIRED BY TORM

A fair and honorable fight to the death to end tyranny and rescue one of his devout greatly pleases the deity Torm. If any character in the party has the *Inspired by Torm* story award (earned from the first three adventures in the series) he or she may roll a d20 at the start of each of their turns during this combat. If the result of the roll is 10 or greater, the character earns inspiration if they do not already have it.

CREATURES/NPCs

Mace the Dreadful (treat as a half-orc **blackguard (B)**), an **orc blade of Ilneval (I)**, an **orc claw of Luthic (L)**, and **two orogs (O)** await the party atop the hillock. Let the characters make any needed preparations.

When they are ready for the challenge, Mace and his allies meet the party atop the hill. He wastes no time with speeches or threats and simply attacks.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the **orc blade of Ilneval** and one **orog**.
- **Weak party:** Remove the **orc blade of Ilneval**.
- **Strong party:** Add one **orc blade of Ilneval** and one **orog**.
- **Very strong party:** Add two **orc blades of Ilneval** and one **orog**.

TACTICS

Mace closes the distance to his enemies as quickly as possible. He concentrates his attacks on lightly armored foes first, hoping to cut them down quickly and thin the opposition's numbers. He uses his smite spells freely, knowing his opponents will likely target him first. Once surrounded by enemies, he uses his *Dreadful Aspect* action to frighten as many foes as possible.

The orogs and orc blade of Ilneval do their best to support Mace, attacking any foe he targets. However, if they see an enemy casting spells, they attack it instead. The orc blade of Ilneval uses its *Ilneval's Command* action whenever possible, hoping to maximize the number of attacks its allies can make.

The orc claw of Luthic heals its allies as needed and focuses its claw attacks on any enemy that looks serious injured.

Since this is a formal challenge for leadership of the tribe, all orcs fight to the death.

Important. All of the orcs know the power of healing magic. At your discretion, they attack dying characters over those still fighting, hoping to kill them permanently and prevent them from rejoining the fight. This may seem excessive, but it makes sense thematically for the battle.

TREASURE

Mace the Dreadful carries the Tenet of Bane marked with word TYRANNY in his belt pouch.

TENET OF TYRANNY

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.

CONTINUING THE ADVENTURE

There is no surrender for the characters. They can only survive by defeating or incapacitating their enemies. If they are successful, the bulk of the orcs gathered seemed shocked by Mace's downfall, but Par'touk, honors the agreement made by Went and allows the characters to take his unconscious (or dead) body with them when they depart.

The Oaken Branch is pleased that the balance of power in the region has been maintained, and with little bloodshed.

If you have time remaining, you may continue to **Episode 4. Fiendish Rest**. Otherwise wrap up the adventure by proceeding to **Episode 5. Conclusion**.





1 square = 5 feet

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SCENE D: UNDER THE MOUNTAIN

If the characters decide to help Thera with her drow problem, she gives them directions to the cave entrance that leads to the kobolds' mine. It takes the party roughly one day to reach the location, and they encounter no difficulties during their travel or rest.

Upon entering the mine, they are greeted by the tips of kobold spears, but a quick explanation of their presence or the mention of Thera's name is enough to put the creatures at ease.

Eventually a bent and old kobold by the name of Arnope arrives. He lets the characters know that three days ago a band of drow attacked the western tunnels of the kobolds' mine. The kobolds tried to fight, but they were no match for the drow. Fortunately, the drow seemed intent on capturing the kobolds instead of killing them, and ten kobolds were taken in the raid.

Kobold sneaks followed the drow back to their camp in the upper Underdark, but they dared not attempt a rescue. Instead, the kobolds sent word to Therasalonix and asked for help.

The kobold sneaks report less than ten drow in the camp, but the exact number is unknown.

Arnope tells the party the camp is about three hours from the mine in an area covered by tiny glowing mushrooms. He can provide the characters with detailed directions on how to get there.

REACHING THE CAMP

To navigate the tunnels of the upper Underdark, characters that cannot see in the dark will need a source of light. After nearly three hours of traveling through lightless tunnels and caverns, the path before the party begins to glow in dim blue-green light cast by tiny luminescent fungi that cover the walls and ceiling.

At this point, the characters are still several hundred feet from the cavern complex used by the drow raiding party, so they have no chance of being spotted or heard.

Ask the players how they wish to proceed. Their characters can attempt to scout the area by sneaking (Dexterity (Stealth) vs. passive Perception), or they can simply stride in and boldly attack the drow.

AREA INFORMATION

The area has the following features.

Ceilings. The cavern ceilings and passages rise twenty feet above the floor.

Cots. Sleeping cots dot the area. Squares containing cots are difficult terrain.

Crates and barrels. The crates in barrels in the northwest corner of the area contain water, food, and other mundane supplies.

Kobolds. The drow have bound the kobolds together with chains and locked manacles. Picking the locks on the manacles requires a successful DC 15 Dexterity (thieves' tools) check. Forcing them open requires a successful DC 20 Strength check.

Light. Dim light from glowing fungi on the walls, and ceilings.

Mushrooms. Larger luminescent mushrooms dot the cavern complex. They shed bright pinkish light in a 5-foot radius.

Sound. Occasional dripping water and the scuttling of some subterranean insects or reptiles.

Smell. The fungus provides an earthy aroma.

Walls. The cavern walls and floors are unworked natural stone.

CREATURES/NPCs

The raiding party consists of **one drow elite warrior (W)** and **six veterans (V)** (see the "Drow Veteran" sidebar for more information). There is no negotiating with the drow, and they attack at the first sign of intruders. They consider all other races inferior, and they think the same of any drow who would associate with them.

DROW VETERAN

The veterans referenced above are drow. They speak Elvish and Undercommon and have the following traits:

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove two **drow veterans**.
- **Weak party:** Remove **one drow veteran**.
- **Strong party:** Add one **drow elite warrior** and one **drow veteran**.
- **Very strong party:** Add two **drow elite warriors**.

TACTICS

The drow shout for their allies at the first sign of intruders.

The drow veterans, fight in groups of three, casting *faerie fire* to gain advantage on enemies. They focus on spellcasters first, knowing their potential for destruction.



The drow elite warrior has two *potions of invulnerability* in his belt pouch. He drinks one during the first round of combat while moving to an advantageous position. On the subsequent round, he uses his hand crossbow to attempt to incapacitate any lightly armored foes before joining his allies in melee combat. If seriously injured, he levitates to the ceiling to attack with his hand crossbow.

The drow veterans fight to the death while their leader, the drow elite warrior, still stands. If he falls during the fight, the drow veterans flee when reduced to one quarter or less of their hit points.

Important. All of the drow know the power of healing magic. At your discretion, they attack dying characters over those still fighting, hoping to kill them permanently and prevent them from rejoining the fight. This may seem excessive, but it makes sense thematically for the battle.

FLEXIBLE TACTICS

The fight against the drow is supposed to be challenging, and the threat of death should be real. That said, the suggestions presented in the Adjusting the Encounter sidebar are only recommendations. If you feel the fight is too hard or too easy, you can, and should, adjust it to suit the party. The same goes for the tactics outlined above. The drow have abilities such as *darkness* at their disposal, so if you wish to take a different approach to the battle, feel free to do so.

TREASURE

The drow carry coins and various gems between them. The drow elite warrior carries an extra *potion of invulnerability* in his belt pouch.

DEVELOPMENTS

If the characters free the **kobolds (K)** during the fight, they flee back toward the mines. The drow ignore them in favor of more dangerous opponents.

CONTINUING THE ADVENTURE

Once the characters defeat the drow raiding party and rescue the kobolds, they are free to return to the mines, where they find Arnope waiting gratefully. He informs the party that Thera awaits them outside.

When the characters emerge from the mountain, they find the dragon with the high cleric, Goran Krask, who is unconscious, bound, and gagged, with the missing Tenet of Bane in his belt pouch. (See the earlier **Tenet of Tyranny** sidebar for more details.)

Thera informs the party that she did not have to kill many Broken Fangs to retrieve the half-orc, which means consequences from the attack should have a small impact on the region. She then thanks the characters for their help and departs for her lair.

If you have time remaining, you may continue to **Episode 4. Fiendish Rest**. Otherwise wrap up the adventure by proceeding to **Episode 5. Conclusion**.



V



K

K

K

K



1 square = 5 feet

K

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W

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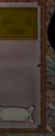
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characters enter from this direction



EPISODE 4: FIENDISH REST

Expected Duration: 20-40 minutes

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.

SCENE A: MAKING CAMP

After a full day of walking on their return trip from the foothills, the party comes upon a campsite containing several large boulders. In this optional encounter, the characters notice the binding magic of the stones is starting to fail, and they can try to repair it, if they desire.

If time allows, go around the table and let each player describe what their character is doing to help make camp or to prepare for a night's rest. Use this time just for roleplaying, and if the players are particularly creative with their descriptions, feel free to award their characters inspiration.

Once the party has settled in, the character with the highest passive Perception notices small wisps of barely perceptible red mist rising sporadically from each of the large stones.

Allow each character to make a DC 12 Intelligence (History) check after they learn of the mist. A success reveals that the following:

- In ages past, devils and demons roamed the countryside of Faerûn, and fiend hunters often stalked the creatures.
- These hunters knew the immortal nature of their prey, and as a result, each hunting party included a member versed in arcane magic and a member knowledgeable in the worship of nature.
- When the hunters successfully captured a fiend, they would strap it to large boulder and perform a complex ritual that wove together both natural and arcane magic, binding the immortal soul of their prey in the stone.
- Many of these binding stones exist throughout Faerûn, but many have failed over the centuries.

A successful DC 12 Intelligence (Arcana) check reveals that the stones at the site still hold the souls of their captives, but their magic is slowly fading. If left unattended, the magic will fail, releasing the fiends into the world. However, it may be possible for someone with arcane proficiency to fortify the binding magic and delay their eventual release.

POSITIONING THE STONES

Before the binding magic can be repaired, the stones themselves need attention. Three have toppled from their original positions. To restore a stone to its

correct states requires a character to make a successful DC 15 Strength (Athletics) check to push the stone into position, and then a successful DC 15 Constitution check to hold it in place. Failing either of these checks by 5 or more causes the stone to crash back to the ground, cracking it slightly, which makes the binding ritual more difficult to complete. A character may retry these checks until successful.

Once a stone is upright, a different character must make a successful DC 15 Intelligence check to determine the correct placement of the stone and direct the character holding it as to its position. The characters should not know if this check was successful or not. A failure here makes the binding ritual more difficult to complete. See **Repairing the Magic** below for additional information.

If desired, a secondary character may assist with any of the checks above, granting the primary character advantage on the check.

REPAIRING THE MAGIC

Once the stones have been positioned, any character proficient in the Arcana skill can attempt to stabilize their waning magic. While the process is not a formal binding ritual, it does function in a similar fashion.

There are five stones in camp, and each must be repaired during the ritual. Performing the ritual takes about an hour of arcane chanting and complex hand motions. Allow the character performing the ritual to make a DC 15 Intelligence (Arcana) check for each of the five stones, and note if the check is a success or a failure. A character receives disadvantage on the check if the stone he or she is attempting to repair is cracked or positioned incorrectly. See **Positioning the Stones** above for additional information.

If desired, a secondary character proficient in the Arcana skill may assist with the ritual, granting the primary character advantage on the check.

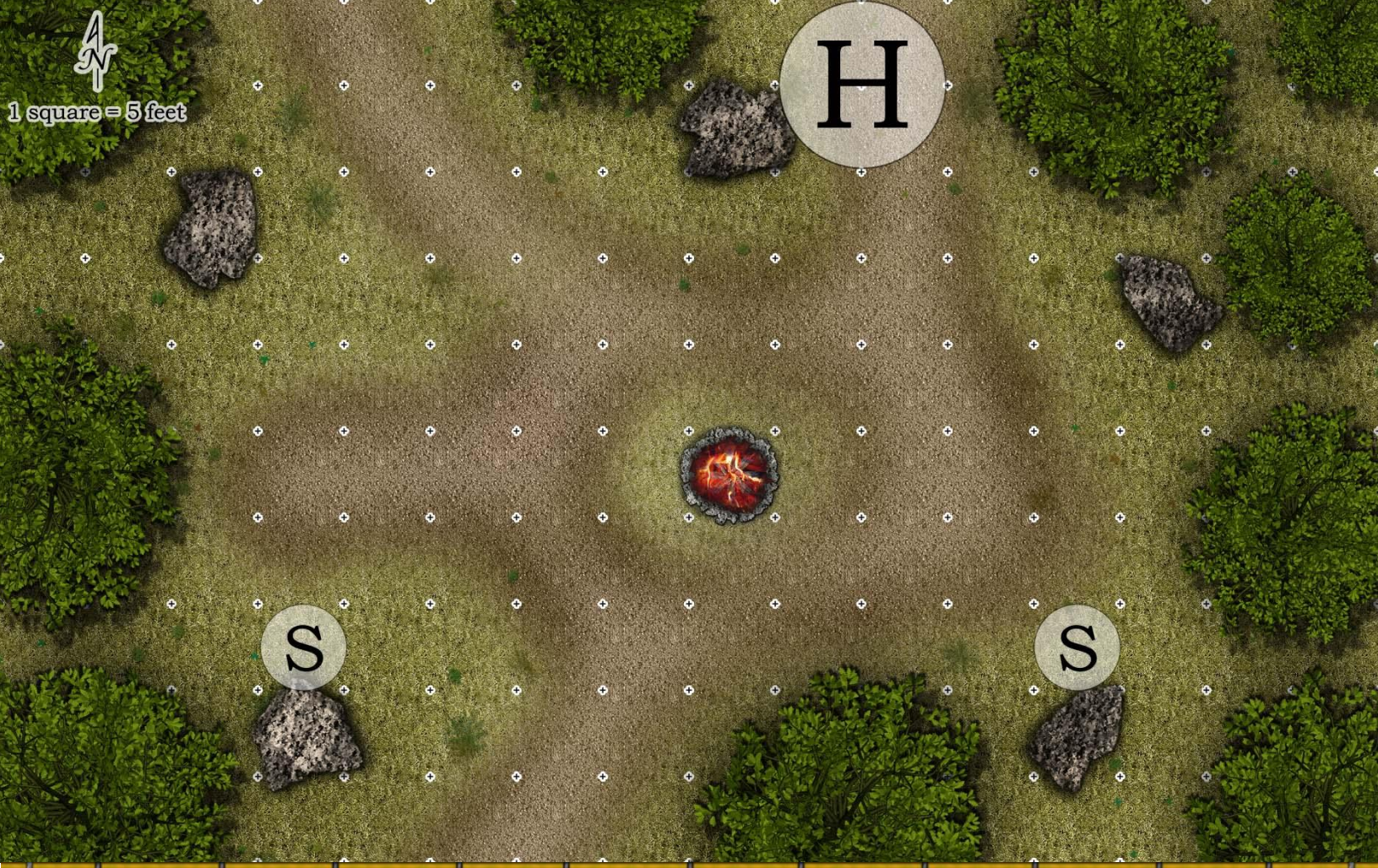
DETERMINING SUCCESS OR FAILURE

If the party manages to succeed on three or more of the Arcana skill checks made during the ritual, the character performing the ritual feels the magic of the stone solidify upon completion, ensuring the fiends trapped within remain prisoners for centuries to come. Grant each character inspiration.

If the party fails three or more of the Arcana skill checks during the ritual, it does not succeed, and the binding magic breaks down completely, releasing the fiends trapped within the stones. See the **Scene B: Fiendish Release** for more information.

WE DON'T CARE

If the party seems disinterested in repairing the fading magic of the stones, or if they have no characters proficient in the Arcana skill, the bond fails as they rest for evening, releasing the fiends. Proceed to **Scene B: Fiendish Release**.



SCENE B: FIENDISH RELEASE

If the party fails at the ritual to repair the binding magic of the stones, their enchantment begins to unravel and fade. Within moments, the rocks start to smoke, releasing thick red vapors that quickly coalesce into the forms of wicked looking fiends.

AREA INFORMATION

The area has the following features.

Campfire. The campfire provides bright light in a 20-foot radius and dim light for an additional 20 feet.

Light. Darkness.

Stones. Each stone is roughly 4 feet tall and provide half cover to Small or Medium creatures.

Trees. The surrounding trees provide half cover.

CREATURES/NPCs

A **hezrou (H)** and **two shadow demons (S)**, attack the party with wild abandon.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the **hezrou** and add two **shadow demons**.
- **Weak party:** Remove the **hezrou** and add three **shadow demons**.
- **Strong party:** Add one **hezrou** and one **shadow demon**.
- **Very strong party:** Add two **hezrou**.

TACTICS

After centuries of imprisonment within the stones, the fiends want nothing more than to vent their rage upon the characters. They fight with glee, knowing that even if they meet their end, they will return to their home in the Abyss.

PART 5: CONCLUSION

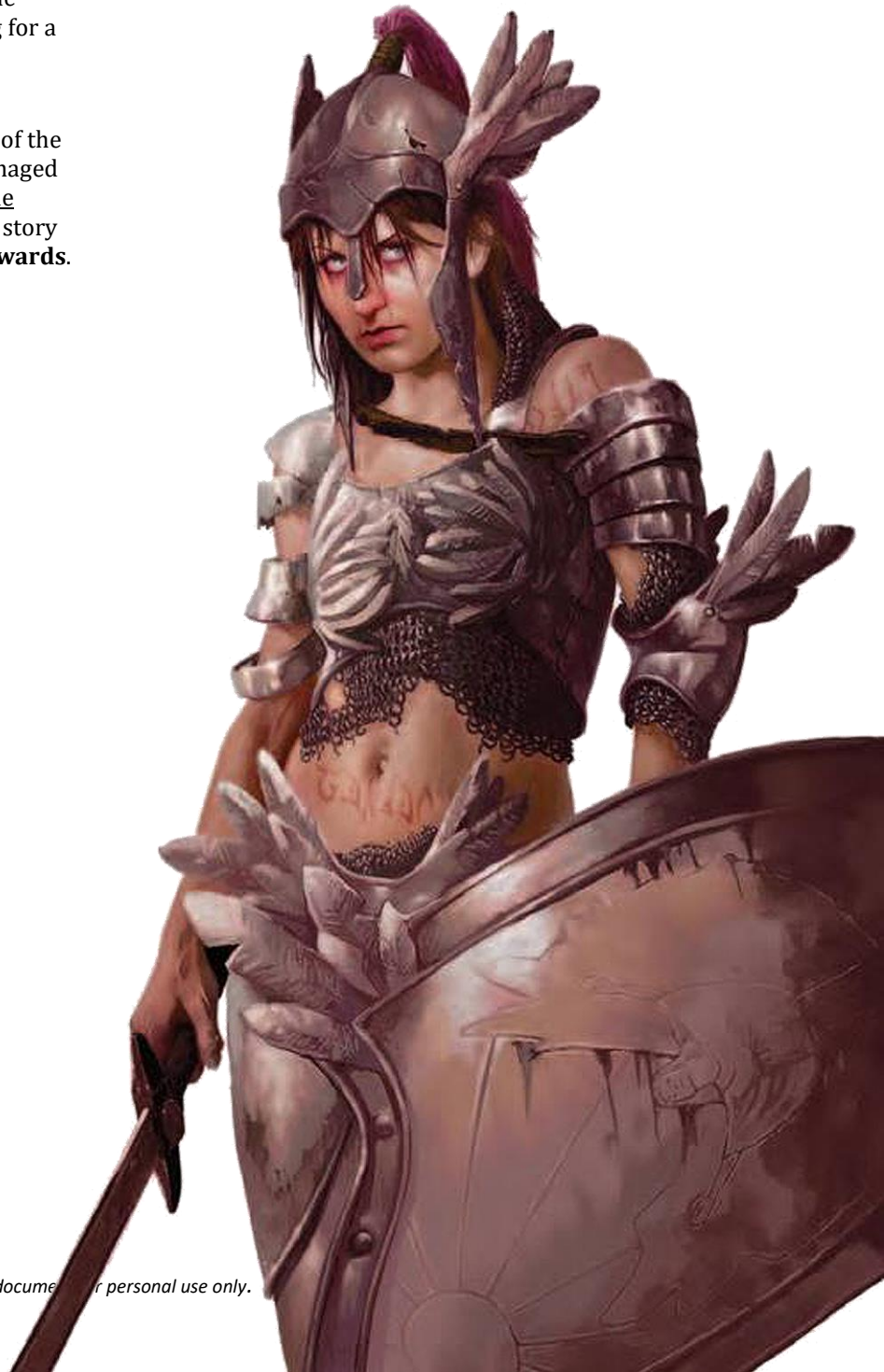
Expected Duration: 15 minutes

When the characters return to the Helping Hand with High Cleric Goran Krask in tow, Malana is relieved to see they were successful in their mission and happily rewards them. If Goran somehow perished during the adventure, Malana sends for another cleric of Torm to raise him from the dead. If he remains alive, she vows to find a way to drive the foul soul of Mace Dred from his body and save him.

Once retrieved, Malana turns the Tenet of Tyranny over to Rylan Elentaur, who stores the disc in a pocket of extradimensional space—accessible only by him—at his tower in Thentia. She assures the characters that the wizard is actively searching for a way to destroy the discs once and for all.

STORY AWARD

If the characters challenged Mace the Dreadful of the Broken Fang orc tribe and won, and if they managed to return him to the Helping Hand alive with the Tenet of Tyranny, they earn the ***Torm's Honor*** story award, which is detailed under **Adventure Rewards**.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 2 advancement checkpoints and 2 treasure checkpoints for completing the **story** objective below:

- **Story Objective:** Rescue the high cleric, Goran Krask, and return him to Malana Homwell at the Helping Hand temple.

PLAYER REWARDS

The characters earn downtime and renown as outlined in the *D&D Adventurers League Dungeon Master's Guide* for completing the adventure and any bonus objectives. They also earn the following player rewards:

MAGIC ITEM UNLOCK

Characters completing the adventure's **story** objective unlock this magic item.

Ring of Warmth. This band of this ring is made of unblemished silver that is slightly cool to the touch. A full description of this item can be found in **Appendix 2: Player Handouts**.

CONSUMABLES

During this adventure, the characters may find the following consumable items:

Potion of Invulnerability. This item can be found in **Appendix 2: Player Handouts**

STORY AWARDS

During this adventure, the characters may earn the following story awards:

Torm's Honor. You fought with honor and defeated the orc leader, Mace the Dreadful, sparing his life. In addition, you managed to retrieve the Tenet of Tyranny and deliver it to Malana Homwell. The priestess is impressed by your dedication to Torm's ways.

Touched by Torm. Your dedication to Torm's ways has impressed Malana Homwell and others in the church of Torm. As a result, you are invited for an intense period of study, prayer, and reflection at the Temple of Torm's Coming in Tantras. If you choose to attend, you emerged with a deep connection to Torm and his beliefs. You feel as though the deity has touched your very being, but what this means for your future is still unclear.

Important: This story award is only available to characters with the **Torm's Honor, Torm's Compassion, Torm's Duty, and Inspired by Torm** story awards. While it may have benefits in future adventures involving the Tenets of Bane, it is intended primarily for roleplaying purposes.

A full description of each story award can also be found in **Appendix 2: Player Handouts**.

DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the *Adventurers League Dungeon Master's Guide* for more information about DM Quests.

DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure.

- **Malana Homwell (*mah-lah-nah hom-well*)**. A native of Elturgard, Malana comes from a long line of paladins and clerics dedicated to the worship of Torm. She typically dresses in clean white robes and a pale-blue shawl bearing the upraised hand of Torm. She keeps the right sleeve of her garment is rolled and pinned at her elbow, making her missing appendage easily apparent. Light streaks of grey grace her lustrous blond hair, and her bright blue eyes convey both intelligence and authority.

Personality: I believe everyone deserves kindness, compassion, and dignity, and I do my best to set this example through my actions.

Ideal: I believe that my purpose is to spread the teachings of Torm.

Bond: I am dedicated to Torm with all of my being.

Flaw: My desire to please Torm sometimes blinds my judgement.

- **Onthar Frume (*own-thar froom*)**. Ontharr Frume is a good-natured paladin of Torm, the god of heroics and bravery. He is a man of action who loves jokes and pranks, a stiff drink, and a friendly scuffle. He typically wears a light-blue tabard bearing the gauntleted hand of Torm over his armor.

Personality: I love a good laugh, and I'm quick to help those in need.

Ideal: I strive to be an example of goodness to everyone in my life.

Bond: I live to serve Torm.

Flaw: I sometimes look upon those without conviction or purpose unfavorably.

- **Rylan Elentaur (*rye-lan ellen-tar*)**. A high elf of noble birth, Rylan's family acquired the collective works of the archmage Rilitar Shadow-water after his death. The wizard has spent the better part of his life studying Rilitar's journals. While not a Harper, Rylan claims a loose affiliation with the organization, and when Malana's latest call for assistance went out, he learned of it through his Harper affiliates.

Personality: I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.

Ideal: History is only important if we learn from it and do not make the same mistakes twice.

Bond: I want to use my knowledge to make the world a better place for everyone.

Flaw: I sometimes risk too much in my quest for forgotten lore.

- **Servants of Strife**. Three of Bane's devout followers who originally carried the Tenets of Bane. Collectively, they were known as the Servants of Strife.
- **Tenets of Bane**. Three palm-sized discs make up the Tenets of Bane. These discs once belonged to the Servants of Strife, three of Bane's most devout worshipers. Each disc bears a word (HATE, FEAR, or TYRANNY) in black letters on one side and a symbol of Bane, a painted black hand outlined in red, on the opposite. Creatures that touch the disc feel a sudden and intense rush of emotion related to the word it bears.

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 unknown to all but their original owners.

- **The Helping Hand**. This 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.

APPENDIX 1.

MONSTERS/NPCs

ADULT COPPER DRAGON

Huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Perception +12, Stealth +6

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a

bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn. **Detect.** The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

BLACKGUARD

Medium humanoid (half-orc), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +5

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

Senses passive Perception 12

Languages Common, Orc

Challenge 8 (3,900 XP)

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

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

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

3rd level (2 slots): *blinding smite*, *crusader's mantle*

ACTIONS

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

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

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

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

DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather and shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

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

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate (self only)*

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

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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

HEZROU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

ACTIONS

Multiattack. The hezrou makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

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.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

ORC BLADE OF ILNEVAL

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

ACTIONS

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

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

Ilneval's Command (Recharge 4—6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

ORC CLAW OF LUTHIC

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the ore can move up to its speed toward a hostile creature that it can see.

Spellcasting. The ore is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *thaumaturgy*

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

2nd level (3 slots): *hold person*, *spiritual weapon*

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

ACTIONS

Multiattack. The ore makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

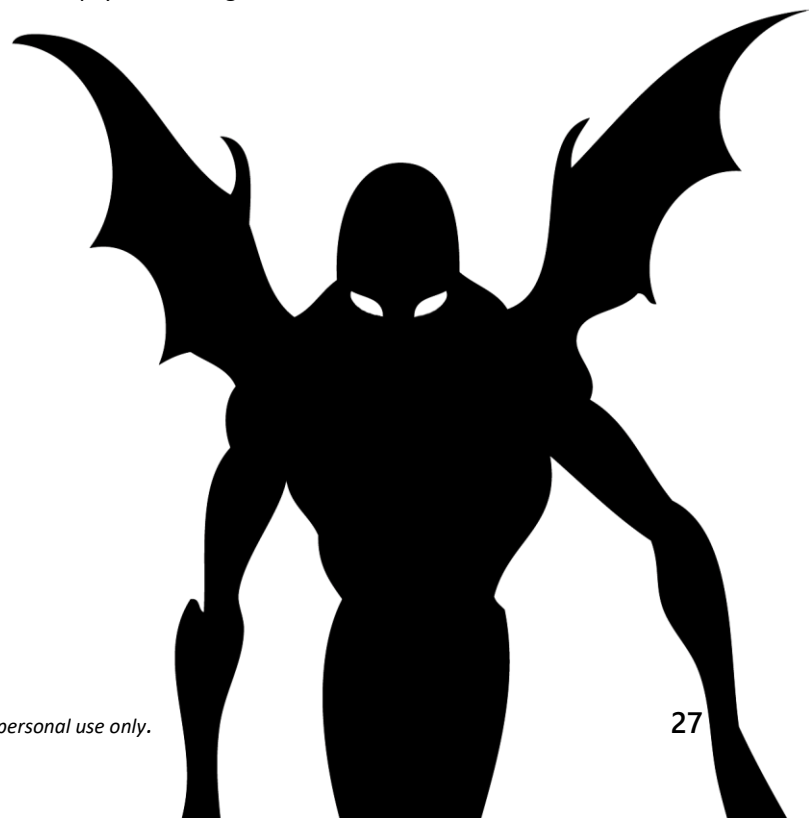
Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.



VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The drow makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

WEREBEAR

Medium humanoid (human, shapechanger), neutral good

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit Points 135 (18d8 +54)

Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't altered. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like either.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with were bear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

APPENDIX 2:

PLAYER HANDOUTS

During the course of the adventure, the characters may unlock or acquire the rewards below. If you are distributing these to your players, print and cut out as many of each as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

MAGIC ITEMS

RING OF WARMTH

Ring, uncommon (requires attunement), table F

This band of this ring is made of unblemished silver that is slightly cool to the touch.

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as – 50 degrees Fahrenheit

This item can be found in the *Dungeon Master's Guide*.

CONSUMABLES

POTION OF INVULNERABILITY

Potion, rare

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron.

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

TORM'S HONOR

You fought with honor and defeated the orc leader, Mace the Dreadful, sparing his life. In addition, you managed to retrieve the Tenet of Tyranny and deliver it to Malana Homwell. The priestess is impressed by your dedication to Torm's ways.

TOUCHED BY TORM

Your dedication to Torm's ways has impressed Malana Homwell and others in the church of Torm. As a result, you are invited for an intense period of study, prayer, and reflection at the Temple of Torm's Coming in Tantras. If you choose to attend, you emerged with a deep connection to Torm and his beliefs. You feel as though the deity has touched your very being, but what this means for your future is still unclear.

Important: This story award is only available to characters with the *Torm's Honor*, *Torm's Compassion*, *Torm's Duty*, and *Inspired by Torm* story awards. While it may have benefits in future adventures involving the Tenets of Bane, it is intended primarily for roleplaying purposes.

APPENDIX 3:

DUNGEON MASTER TIPS

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the Dungeon Master's Guide and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also

fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure provides a sidebar to help you to determine the best mix/number of opponents to provide characters with to create an appropriate challenge. You are not bound to these adjustments. They are presented for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (**APL**). To approximate the **party strength** for the adventure, consult the table below.

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