



**ADVENTURERS
LEAGUE**

THE ICY HAND OF HATE

PART 7 OF THE TENETS OF BANE SERIES



CCC-WWC-07

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Optimized For: APL 8

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THE ICY HAND OF HATE

THE SEVENTH ADVENTURE IN THE TENETS OF BANE SERIES



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

DWIGHT DIVINE

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 travel to Glister and unravel the mystery of who is trying to turn the town against itself?

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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

The Servants of Strife were well named, for nothing shows Bane's power as well as unity turned to strife.

—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.

HOOKS

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

Faction Orders. Malana Homwell has contacted each of the factions in the Moonsea and requested their assistance in rescuing one of three high clerics of Torm that have been possessed by the dark soul of a Banite fanatic.

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.

EPISODES

This adventure is spread over five parts that takes approximately two hours to three 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 once. However, if you plan to play them over several sessions, you'll want to revisit it each time you play.

Episode 1: An Urgent Matter. (Call to Action)

A meeting at the Helping Hand directs the party to Glister, where Malana believes Cyran Steel may have taken the high cleric, Gregon Ord.

Episode 2: The Road to Glister. The journey to Glister may not be entirely uneventful.

Episode 3: A Cold End. At Glister, the party finds their contact brutally murdered, and they must unravel the mystery before the town falls to strife.

Episode 4: Theological Debates. To foil the Banite plot, the party must work with at least two of the three rival temples.

Episode 5: The Hidden Hand. The characters confront Cyran Steel and end her plots.

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 5.

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 ELENDAUR, 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 high clerics, and for a short time, he knew the location of one: a human named **GREGON ORD**. Rylan believes Gregon is likely possessed by **CYRAN STEEL**, a Banite assassin known to be skilled at disguise and evading magical and mundane detection.

Malana's own divinations indicated that the town of **GLISTER** plays some key role, so she dispatched **TILDUS CALDERTON**, a young acolyte in her service, to investigate. Recently, contact with Tildus was lost, and Malana is concerned.

Malana needs the characters to travel to Glistler, rescue the high cleric, find her acolyte, 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 Gregon may be necessary.

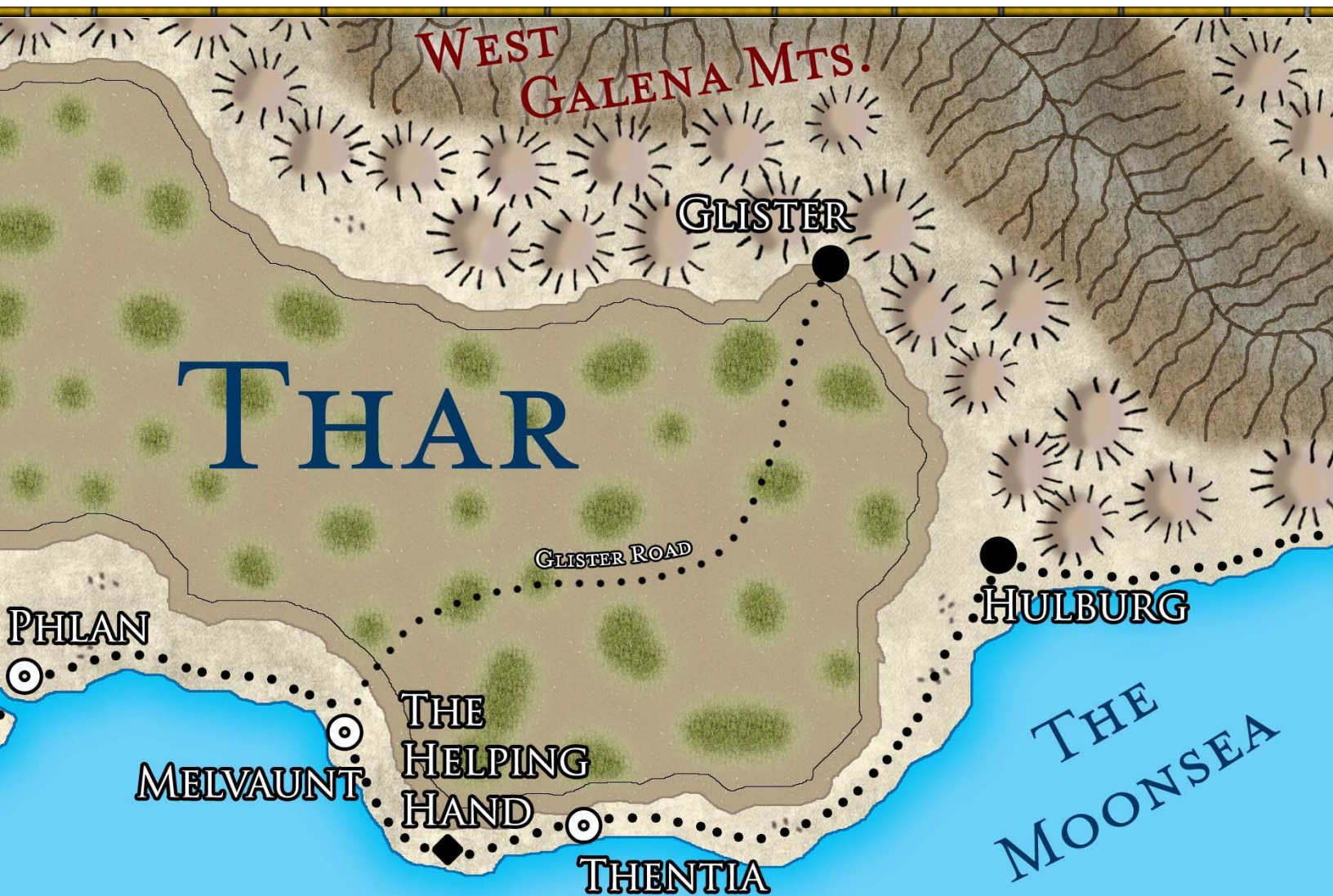
Malana can provide the characters with horses to speed their journey to Glistler. As it is early morning, she suggests they leave immediately.

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 high cleric of Torm named **Gregon Ord**, who is thought to be hiding somewhere in the small mining town of Glistler, which lies in the foothills of the Galena Mountains.
- The cleric has been possessed by the soul of a deceased Banite radical.
- Since she 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 Glistler.



EPISODE 2:

THE ROAD TO GLISTER

Expected Duration: 5-30 minutes

To reach Glister the characters must travel the Sword Trail west to Melvaunt then take the Glister road north through Thar to Glister. Though the Glister road is infamous for being infested by humanoid raiding parties, the passage of the Tenets has either drawn those forces elsewhere, or they've have fled the area.

If running this adventure in 2 hours, simply set the mood and atmosphere by conveying the information in Scene A, and then proceed to episode 3. Otherwise, a chance blizzard forces the party to seek shelter in a cave and soon leads an orcish warband to do the same. Almost certainly, bloodshed ensues.

SCENE A: AN EMPTY ROAD

The journey from the Helping Hand to Glister is eerily quiet for the party. To the north and east, the lands become barren and empty. The road winds through desolate foothills and empty highlands, with a chill wind promising harsh weather.

While traveling through Thar, the characters see little sign of the infamous humanoids who raid the lands. Instead, there is nothing but days of tedious travel and the ever-present threat of snow from the slate-gray skies.

MELVAUNT

The Icy Hand of Hate overlooks the party's visit to the city of Melvaunt in favor of keeping the action moving. If you are not running the adventure in a fixed timeslot, feel free to allow the players time in Melvaunt to explore. For more information about the city, see CCC-BMG CORE-1 or the CORE-3 series on dmsguild.com.

SCENE B: A CHANCE MEETING

When the party is one day away from Glister, snow begin to fall, and the wind begins to howl, both growing in power until the characters find themselves in one of the legendary thunder blizzards of the land. Fortunately, they locate a nearby cave in which to take shelter.

After stowing their gear and setting up camp, a dozen orcs barge into the cave from the blizzard beyond. Upon seeing the party, they let out shouts that seem full of both rage and joy.

The orcs consist of Gruntak, an **orc war chief**, Toruk, an **orc eye of Gruumsh**, Brugah, an **orc hand of Yurtrus**, and three **orc red fangs of Shargaas**. They have little interest in talking, though a good display of power or a successful DC 20 Charisma

(Intimidation) check can get them to listen. It should be hard, but not impossible to avoid a fight.

TACTICS

If it comes to a fight, the orcs have fought many battles together and are skilled at cooperative tactics. These include:

- At the start of the battle, Toruk casts *bleed* on Gruntak and the two red fangs. On the second round he casts *spiritual weapon*.
- Dealing with obvious spellcasters by cloaking them in *darkness* spell and having the red fangs engage them.
- **DM Reminder:** Anyone in *darkness* who cannot see in magical *darkness* grants advantage to attackers (as they're blinded). Attacking into *darkness* is at disadvantage unless the attacker can see through it. So most attacks are straight-up, but *sneak attack* is not possible unless one can see.
- Gruntak and Toruk tag-team the strongest warrior, while sending the orcs to deal with bowmen or skirmishers.
- Brugah blankets as much of the area in *silence* as she can and then uses *inflict wounds* outside the darkness.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the **orc hand of Yurtrus**, two **orc red fangs of Shargaas**, and the **orc eye of Gruumsh**. Add one **orc**.
- **Weak party:** Remove one **orc red fang of Shargaas** and two **orcs**.
- **Strong party:** Add one **orc eye of Gruumsh**.
- **Very strong party:** Add one **orc red fang of Shargaas**. The **orc war chief**, **orc eye of Gruumsh**, and **orc hand of Yurtrus** each have maximum hit points.

GENERAL FEATURES

The area has the following features. For a map, see **Appendix 2: Roadside Cave Map**.

Light. Brightly lit from the party's campfire.

Deep Snow. Snow spills into the cave from outside. The areas marked with triangle symbols are difficult terrain as a result. Any magical fire in the area makes a slippery mess, requiring successful DC 10 Dexterity (Acrobatics) checks to avoid falling while moving through.

Low Ceilings. The cave is between 6 feet and 8 feet high, so clever combatants might use that to their advantage.

Cave Features. There are shelves and cracks on many cave walls, which could serve as perches or cover.

DEVELOPMENT

If any of the orcs are captured, they cheerfully admit to being a warband raiding the road. They say that most other humanoids have been drawn away by “an ancient call to battle and glory”. They too investigated such calls, but Gruntak led them back to the road to take advantage of the lack of competition.

TREASURE

The orcs carry miscellaneous coinage and crude orcish jewelry and a *potion of greater healing*.



EPISODE 3: A COLD END

Expected Duration: 15 minutes

A few days later the party’s journey ends in the fortified town of Glistar. A foreboding fortress-monastery commands the high ground, overlooking the town proper, which is itself surrounded by a palisade and, in some places, an older stone wall. The road runs on the slopes below the fortress, which looms over the road like a sentry, and enters Glistar through gates of lashed logs protected by a gatehouse of stone.

Within, the town is dominated by a town square separating two distinctive buildings. One is made of good materials but of an oddly ramshackle and haphazard construction, as if built by a madman out of random scraps of wood and stone. The symbol of Tymora is prominently displayed above its door.

The other building is constructed of rough-hewn logs, completely covered with over an inch of ice along every exposed surface. The ice is thick enough that the structure appears to be solid ice, though the original beams can be seen deep within. Above its open archway is a snowflake carved from ice.

An odd tension fills the air, as if a riot or battle might break out at any moment. And, indeed, as the party enters the square, they can hear clear sounds of an altercation from the final building at the square, a sprawling inn and tavern that clearly serves those who come to Glistar to trade.

As they watch, someone is suddenly tossed out of the tavern, tumbling out into the square along the frozen muddy ground. Two burly men with drawn swords emerge from the same door a moment later and shout, “*It’s over for you Hennik, you and the sword-damned Frostmaiden! Now you’ll pay, by the Sword!*”

ROLEPLAYING THE SWORDSWORN

The two **thugs** of Tempus, Viktor and Stan, are angry and determined, but they aren’t evil and they aren’t mindless. A successful DC 15 Charisma (Persuasion, Intimidation, or Deception) check can give them second thoughts. And a successful DC 15 Wisdom (Insight) check reveals that they are honestly (and righteously) angry, but that anger is really directed elsewhere. If confronted with this, they also start to listen. Finally, if the party is clearly willing to defend Hennik, they back down as well.

They accuse Hennik of being a “craven worshipper of Auril” and “likely complicit in murders”. They explain that several folks have been murdered by being exposed to cold, and that’s clearly Auril’s work. “It’s just a matter of time before they do it to one of the Sword Lord’s, so we’re bringing the fight to them instead!”

ROLEPLAYING HENNIK

Hennik (a **commoner**) thanks the party profusely if they intervene. If pressed about worshipping Auril, he says "Not a worshipper, I just give homage to the Maiden on account of she spared me son in a blizzard two years ago. But yeah, I give worship at her House." He angrily denies knowing anything about the murders, and bitterly rejects Auril having a hand. "Let's just say, if the Frostmaiden were behind it...it'd be different." But he won't (or can't) explain exactly how, and refers questions about that to "the Maiden's blessed" at the temple.

If the party doesn't intervene, the innkeeper's wife, Hulda, comes out and loudly harangues the two for acting without the authorization of their war priest. "*What would Thorgrimm say, then? If he even knew...*" They blanch, make apologies, and move off. Hennik begrudgingly thanks her and moves off unless stopped and questioned.

If the party does intervene, Hulda quietly watches. Either way, she then approaches them. "*A grim welcome to Glisten, travelers, but that's how it is. What brings you here?*"

If the party asks Hulda about the whereabouts of Acolyte Tildus, she saddens and tells them that the young priest was found dead. She explains that's what set off, Viktor and Stan.

Hulda tell the party that his body is lying at the House of Auril's Breath, as he died in the cold wastes. Nobody knows why he wandered off into the hills. He just burned up some notes or papers and headed out into the evening, just before sunset.

She offers to show the characters to his room if they would like to investigate his death.

SCENE A: COLD ASHES

Hulda leads the party to a small room on the topmost floor of the inn. The room is sparsely furnished, with a simple bed, a simple desk, two chairs, and a fireplace, now cold and with but the ashes of the last fire. Strewn about the room are the contents of a travelling pack and gear, including the trappings of a priest of Torm.

DEVELOPMENT

Anyone investigating the fireplace, or anyone with a passive Perception score of 15 or higher, notices scraps of mostly burned papers among the ashes. (See **Appendix 3: Burned Fragments.**)

If retrieved, they find little is left. The few fragments say "*...not consistent with rit...*" "*...just as things settled, the second...*" "*...buried hatreds steadily worsening...*", and "*...cannot be sure, but must send word...*"

A successful DC 15 Intelligence (Investigation) check reveals that the papers appear to have been burned hastily and only partially, as if the culprit were interrupted.

If Hulda is asked about these matters, she summons Gudrun the maid, who, blushing and flustered admits that she went up in the morning after the poor man disappeared to clean. She heard a noise that sounded like someone was inside messing about, but when she opened the door, no one was inside, and there was only a dying fire in the hearth. She considered it strange, since the fellow had left the night before.

Hulda informs the party that Acolyte Tildus's body lies at the House of Auril's Breath (as he was killed by cold) and suggests speaking to the priests of the three temples (the temple to Tempus being the fortress-monastery outside the walls) to learn more.



EPISODE 4: THEOLOGICAL DEBATES

Expected Duration: 15-30 minutes

The party can now follow up physical evidence by trying to examine the body at the House of Auril's Breath, or they can talk to either the Tester of Tymora or the sword-priest of Tempus. (If they seem indecisive or uncertain about what to do, suggest examining the body, especially as they should really confirm his identity. That will send them to Auril's temple.)

Along the way, show the rising tension in the town in subtle ways. Perhaps the characters come upon several near fights between followers of Tymora and Auril. Perhaps they see faithful of Tempus reluctantly acting as peacemakers. Or perhaps they simply pass townsfolk who mutter under their breath and give them suspicious looks. The feel should be of a place that's on the brink of exploding into terrible violence and sectarian hatred.

Keeping Time. If time is tight, make sure to leave at least 20-30 minutes for the fight with Thorgrimm Sumbar at the House of Swords. If there are no time pressures, however, play up the theological differences and concerns of each temple and try to make them come alive.

SCENE A. THE HOUSE OF AURIL'S BREATH

Inside, the House of Auril's Breath is a spartan space with a simple stone altar, a stone basin filled with ice, and a carved ice sculpture of Auril, depicted as a slender maiden with a cold expression. Atop a makeshift bier of branches joined together by ice lies the body of Acolyte Tildus upon new snow. His body is well-preserved and shows every sign of having died from exposure to cold. Near the body, in prayer, kneels a young woman dressed in the blue and white vestments of Auril. If the characters approach her, she looks up, glares at them, and rises, before coldly inquiring as to their business.

Louhi, the Frostkissed (priestess) of Auril, softens if one or more party members show respect to Auril or offers to contribute. Otherwise, she reluctantly admits the party, though she seems somewhat mollified when they mention they know the deceased (unless they accuse her of killing him, in

which case she denies it angrily). She allows them to examine the body, muttering that at least "he lies here, where he ought, unlike the others".

If questioned, she says that three worshippers of Tymora were exposed and should have lain here, as those taken by the cold. However, the priestess of Tymora and others demanded they be placed in the Hall of Luck, as befits those suffering ill luck, all the while blaming Auril's faithful "*behind our backs for their deaths. Can you even think it? They slander us with the deaths but won't give The Frostmaiden her due honor...as if you could have it both ways!*"

If confronted about the murders, she rails about sacrilege and contemptuously disclaims knowledge. A successful DC 15 Charisma (Persuasion), Wisdom (Insight), or Intelligence (Religion) check can lead to the confirmation that the victims were not sacrificed properly, at least according to Louhi.

Acolyte Tildus, for example, was clearly dead or unconscious long before dying of exposure. Louhi is visibly angry by this and states, "*That denies the whole point, which is to offer the life and death to the Lady. What good is a sleeping man or a corpse? The whole point is to know you're dying in her name, by her power! The terror and pain is central!*"

"But try getting those fools to understand these subtleties. To them, anyone frozen in the wild was taken by the Lady. As if she would accept so poor an offering!"

Louhi mocks any notion that others would listen to her testimony, but she promises to try if the party can persuade one of the other two priests to listen.

If attacked, Louhi defends herself and flees if overmatched. Use the statistics of a **bheur hag**.

ROLEPLAYING LOUHI

Louhi is deeply devoted to Auril, who saved her after she fled into a blizzard to escape a fire that consumed her parents' mining shack. She believes that Auril protects the truly loyal and that most people freeze to death because they deserve to. She is zealous for Auril's honor and won't suffer blasphemy or mockery. (However, she freely admits that Auril is considered "evil" or "cruel" and takes little affront from such talk.)

She is honestly confused about the accusations, as she would never consider sacrificing people in such an incorrect manner. Unfortunately, the whole town knows her love of Auril, and few have even considered asking her about the manner of the deaths. At the moment, Louhi is actually angrier over the disrespect shown Auril after the first three deaths than over being accused.

SCENE B. THE HALL OF LUCK

Walking within the Hall of Luck is a bit disconcerting, as the building is as haphazard in appearance up close as it was from a distance. It is difficult to discern how the roof manages to stay up or why the walls don't collapse. The fact that the whole structure creaks as the wind blows does not help. Inside, cut logs are arrayed as seats for worshippers, all centered on an ambo and simple table. A large disk of silver is affixed to the ambo, depicting a woman's smiling face. From a back room a voice calls, "*Be out in one moment!*"

Katya, the Tester of Tymora, receives the party graciously as she emerges from the rear room where she keeps modest living quarters. She politely inquires as to whether the party needs anything. If asked about the murders, she expresses sorrow and anger (directed at the Auril worshippers) but adds no new information.

Katya is irked that "those fanatics of Auril" have his body at their place, as "they may well have killed him" but she has permitted it to keep the peace, just as she has kept the peace so far when her followers were slain, but "their blood cries out for vengeance and if nothing is done this whole town may explode".

She is wary of any attempt to reconcile with Louhi, and insists that Thorgrimm back any such plan, sending the party to seek him out at the House of Swords outside town.

ROLEPLAYING KATYA

Katya is a friendly middle-aged halfling female with an infectious smile. She is always ready with a joke or a kind word, and endlessly supportive and encouraging, especially towards adventurers. She will greet the party warmly and seems honestly curious about their purpose. When she learns who Acolyte Tildus was, she seems thoughtful. If informed about the Banite connection, she seems concerned and urges the party to uncover the truth.

Despite her kindly and open demeanor, Katya is a Tester of Tymora, devoted to the belief that no risk is too great in the service of Tymora. Her easygoing personality gives way when a wager or dare is involved. At such times, Katya seems an unflinching champion of taking risks in Tymora's name.

Katya is very suspicious of Louhi, but reasonably trusting towards Thorgrimm. She makes it clear that she would require Thorgrimm's approval to any plan that involves Louhi.

Insight and similar magical means of sorting truth from falsehood indicate that Katya is being truthful and open. Though, they also reveal a deep hatred for Auril and her followers.

DEVELOPMENT

As the DM, read the "Behind the Scenes" sidebar to understand Katya's true role, but do not reveal of its information to the party at this time.

BEHIND THE SCENES

Katya, as a Tester of Tymora who believes in taking great risks to advance and spread the faith, has allowed herself to be corrupted and possessed by the spirit of Cyran Steel. Cyran Steel and the Tenet of Hate have twisted her faith into serving Bane's Tenet of Hatred, and is close to bringing Glister to open war.

Katya plans to incite a massacre of Auril's faithful by Tempus's followers, and ensure the escape of Louhi, so that Louhi can bring down Auril's wrath upon the town. Next, she will incite the people against Tempus's rash actions and complete the descent into war of all upon all. Finally, as survival seems impossible, she plans to assume a new identity and become the town's savior in the name of Bane!

Unfortunately for the heroes, the power of the Tenet prevents either mundane or magical attempts to pierce Cyran Steel's deception. Katya appears, to every method, to be exactly what she claims to be.

SCENE C. THE HOUSE OF SWORDS

Although it lies but a short distance outside the walls of Glister, it is a difficult walk up to the House of Swords. The road winds steeply up the hillside, and near the top, the very soil and grass themselves give way to barren rock. Upon these desolate rocks is built the fortress-monastery of Tempus, the House of Swords.

As the characters approach, the massive gates of the place swing in before they can even knock. "*Stand forth and be recognized!*" booms a deep, commanding voice from within the courtyard.

Passing through the gates, the party comes to a wide yard, with various practice locations set aside for melee and close combat, missile fire, and siegecraft. In the center, clearly marked off beneath a stone roof held up by massive pillars and sunk some six feet into the ground, is a classic fighting pit.

Standing across from them, on the other side of the fighting pit, they see a massive man resplendent in plate armor. He hefts a huge maul with ease and bears both a shield and a sheathed longsword as well. When he sees them, he exclaims, "*Do not be shy! Enter and be recognized. But know that here we honor the God of Swords and trust in his ancient ways to tell truth from falsehood. Meet me, Thorgrimm Sumbar, in this sacred place of testing—if you dare!*"

Thorgrimm Sumbar, a **war priest** and a descendant of the great Ghordimm Sumbar of a century past, greets the party. He clearly expects them to face him in the pit and laughingly assures any nervous adventurers that he is in little danger.

If time permits, you can allow some banter, and clarification. Thorgrimm happily shares the information provided below, but he refuses to make any decision or weigh in on the recent events until the battle occurs. When time requires, or the heroes are done asking questions, continue.

In the end, Thorgrimm politely holds up a hand. "Before you ask more questions, or utter requests, or make demands, I must know if you are fit to this purpose. We shall decide this in the ancient way of the Lord of Swords—through battle!"

ROLEPLAYING THORGRIMM

Thorgrimm isn't sure what to make of all this. He is torn between his desire to slay the followers of Auril just on the principle that tolerating folks who worship Winter's Hate doesn't seem wise and his understanding that Auril's favor is probably key to Glister's survival in this harsh place. Also, except for Louhi, most of Auril's followers are too pathetic to give a real fight, which bothers him and makes him wonder if they have the stones to kill anyone.

As a descendant of the great Ghordimm Sumbar of a century past, Thorgrimm feels the burden of his legacy. He knows well that the Hall of Swords is but a shadow of its former glory and is doing all he can to return to those great days. As a result, he is even more zealous than many war priests about following the ancient forms of Trial by Combat.

GENERAL FEATURES

The fighting pit has the following features. For a map, see **Appendix 4: Fighting Pit Map**.

Light. Brightly lit from sunlight or *continual flame*.

Disqualification. Leaving the 50-foot-by-50-foot area earns a glare by Thorgrimm and a declaration that that character has "died" and should sit and watch.

Blessed Sand. Brought here at some expense, the whole floor of the pit is covered in beautiful soft white sand. The sand acts as a clotting agent on any injury, so dying characters automatically stabilize.

TACTICS

Thorgrimm is a war priest and is therefore a powerful foe. But, he does not seek the deaths of the party, only to judge them in Tempus' name. To that end, he uses a mixture of spell and maul to enact the ancient rites. He also avoids any destructive spells beyond those listed below, since he doesn't want to damage the area or accidentally kill anyone.

To insure a challenge, consider giving Thorgrimm a high initiative roll (e.g. 20). On the first round, Thorgrimm casts *spiritual weapon* at 4th level as a bonus action and lays about with weapon and spell. A particularly annoying spellcaster using non-

damaging spells might be targeted by *banishment* or *hold monster* if Thorgrimm is annoyed. (Or simply attacked by an aggressive Thorgrimm.)

If several party members hang back to attack with missiles or spells, Thorgrimm casts *flame strike* or hits the most annoying with a 3rd or 4th level *guiding bolt*.

If enemy casters use *counterspell* to prevent Thorgrimm's spells, he salutes them (good tactics please him).

Mid-level priests stand on the sidelines and use *healing word* if Thorgrimm falls, at which point he concedes the fight.

ADJUSTING THE ENCOUNTER

Generally there is no need to adjust this encounter. If Thorgrimm wipes the floor with a low level party, no worries, their valor is good enough for the Lord of Battles. If a strong party downs him almost immediately...then Tempus has spoken! That said, here are recommendations for adjusting this encounter to keep it exciting. These are not cumulative.

- **Very weak party:** No spellcasting by Thorgrimm. Sensing their weakness, he uses his weapons only.
- **Weak party:** Thorgrimm's *spiritual weapon* is cast at 2nd level (not 4th).
- **Strong party:** Thorgrimm casts *freedom of movement* ahead of time in addition to *spirit guardians*.
- **Very strong party:** *Freedom of movement* and *spirit guardians* cast ahead of time by Thorgrimm. Thorgrimm has the *spirit guardians* attack all combatants. This group is worth his full efforts!

DEVELOPMENT

Win or lose, Thorgrimm pronounces the party worthy and bestows a 5th-level *mass cure wounds* to restore 20 (3d8+3) hit points to all after the fight.

Now that the Test of Swords has been concluded, Thorgrimm is quite friendly towards the party and willing to entertain almost anything they propose. He is certainly willing to go listen to Louhi, though he remains skeptical that she will be truthful. Moreover, he pledges to ensure a fair hearing by Katya as well.

The party may take a short rest at this point, as Thorgrimm is more than willing to wait. He does not take a rest himself (unless badly injured) but instead busies himself with priestly duties.

EPISODE 5: THE HIDDEN HAND

Expected Duration: 30 minutes

Having secured Thorgrimm's cooperation and either Louhi's or Katya's as well, the party can now arrange for a meeting among the three high priests. At Louhi's insistence only the party and the three priests are present, to avoid any chance that angry zealots start trouble. Because neither Thorgrimm nor Katya really want to meet in the House of Auril's Breath, the meeting is conducted at the Hall of Luck instead.

SCENE A: A TENSE GATHERING

Thorgrimm seems out of sorts, and Louhi appears nervous and uncomfortable. In spite, the priestess of Auril bitterly begins to lay out her case, carefully explaining how the deaths failed to meet the exacting requirements of Auril. As she speaks, the others show a growing revulsion, but the characters can also see doubt and concern begin to grow. Thorgrimm especially seems to be receptive to Louhi's careful, detailed explanation of her position.

Suddenly, and with no warning, Katya sighs in exasperation and flicks two gleaming knives at her fellow priests. Each sinks unerringly into the neck of its target, and both Thorgrimm and Louhi slump to the ground. She then turns to the party and says in an utterly cold voice devoid of her previous warmth, *"Well done, fools. Now I'll have to amend my plans. It is a bother, so I don't mind saying I'm going to enjoy killing you meddlers just as much as I enjoyed killing that simpering baby priest you came looking for!"*

The characters now face Katya, possessed by Cyran Steel. Cyran cannot directly access Katya's priestly powers, but she can call upon the rest of her abilities, including both her Lucky racial trait. See the "Katya/Cyran" sidebar for more information.

When combat begins, Katya is joined by a **wraith**, **two specters**, and a **poltergeist**, which float down from the rafters above. The wraith and specters are the enraged spirits of the first three victims, and the poltergeist is the spirit of Acolyte Tildus.

If the party thinks to ask, both Thorgrimm and Louhi are clearly dying but not yet dead (blood pooling but still pulsing from the wound, ongoing convulsions, etc.)

KATYA/CYRAN

Cyran has access to Katya's Lucky racial trait, as described below.

HALFLING LUCKY RACIAL TRAIT

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

GENERAL FEATURES

The Hall of Luck has the following features. For a map, see **Appendix 5: Hall of Luck Map**.

Light. Brightly lit from sunlight and continual flame lanterns scattered about the place. But the many furnishings cast shadows over numerous places, for those seeking shadow or dim light.

Auspicious Cover. Pillars and rough-hewn log pews provide many forms of cover around the area. The ambo could also be used. The oddly joined beams of the walls and many rafters also allow good hiding and cover for those climbing up the walls. Finally, someone could hide under the Table of Luck

Fallen Allies. Having been struck by surprise by an assassin, both Thorgrimm and Louhi are down and dying. If the characters take time to rouse them, they are poisoned for the duration of the fight, but can take some actions to help (see below).

Luck be a Lady. This is the Hall of Luck, and Tymora reigns here, even if her priestess overplayed her hand and went bust. Anyone pledging to Tymora or otherwise seeking her aid receives Inspiration once during the fight, but also receives a strong bond to preserve Katya's life.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Eliminate two **specters** and the **poltergeist**.
- **Weak party:** Eliminate the **poltergeist**. Replace the **wraith** with a **specter**.
- **Strong party:** Replace all **specters** with **wraiths**.
- **Very strong party:** Replace all of the **specters** with **wraiths** and give all monsters maximum hit points.

TACTICS

Katya/Cyran tries to stay out of melee for as long as possible, throwing knives whenever she has Advantage on a target (or they are engaging an ally). She uses her ability to teleport to move from hiding place to hiding place. Once out of knives, she is forced to consider more direct action.

While Katya/Cyran possesses the Tenet of Hate, the undead allies cannot be turned, as the power of the Tenet binds them to her. If someone thinks to search for it, allow them to make a DC 20 Wisdom (Perception) check. On a success, they notice it under Katya's clothes. (A paladin's divine sense or a *detect evil and good* spell immediately detects it, as Katya's clothes cannot mask its terrible power.)

If Katya/Cyran is incapacitated, the **poltergeist** (if still present) stops fighting, manifests with Acolyte Tildus's appearance, bows, and then departs. All **specters** or **wraiths** fight until destroyed.

If Thorgrimm is saved from death, he draws his maul and tosses his shield to whichever melee warrior impressed him the most earlier. His shield is a *sentinel shield* (see **Appendix 6: Player Handouts**). If desired, the lucky recipient may use the shield throughout the fight. The next round, he uses his guided strike on anyone needing it. On subsequent rounds he casts *sacred flame* for 13 (3d8) radiant damage or uses *spare the dying*.

If Louhi is saved from death and roused, she uses either *chill touch* for 9 (2d8) necrotic damage or *frostbite* for 7 (2d6) cold damage, as she deems appropriate. She saves most of her wrath for Katya/Cyran.

Since Katya/Cyran is wearing the Tenet on a simple leather thong (it hangs down her back, concealed by her clothing), a successful DC 15 Dexterity (Sleight of Hand) or Strength (Athletics) check is required to snatch it away. If this happens, a rush of emotion overcomes them. See the "Tenet of Hate" sidebar for more information.

If the Tenet of Hate is seized from Katya/Cyran, the undead can be turned normally and the poltergeist immediately stops fighting as described above. At your discretion it can either help the party against the other undead or simply depart.

AFTER THE FIGHT

Once Katya/Cyran falls unconscious or is killed, a quick search beneath her garments discovers a heavy painted disk the size of a human's palm tucked away beneath her outer clothing (if it wasn't found before). This is, of course, the Tenet of Hate.

Thorgrimm and Louhi (or their followers, if they did not survive) organize a search of the entire area by a mixed group of Tymora's, Auril's, and Tempus's faithful. They soon discover, beaten, starved, and bound, the missing high cleric of Torm, in a root cellar under Katya's living quarters.

Bloodied, exhausted, and emaciated, the priest of Torm speaks in a hushed whisper, "*That foul Banite kept telling me there was no way it could be compelled to leave. But while that may well be true, it turns out that it could leave, if it wanted, if another was willing to welcome it and enact a ritual. That poor halfling priest thought Tymora would protect her. She wagered she could master that black soul. She was wrong. The thing that possessed her made it quite clear why I was being kept alive. I was to witness it destroy this town through suspicion, prejudice, and hatred. And then, when the full damage was done, I would be slaughtered on the Table of Luck to consecrate this place to Bane. Thank Torm and all good gods that will never come to pass!*"

With the aid of Louhi and Thorgrimm, and the watchful presence of the high cleric of Torm, the party can safely transport Katya back to the Helping Hand, assuming she survived. Before they leave Glister, they are given gifts by various parties.

TENET OF HATE

The Tenet of Hate is one of the three palm-sized discs that make up the Tenets of Bane. It once belonged to the assassin, Cyran Steel. The disc bears the word HATE 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 rush of hatred, which quickly subsides to mild dislike. The disc radiates a less intense aura of hate in a 100-foot radius. While the aura is faint, creatures that experience prolonged exposure to it become quarrelsome, prejudiced, and prone to fits of violence. That 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 remove it completely.

SCENE B: PARTING WAYS

As the party prepares to return to the Helping Hand, Thorgrimm and Louhi come forward, looking slightly more comfortable in each other's presence. They acknowledge that Glister is not a wealthy place, and few who call it home are rich. However, both are in agreement that the characters should have some reward for what they have done.

Louhi gives them a vial of a clear blue liquid and a vial of reddish syrup that seems to pulse almost like a beating heart.

Thorgrimm adds his blessing, letting them know that Glister will always remember what they have done. In addition, he offers the party his shield, claiming he will likely not use it in battle often, since he is entering the autumn of his life. He asks that whoever chooses to carry it bear the shield honorably and bravely into many battles, and that they remember to call on Tempus in their time of need.

If neither Louhi, nor Thorgrim survived the battle, the items above are gifted to the party by Hulda and several other prominent citizens of Glister.

TREASURE

Louhi provides a *potion of greater healing*, and Thorgrimm provides a *potion of heroism* to the party. Moreover, Thorgrimm gifts the party his *sentinel shield*, which is detailed under **Adventure Rewards**.

CONCLUSION

When the characters return to the Helping Hand with the high cleric, Gregon Ord, in tow, Malana is relieved to see they were successful in their mission and happily rewards them. She is puzzled but relieved to find that priest free of the spirit of Cyran Steel, but dismayed to learn of Katya's tragic fate. If Katya still lives, Malana pledges to find a way to free her from the grip of Cyran and destroy the Tenets.

Once retrieved, Malana turns the Tenet of Hate 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 finally destroy the discs once and for all.

STORY AWARD

If the characters defeated Cyran Steel without killing Katya, and if they managed to return Gregon Ord to the Helping Hand with the Tenet of Hate, they earn the ***Torm's Duty*** 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, Gregon Ord, 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 unlock this magic item.

Sentinel Shield. This shield is emblazoned with a flaming sword. A full description of this item can be found in **Appendix 6: Player Handouts**.

CONSUMABLES

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

Potion of Greater Healing. This item can be found in **Appendix 6: Player Handouts**

Potion of Heroism. This item can be found in **Appendix 6: Player Handouts**.

STORY AWARDS

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

Torm's Duty. You dutifully returned High Cleric Gregon Ord and the Tenet of Hate 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 6: 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.

- **Cyran Steel.** Cyran is a cold, nearly emotionless killer. She mocks those she stalks when she feels it will not risk the mission and delights in forcing her targets to face their helplessness and impending doom before finishing them.
Personality: There is nothing that surpasses the thrill of stalking and killing. Except perhaps leading a community to destroy itself.
Ideal: I show Bane's path to all through cold, ruthless hate.
Bond: Serving Bane and his tenet of hate gives me focus, purpose, and power.
Flaw: I cannot imagine self-sacrifice, it surprises me every time.
- **Glister.** Glister is a small town that sits at the base of the western Galena Mountains. Hills surround the remote community, which serves as a trading post, exchanging ore from the nearby mountains for food and other supplies from cities and towns of the Moonsea.
- **Katya.** Katya is a jovial halfling priestess of Tymora, the goddess of luck and bold gambles. She is a kindly woman who values good company and wagering on long shots. She is also a Tester, a sect of Tymorans who believe that the goddess calls them to wager everything in order to accomplish deeds of heroic good fortune. Sadly, she has been possessed by Cyran, who now wears her normal personality like a mask.
Personality: I love life, friends, and, above all, a bold wager on long odds.
Ideal: I strive to be an example of how luck can transform the most mundane life.
Bond: I live to serve Tymora by risking all.
Flaw: I often take foolish risks certain that luck is on my side.
- **Louhi.** Louhi the Frostkissed is as cold as the goddess she serves. She's not cruel, really, just almost entirely uncaring. She's also a perfectionist, especially where the worship of Auril is concerned. Of course, when dealing with a goddess who might freeze you to death for the slightest mistake, Louhi's perfectionism pays off. She dresses in the blues and whites of her faith, and bears a staff of office.
Personality: The winter doesn't hate you, and neither do I, but we will both kill you if you cross us. A cold heart never needs heat, and compassion is a luxury I cannot afford.
- **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 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.** 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.** 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. 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.
- ***Thar.*** Thar is a desolate, broken moor with a cold and unforgiving climate. Orcs, ogres, and other humanoids make their homes there.
- ***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.

- ***Thorgrimm Sumbar.*** Thorgrimm is a sword priest of Tempus, dedicated to battle and war in all its aspects. But he is no grim killer. He rejoices in honest battle and fair combat and sees fighting others as the only real way to get to know them. He is a massive and strongly built man who is almost never without armor and weapons.
Personality: I love the joy of combat and the company of warriors. I detest pointless intrigue, petty politics, and frivolous people.
Ideal: Life is a series of battles. Rejoice in them, and master them all with courage and skill.
Bond: Courage and honor are my meat and drink.
Flaw: I look upon those who shy away from battle as cowards or worse.

APPENDIX 1.

MONSTERS/NPCs

ASSASSIN

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant, Common

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BHEUR HAG

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Nature +4, Perception +4, Stealth +6, Survival +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Graystaff Magic. The hag carries a *graystaff*, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a *broom of flying*. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a *graystaff*.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*, * *ray of frost*

3/day each: *cone of cold*, * *ice storm*, * *wall of ice**

1/day each: *control weather*

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the OM controls the creature's movement, which is erratic. 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 hag's Maddening Feast for the next 24 hours.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

ORC EYE OF GRUUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

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

1st level (4 slots): *bless, command*

2nd level (2 slots): *augury, spiritual weapon (spear)*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.



ORC HAND OF YURTRUS

Medium humanoid (orc), chaotic evil

Armor Class 12 (hide armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (-1)

Skills Arcana +2, Intimidation +1, Medicine +4, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and orc but can't speak

Challenge 2 (450 XP)

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

Spellcasting. The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

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

1st level (4 slots): *bane*, *detect magic*, *inflict wounds*, *protection from evil and good*

2nd level (3 slots): *blindness/deafness*, *silence*

ACTIONS

Touch of the White Hand. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage.



ORC RED FANG OF SHARGAAS

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)

Skills Intimidation +1, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, orc

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals 2 extra dice of damage when it hits a target with a weapon attack (included in its attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of a combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

ACTIONS

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts *darkness* without any components. Wisdom is its spellcasting ability.

ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.



POLTERGEIST

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (-1)

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The poltergeist 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.

Invisibility. The poltergeist is invisible.

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

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

PRIEST

Medium humanoid (any race), any alignment

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.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter 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.

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith 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.

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving

throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

WAR PRIEST

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stonewall*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

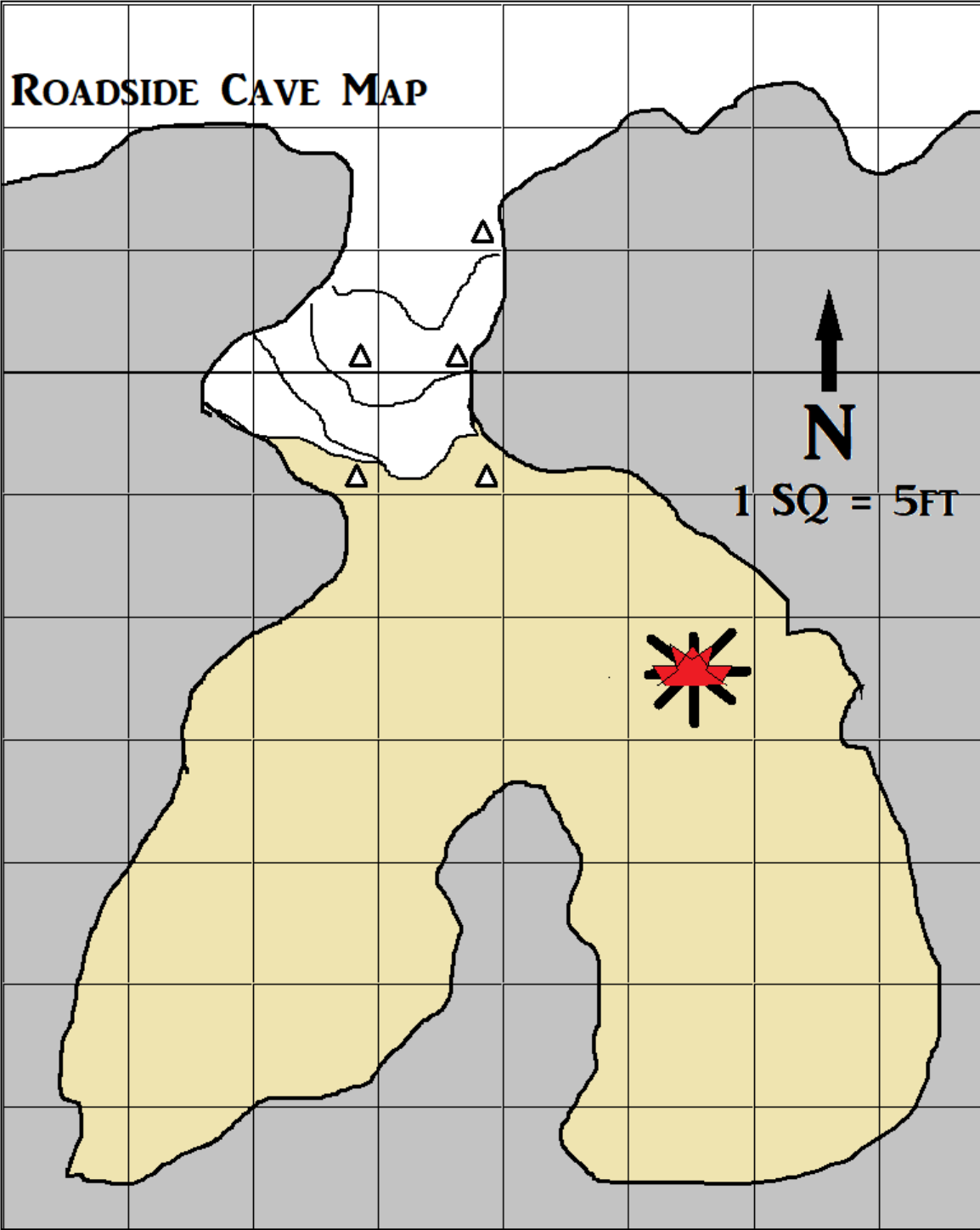
Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

APPENDIX 2:
ROADSIDE CAVE MAP



APPENDIX 3:
BURNED FRAGMENTS

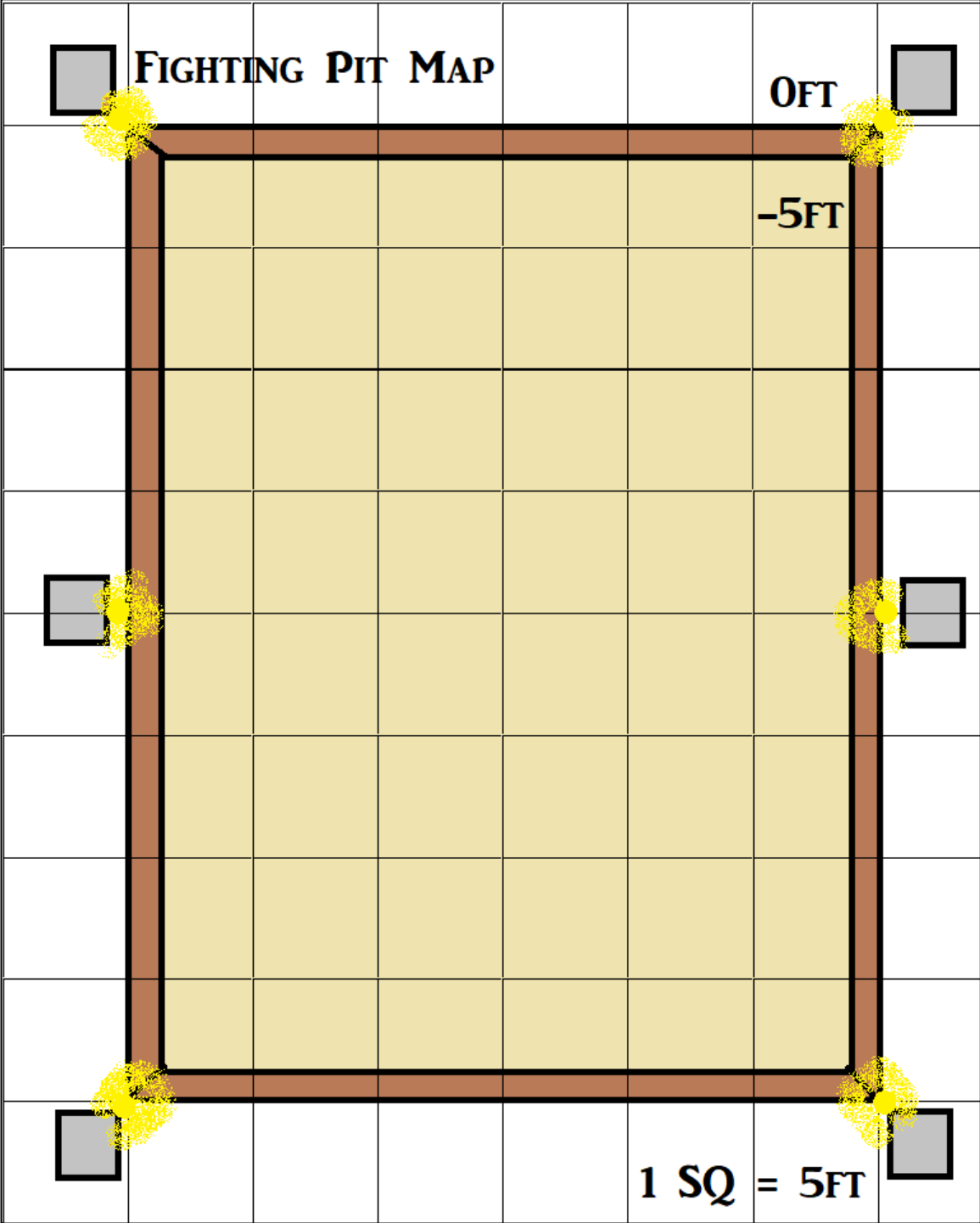
not consistent with ris

just as things settled, the second

buried hatreds steadily worsening

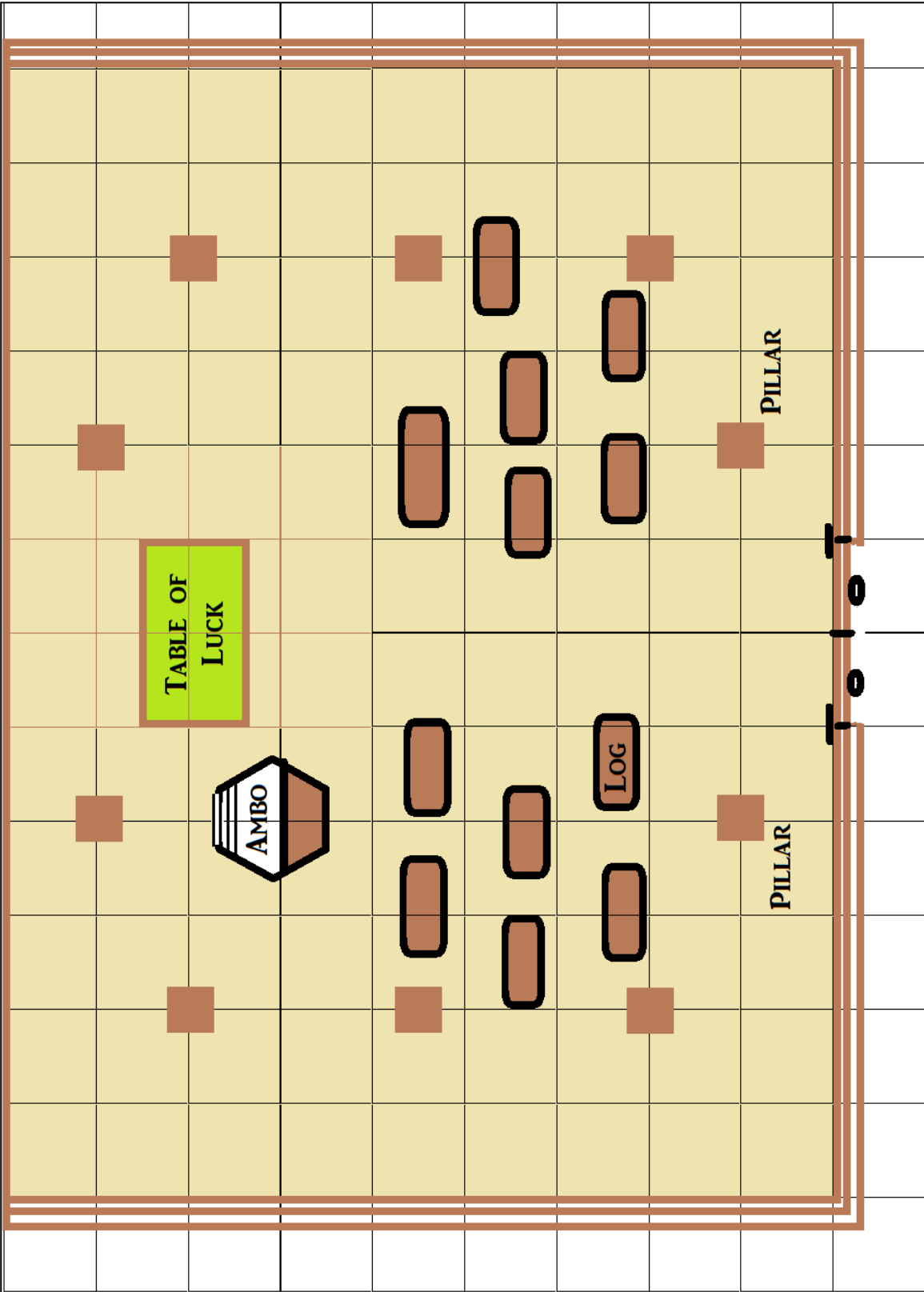
cannot be sure, but must send word

**APPENDIX 4:
FIGHTING PIT MAP**



APPENDIX 5: HALL OF LUCK MAP

Scale: 1 square = 5 feet



APPENDIX 6:

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 ITEM UNLOCK

SENTINEL SHIELD

Armor (shield), uncommon, table F

While holding this shield, you have advantage on initiative rolls and Wisdom (Perception) checks. The shield is emblazoned with a flaming sword, which is the holy symbol of the warrior god Tempus.

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

CONSUMABLES

POTION OF GREATER HEALING

Scroll, common

You regain 4d4 + 4 hit points when you drink this potion.

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

POTION OF HEROISM

Scroll, uncommon

This blue potion bubbles and steams as if boiling.

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required).

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

STORY AWARDS

TORM'S DUTY

You dutifully returned High Cleric Gregon Ord and the Tenet of Hate 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 7: 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