



ADVENTURERS LEAGUE

IN THE FACE OF FEAR

PART 1 OF THE TENETS OF BANE SERIES



CCC-WWC-01



IN THE FACE OF FEAR

THE FIRST ADVENTURE IN THE TENETS OF BANE SERIES

A devout priestess of Torm seeks one of three platinum discs once carried by a trio of Banite fanatics. To retrieve the item, the characters must travel into the rocky, broken lands of Thar and unravel the protective magic left behind by the archmage who originally hid the disc.

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



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ADVENTURERS LEAGUE

INTRODUCTION

Welcome to *In the Face of Fear*, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

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

The adventure is set in the Moonsea region of the Forgotten Realms, midway between the cities of Melvaunt and Thentia. During play, the characters travel into the rocky, broken lands of Thar to retrieve one of three platinum discs known as the Tenets of Bane.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

Party Composition Party	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a specific recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

THANK YOU

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

ABOUT WINTER WAR

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

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

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

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

www.winterwar.org

FORGOTTEN REALMS DEITIES

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

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

Loyalty to Bane

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

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

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

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

Loyalty to Torm

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

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

-DEATH



IN THE FACE OF FEAR

Bane is and always has been a blight upon the world.

—Malana Homwell

ADVENTURE BACKGROUND

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

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

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

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

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

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

ADVENTURE OVERVIEW

In the Face of Fear consists of five parts.

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

Part 2: The Wilds of Thar. To reach the suspected location of the first Tenet of Bane, the characters must navigate the wilds of Thar, avoiding or encountering its denizens.

Part 3: A Village of Xvarts. Before the characters can claim the first Tenet of Bane, they must deal with a village of xvarts and solve a riddle left by a Thentian archmage.

Part 4: The Journey Back. In this optional encounter, the characters spot ogres in the distance. They can try to either outpace the behemoths or stand against them.

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

ADVENTURE HOOKS

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

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

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

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

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

PART 1: THE HELPING HAND

Expected Duration: 15 minutes

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

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

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

Roleplaying Malana Homwell

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

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

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

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

THE HAND OF TORM

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

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

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

About the Helping Hand

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

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

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

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

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

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

THE FIRST TENET

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

- The first Tenet of Bane bears the word "fear". Simply holding the disc can induce a mild panic in an otherwise normal individual.
- According to the text Malana acquired, the disc is located within the wilds of Thar.
- Thar is a desolate, broken moor with a cold and unforgiving climate. Orcs, ogres, and other humanoids make their homes there and in the nearby mountains. They sometimes threaten the human cities of the northern Moonsea.
- The archmage, Phourkyn One-Eye, hid the disc within a large stone that bears a riddle. The riddle and its answer are not documented in the text. Only the stone's general location is known.
- Malana can provide a map to the area described in the text.
- She does not know how to free the disc from the stone, but she can provide picks, sledgehammers, and mason's tools for the expedition. Unfortunately, she has no riding animals capable of navigating the treacherous moor.



PART 2: THE WILDS OF THAR

Expected Duration: 30 minutes

The area of Thar marked on the map given to the characters by Malana Homwell lies roughly two days north of the Helping Hand temple. To reach it, the characters must navigate the wilds of Thar and rest in territory occupied by goblins, orcs, and ogres.

DAY 1

Even though the characters have a map to the general area that contains the first Tenet of Bane, the rocky, desolate Thar landscape makes navigation difficult. As the party makes its way deeper into the moor, have each character roll a DC 12 Wisdom (Survival) check to locate specific landmarks and maintain a course that keeps them moving in the right direction while avoiding possible conflicts. If half or more of the characters succeed, they plot a safe course. If less than half succeed, they maintain a proper course but fail to recognize signs of goblins in the area until it is too late.

If the characters fail the group Survival check, they encounter a goblin hunting party consisting of **six goblins (G)** and a **goblin boss (B)** riding a **dire wolf (W)**. Characters with a passive perception score of 13 or less are surprised by the goblin attack and unable to act during the first round of combat.

The wilds of Thar are cold, windy, and bleak. You have spent the better part of the day picking your way through endless dips and rises blanketed in heather and dotted with rocky outcroppings of lichen covered granite. The monotony of your journey becomes apparent when a giant wolf appears from behind a nearby boulder. Atop it sits a goblin in a chain shirt holding a scimitar. It mutters something in its native tongue, and the wolf bounds toward you. All around you, you hear the release of bowstrings.

Adjusting the Encounter

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

- **Very weak party:** Remove the **goblin boss** and the **dire wolf**.
- **Weak party:** Change the **goblin boss** to a normal **goblin** and remove two **goblins**.
- **Strong party:** Add one **dire wolf** and one **goblin**.
- **Very strong party:** Add two **dire wolves** and one **goblin**.

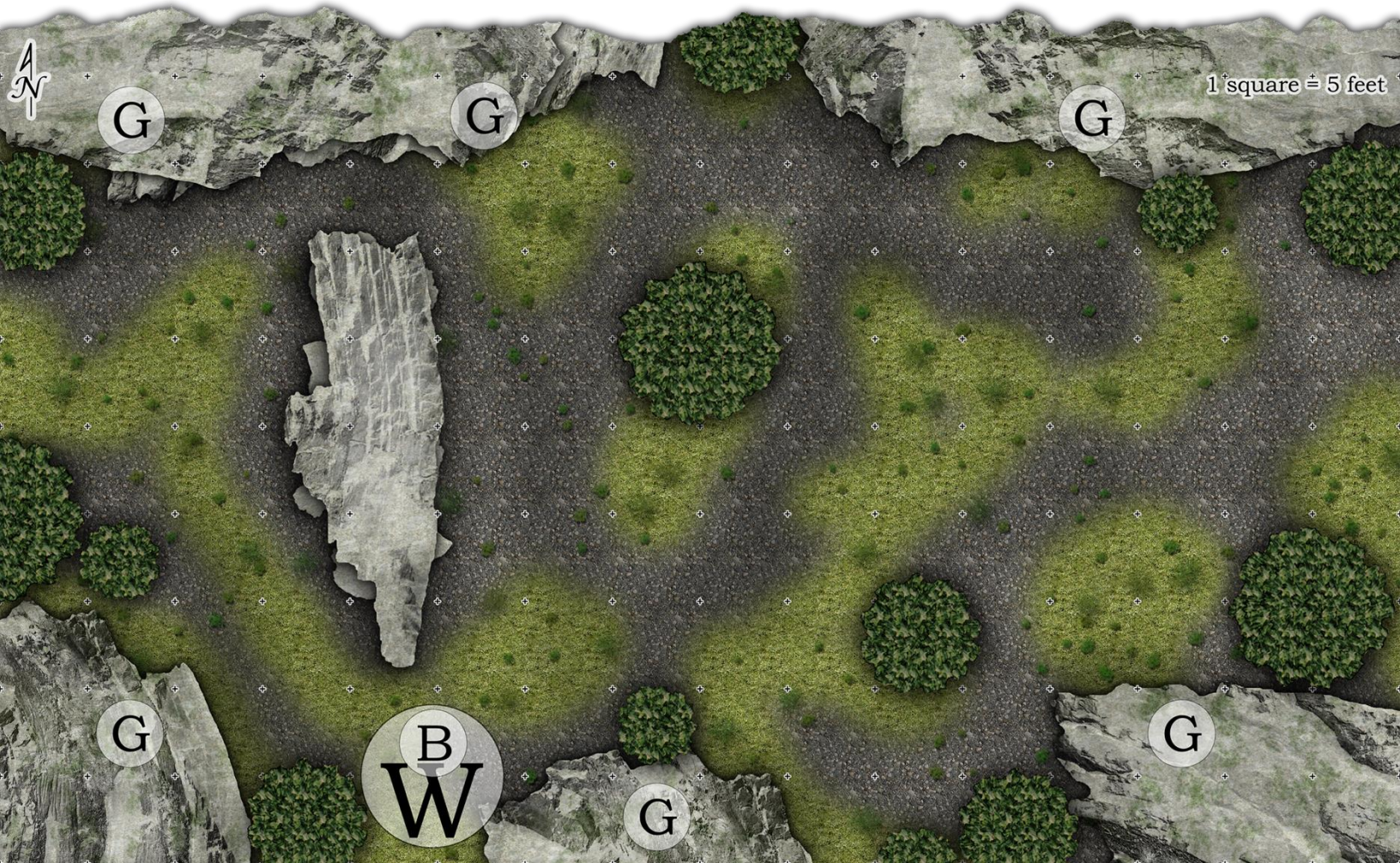
GENERAL FEATURES

The area has the following features.

Light. Daylight.

Rocks. Rocks dot the area, rising to a height of roughly 8 feet. Climbing the rocks requires a successful DC 10 Strength (Athletics) check.

Shrubs. The surrounding shrubs vary between 2 and 3 feet in height. They provide half cover.



TACTICS

The dire wolf attacks the character it perceives as the greatest threat (fighters, paladins, etc.). Although it has a rider, it acts independently in combat, with the goblin boss focusing its scimitar attacks on the same target as the wolf.

The goblins remain on top of the rocks, attacking with their shortbows. They focus on any character they see that casts a spell.

TREASURE

The goblins carry 50 gp in coins and gems. The goblin boss has a *potion of healing* in his belt pouch.

AWARDING XP

If the party manages to plot a course that allows them avoid combat with the goblins, award them XP as if they had defeated the monsters. Otherwise, award XP as normal.



DAY 2

As the characters travel through Thar, a cold rain starts to fall, slowing their progress, and sapping their strength. Have each PC make a DC 10 Constitution saving throw. Those who fail gain one level of exhaustion as the weather and walking drains their vigor. (See the Exhaustion sidebar for additional information.)

It is nearing dusk on your second day of travel in the harsh land known as Thar. During the previous night, a northern storm blew in, drenching you and your companions with cold rain. Within hours of its arrival, the temperature fell and the rain changed to sleet, making rest all but impossible.

You had hoped to reach the area Malana marked on your map by sunset, but the weather has made travel difficult and slowed your progress. With nightfall only an hour away, finding shelter from the elements has become your main priority.

The characters need to prepare for a night of freezing temperatures and rain. Allow the players to describe what actions their characters perform to prepare. A character can use any skill they desire with a DC of 10 to 15 for the check, providing they can reasonably explain how they are using it. Characters may not assist one another when making this check.

If the players are having difficulty coming up with ideas and skills to use, let them roll a DC 10 Intelligence or DC 10 Wisdom check. If they succeed, reveal one of the key points below and let them attempt the related skill check. Doing so will keep gameplay moving when it might otherwise stall.

DC 12 Wisdom (Survival or Perception). A character can search for wood or other burnable items to create a larger fire for warmth.

DC (varies) Wisdom (Survival). A character may attempt to locate a suitable area to make camp.

10-15. The character locates a ravine large enough to get the entire party out of the wind, granting all characters a +1 bonus to Constitution saving throws against exhaustion from the weather.

16-24. The character finds a large overhanging rock capable of sheltering the entire party from the rain. This find grants each character a +2 bonus to Constitution saving throws against exhaustion from the weather.

25 or greater. The character discovers a small cave, which allows the party to rest without negative effects. All characters easily recover spells, hit points, used abilities, and reduce their exhaustion level by 1.

Tents. A character traveling with a tent may erect it for shelter. A tent sleeps two people and grants

those inside Advantage on Constitution saving throws against exhaustion from the weather.

***Cold weather gear.** Characters wearing cold weather gear (thick coats, gloves, and the like) automatically succeed on Constitution saving throws against exhaustion from the weather.

***Racial features.** A character adapted to cold climates (such as a goliath) or with resistance or immunity to cold damage automatically succeeds on Constitution saving throws against exhaustion from the weather.

***Use magic.** A character can use a spell such as *endure elements* to shelter themselves from the weather.

* A character protected in this manner does not count toward the success or failure of the encounter.

Tally the successes for each character that made a skill check. If half or more of the characters were successful, all of the characters gain Advantage on Constitution saving throws to avoid exhaustion as they rest.

The next morning, have each player not protected by magic, equipment, or racial abilities make a DC 10 Constitution saving throw. Those who succeed reduce their exhaustion level by 1. Those who fail gain a level of exhaustion. Regardless of the outcome, all characters recover spells, hit points, and used abilities per a normal long rest.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion.

Exhaustion is measured in six levels. An effect can cause a creature to suffer one or more levels of exhaustion, as specified in the effects description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

As a creature's level of exhaustion increases, the effects worsen. The creature suffers the effect not only of the current level of exhaustion, but also of all the previous levels, so a creature suffering level 2 exhaustion has its speed halved and also has disadvantage on ability checks.

An effect that removes exhaustion reduces its level, with all exhaustion effects disappearing if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

PART 3: A VILLAGE OF XVARTS

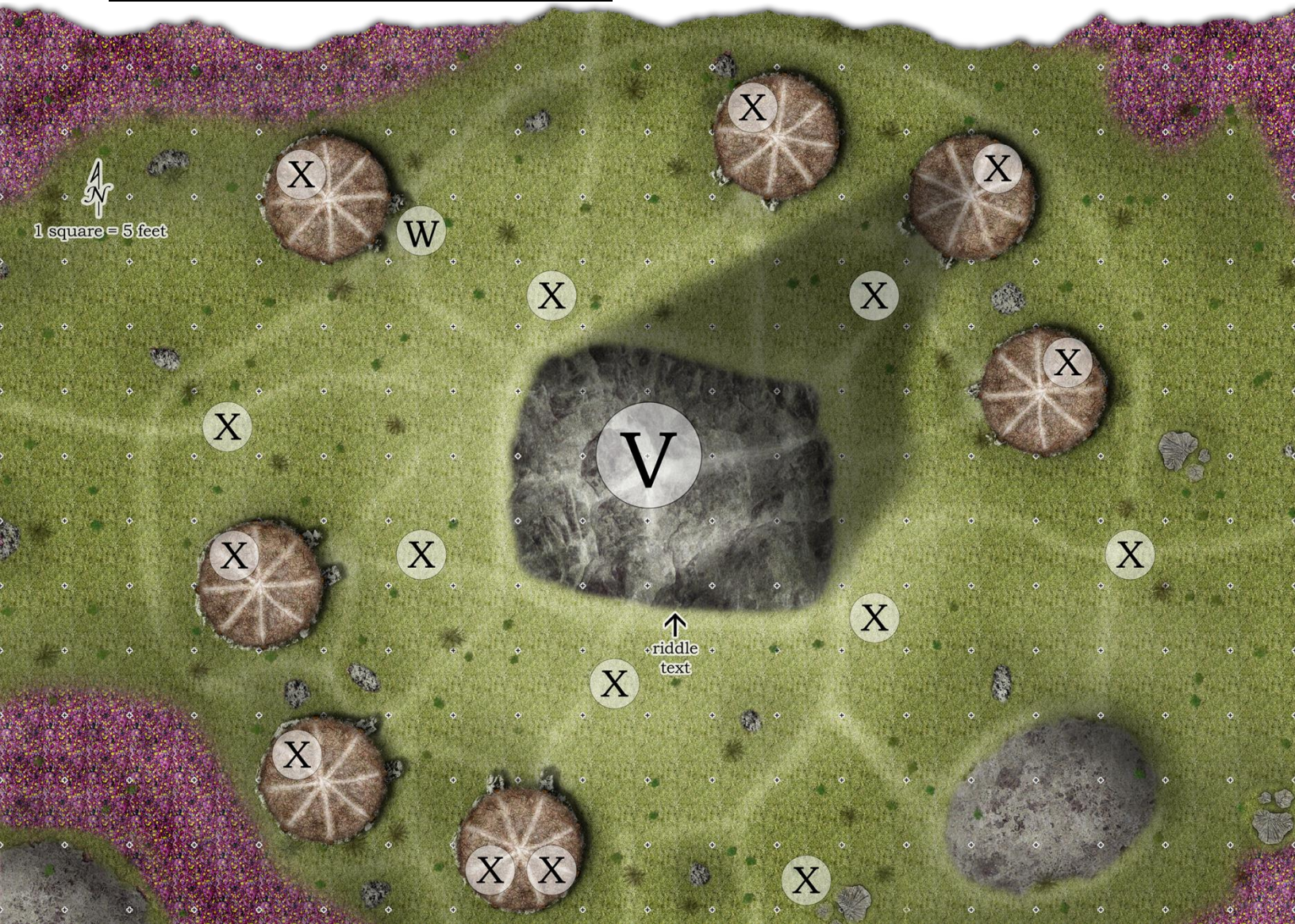
Expected Duration: 60 minutes

The characters should reach the location given to them by Malana Homwell around midmorning on the third day of their journey. As they scout the area, allow each character to make a DC 20 Wisdom (Perception) check. Each failed check represents an hour of searching for the stone. If all characters fail, they may continue to search until they succeed; it simply takes longer to find the location. Once the characters succeed, read the text below.

The storm that hampered your progress relented early in the morning, leaving behind cloudless skies and cool air. After several hours of searching, you crest a ridge and gaze down upon a relatively flat expanse covered in heather, low granite outcroppings, and small boulders. Several hundred yards away you see a handful of small structures made of piled stone with thatched grass roofs. Tiny blue humanoids mill about the buildings. An enormous granite stone, nearly 25 feet in height, rests in the center of the village. A giant vulture perches on its peak.

The creatures in the small settlement are xvarts. Their leader, a xvart warlock named Frezlix, found the giant stone decades ago while roaming Thar and relocated his village here so that he might be near the stone. Frezlix knows the rock is magical, but he does not speak Common (only Abyssal) and therefore cannot read the text inscribed upon it. Each month he sacrifices a small animal to Raxivort, hoping his fickle deity will grant him the knowledge he needs to unlock its mysteries. Thus far, his offerings have yielded no results.

In spite of the fact that the Tenet of Bane is hidden deep within the stone, its magic is still powerful enough to influence the xvarts that reside in the tiny village. Years of living in close proximity to the disc has made the xvarts extra fearful of outsiders. While completely unrealistic and largely impossible, Frezlix has developed a deep fear that someone will come to take his stone. As a result, negotiating with the xvarts or their leader is not possible. If anyone approaches the village, Frezlix orders his allies to attack. Unfortunately, the characters will have no choice but to slaughter the **xvart warlock (W)**, his pet **giant vulture (V)**, and his **16 xvart (X)** brethren if they want to examine the stone.



Adjusting the Encounter

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

- **Very weak party:** Remove the **giant vulture** and **six xvarts**.
- **Weak party:** Remove the **giant vulture**.
- **Strong party:** Add four **xvarts**.
- **Very strong party:** Add eight **xvarts**.

GENERAL FEATURES

The area has the following features.

Light. Daylight.

Stone. The enormous stone in the center of the village is nearly 25 feet in height with natural sheer sides. Climbing atop the stone requires a successful DC 15 Strength (Athletics) check. Characters who fail this check by 5 or more fall to ground, suffer 2d6 bludgeoning damage, and land prone.

Xvart dwellings. The small xvart dwellings are 5 feet tall. They provide three-quarters cover for medium creatures and full cover for small creatures. Their thatched roofs are too flimsy to support small or larger creatures. The hovels contain only crude tools, utensils, and other basic living items.

Rocks and heather. The rocks and flowering heather in the area are purely ornamental.

TACTICS

Frezlix's pet vulture watches over the xvart village. If it spots the party, it begins squawking when they approach the edge of the map, and the xvarts immediately attack.

The number of combatants in this battle can make the fight overwhelming, especially for weak or very weak parties. As such, some of the xvarts are asleep in their hovels when the battle begins. At the top of each round, more xvarts appear from within the structures to replace their fallen comrades. Use your judgement when determining how many more xvarts join the fight each round, and try to spread their numbers out amongst the party according to each character's individual level. You want the characters to feel threatened, but you do not want to make the battle unwinnable. In general, the xvarts gravitate toward the largest threat, but you can adjust their tactics to suit the ebb and flow of the fight as needed.

Frezlix carries a *wand of magic missiles* with two charges. He does his best to stay out of melee combat and attacks from a distance. He uses *eldritch blast* on weaker foes and *magic missile* on heavily armored targets. If attacked in melee, he casts *burning hands* as a 2nd-level spell and uses *expeditious retreat* the following round to distance himself from the fight. Under no circumstances does he flee the area. (His stone is too important!) His pet vulture focuses on

the toughest melee combatant, using its pack tactics to gain advantage from any nearby xvarts.

TREASURE

Frezlix carries a *wand of magic missiles* and eight emeralds worth 25 gp each.

IN THE FACE OF FEAR

Once the characters have dispatched the xvarts, they are free to examine the giant stone in the center of the village. The archmage, Phourkyn One-Eye, used spells of stone shaping to create a tunnel and a 10-foot-diameter chamber in the center of the huge piece of rock. He then placed the Tenet of Bane upon a pedestal within the chamber and sealed the entrance, shaping the stone to match the surrounding granite. Lastly, he inscribed a magical riddle upon the entrance to test the courage of those who thought to claim the disc as their own.

When you examine the gigantic stone in the center of the village, you find chiseled text in Common three feet from the ground near the center of its southern face. The text reads:

*I am born in fear, raised in truth,
and I come to my own in deed.
When comes a time that I'm called forth,
I come to serve the cause of need.*

The Riddle and the Stone

The riddle upon the stone is magical, but it does not conform to any specific spell. For the purposes of the adventure, a character cannot dispel or suppress its magic. If a character uses *detect magic* on the stone or the riddle's text, the spell reveals a complex concentration of transmutation, illusion, and abjuration in the area of the riddle. A character also detects faint auras of enchantment and illusion magic, which seem to be coming from deep within the stone.

If the characters attempt to deface or destroy the text upon the stone, they quickly discover that the magic prevents any physical damage. Answering the riddle is the only way to gain access to the Tenet of Bane.

The answer to the riddle is **courage** (or **bravery**). If a character speaks either word and touches the text, it activates the riddle's magic, conjuring an illusion to further test the courage of those seeking the disc.

Riddles do not appeal to everyone, so if your players are having difficulty coming up with the answer, let their characters make a DC 10 Wisdom or Intelligence check. This represents the characters scouring their brains for possible answers. For each successful check, give them a clue. To make sure the adventure progresses, allow them to keep trying until they finally guess the answer.

You speak the word and touch the chiseled text. The letters glow and pulse with a bluish light, and the entire surface of the rock begins to exude a fine white mist. A sudden updraft pulls the mist to the peak of the stone, where it coalesces into the form of a huge white dragon. The beast flexes its wings and speaks. "So, you seek the Tenet of Bane. You have shown courage. Now we will see how brave you truly are!"

The dragon is a mere illusion, but the magic of the riddle contains a modified version of a *symbol of fear* spell. As such, any creature that can see the dragon when it appears must immediately make a successful DC 10 Wisdom saving throw or become frightened for 1 minute. While frightened, the creature cannot take bonus actions or reactions. For its action, it can use only the Dash action, and it must spend its turns trying to move as far away from the dragon as it can. If there is nowhere to move, the creature can use the Dodge action. A creature that makes its Wisdom saving throw is immune to the riddle's fear magic.

The illusion remains for 1 minute or until the characters perform an action (such as attacking the dragon) that reveals the ruse. To maintain a sense of danger, have the characters roll initiative and let them act as normal. The illusory dragon acts at the end of the round, but after delivering its initial dramatic monologue, it simply roars loudly and flexes its wings in a preordained loop. Read the text below when the characters learn the dragon is an illusion.

The illusion of the mighty dragon vanishes, its form returning to a mist that floats harmlessly away. Seconds later, the glowing bluish light of the riddle fades. You hear a sharp cracking sound, and the rock surrounding the text crumbles, revealing a passage into the stone.

STORY AWARD: COURAGE IN THE FACE OF FEAR

Pay attention to how the characters react to the dragon's appearance and note if they make their saving throw against the illusion's fear effect. Characters who stand strong before dragon and succeed on their Wisdom saving throws against its fear effect earn the *Courage in the Face of Fear* story award, which is detailed in full at the end of the adventure. If a character succeeds on their Wisdom saving throw but then chooses to flee from the dragon, they do not earn the story award.



THE TENET OF BANE

Once the illusion disappears and the doorway is revealed, the characters are free to retrieve the Tenet of Bane. The disc rests atop a pedestal in a 10-foot-round chamber near the center of the stone. No additional wards protect the item.

You follow the tunnel leading into the stone. After 10 feet, it opens to a circular chamber 10 feet in diameter. In the center of the chamber stands a granite pedestal. A palm-sized platinum disc painted with the symbol of Bane rests atop it.

Any character who touches the disc feels a rush of intense fear that quickly fades to a general unease. See the Tenet of Fear sidebar for more details.

The Tenet of Fear

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

The Tenet of Fear is one of the three palm-sized discs that make up the Tenets of Bane. It once belonged to the wizard, Sax Magnus. The disc bears the word FEAR 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 fear, which quickly subsides to minor anxiety. The disc radiates a less intense aura of fear in a 100-foot radius. While the aura is faint, creatures that experience prolonged exposure to it become anxious, distrustful, and prone to fits of violence. The disc's effect imposes no mechanical disadvantages. It is for roleplaying purposes only. The effect dissipates if the creature spends an equal amount of time out of the disc's aura. In addition, a *calm emotions* spell suppresses the effect, and a *lesser restoration* spell removes it completely.

PART 4: THE JOURNEY BACK

Expected Duration: 20 minutes

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

TROUBLE ON THE HORIZON

As the characters make their return journey to the Helping Hand, they draw the attention of a group of ogres roaming the countryside. Read the text below to begin the encounter.

Nearly a day has passed since you retrieved the Tenet of Bane from the massive stone in the xvalt village. Last night you camped under clear skies, and as the sun rose, the chill of the previous day abated. In spite of the favorable weather, an unnatural gloom travels with you and your companions. You can feel the Tenet of Bane souring your mood and heightening your fears.

Whether it is the item's ill influence or simply bad luck, as you descend a small hill, you spot three lumbering creatures in the distance, and they begin moving rapidly toward you.

Allow each character to make a DC 15 Wisdom (Perception) check. Those who succeed recognize the creatures as ogres. The characters can stand and fight the beasts or attempt to run from them by fleeing through the rugged moor.

In order to outpace the ogres, the characters need to make three successful group skill checks before the ogres do the same. As the characters run through the rugged landscape, they encounter obstacles and complications.

Let the players roll initiative. On each of their turns, have them roll a d10 and consult the Thar Chase Complications table. Each character who succeeds at the individual skill check associated with their rolled complication contributes a success to the group skill check for the round.

Since the ogres are native creatures of Thar, they are familiar with its terrain and hazards and are not subject to the same complications as the characters. However, their dim wit often makes it difficult for them to function as a group and stay on task. At the very end of the round, roll a DC 10 Wisdom (Survival) check for each ogre. If half or more of the ogres succeed, count it as a successful group skill check.

Thar Chase Complications

d10	Complication
1	Your path takes you through a rough patch of brush. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to get past the brush without slowing your pace.
2	Uneven ground threatens to slow your progress. Make a DC 10 Dexterity (Acrobatics) check to navigate the area quickly.
3	You run through a swarm of bees. The swarm makes an opportunity attack against you; (+3 to hit; 4d4 piercing damage on a hit). If hit, you stagger momentarily, slowing your companions.
4	A small stream blocks your path. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to cross the impediment without slipping.
5	Make a DC 10 Constitution saving throw. On a failed save, you are blinded by blowing pollen, slowing your party.
6	A sudden drop catches you by surprise. Make a DC 10 Dexterity saving throw to navigate the obstruction. On a failed save, you fall 1d4 x 5 feet, taking 1d6 bludgeoning damage per 10 feet fallen as normal, and land prone.
7	You are caught in a stampede of wild sheep. Make a DC 10 Dexterity saving throw. On a failed save, you are knocked about and take 1d4 bludgeoning damage and 1d4 piercing damage.
8	Your path takes you near a patch of razorvine. Make a DC 15 Dexterity saving throw to avoid it or willingly succeed by taking 2d10 slashing damage as you run through it with reckless abandon.
9	A large rock breaks loose as you scramble over the top of a ridgeline. Make a DC 10 Strength (Athletics) check to prevent the rock from falling and hitting other members of your party. If you fail, every member of your party (except you) takes 1d6 bludgeoning damage.
10	No complication (counts as an automatic success).



DEVELOPMENTS

If the characters accumulate three successful group skill checks before the ogres, they manage to outpace the behemoths and get away. If the ogres make three successful group skill checks before the characters, they catch up to the party, and combat ensues. See *Fighting the Ogres*.

AWARDING XP

If the group manages to outrun the ogres, award each character XP as if they had defeated them.

FIGHTING THE OGRES

If the **three ogres (O)** catch up to the party, or the characters instead choose to stand and fight, combat ensues. Read the text below to start the battle.

In spite of their lumbering size, the brutes quickly close the distance to your group. They do not slow as they approach. Instead, they raise their massive clubs and attack with glee.

Adjusting the Encounter

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

- **Very weak party:** Remove two **ogres**. The remaining **ogre** has 91 hit points.
- **Weak party:** Remove one **ogre**.
- **Strong party:** Add one **ogre**.
- **Very strong party:** Add two **ogres**.

GENERAL FEATURES

The area has the following features.

Light. Daylight.

Rocks. The rocks in the area are 3 feet tall.

Shrubs. The surrounding shrubs vary between 2 and 3 feet in height. They provide half cover.

TACTICS

The ogres employ little in the way of tactics. They spread out, each attacking different characters. The brutes rely on their size and strength to overwhelm their foes quickly. They fight until one ogre remains, at which time it attempts to flee for its life.

TREASURE

The ogres carry no treasure of value.

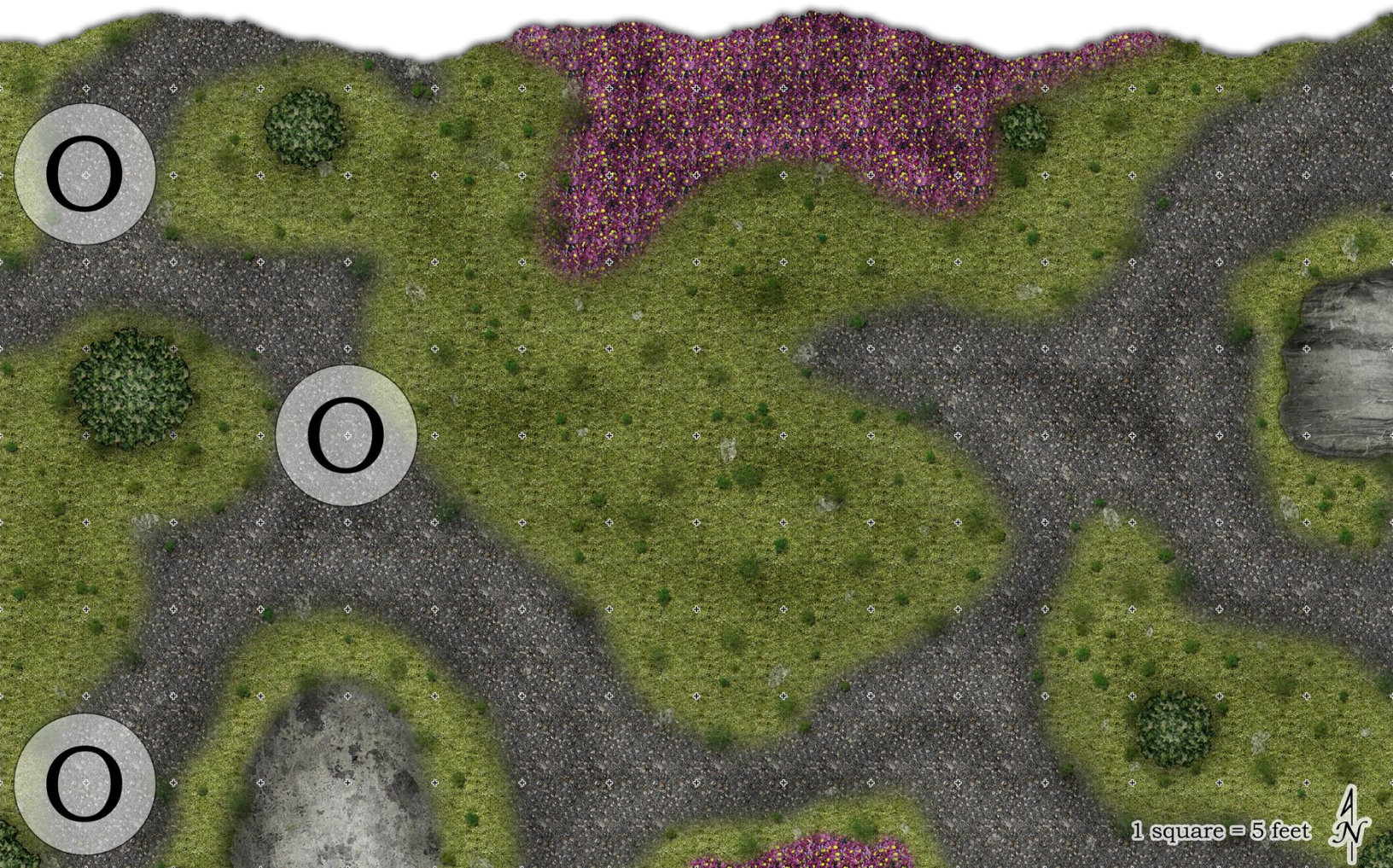
PART 5: CONCLUSION

Expected Duration: 15 minutes

Malana is pleased when the characters return to the Helping Hand with one of the Tenets of Bane. While she is repulsed by the magic of the item, she remains confident that retrieving and destroying the tenets is the correct thing to do.

She happily pays the characters the agreed upon 250 gp for the disc. In addition, she offers them free lodging and meals at the temple for a job well done.

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



REWARDS

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

EXPERIENCE

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

Combat Awards

Name of Foe	XP per Foe
Dire Wolf	200
Giant Vulture	200
Goblin	50
Goblin Boss	200
Ogre	450
Xvart	25
Xvart Warlock of Raxivort	200

Non-Combat Awards

Task or accomplishment	XP per Character
Avoided the goblin ambush	same as defeating the encounter
Outpaced the ogres	same as defeating the encounter

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

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

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Goblin gems and coins	50
Frezlix's emeralds	200
Malana's reward	250

WAND OF MAGIC MISSILES

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

POTION OF HEALING

Potion, common

You regain 2d4 + 2 hit points when you drink this potion.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

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

RENOWN

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

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

DOWNTIME

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

DM REWARDS

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

STORY AWARDS

Characters who made their saving throw against the illusionary dragon's fear effect and did not flee in fright earn the following story award.

Courage in the Face of Fear. You displayed tremendous courage while retrieving the Tenet of Fear from its hiding place deep within the wilds of Thar. Malana Homwell has noted your bravery and is impressed by your actions.

DOWNTIME ACTIVITIES

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

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

Inspired by Torm. The teachings of Torm have shown you a better way to live your life. While you may not worship the deity directly, you have come to appreciate Torm's commitment to duty, loyalty, and courage, and you do your best to incorporate these qualities into your own life. While this story award

may have benefits in future adventures involving the Tenets of Bane, it is intended primarily for roleplaying purposes.

ART CREDITS

Symbol of Bane title page glyph: Dave Zajac

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Moonsea map: Dave Zajac

Wilds of Thar battlemat: Dave Zajac

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Fighting the Ogres battlemat: Dave Zajac

Moor landscape 2: *Rocks and Heather* by Anders Askevold (1862), public domain from Wikimedia Commons



APPENDIX: MONSTERS

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10+10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks for hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GIANT VULTURE

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages understands Goblin but can't speak

Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6) piercing damage.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

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

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

XVART

Small humanoid (xvart), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 8

Languages Abyssal

Challenge 1/8 (25 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack: The xvart has Advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target, and the target isn't incapacitated.

Raxivort's Tongue: The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

XVART WARLOCK OF RAXIVORT

Small humanoid (xvart), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 10

Languages Abyssal

Challenge 1 (200 XP)

Innate Spellcasting: The xvart's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

At Will: *detect magic*, *mage armor*

Spellcasting: The xvart is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains expended spell slots when it finished a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*

1st-2nd level: (2 2nd-level slots): *burning hands*, *expeditious retreat*, *invisibility*, *scorching ray*

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Raxivort's Blessing: When the xvart reduces an enemy to 0 hit points, the xvart gains 4 temporary hit points.

Raxivort's Tongue: The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.