



ADVENTURERS LEAGUE

THE BLACK HAND

PART 4 OF THE TENETS OF BANE SERIES



CCC-WWC-04



THE BLACK HAND

THE FOURTH ADVENTURE IN THE TENETS OF BANE SERIES

A priestess of Torm needs adventurers to travel to Thentia with three platinum discs that once belonged to a trio of Banite fanatics. From there, the items are bound for Elturgard, where they can finally be destroyed. It seems like a simple task, but followers of Bane also seek the discs. Can you see your cargo safely to its destination and rid the Moonsea of its ill influence, or will Bane's followers successfully reclaim what they believe is their rightful property?

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



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ADVENTURERS LEAGUE

INTRODUCTION

Welcome to *The Black Hand*, 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 on the northern coast of the Moonsea, with much of the action occurring in the cities of Melvaunt and Thentia. During play, the characters help a priestess of Torm in her quest to rid the region 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 3	Very weak
3-4 characters, APL equivalent to 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 5	Weak
5 characters, APL equivalent to 5	Average
5 characters, APL greater than 5	Strong
6-7 characters, APL less than 6	Average
6-7 characters, APL equivalent to 6	Strong
6-7 characters, APL greater than 6	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 him or her the ***Dreams of Bane*** assignment below.

Dreams of Bane. For the past several nights, you have dreamed of a hulking figure dressed in horrible spiked armor. In these dreams, the power and fear radiated by its wicked form leaves you weak and kneeling before its might. While it does not name itself, you know in your heart that it is a manifestation of the Black Lord. It commands you to find the platinum discs known as the Tenets of Bane and see them safely to the priests of Torm in Elturgard. Why the deity would want the items in the hands of its greatest enemy is a mystery, but you feel compelled to do Bane's bidding.

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



THE BLACK HAND

As Bane's worship grows, the world suffers.

—Malana Homwell

ADVENTURE BACKGROUND

In 1357 DR, three of Bane's devout followers attempted to establish a slave trade in the city of Thentia. These individuals were 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 recent 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. She now has all three, and she plans to transport them to Elturgard. She is confident the high clerics of Torm in the city of Elturel will know how to destroy them. Unfortunately, a sect of Bane worshipers has learned of the discs, and they seek the recovered items for their own.

Note. Portions of *The Black Hand* take place in Thentia and Melvaunt. Maps of these cities are not needed to play the adventure, but if you desire extra information, you can find it in the *Mysteries of the Moonsea* (3.5) and *The Moonsea* (2e) campaign accessories available on dmsguild.com.

ADVENTURE OVERVIEW

The Black Hand consists of three parts.

Part 1: The Helping Hand. The characters arrive at the Helping Hand, a temple to Torm on the Sword Trail between Melvaunt and Thentia. The temple's overseer, Malana Homwell, asks them to deliver three items known as the Tenets of Bane to a paladin of Torm in Thentia. During the trip, hobgoblins hired by a sect of Bane known as the Black Hand ambush the characters and attempt to steal their cargo.

When the party arrives in Thentia, they learn they were used as a decoy. Their paladin contact, Ontharr Frume, explains that Malana took the real Tenets of Bane and traveled west to Melvaunt. After learning of the attack upon the road, he asks the party to travel there and make certain she arrived safely.

Part 2: Melvaunt. The party arrives in Melvaunt and must learn what happened to Malana Homwell. Through investigation, they eventually find out she was abducted by a Banite priest from the Black Hand and taken to an abandoned warehouse near the docks. After rescuing the woman from her captors, the characters discover the priest, through torture, learned that Malana stashed the Tenets of Bane aboard a ship at the docks. Malana begs the party to hurry there and stop the Black Hand from retrieving the items.

Part 3: Wave Dancer. When the characters arrive at the docks, they find the Black Hand has taken the ship's captain hostage and is forcing its crew to set sail. As the party approaches, the leader of the Black Hand orders a band of his allies to hold them off. The characters must defeat their attackers before the crew casts off the ship's mooring lines and makes its way out to sea.

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 delivering three items known as the Tenets of Bane safely to Thentia.

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.

PART 1: THE HELPING HAND

Expected Duration: 60 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, Priestess Malana Homwell and her acolytes offer respite to weary travelers, spread the word of Torm, and make the finest goat cheese in region. If one or more characters have already met Malana in a previous adventure, you can forego introductions and skip to the bulleted details in The Tenets of Bane 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 noon, and as you approach, you see people in plain woolen robes setting a pair of large outdoor tables with breads and sliced meats. As they work, a woman dressed in clean white robes fringed with light-blue embroidery emerges from the temple. A pale-blue shawl bearing the upraised hand of Torm hangs neatly over her shoulders, and the right sleeve of her garment is rolled and pinned at her elbow, making her missing arm easily apparent. Her handicap does not detract from her beauty. Light streaks of grey grace her lustrous blond hair, and her bright blue eyes convey both intelligence and authority. After noticing you, she makes her way in your direction and greets you openly. "Welcome to the Helping Hand. I am Priestess Malana Homwell."

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.

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.

THE TENETS OF BANE

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 any of the characters assisted in the retrieval of the Tenets of Bane by playing *In the Face of Fear*, *Dark Waters of Hate*, or *Tyrant of the Forgotten Forge*, she offers her thanks for their previous assistance and is pleased to see they have returned.

After formal introductions, Malana asks the characters to join her for the temple's midday meal. As they eat, she relays the information below.

- Malana needs adventures to deliver three palm-sized platinum discs called the Tenets of Bane to Thentia. Each disc has 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.
- 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.
- Malana acquired the text several months ago and hired adventurers to locate and retrieve the Tenets of Bane. She is now possesses all three.

- As a priestess of Torm, Bane's rival, she feels it is her duty to deliver the items 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.
- A tenday ago, Malana returned to the Helping Hand after an overnight visit to Melvaunt to find her personal quarters ransacked. Nothing was taken, so she can only deduce that others know of the Tenets of Bane and want to steal them.
- Fortunately, the discs were hidden elsewhere at the time. She had hoped to carry them to Thentia herself, but the attempted robbery has made her rethink her plans.
- Malana has been in contact with Ontharr Frume, a family friend and paladin of Torm from Elturgard. She met with Ontharr two days ago to discuss the transport of the discs to the city of Elturel. Yesterday, he traveled east to Thentia to secure passage back to Elturgard.
- To block any unpleasant effects from the discs, Malana has enclosed them in a lead-lined chest. She needs adventurers to deliver the chest to Ontharr Frume in Thentia within the next two days. Since the chest is large and heavy, it must be transported by wagon. In spite, the journey should take less than a day.
- Malana does not expect the party to help her without a reward. She is willing to offer 50 gp to each character for their services. The payment can be collected from Ontharr upon delivering the chest to the House of the Moon (a temple dedicated to Selûne) in Thentia. He has a key to the chest and can inspect the cargo once it arrives.

Provided the characters agree to the terms, Malana offers them free lodging for the night and begins to prepare a wagon and horses for their departure the following morning.

Pieces of the Truth

Malana fears that Bane loyalists are behind the attempted robbery of the Tenets of Bane, and that one of her own may be working for them. In reality, a sect of Bane known as the Black Hand hired an unscrupulous druid to spy on the temple after the initial robbery failed.

She knows that moving the Tenets of Bane from their current hiding spot in the woods near the temple is dangerous. Because of this, she secretly created duplicates of the discs and spread the misinformation that a layer of lead seemed to suppress their effects.

The chest and the fake discs it contains are merely a decoy. When Ontharr Frume arrived at the Helping Hand, he brought a magic item known as *hewards' handy haversack* with him. The extradimensional space inside the pack successfully negates the amplified emotions the Tenets of Bane generate. Malana plans to travel west to Melvaunt on horseback after the characters depart the temple, and then on to Elturel to deliver the discs herself. She has told no one, not even Ontharr Frume, what route she intends on taking from Melvaunt to return to her homeland.

While Ontharr knows of her deception, and has agreed to play his part, he believes Malana is being overly cautious. He initially offered to forgo the scheme and carry the discs to Elturel himself, but she adamantly refused, and since she coordinated their retrieval, he could hardly argue against her position.

As a cleric of Torm, Malana is not happy about the deceit her plan requires, but she sees it as necessary. When dealing with the characters, she does her best to misdirect, instead of lie, by referring to the fake Tenets of Bane as "the discs".



THE OPEN ROAD

The Sword Trail runs east from the Helping Hand temple to Thentia. With a wagon and a team of horses, the journey takes about eight hours. Halfway through the trek, a bridge on the trail crosses a small stream that drains a basin near the edge of Thar. When the characters left the Helping Hand earlier in the day, the Black Hand druid spy watching the temple alerted a small band of hobgoblins that reside in the area. The **hobgoblin captain (C)** and his five **hobgoblins (H)** picked the bridge as the best place to lay an ambush and carefully hid themselves in the surrounding foliage.

When the party and their wagon reach the middle of the bridge, the hobgoblins spring their attack. Characters with a passive Perception of 12 or greater notice the hobgoblins as they begin to move from the cover, are not surprised by the attack, and can act normally during the first round of combat.

The sun is nearing its zenith as your wagon rolls across a timber bridge that spans a small, rocky stream. Overhead in the cloudless sky, a hawk shrieks loudly while drifting in the slightly warm breeze. Moments later, the foliage at each end of the bridge erupts in movement, and hobgoblins armed with longbows and swords swarm onto its timber decking.

Adjusting the Encounter

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

- **Very weak party:** Remove the **hobgoblin captain** and one **hobgoblin**.
- **Weak party:** Remove the **hobgoblin captain**. Add one **hobgoblin**.
- **Strong party:** Add one **hobgoblin**.
- **Very strong party:** Add three **hobgoblins**.

GENERAL FEATURES

The area has the following features.

Light. Daylight.

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

Trees. The surrounding trees provide half cover.

Bridge. Creatures forced off the bridge fall 15 feet into the shallow stream below, land prone, and suffer 1d6 bludgeoning damage.

TACTICS

The hobgoblins know they must defeat the characters to get the chest from the wagon, and they fight with military precision. The hobgoblin captain uses its Leadership action on the first round of combat to bolster the attacks of its allies. It then begins to close the distance to melee combat.

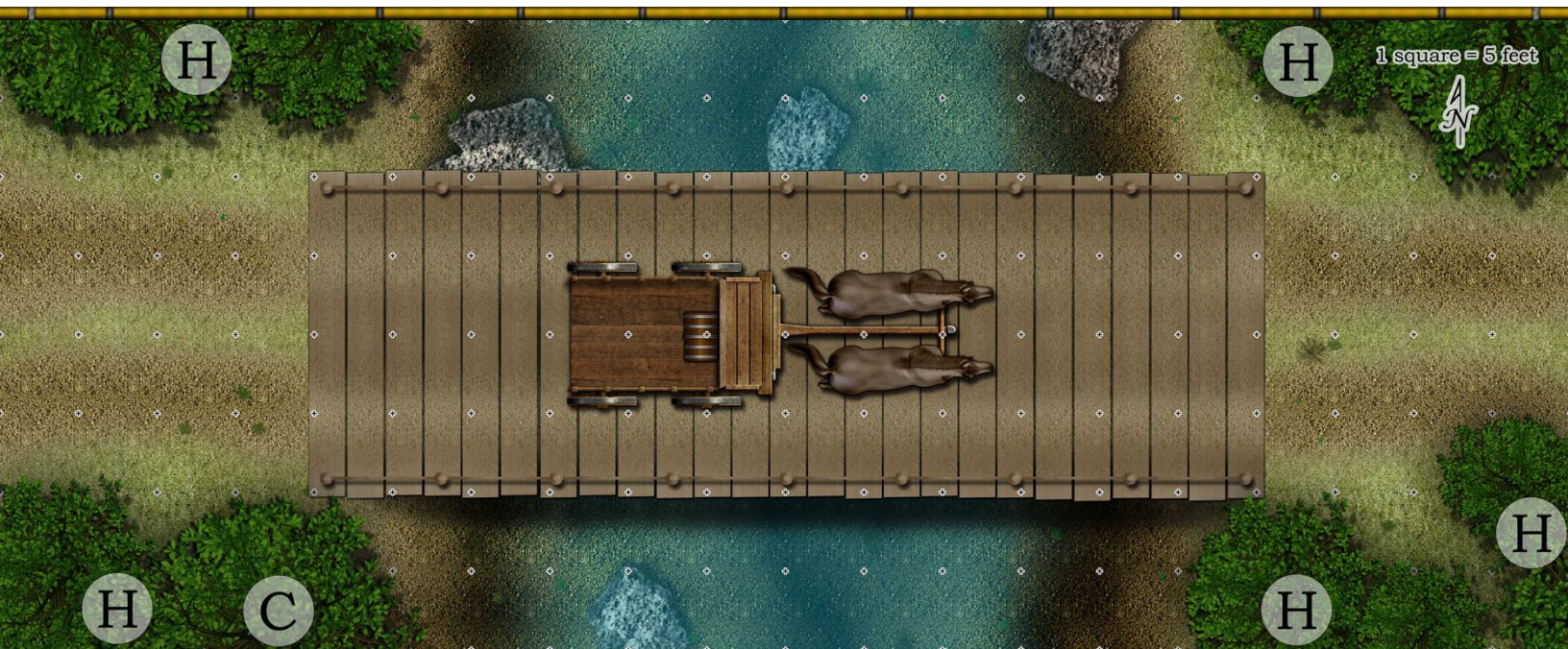
Upon moving from the surrounding foliage, one of the hobgoblins at each end of the bridge attempts engage in hand-to-hand combat. The remaining hobgoblins attack with their longbows, focusing first on any spellcasters they can see. All of the hobgoblins try to utilize their Martial Advantage trait by attacking enemies near their allies.

TREASURE

The hobgoblin captain carries the 100 gp it received from the Black Hand druid spy to attack the caravan.

INTERROGATING A HOBGOBLIN

If the characters decide to take one or more of the hobgoblins alive, they learn very little. They only know that they were paid 100 gp by an unnamed individual to capture the wagon and secure the chest it was carrying. The man, who dressed in forest colors, said he would find them when the task was complete.



THENTIA

The characters arrive in Thentia a few hours after their encounter with the hobgoblins. Unless they stopped to rest, it should be late afternoon. Their contact, Ontharr Frume, awaits them at the House of the Moon, the largest and most prominent temple in the city. Any of Thentia's residents can provide the party with directions to it.

The House of the Moon, a temple dedicated to Selûne, stands near the center of Thentia. While its white marble and silver trim is old, it remains in fine repair. As you enter, you take in the sanctuary's domed, vaulted ceiling, which is painted a deep midnight blue with dramatic renderings of the various lunar phases. Acolytes dressed in dark-blue and black robes mill about the temple, performing various tasks.

If the characters ask any of the acolytes about Ontharr Frume, they are led to a private room in the eastern portion of the temple complex, where the paladin has been given quarters.

A young acolyte with hair as dark as her raven robes leads you down several hallways in the eastern arm of the temple complex. She knocks softly on an unadorned door near the end of the wing, and seconds later, a large, bald man with a thick, red beard answers. A light-blue tabard bearing the gauntleted hand of Torm covers his simple clothing. Smiling warmly, he motions you inside a small room that contains a bed, dresser, and a writing table. "Please. Come in. You will have to excuse the size of my accommodations. The temple reserves their larger rooms for visiting dignitaries of their own faith. It will be cramped, but it is better we talk privately inside."

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.

While Ontharr is member of the Order of the Gauntlet, he is not in Thentia 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 the woman.

Once the characters are settled, Ontharr asks about their journey and if they encountered any difficulties. When he learns of the hobgoblin attack, his mood turns from lighthearted and jovial to serious, and he relays the information below to the party.

- Malana suspected Bane loyalists might try to obtain the discs, but Ontharr was skeptical. He feels ashamed that he did not lend her concerns more credence.

- The chest the party escorted to Thentia does not contain the real Tenets of Bane. The discs inside are fakes.
- Malana was fearful that someone, or something, was spying on her, so she created copies of the items and openly made it known that she planned to have them delivered to Thentia.
- She intends to carry the real Tenets of Bane to Elturel herself by using a magic item known as *heward's handy haversack*. The extradimensional space inside the pack completely negates the amplified emotions generated by the Tenets of Bane, allowing them to be carried without any ill effects.
- Malana's plan includes traveling to Melvaunt and then finding a route to Elturel. For her own safety, and the security of the discs, she told no one, not even Ontharr, how she intends to get from Melvaunt to Elturel.
- Ontharr offered to forgo the scheme and carry the discs to Elturel himself, but Malana adamantly refused, and since she coordinated the retrieval of the items, he could hardly argue with her.
- Ontharr is concerned for Malana, but he is bound by his word and his honor to fulfill his part of her plan. He has secured transport via ship for the chest and himself to Elmwood, where he will charter a skiff to navigate the River Lis. From there, another ship will take him to Westgate, where he can return to Elturgard by land.
- Since he cannot see to her safety himself, he offers the characters 50 gp each to travel to Melvaunt and make certain she booked safe passage out of the Moonsea. Ontharr is confident that once she is free of the region, she will encounter no further resistance from Bane's followers or their cohorts.

Ontharr pays the characters the agreed upon 50 gp each for delivering the chest to Thentia. If they accept his request to see to Malana's safety, he pays them an additional 50 gp each. While he has no way of knowing if they will be successful finding her, he trusts Malana's judgement concerning their integrity. He asks that they leave for the Helping Hand as soon as possible and ride for Melvaunt the next day.

In addition to the gold, Ontharr pens a letter for the characters to give to the acolytes at the Helping Hand. The letter allows them to free lodging for the night and the use of the temple's horses, so they can to travel swiftly to Melvaunt the following morning.

If any character has the *Inspired by Torm* story award (from the first three adventures in the series), Ontharr pulls them aside and asks them to treat their task as a quest of honor and bravery. He also adds a line to the letter that allows each character in the party to receive a *potion of healing* from the Helping Hand before they depart for Melvaunt.

PART 2: MELVAUNT

Expected Duration: 90 minutes

If the characters honored Ontharr Frume's request and traveled directly to Melvaunt (stopping only to rest at the Helping Hand along the way), they should arrive late in the afternoon on the second day of the adventure. Their primary task upon entering the city is to make certain that Malana is safe, or that she has safely departed. To do so, they need to learn the method of transport she procured to leave Melvaunt.

Your ride to Melvaunt was blessedly uneventful, and it is late afternoon when you pass through its eastern gate. The bustle and smells of the city surround you, creating distractions, but your purpose here is clear: You are to see that Malana Homwell is safe, or at least learn that she has safely departed Melvaunt for her next destination. Unfortunately, there are many ways she could have left the city, with land, air, and sea being the most conventional methods.

Behind the Scenes

The Helping Hand is located midway between Melvaunt and Thentia along the Sword Trail. Travel via wagon or horseback is generally easy, and it takes about eight hours to cover the 24 miles to either destination. If the characters traveled to Thentia and back to the Helping Hand in one day, rested for eight hours at the temple, and then departed for Melvaunt early the next morning, they should arrive late in the afternoon on their second day of the adventure.

While the characters traveled and rested, the Black Hand was busy setting their own plans in motion. After the hobgoblins failed to obtain the chest, their druid spy, Locust, followed the party to Thentia in bird form. He remained in the city long enough to see Ontharr Frume load the chest containing the fake Tenets of Bane onto a ship bound for Elmwood. He then flew back to the Black Hand's tower to alert the sect's leader, a Banite priest named Tarmin Gald.

When Locust arrived, he found another Black Hand spy, fresh from Melvaunt, at the tower. The second spy had brought news of Malana's arrival in the city a few hours earlier. Frustrated at the hobgoblins's failure, and facing the loss of the Tenets of Bane on two possible fronts, Tarmin dispatched Locust to Elmwood with additional gold to hire mercenaries to stop Ontharr Frume. He then readied horses and rode for Melvaunt with a group of his own men.

Tarmin arrived shortly after midnight, secured lodging, and rested until dawn. Upon awaking, he and his companions started searching the city for Malana, hoping she had not already departed. After many hours of following leads, they managed to abduct the woman as she made her way through the streets of Melvaunt. To their dismay, she did not have the Tenets of Bane in her possession, claiming she had sent the discs to Thentia. Suspecting her of deception, Tarmin and his allies took the priestess to an abandoned warehouse near the docks to interrogate her further.

When Malana entered Melvaunt the previous day, the hour was late, and she took a room at the Breakwater, a multi-story inn, to rest. Rising early, she visited several businesses in her search for transportation from the city. When she saw Wave Dancer, the ship of her friend, Captain Lesiko, moored at the docks, she knew it was the logical choice. Primarily a cargo vessel, Wave Dancer was in the process of loading goods for a run to Hillsfar the following day. Captain Lesiko supplied her with a small, yet comfortable, room aboard the ship. He allowed her to stow her traveling gear (including the magical backpack holding the Tenets of Bane) in his personal chest for safekeeping. Malana then returned to the city market to purchase additional supplies for her journey to Elturgard. The Black Hand abducted the woman as she made her way back to Wave Dancer late in the afternoon.

Allow the characters to roll Intelligence (History) checks when they enter Melvaunt to recall the names of business that might provide travel to and from the city. The characters with the three highest rolls know of the locations below.

Archway Stables. Located near Melvaunt's eastern gate, this livery barn provides stabling for those entering Melvaunt on horseback and horses for travelers who wish to depart the city. In addition to these services, Archway also maintains a farm north of Melvaunt, where they tend, train, and rent hippogriffs, but the services of these creatures do not come cheaply.

Brental's Caravan Company. Brental's is a relatively new business in Melvaunt, but it has grown substantially over the past several years. Located near the city's market, Brental's is the likely destination for those looking to transport goods overland to other portions of the Moonsea. In addition to providing coach services to wealthy nobles, they also hire adventurers to serve as caravan guards.

Melvaunt's Docks. Melvaunt's docks are some of the busiest on the Moonsea. While many of its vessels carry only cargo, several ships specialize in transporting passengers between the major cities on the Moonsea. Melvaunt's Dockmaster should be able to provide additional information.

While no map of the city is provided, travel time between each location is less than twenty minutes. The party likely rested at the Helping Hand before traveling to Melvaunt, so there should be no reason for them to delay their investigation. Since they are closest to the stables, it is the logical place to begin, but they can explore the locations in any order they desire. Once they have visited each, proceed to the "In Dire Straits" section of part 2.

Roleplay Away

The players may have their own ideas on how their characters should gather information about Malana, and as long as they are reasonable and do not cause the adventure to run longer than desired, it is fine to let them explore other avenues.

ARCHWAY STABLES

A sign bearing the name Archway Stables hangs from the rafters of a large barn near Melvaunt's eastern gate. Just beyond the placard, stablehands mill about, forking manure and delivering hay to the various stalls. Near the front of the barn, two stalls have been converted into an open-air office. Inside, a pair of heavyset men in tweed coats and leather riding boots stare intently at an open book on a desk cluttered with ledgers and miscellaneous papers. A plain-looking woman in simple clothing leans across the desk, pointing to an entry in the book. "If you follow the lineage back, you can see that not only did he win the Solstice Derby, but so did his sire, and his sire's sire. It's not chance, Reggie, it's just good breeding."

When she notices you and your companions, she excuses herself and moves from behind the desk toward you. "Welcome to Archway Stables. What can I do for you?"

Located just inside the large stone arch that forms Melvaunt's eastern gate, Archway Stables, provides horse boarding for incoming travelers as well as mounts for those departing. Its owner, Jana Paulson, is a third generation horse farmer known for her expertise at breeding (and racing) some of the fastest steeds in the Moonsea.

Jana owns a small farm north of Melvaunt, where she raises her horses. In addition, she also dabbles in tending, training, and renting hippogriffs. In spite of her wealth, she leads a modest life. She dresses in simple breeches and blouses that allow her work on her farm or in her stables whenever she desires. She keeps her long, brown hair pulled back and tied with a plain leather cord. At 36 years of age, she has yet to marry.



Jana spends most of her days at Archway stables chatting with the local horse breeders, as well as those who come from all over Faerûn to purchase her mounts. While she lives and breathes horses, she is cordial to everyone who enters her business, no matter how little or how much they may know about the equine species.

If the characters have not already boarded the horses they borrowed from the Helping Hand, Jana offers her stable's services for 5 sp a day (per mount). If the characters inquire about Malana, Jana sees no harm in sharing the information below.

- Malana arrived in Melvaunt the night before.
- According to Jana's records, she bordered a mare named Josephina for the night and paid to have it returned to the Helping Hand east of Melvaunt. The horse left for the temple this morning with one of Jana's riders.
- Jana does not know where the woman went after boarding her mount. Providing customers pay for their services upfront, she does not inquire about their lodging or reasons for being in the city.

PSST...

As you make your way from Archway Stables, a young boy with a mop of red hair and manure caked boots tugs at your sleeve. He then slinks into a nearby alley, where he waves from the shadows, signaling you to come speak with him.

The boy, Rendall (treat as a **commoner**), works as a stablehand at Archway Stables, but he also serves another employer, House Nanther. As a wealthy merchant family, House Nanther employs a network of spies to keep watch over everything that happens in Melvaunt. These informants meet periodically at a non-descript home just south of Nanther Keep to buy and sell information and relay their findings to House Nanther's spymaster.

While Rendall does not know where Malana currently is, he is confident he can find information concerning her whereabouts—for a fee. For 3 gp, the boy is willing to see what he can learn. If the characters agree to share their reason for seeking the priestess, Rendall is willing to drop his fee to 2 gp, as their information has a value of its own.

In spite of the boy's twelve years of age, he does not frighten easily. In his short life, he has dealt with all manner of unseemly individuals. In addition, House Nanther does not look kindly upon people who harm their informants, and Rendall is not afraid to make that fact known if the characters attempt to frighten or intimidate him.

If the characters agree to the boy's terms, he requests their whereabouts for the next hour and agrees to find them when he knows more.

BRENTAL'S CARAVAN COMPANY

Wagons line the eastern end of Melvaunt's market. Workers load and unload crates onto carts, dollies, and even other wagons. When you enter the unremarkable two-story wooden building that serves as an office for Brental's Caravan Company, you discover things are equally as busy. The space inside is broken into two distinct areas. Near the front of the large room, road-worn men and women with weapons at their belts gather around small tables laughing and smoking pipeweed. A long counter occupies the room's rear wall, where well-dressed merchants look over ledgers and carry on discussions with several workers bearing ink-stained hands. From a stool at the corner of the counter, a stout half-orc with thinning white hair and spectacles keeps a watch over all their dealings.

Brental's Caravan Company lies at the eastern edge of Melvaunt's market. Its proprietor, Brental Grundelhump, is a gnome of nearly 130 years. Brental built his business by offering traditional caravan services at affordable prices. He keeps his overhead low by hiring adventurers who are looking to travel from one destination to another and make a little coin along the way. While Brental owns the business, he spends the majority of his time behind closed doors reviewing shipping manifests and balancing ledgers. He employs several experienced managers who deal with his customers, coordinate the hiring of guards and drivers, and perform the other day-to-day tasks needed to run his business.

One such manager, a half-orc named Gurm Orburk, is overseeing the counter when the characters enter Brental's. In spite of his heritage, Gurm is intelligent, with a quick head for figures and an excellent memory. He lives for his job with the company, often laboring long hours simply for the joy of the work.

If the characters approach the counter, Gurm moves to greet them, assuming they wish to inquire about possible employment. If they ask after Malana, the half-orc tells them the following.

- A woman fitting Malana's description came in late in the morning.
- Since she did not sign a contract with Brental's, Gurm has no issue telling the characters that she asked about caravans and coaches bound for Hillsfar.
- The half-orc admits to being uncertain if she was seeking work or simply looking for passage, but given her missing arm, he suspects the latter.

Should the characters mention that Malana is a priestess of Torm, Gurm is surprised, for she bore no trappings that identified her as such. She left shortly thereafter and has not returned.

If the characters approach the tables, they find those gathered preparing for a friendly contest of strength. As Brental's is first and foremost a business, no drinking is allowed inside the establishment. To pass the time between caravans, the guards and drivers enjoy dice, arm wrestling, and other games of chance. Brental allows the men and women their fun, providing things remain civil. Those who fail to behave find themselves banned from his employ.

When the characters investigate the competition, a female dwarf with braided chestnut hair and a thick Dwarvish accent approaches the strongest character in the group. She introduces herself as Brenna Stoneslammer and asks the character if he or she wants to join in the fun. Brenna states that no one ever seems to beat Kroth, the reigning champion, at arm wrestling, and she would really like to see the boastful Uthgardt put in his place.

If the character accepts, Brenna lets he or she know that outside interference before or during the match is forbidden, so the character may not use magic to bolster his or her chance of success. (The exception to this restriction is the use of Bardic Inspiration, which can easily occur as a simple pep talk before the match begins.)

The match takes place as a series of three opposed Strength (Athletics) checks, with the individual winning the majority declared the victor. Roll Kroth's checks with a +4 bonus. Other party members are free to gamble on the match. A 2 gp wager that doubles upon winning is the normal bet.

Win or lose, Brenna is pleased by the character's willingness to participate. If any character asks the individuals gathered for the match about Malana, a successful DC 12 Charisma (Persuasion) check reveals that she came into Brental's late in the morning. None of them spoke with her, but they did see her carry on a discussion with Gurm. If a character participated in the arm wrestling match, he or she receives advantage on the check.

MELVAUNT'S DOCKS

The tall masts of moored sailing ships sway gently amongst the docks, propelled by the easy waves that roll in from the Moonsea. Many of the vessels here are silent, with no crewmembers present, while dockhands carry crates and roll large barrels to and from others.

As you make your way through the maze of docks, a breeze from the open water blows in, filling your nostrils with the smell of the sea. A short while later, you locate the long, wooden walkway that leads to the Dockmaster's office.

When the characters enter the small office near the middle of the docks, Horace Burbank, Melvaunt's Dockmaster, greets them. Horace is an accomplished

sailor of water genasi heritage in his middle years. His light-olive skin, deep-blue eyes, and greenish-brown hair make him attractive, and he is friendly and outgoing. He has a fondness for nice-looking females of all races, and for a former sailor, his is respectful, with impeccable manners.

If the characters ask about Malana, he smiles warmly and relays the following information.

- An attractive, middle-aged woman with a missing arm came by the docks this morning asking about passenger ships to various ports on the Moonsea.
- Horace informed her that all of the passenger ships are currently at sea. The next vessel isn't slated to arrive in Melvaunt for three days.
- He asked the woman for her name, and suggested that perhaps they could share a drink that evening, but she respectfully declined.
- When she left, she did not take the causeway to land as he expected. Instead, she proceeded further down the docks.
- Horace assumes she may have sought passage aboard a cargo ship, a dangerous idea for a woman so beautiful, but a tariff discrepancy called him away from the office, and he did not see her again.

Upon departing the Dockmaster's office, the blue and green flag of Wave Dancer caught Malana's eye, and she decided to visit her friend, Captain Lesiko. After learning that Wave Dancer was bound for Hillsfar the following day, Malana decided to travel there via sea, where she hoped to find a coach or caravan bound for Elturgard.

If any of the characters have played CCC-WWC-2 *Dark Waters of Hate*, they too notice Wave Dancer's flag when they depart the Dockmaster's office. Alternatively, the party may decide to go from ship to ship asking about Malana, if either happens, proceed below to the "Wave Dancer" section of the encounter.

WAVE DANCER

When the characters investigate Wave Dancer, they find Captain Lesiko ashore tending to personal business. His ship's wizard, Halara Windsong, has command of the vessel in his absence. Halara is a female elf with a clean-shaven head covered in tattoos that resemble waves. Seashells and other marine trinkets adorn her teal robes. She is logical and even-tempered, which often leads people to view her as cold. In reality, Halara is passionate about her magic, Wave Dancer, its crew, and the sea, though few, aside from her shipmates, ever get a chance to see that side of her.

When the party approaches the ship, Halara meets them at the gunwale to ask their business. If she recognizes any of the characters from CCC-WWC-2 *Dark Waters of Hate*, she invites them aboard to talk.

If she does not recognize anyone in the party, she keeps the discussion at the ship's rail.

Wave Dancer's internal policy prohibits its crewmembers from discussing any cargo or people carried by the ship. If Halara does not know any of the characters, a compelling reason and a successful DC 15 Charisma (Persuasion) check is required to learn any information from her. A single character can make the check, and only once. If it is successful, Halara shares the information below. If not, she apologizes, stating that crewmembers are not allowed to discuss Wave Dancer's cargo or passengers. Since it is a matter of public record, she can share that the ship's next port of call is Hillsfar. If the characters persist, she suggests they return later to discuss the matter with Captain Lesiko.

If Halara recognizes one or more characters, or if the party successfully convinces her to share what she knows, she tells them the following.

- Captain Lesiko is currently ashore tending to personal business. He is expected back shortly.
- Malana arrived at the docks late this morning. When she learned that Wave Dancer would depart for Hillsfar the following day, she asked Captain Lesiko to grant her passage to the city, and he agreed.
- She took her midday meal with the crew before heading ashore to explore the city's market. She has yet to return.
- **If explicitly asked**, Halara knows nothing of the Tenets of Bane. She also is not aware that Captain Lesiko allowed Malana to store the magical pack containing the platinum discs in his personal chest.
- **If explicitly asked**, Halara can recall that the woman arrived with a pack, but she was below deck when Malana left for the market, so she does not know if the priestess took the pack with her or not. **Halara does not allow the characters to search Malana's quarters or any of the other areas of the ship for the pack.**
- Halara suggests that the characters investigate the city's market if they wish to find Malana quickly. Otherwise, they are welcome to come back later to see if the woman has returned to the ship.



IN DIRE STRAITS

As you traverse the streets of Melvaunt, you spot a familiar red-haired boy approaching. Rendall closes the distance to you quickly. Panting, he says, "I have important information you need to hear."

Once the characters have explored each of the locations presented in the first half of part 2, Rendall tracks them down and shares the information below about Malana's current situation.

Note. In the unlikely event the characters refused to bargain with the boy after leaving the stables, Rendall (or another informant if the characters attacked or killed the boy) approaches them now with valuable information related to the priestess's safety. Since they have yet to find the woman on their own, he considers what he knows to have increased in value, and he offers the information to the party for 10 gp. If the characters refuse to pay, Rendall begrudgingly gives them the information for free. He does so at the behest of House Nanther's spymaster, who has his own reason for not wanting Bane's evil influence inside the walls of Melvaunt.

- Late last night, a priest of Bane named Tarmin Gald entered the city with a group of followers.
- Early this morning he and his band began their own search for Malana Homwell.
- Nearly an hour ago, they abducted the woman near the city market and took her to an abandoned warehouse between the docks and the shipyard.

Rendall knows the location of the warehouse, and freely shares it with the party. He also knows of two different ways into the building, but that information comes at a price of 5 gp. If the characters pay, the boy tells them about the following entrances.

- The warehouse was previously used to gut and salt fish. A large sloping drain in the building's floor leads to the water's edge. Workers used hand pumps to fill giant troughs with water. The guts were placed inside the troughs, and their contents were flushed down the drain each night. While tight, the drain is big enough to climb through.
- A large retractable skylight once occupied the roof of the warehouse. It was opened when the weather permitted to increase airflow through the building and cut down of the terrible odor inside. The glass broke years ago.

Rendall does not know what the men want with Malana or what might be happening inside the warehouse, but he suspects it isn't good. Once he has shared all of his information, he wishes the party luck and departs for the stables.

Getting to the Warehouse

Regardless of their location in the city when Rendall finds them, traveling to the warehouse takes the party less than twenty minutes. The time needed to arrive at location has no impact on the situation they find when they get there. In addition, no boxed text is provided for the encounter, because the characters may have multiple options for entering the building.

ABANDONED WAREHOUSE

The Black Hand's leader, Tarmin Gald, brought Malana to an abandoned warehouse to learn what she knows about the Tenets of Bane. The priest believes Bane himself blessed the items, making them holy to the Banite faith, and he will stop at nothing to obtain them to bolster his fledgling church.

After arriving at the warehouse two hours earlier, Tarmin tied the woman to a chair and cast *zone of truth* upon her. He questioned Malana for over ten minutes, but through careful word selection and lack of response, she managed to withhold all she knew. When his first attempt at extracting information failed, Tarmin cast the spell again and then resorted to torture. He sliced and stabbed at the priestess, but she would not talk. Only after he threatened to slaughter her acolytes and burn her temple to the ground did she tell him of the magical pack containing the discs and its location aboard Wave Dancer.

To make certain Malana had not found a way to deceive him, Tarmin hired a small band of unscrupulous mercenaries from a tavern near the shipyard. He tasked them with watching over the woman while he traveled to the docks to retrieve the Tenets of Bane. Unless Tarmin returns to stay their hand and retrieve additional information from the priestess, the mercenaries are to wait an hour, kill her, and then dump her body in the Moonsea.

The characters arrive at the warehouse just minutes after Tarmin and his fanatical followers depart for the docks to retrieve the Tenets of Bane. They find the **Thayan warrior (W)** and five **thugs (T)** hired by Tarmin watching over Malana (**M**). One of the thugs stands guard just outside the sliding double doors that occupy the northern wall of the warehouse. At the first sign of trouble, he enters the building to alert or assist his allies. The remaining thugs and their leader mill about inside, passing the time until they can murder the woman and return to their drinking.

GETTING INSIDE

Tarmin chained the southern doors of the warehouse shut, which leaves three probable ways inside. The first way is through the front doors.

However, if the thug guarding the door sees anyone approach, he slips inside to alert his leader, a Thayan warrior with one eye, named Symm the Shiv.

The second possible way inside is through the floor drain in the southeast corner of the room. The drain is big enough for a Medium creature to crawl through. Large creatures must squeeze when crawling the 50 yards from the water's edge to the warehouse, further hampering their movement. Huge creatures cannot fit into the drain.

The last way inside is through a busted skylight on the roof of the building. A service ladder is bolted to the wall on the southern side of the warehouse, allowing easy access to its flat roof.

If the characters try to enter the building via the skylight, they must succeed at a DC 12 group Dexterity (Stealth) check to avoid detection by the mercenaries inside. In addition, while the skylight's glass no longer exists, they will need to find a way to drop the 20 feet from the roof to the floor.

If the party attempts to crawl in through the drainage tunnel, they need to make the same Stealth check to reach the warehouse and open the trapdoor in the southeast corner that covers the drain.

Adjusting the Encounter

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

- **Very weak party:** Remove the four **thugs** and add five **bandits**.
- **Weak party:** Remove the **Thayan warrior**.
- **Strong party:** Add one **thug**.
- **Very strong party:** Add one **thug** and a **Thayan warrior**.

GENERAL FEATURES

The area has the following features.

Barrels and crates. Empty barrels and crates occupy the warehouse. They provide half cover to creatures fighting or hiding behind them.

Ceiling. The warehouse ceiling is 20 feet high.

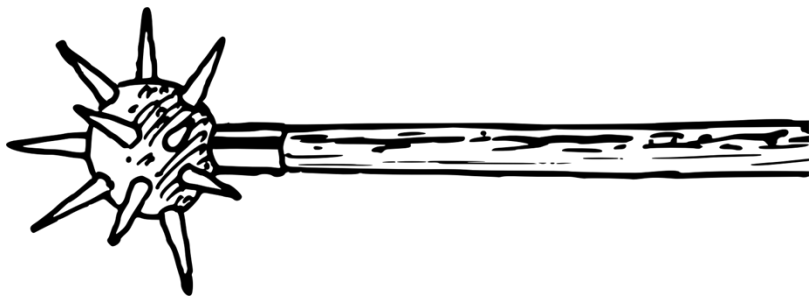
Doors. 10-foot-tall sliding doors occupy the northern and southern walls of the warehouse. The southern doors are chained shut from the inside and secured with a metal clevis fastener. Removing the clevis is an action.

Light. The open skylight and several small windows near the roofline allow light in from outside. Illumination varies by the time of day.

Malana. Malana is unconscious and tied to a wooden chair in the northeastern portion of the warehouse. She has been beaten and cut badly, but she is still alive.

Roof. A metal service ladder on the southwest exterior wall allows access to the warehouse's roof, which is flat and covered in layers of dried tar. The frame of an old skylight remains at its center.

Troughs. Empty troughs, each 15 feet long and 5 feet wide, rest against the east and west walls of the warehouse. They are 4 feet high and sit upon metal wheels that have rusted, making them immobile.



TACTICS

Symm, the Thayan warrior, knows how deadly spellcasters can be in a battle, and he attempts to engage any enemy he sees who casts a spell. At least one of his thugs fights beside him, allowing them both to utilize their Pack Tactics. The remaining thugs fight in pairs, attacking the nearest foes. They use Pack Tactics as well.

All of the combatants prefer to fight in melee combat, but if heavily attacked from a distance, they seek cover behind the nearby crates and barrels and return fire with their ranged weapons.

Symm fights until reduced to 10 or less hit points before fleeing. His men fight to the death while he remains in combat, but they flee on the following round if he runs and the battle appears hopeless.

TREASURE

The mercenaries carry 150 gp in coins and gems between them.

INTERROGATING A MERCENARY

If the characters decide to take one or more of the mercenaries alive, they learn the information below with a successful DC 10 Charisma (Persuasion) or Charisma (Intimidation) check.

- A tall, neatly groomed man with black hair paid them 50 gp to watch the woman.
- He wore a holy symbol of black iron in the shape of an upraised hand with its fingers together. He did not give his name.
- The man instructed them to kill the woman and dump her body in the Moonsea if no one returned within an hour to extract more information from her.

Symm and his men are evil, remorseless killers who agreed to murder a woman for 50 gp. It is up to the characters to decide their fate.



1 square = 5 feet



skylight
area open
to roof

ladder to roof

drainage tunnel
to water's edge

TALKING TO MALANA

Malana was beaten badly and suffered numerous cuts at the hands of Tarmin Gald. She currently has 2 hit points and is unconscious, but a successful DC 10 Wisdom (Medicine) check or at least 1 point of magical healing is enough to bring her around. Once awake and untied, she thanks the characters for her rescue and uses her spells (treat her as a **priest**) to heal the characters and tend to her own wounds. As she does, she relays the information below.

- The man who captured her is a priest of Bane named Tarmin Gald.
- He seeks the Tenets of Bane to bolster the glory of his fledgling church, which he calls the Black Hand.
- Malana managed to resist the man's spells and torture for a considerable time, but when he threatened to burn the Helping Hand temple to the ground and murder her acolytes, she had no choice but to tell him what he wanted to know.
- The Tenets of Bane are hidden in a magical pack aboard a ship named Wave Dancer at the docks.
- The pack, called a *heward's handy haversack*, allows items to be stored in extradimensional space, which completely suppresses the amplified emotions generated by the discs.
- Malana stored the pack in the personal chest of Wave Dancer's captain, Blane Lesiko, for safety.
- Tarmin is on his way to the docks now to retrieve the discs. He will likely murder anyone who stands in his way, which means Wave Dancer and her crew are in grave danger.
- Malana cannot hope to stop them by herself, but she can gather guardsmen from the shipyards and send them to the docks. However, she fears they might not arrive soon enough to help.
- While she feels bad for asking, Malana begs the characters to make haste to the docks and stop Tarmin and his followers. She has nothing to offer as a reward, but if they can stop the Banite priest and secure the Tenets of Bane, she promises to pay them 100 gp each when they are through.

If any characters earned the *Inspired by Torm* story award while playing through the first three adventures in the series, Malana appeals to their sense of duty, honor, and bravery. If they agree to help her, they earn inspiration, provided they do not already have it.

CONTINUING THE ADVENTURE

If the characters agree to assist Malana, proceed to part 3: "The Tenets of Bane". If they decline, end the adventure here. Award XP, treasure, and downtime as normal, but do not award renown.

PART 3: THE TENETS OF BANE

Expected Duration: 60 minutes

The characters arrive at the docks and make their way to Wave Dancer just after Tarmin Gald and his followers have boarded the ship and taken Captain Lesiko hostage. In the fighting that preceded their arrival, Tarmin managed to take swift control of the ship by eliminating its wizard, Halara Windsong. With Halara fallen, and several crewmembers dead, Captain Lesiko ordered his men to lay down their weapons.

Note. Provided the party did not take any noteworthy rests or detours, it should be early evening with plenty of daylight remaining.

STOP THAT SHIP!

You hurry through a maze of docks toward the cargo vessel, Wave Dancer. As you draw near, you hear the unmistakable sound of battle. Sprinting down the walkway, the ship finally comes into view. In the distance, you see a tall man with black hair standing atop its quarterdeck. A warhammer floats beside him, hovering near a bloodied man dressed in captain's finery. When the dark-haired man notices your approach, he yells to a group of individuals wielding scimitars on the main deck, "Bane demands your sacrifice. Stop those who would to keep us from our prize! The rest of you, unless you wish to see your captain suffer the same fate as your ship's wizard, cast off the mooring lines and put this vessel out to sea!"

Moments later, the ship erupts in a flurry of activity, as the remaining members of Wave Dancer's crew grab ropes and begin unfurling sails at a hurried pace.

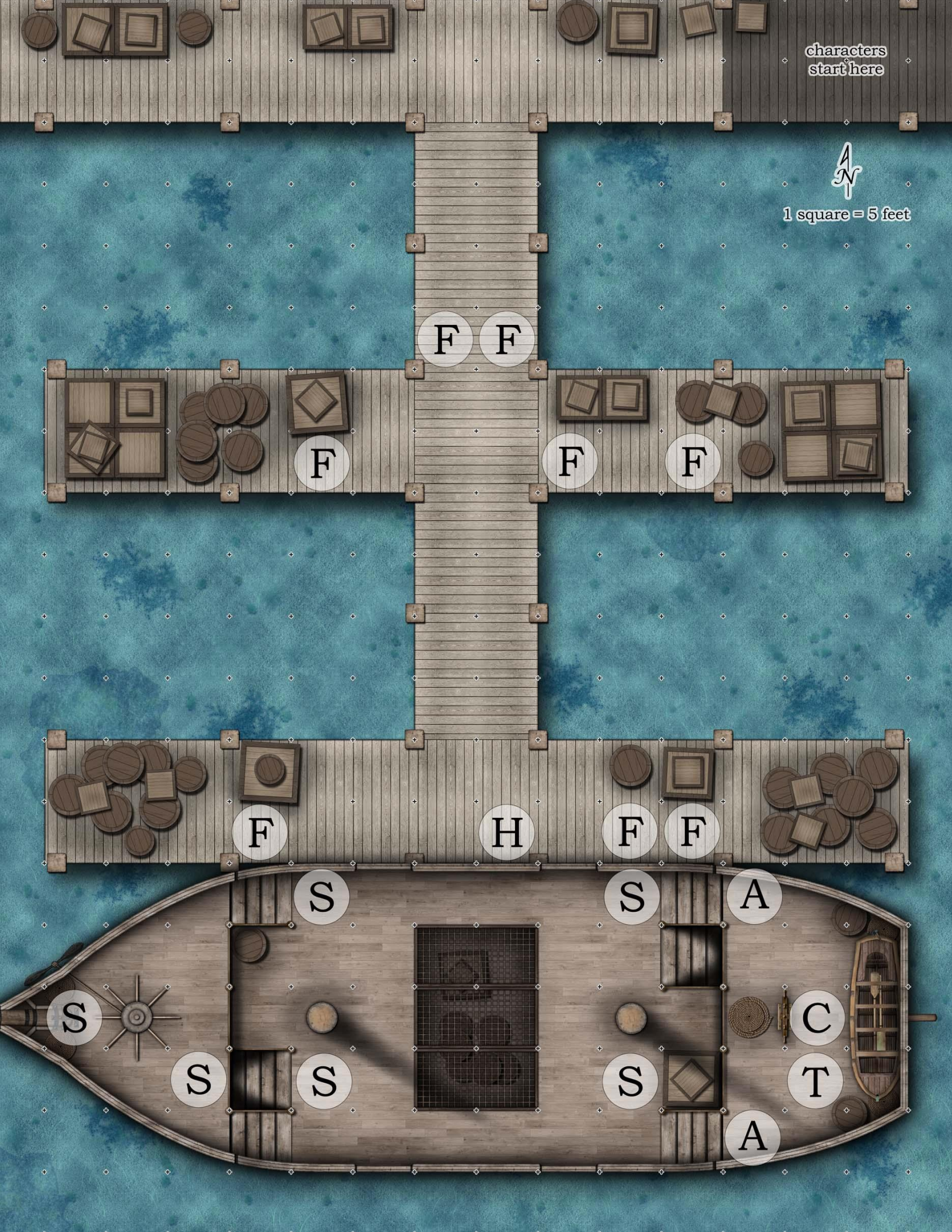
Tarmin (T), two **acolytes (A)**, and eight of his **followers (F)** now control Wave Dancer. When he spots the characters approaching, he directs his followers to hold them off while he forces the ship's remaining six **sailors (S)** to set sail.

It takes the crew 6 rounds to depart the docks. At the end of the first round, they cast off the mooring lines and raise the topsail, allowing Wave Dancer to begin a slow drift south. At the end of each of the next 4 rounds, the crew raises additional small sails, the ship moves 5 feet further away, and its bow starts to slowly turn south. At the end of round 6, they unfurl the mainsail, it catches wind, and the ship departs to the southeast at a speed of 30 feet per round. When this happens, Tarmin and his acolytes duck below its rail, taking full cover. Unless characters are onboard to stop the priest, he manages to get away.

characters
start here



1 square = 5 feet



RALLYING THE CREW

Since the crew is busy readying the ship, they do not take part in the fight. Nor does, **Captain Lesiko (C)**, for he is badly injured and trapped on the quarterdeck by Tarmin and his acolytes. If the characters manage to slay Tarmin, Captain Lesiko orders his men to resume fighting, picks up Tarmin's mace, and attacks the nearest enemy.

DOWN BUT NOT OUT

When Tarmin approached Wave Dancer, her ship's wizard, **Halara Windsong (H)**, met him at the rail. The Banite priest did not bother discussing terms with the elf. He just ordered his followers to open fire with their crossbows from afar.

Halara begins the fight at 0 hit points and 1 failed death saving throw. Any character with a passive Perception of 12 or greater who moves within 15 feet of the fallen wizard notices the shallow rise and fall of her chest. She acts at the end of the round. Use the Death Saving Throw rules from the *Player's Handbook* to see if she survives. If the characters manage to revive her, she fights with dogged determination to save her captain, her ship, and her crewmates.

A CAST OF NPCs

This encounter contains many NPCs and enemies with names and that do not completely match their stat blocks. For easy reference, the participants and any relevant notes about them are listed below.

Captain Blane Lesiko (C). *Human, neutral good.* Use the **thug** stat block. Captain Lesiko begins the encounter with 10 of his 32 hit points.

Halara Windsong (H). *Gold (high) elf, neutral.* Use the **Thayan apprentice** stat block. Halara used two 1st-level spell slots during the initial attack. She begins combat at 0 hit points with 1 failed death saving throw.

Wave Dancer's sailors (S). *Human, neutral.* Use the **commoner** stat block.

Tarmin Gald (T). *Human, lawful evil.* Use the **priest** stat block. Tarmin has no 2nd-level spell slots remaining. He used two extracting information from Malana and one to cast *spiritual weapon* when the fight began. His *spiritual weapon* spell remains active and positioned beside Captain Lesiko. Tarmin also wears a *cloak of protection*, which grants him a +1 bonus to AC and saving throws.

Tarmin's followers (F). *Human, lawful evil.* Use the **bandit** stat block. Tarmin's followers wear chainshirts instead of leather armor, raising their AC to 14.

Tarmin's acolytes (A). *Half-elf, lawful evil.* Use the **acolyte** stat block. Tarmin's acolytes begin the encounter with *sanctuary* cast upon themselves. They each have two remaining 1st-level spell slots.

Adjusting the Encounter

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

- **Very weak party:** Remove one **acolyte** and four **bandits**. Tarmin does not have access to his 3rd-level spell slots. If the party saves Halara Windsong, she is too weak to fight.
- **Weak party:** Remove one **acolyte** and three **bandits**. If the party saves Halara Windsong, she is too weak to fight.
- **Strong party:** Replace two bandits with two **thugs**. The thugs lead the melee assault.
- **Very strong party:** Replace all the **bandits** with **thugs**.

GENERAL FEATURES

The area has the following features.

Barrels and crates. Numerous barrels and crates occupy the docks. They are capable of providing half cover to creatures fighting or hiding behind them.

Light. Illumination varies by the time of day.

Water. The water below the dock is 25 feet deep. The distance from the water's surface to the top of dock is 5 feet.

Creatures that fall in the water can swim to the top or simply walk along the bottom to one of the dock's many support pillars. Climbing a pillar requires a successful DC 10 Strength (Athletics) check. Creatures that fail the check make no progress in their climb. Those that fail the check by 5 or more lose their grip between the water and the dock's surface and fall back into the sea.

TACTICS

Two of Tarmin's followers attempt to block the dock, attacking any enemies that try to make their way to the ship. The remaining followers use the nearby crates and barrels as cover and attack with their light crossbows. They target any enemies casting spells first and do their best to eliminate ranged foes that might threaten Tarmin second.

Tarmin's acolytes begin combat with *sanctuary* cast upon themselves. On their first turn, they cast *bless* on as many followers as possible. On subsequent turns, they heal Tarmin or use the Dodge action if he is undamaged.

Tarmin uses his 1st-level spell slots to cast *guiding bolt*. He targets any foes that have sustained heavy damage, hoping to finish them off quickly. He moves his *spiritual weapon* to engage enemies that come near the ship. If any opponents make it onto the ship, he casts *spirit guardians* for protection, and only enters hand-to-hand combat as a last resort.

TREASURE

Tarmin carries 30 pp and a black iron holy symbol of Bane worth 50 gp. In addition, he wears a *cloak of protection*.

AWARDING XP

If the characters stop Tarmin Gald from escaping with the Tenets of Bane, award them 300 XP each. If they manage to save Halara Windsong from dying, award them 100 XP each.

CONCLUSION

Expected Duration: 15 minutes

Malana arrives with a group of guardsmen from the shipyards fifteen minutes after the fight at the docks. If the characters managed to defeat Tarmin Gald, she is relieved and grateful. She asks them to accompany her and the Tenets of Bane back to the Helping Hand, where she pays them each 100 gp, as promised. If Halara Windsong or Captain Lesiko perished during the battle, Malana expresses her guilt over their deaths and vows to use her resources within the church of Torm to have them raised from the dead.

If Tarmin escapes, he retrieves the magical pack containing the Tenets of Bane when he makes it out to sea. He then forces Captain Lesiko to sail Wave Dancer down the coast, where he departs the ship in its lifeboat, leaving its remaining crew unharmed. He returns to his church victorious, and the power and prestige of the Black Hand grows.

Note. If you have time and wish to extend the adventure, see the Optional Encounter on the following page.

ART CREDITS

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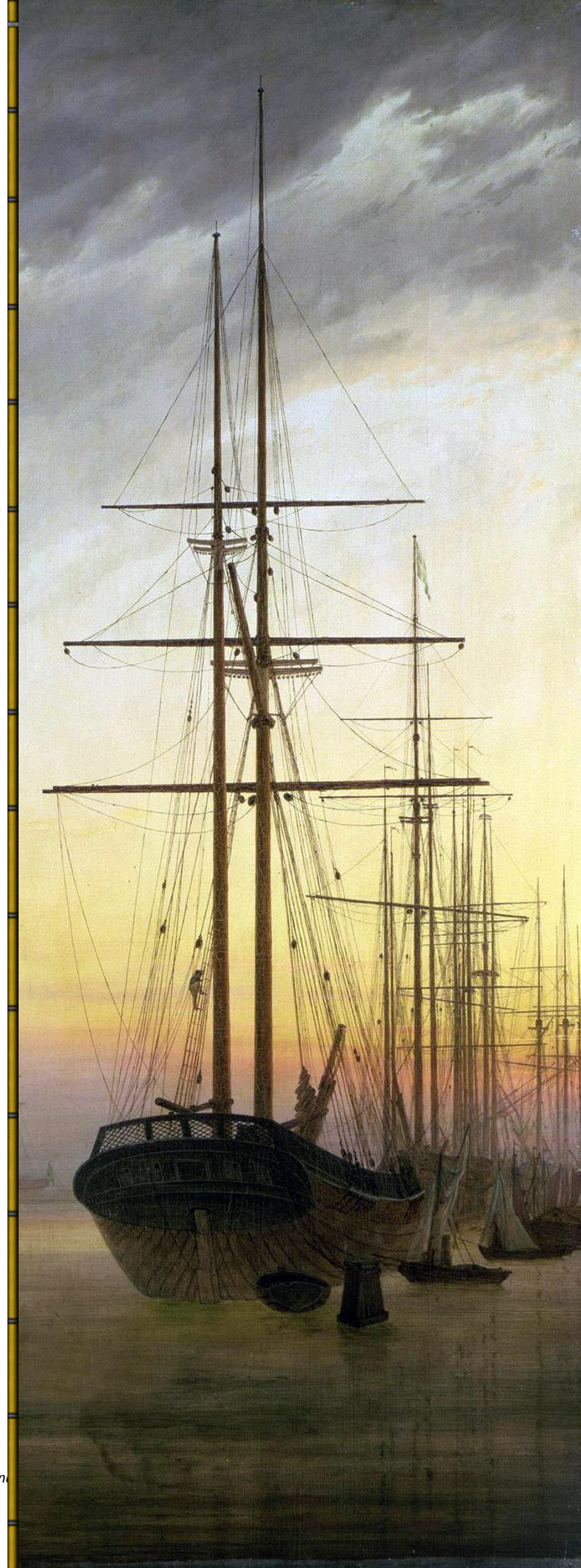
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OPTIONAL ENCOUNTER

Expected Duration: 30 minutes

If you are not playing the adventure in a fixed timeslot, or if the characters have done very well and you have time remaining, you can use the optional encounter below to extend the adventure's length.

FIGHT CLUB

With the Tenets of Bane either recovered or lost, the characters have the opportunity to rest before moving on to their next adventure. Shortly after they wake, a courier delivers a missive to them.

After two days of road dust and fighting, you and your companions finally find rest. Upon rising, a young courier girl with fair skin and tangled blond hair approaches you with a message. It reads:

Your deeds in the city of Melvaunt have not gone unnoticed. While many wrestle and boast at Brental's during the day, a handful of us prefer something a bit more dangerous when night falls. If you and your friends are interested in possibly winning a little coin, meet me at the inn called the Floating Fighter at dusk.

-Brenna Stoneslammer

If the characters decide to meet Brenna at the inn, she buys them a round and explains that years ago many of Melvaunt's tougher mercenaries started to meet at an unused warehouse near the shipyards to test their battle prowess. Over time, the gathering grew. Now, many nobles come to watch the fights and place bets on their outcome. Sometimes they hire those who display exceptional talent, but most of the time they simply provide gems, coins, and other items to encourage a more competitive atmosphere.

As luck would have it, Kroth is fighting tonight, and Brenna would love to see a rematch between the characters and the smug sellsword's band of cronies. If the characters accept, Brenna leads them to the warehouse where Kroth and his crew await individuals brave enough to challenge them in combat. The Uthgardt's band consists of two local **thugs (T)**, a dark-skinned Calashite **priest (P)**, a **Thayan apprentice (A)**, and **Kroth (K)** (treat as a **thug** with maximum hit points).

Special. Unbeknownst to Brenna and many others, House Nanther owns the empty warehouse. They allow its use to learn the strengths and weaknesses of those who might be brave enough to fight there, thus furthering their own network of information.

Adjusting the Encounter

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

- **Very weak party:** Remove the **Thayan apprentice**. Replace the **priest** with an **acolyte**. Remove two **thugs**, and add four bandits.
- **Weak party:** Remove the **Thayan apprentice**. Replace the **priest** with an **acolyte**, and add two **thugs**.
- **Strong party:** Add one **thug**.
- **Very strong party:** Replace **Kroth** and his **thugs** with **Thayan warriors**. (Kroth still has maximum hit points.)

THIS PLACE LOOKS FAMILIAR

If you run this encounter, reuse the abandoned warehouse map and its General Features from part 2, but note the additional information below.

- A 3-foot-tall railing with two 5-foot-wide gates spans the northernmost horizontal row of support pillars inside the warehouse.
- The area north of the railing is reserved for those who come to watch the fights.
- Nobles tend to congregate in the portion of the warehouse that contains the table. Everyone else stands or sits on the empty crates and barrels.

HOUSE RULES

Below are special rules for the fight.

- For safety, attacks and harmful effects from spells, class features, racial traits, etc. cannot extend north of the railing. If this happens, the team forfeits the match.
- Only spells with a duration of 8 hours or more may be cast prior to the start of the fight.
- When a participant begins his or her turn in need of making a death saving throw, he or she is healed with a *healing word* spell cast by a noble's cleric retainer. That individual must then leave the fight and can no longer assist his or her allies.
- The first team that fully eliminates the other wins.

TACTICS

Kroth and his thugs gang up on the weakest looking character first, hoping to thin the enemy ranks fast. The Calashite priest casts, *spirit guardians* on his first turn and *spiritual weapon* on the following round. He then heals his allies as needed. The Thayan apprentice casts *mage armor* before the fight begins and *blur* on her first turn. On later turns, she uses her most damaging spells to target any enemy that Kroth is attacking.

TREASURE

The nobles present have gathered 75 gp, three emeralds worth 25 gp each, two *potions of healing*, and a *potion of hill giant strength* for the winners.

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
Acolyte	50
Bandit	25
Hobgoblin	100
Hobgoblin Captain	700
Priest	450
Thayan Warrior	450
Thug	100

Non-Combat Awards

Task or accomplishment	XP per Character
Save Halara Windsong	100
Stop Tarmin Gald	300

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1200 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
Hobgoblin treasure	100
Ontharr Frume's payment	50 per character
Mercenary treasure	150
Tarmin's platinum	300
Tarmin's holy symbol of Bane	50
Malana's reward	100 per character
Optional encounter gold reward	75
Optional encounter gem reward	75

CLOAK OF PROTECTION

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak.

POTION OF HEALING

Potion, common

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

POTION OF HILL GIANT STRENGTH

Potion, uncommon

When you drink the potion, your Strength score changes to 21 for 1 hour. The potion has no effect on you if your Strength is already equal to or greater than that score.

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.

DOWNTIME

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

DM REWARDS

You receive **400 XP**, **200 gp**, and **10 downtime days** for running this adventure.

APPENDIX: MONSTERS

ACOLYTE

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

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 Common

Challenge 0 (10 XP)

ACTIONS

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

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 +28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/ 120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

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.



THAYAN APPRENTICE

Medium humanoid (human), any non-good alignment

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Skills Arcana +4

Senses passive Perception 11

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion. Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

Spellcasting. The apprentice is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd level (3 slots): *blur*, *scorching ray*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

THAYAN WARRIOR

Medium humanoid (human), any non-good alignment

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion. Within the Doomvault, the warrior has advantage on saving throws against being charmed or frightened.

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

ACTIONS

Multiattack. The warrior makes two melee attacks.

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

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

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.

