

CASKS AND CASKETS

Part One of the Daggers of Lathander Series

The refugees of the Zhentarim Ghetto of Mulmaster have been abandoned by the city and its Thayan supporters. Work is hard to find, and even harder to accomplish as the everburning fires in the Ghetto continue unabated. It was inevitable that unrest in the Ghetto would grow, finally drawing the attention of the powers that be.

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



MATTHEW LEE MYERS
Adventure Designer

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Editor: Denise Wozniak

Formatting and Layout: Travis Legge

Senior Editor: David Jedlinsky

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Alan Patrick, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Lysa Chen

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INTRODUCTION

Welcome to *Casks and Caskets*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Daggers of Lathander* series.

This is the first adventure in a storyline involving the ongoing plight of refugees in Mulmaster's Zhenatarim Ghetto.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

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 5	Very weak
3–4 characters, APL equivalent to 5	Weak
3–4 characters, APL greater than 5	Average
5 characters, APL less than 6	Weak
5 characters, APL equivalent to 6	Average
5 characters, APL greater than 6	Strong
6–7 characters, APL less than 7	Average
6–7 characters, APL equivalent to 7	Strong
6–7 characters, APL greater than 7	Very strong

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

Party Strength: Deadly. Many Adventurers League groups turn out to be stronger than the Party Strength listed above would suggest. In such a case, the DM and players should feel empowered to raise the difficulty. To that end, a new party strength of "Deadly" has been added to the "Hall of Daggers" encounter for Very Strong parties whose players would like an additional challenge.

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 of while running the adventure—such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize 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 note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, 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.

ADVENTURE PRIMER

A truth that's told with bad intent beats all the lies you can invent.

—William Blake, *Auguries of Innocence*

ADVENTURE BACKGROUND

When the elemental cults were forced from Mulmaster, no part of the city was wracked with more devastation than the Zhentarim Ghetto. Fire consumed the ramshackle wooden buildings, and roiling portals to the elemental plane of fire meant that even the few remaining portions of town were under threat. Many of the refugees who had settled there found themselves once more packing up their belongings and moving on. Some, however, were desperate or brave enough to try to stay and rebuild.

Those who remained found that they were on their own. The Cloaks and the Thayans focused on rebuilding the city within the walls, leaving the refugees on their own. Worse yet, many of the tasks that would have been performed by the skilled laborers from the ghetto were now being performed by undead controlled by Thayan taskmasters, depriving the citizens of their livelihoods.

What began as unrest among fire crews and laborers in the ghetto has slowly built to something more.

Note: This adventure takes place before the events of the DDEP00-01 The Red War.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Ariast (ar-ee-EST). Ariast is a middle-aged priest of Lathander. After years of trying, unsuccessfully, to cultivate the worship of Lathander in Mulmaster, Ariast realized that the people's feelings of resentment towards the undead work crews of the Thayans presented an opportunity that could be exploited.

Jantir Far (jan-TEER far). A burly barrel-chested young man with black hair and beard. Jantir has a friendly disposition and is dedicated to aiding his community of fellow refugees. He joined the Daggers only recently, but has taken to his role as a recruiter wholeheartedly.

Keptra (KEP-tra). Keptra is a seasoned warrior from Damara who has lived in Mulmaster for the past several years. She oversees recruitment for the Daggers.

Teland (tel-AND). Teland is an elderly priest of Lathander who has served in the local shrine for several decades. He is a peaceful individual, and is attempting to exert influence within the Daggers to keep them true to ...

ADVENTURE OVERVIEW

This adventure is broken down into three parts. For the sake of time and excitement, this adventure begins en media res, with the party already thrust into their first encounter at the behest of the Cloaks. If you are playing without time constraints, you may include an introduction and negotiation with Jantir Far.

Introduction. The Recruiter (optional). After being hired by the Cloaks, the party locates the recruiter for the Daggers in a bar in the city's refugee district.

Part 1. Initiation. The party must con, sneak, or fight their way past the Daggers' recruitment exercises.

Part 2 The Gauntlet. Having located the entrance to the Daggers' hideout, the party must navigate the trap-filled passages that serve as a proving ground for new recruits.

Part 3. Daggerhome. The party must confront the gang's leaders and put a stop to their plans.

ADVENTURE HOOKS

Before the adventure, each party member is contacted in some form, requesting that they gather at Imix Hearth. They are to investigate a gang that has been using the tavern as a recruiting place and find a way to put a stop to them.

Story Hook. A member of the Cloaks has contacted you about a recent attack on a Thayan work crew, which claimed the life of one of their taskmasters. As a token of mutual trust, the Cloaks have agreed to look into the attack and have discovered the involvement of a gang known as the Daggers. They are rumored to operate out of a tavern known as Imix Hearth in the Zhentarim Ghettos.

INTRODUCTION. RECRUITER

Estimated Duration: 20 minutes

TIMING NOTE

If this adventure is being run in a two-hour time slot, such as at a convention, this section will cause the adventure to run long. Feel free to skip directly to part 1.

The characters have been sent to the tavern following leads picked up about the gang known as the Daggers. This gang has grown to be quite influential in the Zhentarim Ghetto, and recent acts of violence have spilled into the streets of other parts of Mulmaster. The Cloaks and Swords, as well as the various factions, have become concerned about their goals and motives.

As the party investigates the tavern they will learn that the Daggers follow a priest of Lathander. The gang is quite popular in the ghetto for the aid they have rendered in rebuilding this part of the city and for fighting the frequent fires caused by the remains of old portals to the Elemental Plane of Fire.

GENERAL FEATURES

Imix Hearth has the following general features.

Terrain. The tavern is constructed of wood and tightly packed with tables and bar stools.

Light. Afternoon sunlight streams through ash covered windows, brightly illuminating the tables near the front of the room, but leaving the booths in the back of the room bathed in deep shadow.

Smells and Sounds. The party arrives shortly before the dinner rush, and the sounds of cooking and entering customers fill the room with a constant din of noise. The tavern smells of cooking meat and stale beer, as well as the fainter odor of sweaty workers coming in at the end of long shifts. There is also the ever-present scent of burnt wood.

Located a short walk from a still smoldering portal to the Elemental Plane of Fire, Imix Hearth is a popular tavern for the working poor of the Zhentarim Ghettos and a recruiting center for the gang known as the Daggers. This gang is responsible for the recent murders of several Thayan citizens near the harbor.

The patrons of the Hearth are a rough lot, their faces covered in ash and their hands calloused from hard labor. A fire brigade bucket beside the door bears a painted sign reading, "Help Us Fight Fire" and contains what appears to be sweat, saliva, dishwater, and a bit of ale. As you enter, all eyes in the tavern turn to watch, many with clearly unfriendly glares.

The characters should be made to feel quite uncomfortable and unwelcome. The people of the Zhentarim Ghettos know that adventurers from Mulmaster proper rarely come to their part of

town, except to collect taxes, punish criminals, or otherwise make their lives more difficult.

At this point, there are several ways in which the party can begin to gather clues about the Daggers. The DM should allow them to interact freely within the tavern, encouraging them to have a look around and converse with the patrons and staff.

Any character who had spit in the bucket when they entered the tavern gains advantage on the following checks:

Wisdom (Perception) DC 10. Above the bucket is a bit of graffiti depicting a twelve-pointed sun crossed by a pair of daggers: a symbol known to be associated with the Daggers.

Charisma (Persuasion) DC 12. If approached in a friendly manner, patrons can be convinced to talk about the Daggers. From their perspective, the Daggers are heroes: they fight fires and help rebuild homes in the Ghettos, while the rest of the city has all but forgotten them. They also stand up to the Thayans who have taken many of their jobs with their zombie work crews.

Charisma (Deception) DC 12. If the characters attempt to pose as potential recruits or come up with another suitable ruse, the bartender or other patrons will inform them that Jantir Far is a recruiter for the Daggers and is expected to come to the Hearth later this afternoon.

Intelligence (Religion) DC 10. The bar top is carved with dozens of twelve pointed suns, the symbol of Lathander, god of the dawn and new beginnings. Though there is a small shrine to Lathander in the city, his worship is somewhat uncommon in Mulmaster.

Once the characters have learned some or all the above information, the recruiter for the Daggers enters the tavern.

A large, barrel-chested young man wearing an ash-covered leather longcoat enters the tavern and spits in the bucket by the door. The assembled crowd turns to face him, and many begin whispering to one another. An older man at the bar raises his glass in the newcomer's direction, and many of those assembled quickly do the same. The man in the long leather coat simply smiles and raises his hand to calm the crowd, revealing a tattoo of a twelve-pointed star crossed by daggers on the back of his hand, before walking across to the bar. He places a handful of silver pieces on the bar and says quietly, "Drinks on me tonight."

The man is Jantir Far, a blacksmith and lieutenant within the Daggers. The party may choose to approach him, and if they do so, he provides the following information:

- Jantir Far was born in Phlan and came to Mulmaster with his family when he was a teenager.
- His parents and sister were killed when one of the Elemental Cultists detonated a devastation orb during the battle to claim the city.

- He, and many others in the city, was taken in by Ariast, a priest of Lathander, in the aftermath of the battle.
- The priest organized the youth into fire brigades and construction crews and turned them towards the task of rebuilding the Ghettos.
- Jantir is openly hostile toward the Thayans. If pushed, he will say that many of the laborers from the Ghetto can no longer find work on the reconstruction crews in the city, because reconstruction is being run by the Thayans and their undead work crews.
- If asked about the Daggers, Jantir shrugs and says it's a name that some of the fire brigade chose for themselves and it spread. The actual name is Daggers of Lathander, but most people around the Ghetto just call them Daggers.

Jantir genuinely believes that the Daggers are just there to help the town, and presents himself and his organization as simply fighting for the common man.

If pressed about the murders at the harbor, a successful DC 12 Charisma (Persuasion) or DC 15 Charisma (Intimidation) check is enough for him to admit that he was there, but he maintains that the whole incident was a misunderstanding. Their original goal was simply to disrupt the zombie work crews so that the city would start hiring work crews from the Ghettos again. They didn't expect any of the Thayans to be there in person.

A successful DC 12 Wisdom (Insight) check reveals that he seems unsure of this, and if convinced with a subsequent DC 15 Charisma (Persuasion, Intimidation, or Deception) check, he will admit that he suspects that Ariast may have known there would be a confrontation.

If the characters fail either of these Charisma checks, Jantir grows suspicious of their intentions. He steps firmly off his barstool and menacingly tells the party that they should leave. This may also occur if the players are openly hostile or overly aggressive. Jantir is a **bandit captain** armed with a dagger, and he is joined by two **bandits**.

TRICKS OF THE TRADE

The tavern is full of patrons, all of whom are friendly towards Jantir and distrustful, if not outright hostile, towards the characters. If needed, use the statistics for **commoners** for any of the assembled crowd.

Combat Goal. Jantir is not a killer, and his goal is simply to remove the characters from the tavern and send a message that they should not be snooping in matters that don't concern them. He will give the characters a chance to give up if he manages to gain the upper hand. If he is brought below 10 hit points, he will submit and ask for mercy.

Crowd. While they clear out space around the bar for the encounter, the assembled crowd are anything but passive observers. At Initiative count 0, any character who is next to a bar patron must succeed on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. On a failed check, the DM may choose to either knock the character prone, push the character 10 feet towards Jantir, or grapple the character.

It is entirely possible for groups to convince Jantir that they simply want to learn more about their organization without resorting to violence.

SETTING UP THE ENCOUNTER

Very Weak

- **Bandit Captain:** AC 14, 45 hp, Init +3
The bandit leader is unarmed, dealing 4 bludgeoning damage with his melee attacks. He may use his Multiattack to make two attacks but may not use his Parry reaction.

Weak

- **Bandit Captain:** AC 14, 45 hp, Init +3
The bandit leader is unarmed, dealing 4 bludgeoning damage with his melee attacks. He may use his Multiattack to make two attacks but may not use his Parry reaction.
- **Bandit (4):** AC 12, 11 hp, Init +1

Average

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Bandit (2):** AC 12, 11 hp, Init +1

Strong

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Bandit (4):** AC 12, 11 hp, Init +1

Very Strong

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Thug (2):** AC 11, 32 hp, Init +0

DEVELOPMENT

If the characters defeat Jantir in combat or convince him that they mean no harm to the Daggers, he will reveal the time and location of the next phase of recruitment: the following morning at sunrise at the shrine to Lathander.

If they defeated him in combat, a successful DC 12 Charisma (Intimidation) check will convince him to reveal the entrance to the Daggers' base. It is located behind a rocky outcropping near the shrine to Lathander and is protected by an intricate network of traps and puzzles. He will also mention that it is impossible to enter the complex by that door at night (which is not strictly true, but he does not know that).

PART 1. THE INITIATION

Estimated Duration: 15 minutes

The Daggers' recruiters send new recruits to the shrine of Lathander, where they meet one of the Dagger's lieutenants before proceeding with the trials.

This section will play out differently depending on whether the characters are infiltrating the organization as recruits or simply fighting their way in. Separate descriptions will accompany the encounters, which can be overcome using either social interaction or combat.

GENERAL FEATURES

The shrine of Lathander sits upon a sunny hillside outside of the city proper:

Terrain. The area immediately around the shrine and the trail down the hill are clear, but further away, tall grasses hamper movement, counting as difficult terrain.

Light. The morning light is clear and bright on this hilltop, and though a thin fog blankets the ground, it does little to obscure vision.

Smells and Sounds. The hilltop smells of fragrant flowers and wet earth from the previous night's rain.

If the characters have not played through the introduction, read or summarize the following:

At the behest of the Cloaks, you spent the previous night tracking down leads to a gang of criminals known as the Daggers. You eventually found a recruiter who was "willing" to divulge the location where new recruits were sent each morning.

THE SHRINE OF LATHANDER

Once they have been approved by a recruiter, new Daggers gather at the Shrine of Lathander on a hill near the Southroad Keep. If the characters arrive at night, skip this section and proceed directly to the Developments. Otherwise, read or summarize the following:

The sun is just rising over a low hill as you pass the Southroad Keep heading towards the shrine of Lathander. The shrine is a tumbledown wooden structure, though the bronze symbol hanging from a wooden post is meticulously polished and glints in the early morning sunlight.

You can see a small group of young men and women mulling about as an older woman in leather armor and a long yellow cloak approaches from the other side of the hill.

The woman is Keptra, a paladin of Lathander who trains new recruits for the Daggers. She has known Ariast for many years and trusts him completely.

She sees the Daggers as a way to marshal forces against the threat of the Thayan undead, whom the people of Mulmaster have welcomed with open arms. Those gathered this morning have been recruited over the past tenday and hope to prove themselves.

TRICKS OF THE TRADE—SOCIAL

Keptra begins by having each recruit share a story about their hatred for undead and for Thay. The characters must come up with a good cover story and succeed on a DC 11 Charisma (Deception) check. If the story is based on truth, they may instead make a Charisma (Persuasion) check, with advantage, against the same DC.

Each of the other recruits must pass the test as well, so if you have time, you may want to share their answers. Below are some suggestions, but feel free to create your own:

Rosalyn. When the elemental cultists came . . . I didn't do anything to stop them. My husband joined them, like a fool, and got killed for his trouble. Almost got me and his children killed too. These Thayans, they're just another cult. I won't stand by and wait for heroes to show up this time.

Dorin. My son was killed a few weeks ago. He was a good kid, but he owed some money to the wrong people. Now, he's out every night rebuilding houses. Just a husk of himself. They didn't even ask. They thought he was just some criminal, so they turned him into a . . . thing. It's sick.

Entir. I used to work down at the harbor. Dock repair. It's hard, backbreaking work, but at least it's work. Y'know? And now . . . they just send them ghouls and creepies down there to do the job. How am I supposed to keep a roof over my head if I can't work?

TRICKS OF THE TRADE—COMBAT

If the adventurers simply attack, Keptra (use **feathergale knight** statistics) sees the arrival of the party as a chance to field test her recruits. She allows the six cultists (use **bandit** statistics) to attack the characters, using only the Help action to grant them advantage until one of them is defeated or she is attacked. After that she attacks with her longsword.

If reduced to less than 10 hit points, she will flee to the large rock that obstructs the entrance to the Gauntlet and quickly make her way through.

SETTING UP THE ENCOUNTER

Very Weak

- **Keptra (Feathergale Knight):** AC 16, 27 hp, Init +2
- **Bandit (2):** AC 12, 11 hp, Init +1

Weak

- **Keptra (Feathergale Knight):** AC 16, 27 hp, Init +2
- **Bandit (4):** AC 12, 11 hp, Init +1

Average

- **Keptra (Feathergale Knight):** AC 16, 33 hp, Init +2
- **Bandit (6):** AC 12, 11 hp, Init +1

Strong

- **Keptra (Feathergale Knight):** AC 16, 33 hp, Init +2
- **Thug (2):** AC 11, 32 hp, Init +0

Very Strong

- **Keptra (Feathergale Knight):** AC 16, 33 hp, Init +2
- **Thug (4):** AC 11, 32 hp, Init +0

KEPTRA (FEATHERGALE KNIGHT)

- Change alignment from *lawful evil* to *neutral*.
- Replace the following cantrips:
sacred flame for *ray of frost*
thaumaturgy for *gust*
- Replace the 1st level spells with the following:
cure wounds, *guiding bolt*
- Replace the **Spear** action with the following:
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

DEVELOPMENTS

If they pass Keptra's test, she reveals the entrance to the Gauntlet. Otherwise, it can be found with a successful DC 10 Investigation check.

Treasure. If the party passes the test, they are each given a polished bronze coin stamped with the holy symbol of Lathander on one side and polished to a smooth sheen on the other. Keptra also has a pouch containing a potion of healing and 20 sp, though these are only found if the party defeats her in combat.

PART 2. THE GAUNTLET

Estimated Duration: 60 minutes

Once they have been approved by the Daggers' lieutenant, recruits are sent into the Gauntlet—a complex series of traps and tests that ensures that only capable recruits can join. These trials are typically non-lethal, and those who fail are eventually released by Keptra and given the opportunity to support the cause in a non-combat capacity.

GENERAL FEATURES

The Gauntlet has the following general features. The entirety of the Gauntlet is located underground in a series of old sewer passages:

Terrain. The Gauntlet is comprised of a series of twisting passageways beneath the city streets and is lined with ancient stone blocks. Shallow, muddy canals run through the center of the passages. The water is rarely more than ankle deep. The side passages and chambers are elevated and dry.

Light. Torches have been placed along the walls, dimly illuminating the entire length of the corridors, and there are areas of bright light around the torches themselves.

Smells and Sounds. The passageways smell putrid and moldering, and small vermin can be heard skittering along the canals.

A. THE DAWN CHAMBER

A set of narrow stone steps leads down into a cavern. If the characters arrive at night, the following description will have to be adjusted to account for the lighting conditions. Otherwise, when the characters enter, read or summarize the following:

Sunlight streams down the stairway, flooding the mouth of the small natural cavern with light. The rest of the chamber is dark, and at the far end is a large bronze door bearing a relief featuring numerous robed figures bowing before a twelve-pointed sun.

To open the door, the characters must redirect one of the sun's rays to the door by using the bronze disks. Only sunlight will open the door, so torchlight or a *light* spell will not work. However, a spell that deals radiant damage, such as *sacred flame*, is enough to trigger the door opening. A DC 12 Intelligence (Investigation) check reveals a carving in one of the walls near the door that reads, "By the Dawnlight I Am Reborn", giving a hint at the key to opening the door.

The door can be forced open with a DC 18 Strength check but attempting to do so will trigger a trap: the sun symbol on the door will flare with brilliant light and anyone in the area must succeed on a DC 14 Dexterity save or take 4 (1d8) radiant damage. This trap is magical and cannot be deactivated.

B. THE SHIFTING HALLWAY

After passing through the doorway, a long hallway of worked stone block extends for 80 feet on the other side before ending at another door. Once all the characters have entered the hallway, read or summarize the following.

The hallway ahead is ten feet wide and extends for another eighty feet before coming to an end at a bronze door. Forty feet ahead lies a key, tethered to a leather strap, hanging from the ceiling. The door behind you slams shut, and the floor behind you shifts downward.

The floor of the room rests on a fulcrum at the center point, and the weight of the characters forces it downward. The walls and floor of the pit beneath are lined with spikes, and anyone who comes into contact with them takes 2 (1d4) piercing damage.

Walking along the teetering floor requires a DC 12 Dexterity (Acrobatics) check. A character who fails this check cannot make forward progress. A character who fails by 5 or more falls prone and slides into the spikes at the end of the corridor. Any character between the falling character and the end of the corridor may use their reaction to make a DC 15 Strength (Athletics) check. On a success, the sliding character's momentum is halted, and they remain prone in the nearest available location. A failure by 5 or more results in the assisting character also falling prone and sliding into the spikes.

If an equal number of characters are located on either end of the hallway, the platform levels off and any character who fails their Dexterity check simply falls prone in their spot. For the sake of this calculation, a small character counts as half a character, while a character wearing heavy armor counts as double their size.

Reaching the door at the other end of the hallway requires either that the floor be level or that the character at the end of the hallway succeed on a DC 12 Strength (Athletics) check to climb up the spiked wall. A character doing so will take 5 (2d4) damage from the spikes, unless they take some sort of special precaution.

C. THE ROOM OF SKULLS

OPTIONAL

DMs should be mindful of the time: if they have less than 80 minutes left at this point, they should skip this room entirely.

Long, winding passageways eventually lead into a large catacomb. Once the characters enter, read or summarize the following:

The large hexagonal chamber's walls are lined with skulls, reaching from the floor to the vaulted ceiling. Torches are set into each corner, and a large bronze plaque featuring a twelve-pointed sun is set into the ceiling. A human corpse is bound by a chain to a hook in the center of the room's ceiling. As you enter, it writhes in its chains, jaws snapping in your direction.

There are no doors immediately visible, though there is a secret door hidden behind the skulls on the wall to the left. The door opens automatically once the **zombie** has been destroyed.

TRICKS OF THE TRADE

Once a character steps into the room, the door begins slowly closing, and slams shut at the end of the first round of combat. The chain binding the zombie prevents him from leaving the room, but he is otherwise able to move around freely.

Characters may think to pull on the chain to hinder the zombie's movement. Any character between the zombie and the center of the room may grab the zombie's chain by making a Strength (Athletics) check opposed by the zombie's Strength (Athletics) check. On a success, the zombie cannot move to any square further from the grappling character than its current location. If the check succeeds by 5 or more, the zombie is also knocked prone.

DMs are encouraged to similarly reward any other clever solutions.

D. HALL OF COURAGE

At the end of this long corridor is an illusion, intended to test the courage of new recruits.

A long hallway stretches in front of you. Twenty feet ahead, you see an injured recruit, who appears to have a broken leg. Thirty feet beyond is a horde of eight skeletons, scimitars drawn and ready, though they do not appear to have noticed you. Yet. At the end of the hall is another large sunburst motif carved into the stone wall. A narrow passage leads to the left, away from the skeletons.

Have the characters roll for initiative, as though this were combat. The trap triggers at an initiative of 0. If characters enter the narrow passageway, it appears to extend to the end of the hall, though this is also part of the illusion. The passageway actually continues for 30 feet before coming to a dead end.

When the trap triggers, the illusion of the skeletons disappears. Small darts fill the side corridor and the hallway behind where the illusion of the injured recruit once was. All characters in that area must make a DC 14 Dexterity saving throw, taking 5 (2d4) damage on a failed save, or half as much damage on a successful one. Anyone who advanced

to position themselves between the injured recruit and the skeleton is safe from this attack.

TREASURE

At the end of the hallway is an alcove containing two *potions of healing*, allowing those who make it through the Gauntlet to recover before entering Daggerhome.

PART 3. DAGGERHOME

Estimated Duration: 60 minutes

After navigating through the Gauntlet, the characters find themselves in the sewers beneath Mulmaster. The passages were once all bricked off, but a passage through has recently been excavated. This passage leads directly into the heart of Daggerhome, the base of operations for the Daggers of Lathander.

If they arrive in the morning, those laboring in the complex are expecting new recruits, so anyone who arrives is assumed to be welcome. Unless the party does something overtly aggressive, the workers simply nod in their direction and continue about their business.

If they somehow manage to arrive at night, the rooms are largely the same, except that the commoners throughout the complex will all immediately flee, raise alarms, and hide.

Once alarms have been raised, entering any room is likely to trigger a combat encounter. The exception is area D, which contains details for how to adjust the encounter depending on the circumstances.

GENERAL FEATURES

Daggerhome has the following general features:

Terrain. Daggerhome is a connected series of warehouse cellars, located just inside the city's walls.

Light. Bronze holy symbols of Lathander have been illuminated by the continual flame spell and line the walls of the complex. As a result, the entire complex is brightly lit.

Smells and Sounds. After the dank musty sewers, Daggerhome is a welcome reprieve. It smells clean and fresh, and the scent of wine lingers in the air. People can be heard working in the various rooms and chambers.

A. ENTRYWAY

When the characters enter, read or summarize the following:

Men and women wearing brilliant yellow robes hustle back and forth through the room, carrying crates and supplies. As you enter, they pause for just a moment before giving you a quick nod and continuing with their labors.

If stopped, the **commoners** in the room offer only hurried pleasantries. They mention that they are busy preparing for tonight's feast.

If the characters stop to inspect what they are carrying, they see that the crates contain dried meats, cheeses, and fruits. A character proficient in cooking tools recognizes that some of the fruits are quite rare for this region.

B. CATHEDRAL

A small shrine to Lathander lies in this small room. If no alarms have been raised, read or summarize the following when the characters enter the room:

An old man in white and yellow robes tends to an altar in the small shrine. As you enter, he turns and smiles broadly. "Welcome children. I see you have passed the test and now count yourself among the Daggers. It is good to have you."

This man may be mistaken for Ariast, a misconception that he will promptly correct if it is expressed. He is simply Teland, an **acolyte** of Lathander, from Mulmaster who has thrown in his lot with Ariast.

He is pleased to see so many turning to Lathander in this time of need, but he is secretly disquieted by the violent path that the Daggers have chosen. Instead of voicing his opposition, he has decided to do his best to work from within and temper Ariast's disposition with his own beliefs of quiet and humble service.

TRICKS OF THE TRADE—SOCIAL

Teland can provide basic information on the Daggers and is somewhat loose-lipped. He is open about his belief that the Daggers should be winning over the people of Mulmaster by showing them the value of dedicated service. He believes that in the wake of tragedy, Mulmaster can be reborn, for good or ill, and that it now stands on a precipice between the two.

He knows that there are, officially, twenty-three Daggers, plus himself. The **commoners** walking about are not technically Daggers, but are simple folk dedicated to the cause.

He can also reveal that he is in the dark about their plans, but something big is happening tonight, and the Daggers have even hired outside help for whatever they are working on.

TRICKS OF THE TRADE—COMBAT

If threatened or the alarm has been raised, Teland casts *sanctuary* and tries to talk the party into a peaceful resolution. If noise is made, the Daggers from the barracks arrive (at the beginning of the second round). Teland will assist them with his spells, avoiding attacking the party directly as much as possible. At this point, he will attempt to get the characters to surrender. If they do so, they are taken to area D, to be questioned by Ariast.

C. BARRACKS

OPTIONAL ENCOUNTER

DMs should be mindful of the time, and if they have less than 45 minutes left at this point, this room should be empty.

This room serves as bunks for those Daggers who need to lay low for a while. If no alarms have been raised, there are three people relaxing in the room.

This long room features a dozen wood-framed bunk beds, complete with straw beds and thick wool blankets. Two men and a woman, all in leather armor, sit on their beds sharing stories.

These three are Daggers who have just returned from an attack on a Thayan work team the night before. They are excited by the successful raid.

TRICKS OF THE TRADE—SOCIAL

The three Daggers are Korim, Eltan, and Shani. They are all young and energetic, excited by their success in laying a half-dozen zombies to rest. They welcome what they believe to be new recruits to the fold, offering them ale and a comfortable bed. They remember the Gauntlet fondly and will ask how they did with the various tests, mocking any who failed the Hall of Courage.

If asked about the plans, they tell them to “wait and see” and that Ariast will be gathering them shortly. After a short conversation, they tell the party that they’re heading home, but will return for tonight.

TRICKS OF THE TRADE—COMBAT

If alarms have been raised, the **bandit captain** and two **bandits** will attack. They are smart, coordinated, and have trained to fight mages. If they have the opportunity, they will strike at lightly armored sorcerers, warlocks, or wizards. Otherwise, they will focus their attacks on one target at a time.

SETTING UP THE ENCOUNTER

Very Weak

- **Bandit (3):** AC 12, 11 hp, Init +1

Weak

- **Ruffian (3):** AC 14, 16 hp, Init +2

Average

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Bandit (2):** AC 12, 11 hp, Init +1

Strong

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Ruffian (2):** AC 14, 16 hp, Init +2

Very Strong

- **Bandit Captain (2):** AC 15, 65 hp, Init +3
- **Ruffian:** AC 14, 16 hp, Init +2

D. HALL OF DAGGERS

This section of the adventure can play out in several different ways, depending on if the alarms have been raised or not. If the circumstances vary beyond these two situations, you may need to adjust further.

NO ALARMS

If no alarms have been raised, Ariast assumes that the party are new recruits and gladly welcomes them.

In the center of the large hall is a sturdy table lined with a dozen chairs. At the end of the room is a young man with a neatly trimmed blonde beard and long, flowing hair. He wears a bronze chain shirt with a short red cape. Several others, rugged individuals in leather armor, mull about the hall, talking among themselves.

As you enter, the man smiles and slowly claps. “Welcome, welcome! Everybody welcome our newest recruits!” Everyone in the room turns, raising their glasses.

The Daggers warmly greet the party: allow the characters to make introductions. The Daggers should seem friendly, but rough around the edges and rowdy.

None of them will share any specifics of what is happening, deferring instead to Ariast. If the party approaches Ariast or seems ready to move forward, continue with the following.

Ariast smiles coldly and begins to speak. “Tonight, we will finally strike a dagger into the heart of Thay. Tonight, our war begins. Once we have killed a Thayan ambassador within the city of Mulmaster, there is nothing that can be done to prevent it. Thay will march on the city, and the cowardly Swords and Cloaks will be forced to rise up against them or lay down like the sheep that they are. Either way, it is we who will take the reigns of power.” He pauses, his voice rising to a crescendo, “The city will be reborn!”

Whooping shouts erupt from all those gathered.

This would seem like the perfect time to strike, and if the characters choose this moment when everyone is distracted to make their move, give them advantage on their initiative roll.

If they still need further incentive that it's now or never, read or summarize the following.

The laborers begin carrying crates and casks through the room to the cargo platform at the far end. A hatch in the ceiling opens and a rope attached to a pulley is lowered into the room.

One of the Daggers leans in towards your party and whispers, "Poisoned wine and food, laced with holy water. It'll kill the whole lot, or at least put them out of commission while we clean up." He sighs. "I feel bad for any of the servants that sneak a sip, but we couldn't get any of our own men in. Hard enough just replacing the wine."

If the characters still do not intervene, the supplies are all loaded onto the cargo platform, and it is hoisted up and out of the room. Ariast orders the party to remain behind, as they already have the crew necessary to make the delivery. This counts as a failure of the mission; proceed to the wrap-up.

ALARMS

If the alarms have been raised, Ariast waits at the far end of the room, mace in hand. The Daggers in the room form a defensive perimeter in front of Ariast. When the characters enter the room, read or summarize the following:

In the center of the large stone-walled hall is a long, sturdy table lined with two dozen chairs. At the end of the room is a young man with a neatly trimmed blonde beard and long, flowing hair. He wears a bronze chain shirt with a short red cape. Several others, rugged individuals in leather armor, stand at either side, weapons drawn.

As you enter, he glowers menacingly, "You Thayan lapdogs will not stop what we have planned. We will bring war to Thay, and with the cleansing fires the city will be reborn."

TRICKS OF THE TRADE

Ariast, the **priest** leading the Daggers of Lathander, is brash, cocky, and sure of his mission. He fights carelessly, wading directly into battle and fighting aggressively.

The Daggers are recent recruits (use **thug** statistics) and fight more cautiously. They dart in to attack and retreat to safety when possible. They flee if reduced to less than 6 hit points.

SETTING UP THE ENCOUNTER

Very Weak

- **Priest:** AC 13, 27 hp, Init +0

Weak

- **Priest:** AC 13, 27 hp, Init +0
- **Bandit (3):** AC 12, 11 hp, Init +1

Average

- **Priest:** AC 13, 27 hp, Init +0
- **Thug (3):** AC 11, 32 hp, Init +0

Strong

- **Priest:** AC 13, 27 hp, Init +0
- **Thug (4):** AC 11, 32 hp, Init +0

Very Strong

- **Priest:** AC 13, 27 hp, Init +0
- **Dagger Paladin (3):** AC 16, 33 hp, Init +2

Deadly

Deadly is an optional choice for DMs and players who decide to take on an additional challenge.

- **Priest:** AC 13, 27 hp, Init +0
- **Dagger Paladin (3):** AC 16, 33 hp, Init +2
- **Ruffian (3):** AC 14, 16 hp, Init +2

DAGGER PALADIN (FEATHERGALE KNIGHT)

- Change alignment from *lawful evil* to *neutral*.
- Replace the following cantrips:
sacred flame for *ray of frost*
thaumaturgy for *gust*
- Replace the 1st level spells with the following:
cure wounds, *guiding bolt*
- Replace the **Spear** action with the following:
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

DEVELOPMENT

If the party kills Ariast, with his dying breath, he lets out a wheezing laugh. "You think you've won. But you can't stop it. War is coming. Mulmaster will be reborn in flames and blood one way or the other. I have seen it. We must strike first."

If the party instead incapacitates and captures him, he will reveal that there will still be an attack on the ambassador, even without the wine. Fewer people will die, perhaps, but the ambassador cannot be saved. He will not reveal anything more, even under the pain of torture.

TREASURE

Ariast wears an *amulet of proof against detection and location*. It is a small medallion depicting a stylized eclipse: a smooth black onyx surrounded by bronze sun rays.

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.

COMBAT AWARDS

Name of Foe	XP Per Foe
Bandit Captain	450
Bandit	25
Thug	100
Feathergale Knight	200
Zombie	50
Acolyte	50
Redbrand Ruffian	100
Priest	450

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 **1,200 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Bronze Holy Symbol	100

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 detailed in the D&D Adventurers League Dungeon Master's Guide.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon

This small medallion depicts a stylized eclipse: a smooth black onyx surrounded by bronze sun rays.

This item can be found in **Player Handout 2**.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

STORY AWARDS

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

Known to the Daggers. If any of the Daggers escaped the final battle, all of the characters whose faces were not wholly or partially covered gain this story award, making it harder for them to disguise themselves from the Daggers.

More information can be found in **Player Handout 1**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure if they succeed in stopping the delivery of the poisoned wine and food.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Ariast (ar-ee-EST). Ariast is a middle aged priest of Lathander. After years of trying, unsuccessfully, to cultivate the worship of Lathander in Mulmaster, Ariast realized that the people's feelings of resentment towards the undead work crews of the Thayans presented an opportunity that could be exploited.

Jantir Far (jan-TEER far). A burly barrel chested young man with black hair and beard. Jantir has a friendly disposition and is dedicated to aiding his community of fellow refugees. He joined the Daggers only recently, but has taken to his role as a recruiter wholeheartedly.

Keptra (KEP-tra). Keptra is a seasoned warrior from Damara who has lived in Mulmaster for the past several years. She oversees recruitment for the Daggers.

Teland (tel-AND). Teland is an elderly priest of Lathander who has served in the local shrine for several decades. He is a peaceful individual and is attempting to exert influence within the Daggers to keep them true to

APPENDIX. MONSTER/NPC STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

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 12

Languages any one language (usually 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 the 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 any one language (usually 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 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 XP

ACTIONS

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

FEATHERGALE KNIGHT

Medium humanoid (human), lawful evil

Armor Class 16 (scale)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Animal Handling +2, History +2

Senses passive Perception 10

Languages Auran, Common

Challenge 1 (200 XP)

Spellcasting. The knight is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from *Princes of the Apocalypse*, appendix B):

Cantrips (at will): *gust*,* *light*, *message*, *ray of frost*
1st level (2 slots): *expeditious retreat*, *feather fall*

ACTIONS

Multiattack. The knight makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Source: *Princes of the Apocalypse*

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 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 any two languages

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.

REDBRAND RUFFIAN

Medium Humanoid (human), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ruffian makes two melee attacks.

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

Source: *Lost Mine of Phandelver*

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 any one language (usually 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.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

APPENDIX. ENCOUNTER SETUP

IMIX HEARTH

VERY WEAK PARTY STRENGTH (200 XP)

- **Bandit Captain:** AC 14, 45 hp, Init +3
The bandit leader is unarmed, dealing 4 bludgeoning damage with his melee attacks. He may use his Multiattack to make two attacks but may not use his Parry reaction.

WEAK PARTY STRENGTH (350 XP)

- **Bandit Captain:** AC 14, 45 hp, Init +3
The bandit leader is unarmed, dealing 4 bludgeoning damage with his melee attacks. He may use his Multiattack to make two attacks but may not use his Parry reaction.
- **Bandit (4):** AC 12, 11 hp, Init +1

AVERAGE PARTY STRENGTH (500 XP)

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Bandit (2):** AC 12, 11 hp, Init +1

STRONG PARTY STRENGTH (550 XP)

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Bandit (4):** AC 12, 11 hp, Init +1

VERY STRONG PARTY STRENGTH (650 XP)

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Thug (2):** AC 11, 32 hp, Init +0

SHRINE OF LATHANDER

Keptra uses the opportunity as a training exercise for the new recruits, only using the Help action until one of the recruits falls. If the recruits fall, or she is attacked, she flees into the Gauntlet to warn the others.

VERY WEAK PARTY STRENGTH (250 XP)

- **Keptra (Feathergale Knight):** AC 16, 27 hp, Init +2
- **Bandit (2):** AC 12, 11 hp, Init +1

WEAK PARTY STRENGTH (300 XP)

- **Keptra (Feathergale Knight):** AC 16, 27 hp, Init +2
- **Bandit (4):** AC 12, 11 hp, Init +1

AVERAGE PARTY STRENGTH (350 XP)

- **Keptra (Feathergale Knight):** AC 16, 33 hp, Init +2
- **Bandit (6):** AC 12, 11 hp, Init +1

STRONG PARTY STRENGTH (400 XP)

- **Keptra (Feathergale Knight):** AC 16, 33 hp, Init +2
- **Thug (2):** AC 11, 32 hp, Init +0

VERY STRONG PARTY STRENGTH (600 XP)

- **Keptra (Feathergale Knight):** AC 16, 33 hp, Init +2
- **Thug (4):** AC 11, 32 hp, Init +0

KEPTRA (FEATHERGALE KNIGHT)

- Change alignment from *lawful evil* to *neutral*.
- Replace the following cantrips:
sacred flame for *ray of frost*
thaumaturgy for *gust*
- Replace the 1st level spells with the following:
cure wounds, *guiding bolt*
- Replace the **Spear** action with the following:
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

CATHEDRAL

ALL PARTY STRENGTHS (50 XP)

- **Teland (Acolyte):** AC 10, 9 hp, Init +0
If threatened, Teland casts *sanctuary* and tries to talk the party into a peaceful resolution. If noise is made, the enemies from the barracks join. Teland will assist them with his spells, avoiding attacking the party directly as much as possible.

BARRACKS

VERY WEAK PARTY STRENGTH (75 XP)

- **Bandit (3):** AC 12, 11 hp, Init +1

WEAK PARTY STRENGTH (300 XP)

- **Ruffian (3):** AC 14, 16 hp, Init +2

AVERAGE PARTY STRENGTH (500 XP)

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Bandit (2):** AC 12, 11 hp, Init +1

STRONG PARTY STRENGTH (650 XP)

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Ruffian (2):** AC 14, 16 hp, Init +2

VERY STRONG PARTY STRENGTH (1000 XP)

- **Bandit Captain (2):** AC 15, 65 hp, Init +3
- **Ruffian:** AC 14, 16 hp, Init +2

HALL OF DAGGERS

VERY WEAK PARTY STRENGTH (450 XP)

- **Priest:** AC 13, 27 hp, Init +0

WEAK PARTY STRENGTH (525 XP)

- **Priest:** AC 13, 27 hp, Init +0
- **Bandit (3):** AC 12, 11 hp, Init +1

AVERAGE PARTY STRENGTH (750 XP)

- **Priest:** AC 13, 27 hp, Init +0
- **Thug (3):** AC 11, 32 hp, Init +0

STRONG PARTY STRENGTH (850 XP)

- **Priest:** AC 13, 27 hp, Init +0
- **Thug (4):** AC 11, 32 hp, Init +0

VERY STRONG PARTY STRENGTH (1050 XP)

- **Priest:** AC 13, 27 hp, Init +0
- **Dagger Paladin (3):** AC 16, 33 hp, Init +2

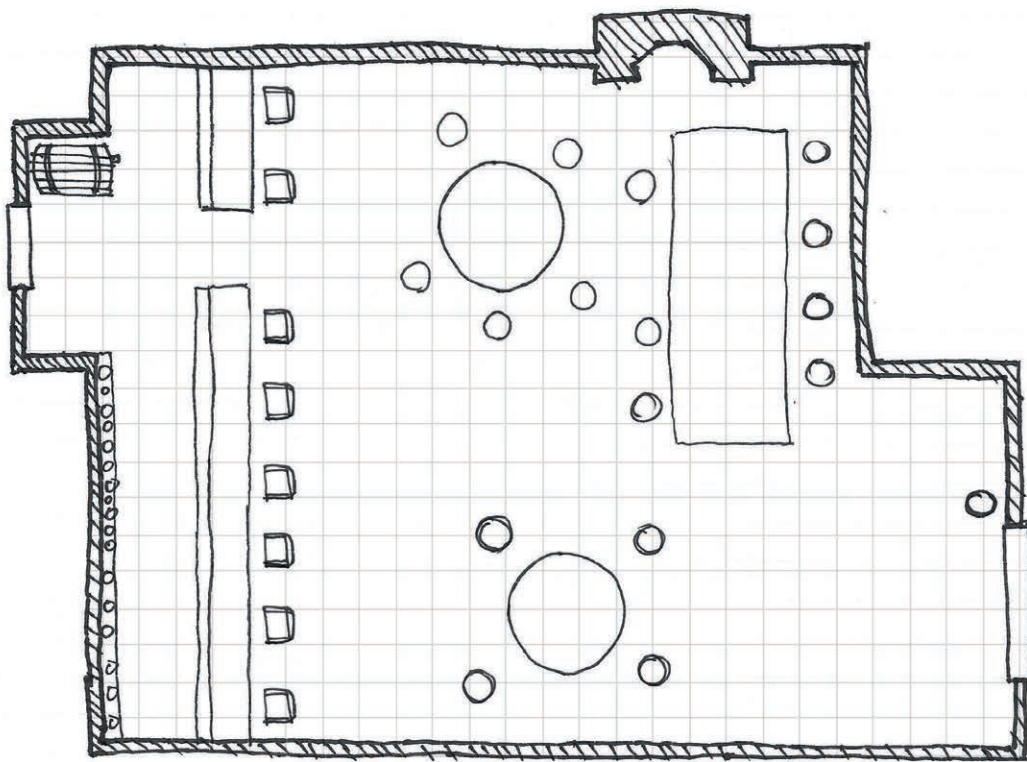
DEADLY PARTY STRENGTH (1350 XP)

- **Priest:** AC 13, 27 hp, Init +0
- **Dagger Paladin (3):** AC 16, 33 hp, Init +2
- **Ruffian (3):** AC 14, 16 hp, Init +2

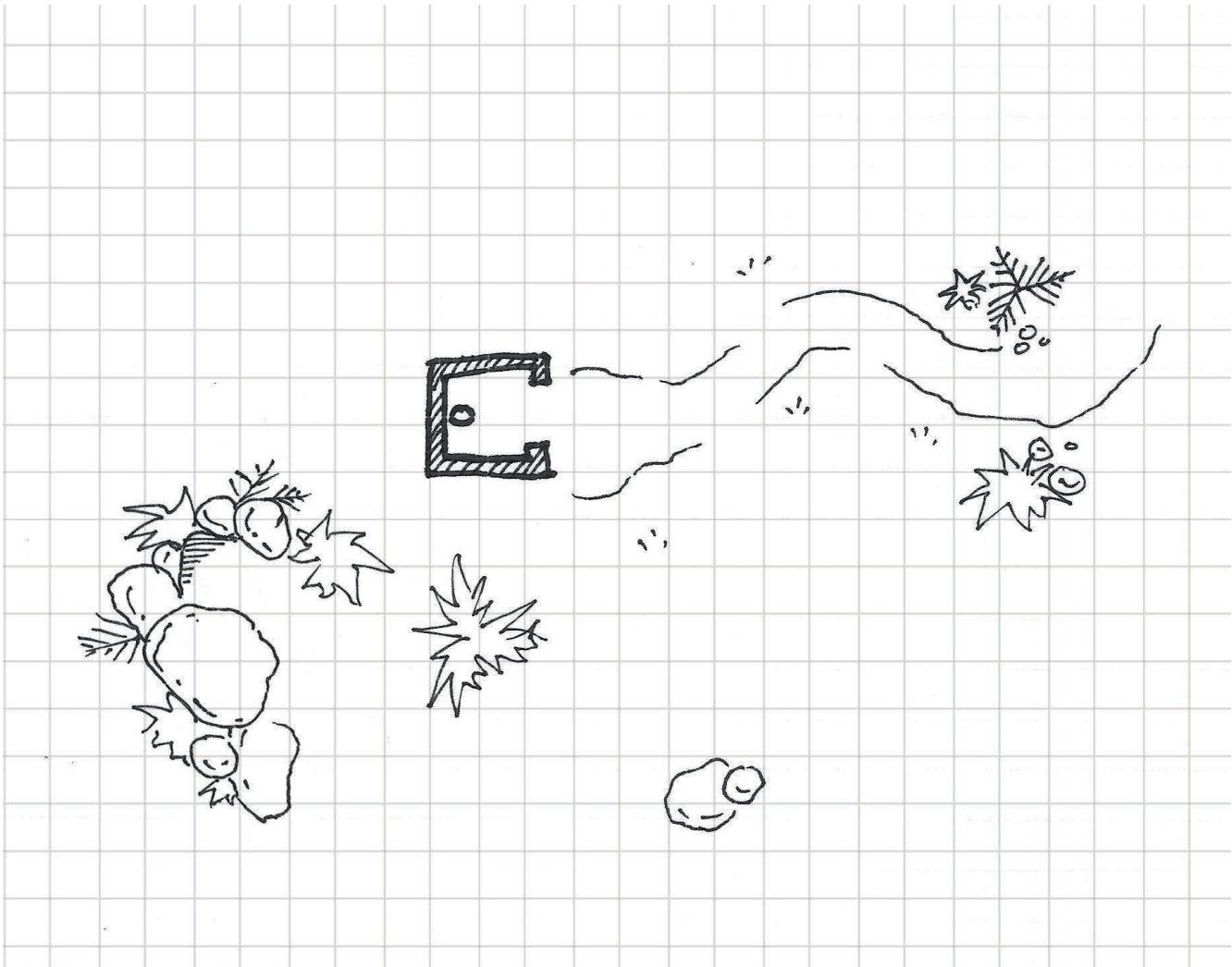
DAGGER PALADIN (FEATHERGALE KNIGHT)

- Change alignment from *lawful evil* to *neutral*.
- Replace the following cantrips:
sacred flame for *ray of frost*
thaumaturgy for *gust*
- Replace the 1st level spells with the following:
cure wounds, *guiding bolt*
- Replace the **Spear** action with the following:
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

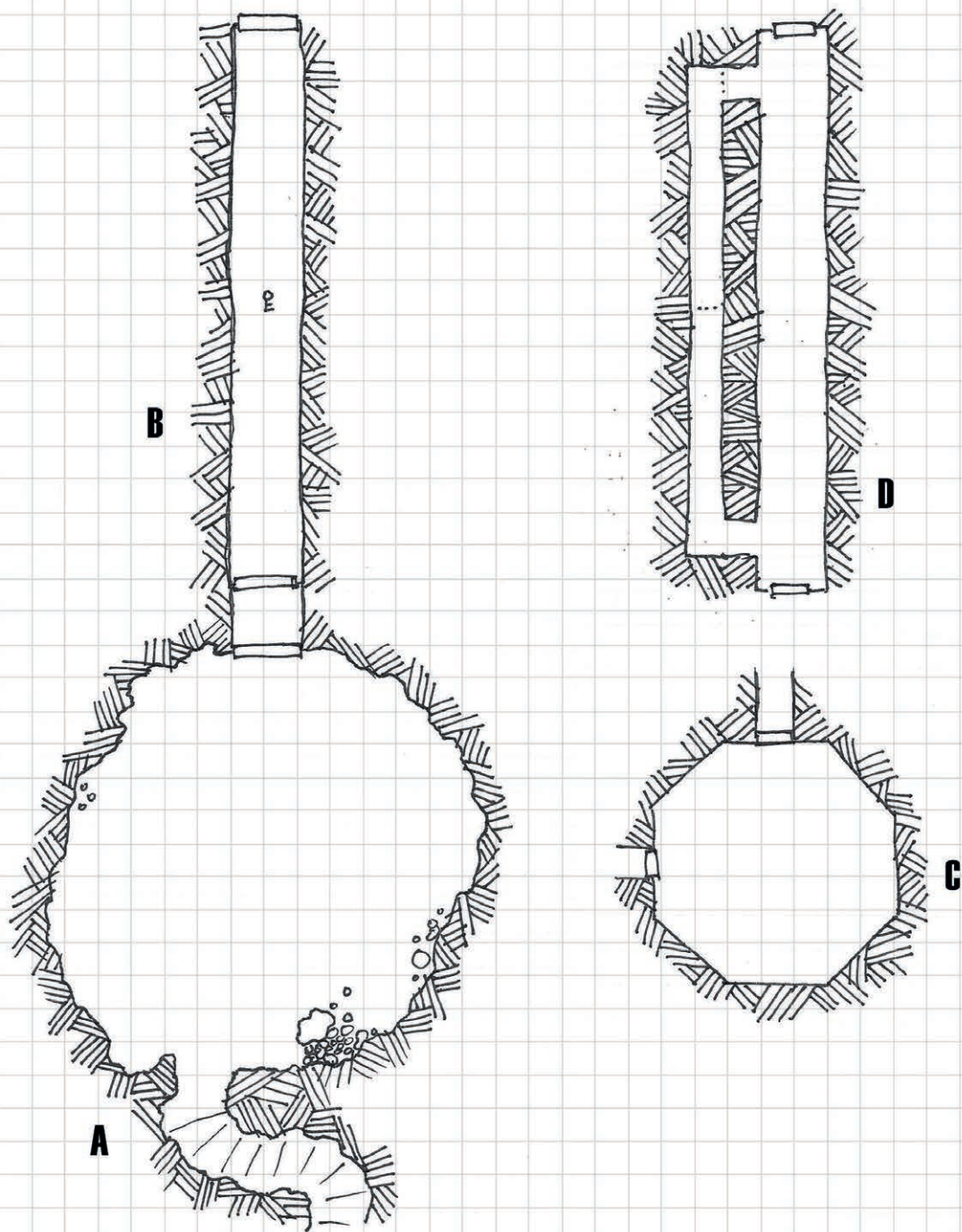
APPENDIX. IMIX HEARTH MAP



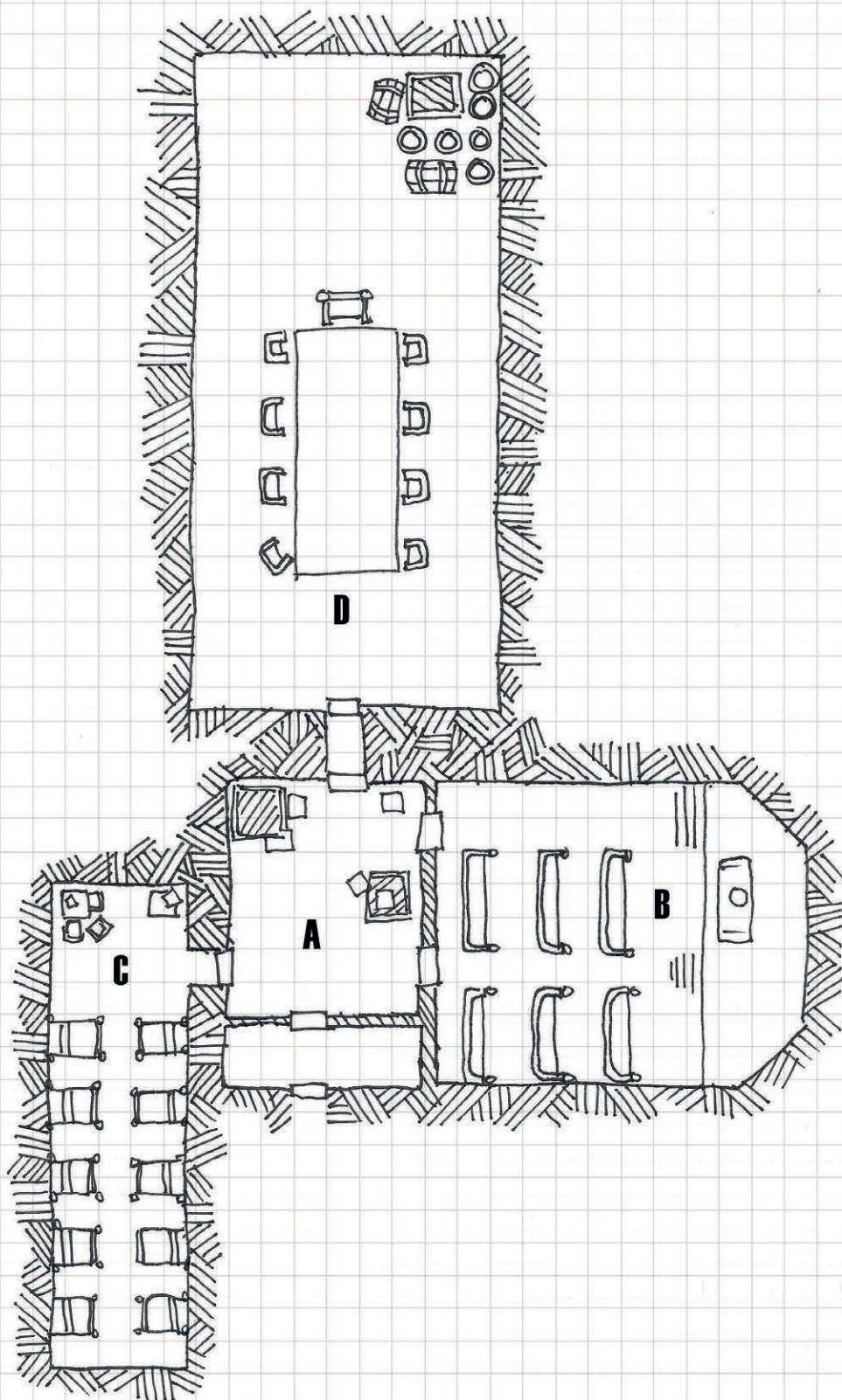
APPENDIX. SHRINE MAP



APPENDIX. THE GAUNTLET MAP



APPENDIX. DAGGERHOME MAP



PLAYER HANDOUT 1. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

Known to the Daggers. A member of the Daggers has seen your face and lived to report it to the rest of his band. They will be on the lookout for you in the future.

PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or be perceived through magical scrying sensors.

This small medallion depicts a stylized eclipse: a smooth black onyx surrounded by bronze sun rays.

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