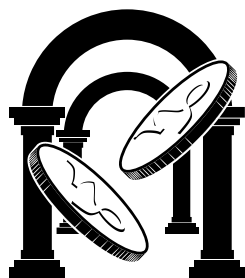


HULBURG REBUILDING

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Adventure Designer

Adventure Code: HULB 1-1



Since the rebirth of Hulburg, the strong have preyed upon the weak, with only limited protection offered by the law. Recently, any resemblance of law and order has been threatened, and even the town's greedy callous ruler cannot ignore the threat anymore. A war is brewing. Can you stop it before it is too late? A D&D Adventurers League adventure set in Hulburg
A four-hour adventure for 5th-10th level characters

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INTRODUCTION

Welcome to Hulburg Rebuilding, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

Hulburg will be a better place if the common folk know respected and capable adventurers have taken an interest in its well-being.

—Lord Eorl Hulmaster

*This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th-level characters**. Characters outside this level range cannot participate in this adventure.*

The adventure is set in the Moonsea region of the Forgotten Realms, in the town of Hulburg.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure’s level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the D&D Adventurers League Player’s Guide for reference.

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

Adjusting the Adventure

Throughout this adventure, you may see sidebars to help make adjustments for smaller/larger groups, and characters of higher/lower levels than the optimized group. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given. For example, if you’re playing

with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you may want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 1th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You’ve now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table:

<i>DETERMINING PARTY STRENGTH</i>	
Party Composition	Party Strength
3-4 characters, APL less than	Very Weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very Strong

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime

spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Melvaunt is a large city where any acolyte can find a friendly shrine or temple.

Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Hulburg Today

Over the centuries Hulburg was plundered and razed many times, but each time industrious folk returned to rebuild atop its ruins. Remnants of its previous incarnations still exist beneath the surface of the current remains as a disjointed collection of old sewers, passageways, and even the buried foundations and basements of destroyed buildings.

While small in comparison to its former size, modern-day Hulburg is no exception to this cycle of re-birth. Today, the town consists mainly of three distinct areas: Tent City, the Harbor District, and Hulmaster Manor.

A map can be found in Appendix II.

Tent City

The bulk of the town rests atop a tall plateau on the northern banks of the Moonsea with the heights of Thar rising to the north. A steep and rocky hill blocks expansion to the east, and the stony cliffs along the Moonsea lie to the south.

Known by Hulburg's residents as Tent City, the plateau is home to a haphazard collection of large canvas tents and makeshift wooden buildings. This fledgling residential district lies near the center of the plateau, and it stands upon the ruins of a former fortress. It contains a large natural well and several older defenses constructed at the height of Hulburg's former glory. Several miles of unoccupied ruins surround the area.

Many residents of Tent City work in Lord Eorl Hulmaster's gem mine, which is located in the hills to the northeast of the town. The remaining residents survive by plying common trades to support the miners or working as dockhands in the Harbor District. Life in Tent City is rough, with most people living in poverty. These conditions breed crime and violence, but Lord Hulmaster's small force of guards and Hulburg's larger gangs manage to keep the town from falling into complete lawlessness.

Harbor District

The lifeline of Hulburg is its harbor, which lies to the south of Tent City along the northern shore of the Moonsea. A large, rocky bluff separates it from Tent City, and travel between the two districts is limited to a steep man-made trail that traverses the stony face of the slope. Laborers, called hoppers, carry loads of ore and other supplies up and down the trail, which can be treacherous in poor weather.

Warehouses and rows of docks make up the bulk of the Harbor District, but the area is also home to a tariff office, guard post, and many other smaller businesses built to service ships and their crews. The district has seen recent investments by Lord Eorl Hulmaster, making it opulent in comparison to Tent City. Consequently, few tents and temporary structures lie within its palisades. A handful of successful merchants, traders, and ship captains live here, but even these individuals live a modest lifestyle in comparison to other towns and cities in the Moonsea region.

Hulmaster Manor

Lord Eorl Hulmaster's manor lies a short thirty-minute walk to the northwest of Tent City on the outskirts of the ruins of old Hulburg. The current lord and his trusted retainers live in a small wooden fortress that backs up to a tall bluff. Residents of Hulburg jokingly (and never in the presence of the lord or his retainers) refer to the structure as the Hedge Lord's Manor.

Adventure Background

In spite of its lawless reputation, Hulburg maintains a delicate balance that keeps it from descending into complete chaos. This precarious system is held in place by the presence of two major criminal factions: the Ships Guild and the Scarlet Fangs. These sizeable organizations respectively control Hulburg's Harbor District and Tent City. Many other small gangs exist, but none comes close to the same reach or power as the Scarlet Fangs and the Ships Guild. The gangs have coexisted in a state of dysfunctional harmony for several years, with each feeding off a different piece of Hulburg—until recently.

Tent City is home to nearly all of Hulburg's miners and other working-class residents. Unfortunately, it rests directly atop the ruins of old Hulburg. Roughly ten days ago, Harun Flatsteel, the leader of a smaller gang of miners known as Clan Stoneringer, discovered an entrance to some of the ruins beneath the surface. To make some quick coin and feed his gambling addiction, Harun and his gnome companion, Bettle, mounted a small expedition into the buried ruins.

In the eerie and disconcerting underground passages, Harun found little except an impending sense of unease. He was about to abandon his search when he stumbled upon a sealed doorway covered in strange script and symbols. It did not take the experienced dwarven miner and his helper long to break through the doorway, where they discovered an ancient crypt.

Inside, Harun found two stone cairns. Giving little thought to the dead, he disassembled the cairns and retrieved the valuables entombed with the skeletons. Before he could leave with the treasure, two ghosts appeared and attacked. In spite of his battle prowess, Harun could not prevent the ghosts from possessing him or his gnome companion.

In life, the ghosts, Sythus and Darnik Handwyn, were twin brothers. They were also Zhentarim members and priests of Bane known for their fervent dedication to the Black Lord. They fell in battle in 1347 when a horde of orcs in alliance with the forces of Zhentil Keep destroyed Hulburg. Knowing their thirst for violence would not grant them peace in death, their fellow Banite priests entombed their corpses in a small room and sealed it by performing a ritual that would keep their spirits at rest. When Harun destroyed the doorway sealing the tomb, the sanctity of their resting place was shattered, and the brothers returned to the realm of the living as ghosts.

Since that time, Sythus and Darnik have taken turns possessing, restraining, and torturing Harun and Bettle to learn all they can of Hulburg's history and current situation. The brothers believe they hear the voice of Bane commanding them to make war on the residents of Hulburg. As ghosts, their grasp of reality is tenuous at best, and whether

they are correct or not is questionable.

Regardless of the source, the ghosts have been all too happy to oblige their violent appetites. After learning of Hulburg's power structure, they opted to destroy the city from within, starting with its gangs.

Sythus and Darnik began by killing members of the Ships Guild and the Scarlet Fangs to build tension and fuel hatred. To their surprise, the gangs were slower to accuse and act than the brothers expected.

To hasten their scheme, two nights ago they left the bodies of Harun and Bettle chained in the underground crypt and possessed two other members of Clan Stoneringer. Their plan was to start a bloody conflict at a popular drinking tent called the Stumbling Goat, thus plunging the gangs into all-out war.

Their scheme somewhat failed when the Clan Stoneringer dwarf Sythus had possessed was inadvertently slain during the fight, revealing his ghostly form. Rather than let their true nature be exposed, the ghosts opted to kill everyone in the tent and continue their machinations in a different manner.

In addition to terrorizing Hulburg, the brothers have (under the guise of Harun Flatsteel) been using several loyal and unquestioning members of Clan Stoneringer to clear rubble and debris from key locations beneath the ruins of Hulburg. They believe Bane wants them to discover something of great importance, but they do not know specifically what.

Possession as a Plot Device

The ghosts of Sythus and Darnik Handwyn serve as the catalyst for events in *HULB1-1 Hulburg Rebuilding*. The ghosts spread their chaos by possessing Hulburg's residents and using them to commit acts of deceit and violence, often disposing of them afterward.

While it is possible many of these possession attempts would fail from a gameplay perspective, the narrative assumes most residents of Hulburg simply do not have the resilience to resist the ghosts. They are not adventuring material.

Adventure Overview

HULB 1-1 Hulburg Rebuilding consists of three major parts.

Part 1: The Hedge Lord. Lord Erol Hulmaster invites the characters to his manor to ask for their assistance. Violence has broken out between several of the gangs in Hulburg, and with limited resources, he needs a neutral party to locate and remedy the source of the conflict.

Part 2: The Gangs of Hulburg. The characters investigate each of Hulburg's gangs to find the under-lying cause of the gang war. As they do, the fighting escalates around them. Part 2 ends with the characters learning that something is afoot in the ruins under Hulburg.

Part 3: The Ruins of Hulburg. The characters enter the ruins beneath Hulburg and make their way to the tomb of Sythus and Darnik Handwyn, where they have the opportunity to deal with the ghosts once and for all.

Adventure Hooks

The characters may already have their own reasons for being in Hulburg, but if not, the following adventure hooks are available to draw them into the story.

Summoned. Lord Erol Hulmaster's advisors inform him that capable adventurers are in the area, and he sends an envoy asking the characters to his manor to discuss the gang war.

Justice. The characters knew one of the individuals killed in the earlier gang fighting. They have come to Hulburg to see justice served.

Travel. The characters are traveling via ship from one location in the Moonsea region to another, and their boat has docked in Hulburg's harbor for several days to unload and undergo minor repairs. While exploring the town, they learn of the gang war and offer their services to Lord Hulmaster.

Faction Assignment: Zhentarim. The Scarlet Fangs have drawn the attention of the Zhentarim, who would like to incorporate the gang into their organization. Members of the Zhentarim arrive in Hulburg to gain the trust of the gang's leader, Gnarl Nosebiter, thus paving the way for a formal meeting in the future.

Faction Assignment: Harpers, Lord's Alliance and Order of the Gauntlet. Hulburg is a recent attempt to establish civilization on the northern shores of the Moonsea. As such its continued existence of interest to these three factions. They are also aware of recent trouble within that threatens it.

Keeping Time

HULB1-1 Hulburg Rebuilding is designed to play in a standard 4-hour convention timeslot. If you need to reduce the time required to play the adventure, consider eliminating encounters *Retribution* from Part 2 and *Crawlers in the Dark* in Part 3. Doing so shortens the adventure without upsetting the story.

Similarly, if things go faster than planned, you can add *Crawlers in the Dark* regardless of the results of the checks, but keep in mind that this can be a serious drain on the party's resources.



PART 1. THE HEDGE LORD

Expected Duration: 20 minutes

Either of their own volition or with an invitation from Lord Hulmaster, the characters arrive at Hulmaster Manor. If the characters arrive on their own, simply stating that they wish to discuss the gang war is enough for the manor's guards to grant them an audience with the lord, who is eager to see the situation swiftly resolved.

Although the hour is early, the thirty-minute walk from Hul-burg's Tent City to Hulmaster Manor has left you covered in a thin sheen of sweat. The weather for the past several weeks has been unseasonably warm, causing tempers to flair, and the town is abuzz with talk of gang violence. As evidence, two nights ago a particularly brutal fight left six gang members and two innocents dead. In response, Lord Eorl Hulmaster has posted a summons for capable adventures, and you have answered.

Upon arriving at the small well-defended wooden manor house and announcing your intentions, Lord Hulmaster's guards escort you and your companions to a waiting room. To your surprise, only minutes pass before a butler leads you to Lord Hulmaster's meeting chamber.

Roleplaying Lord Eorl Hulmaster

At thirty-five years of age, Lord Hulmaster focuses on the accumulation of wealth. He owns the gem mine, most of the warehouses in the Harbor District, and nearly all the legitimate businesses in Tent City. He has a wife and several young children, but they remain in Hulmaster until he can bring Hulburg to heel.

Lord Hulmaster has bold plans for Hulburg but currently lacks the coin to see those plans fully realized. While not an evil man, his drive makes him a bit insensitive toward the working conditions of the miners and the living conditions in Tent City. He has

recently invested in the Harbor District, but only because he expects a greater return on his investment.

He considers himself better than the characters except for other nobles, and while blunt, he does not act in a rude or condescending manner. He realizes the sooner the gang war is resolved, the sooner his profits return to normal.

Lord Eorl Hulmaster

After formal introductions, Lord Hulmaster bids the characters to sit at a long wooden table set with cups and several pitchers of water.

Lord Hulmaster desires a swift resolution to the gang war. He does not tarry or beat around the bush. Instead, he prefers to cut straight to what he knows and where he thinks the characters should start their investigation.

In spite of his thriftiness, Lord Hulmaster does not expect the characters to take on the task for free. He offers them 500 gp if they can find the source of the conflict and see it resolved. He considers the payment more than fair and does not negotiate or provide any of the amount in advance.

If the characters accept his terms, Lord Hulmaster relays the important information below.

- Lord Hulmaster's resources are limited. He generally relies on Hulburg's gangs to maintain at least a semblance of law and order in the frontier town. With the gangs fighting among themselves, he needs help from a neutral party to find the underlying cause of the issue.
- The skirmishes started recently and escalated quickly. It began almost a ten-day prior with the isolated stabbings of several Ships Guild and Scarlet Fang gang members. Each was found dead behind tents or in alleys.

- Two nights ago, a fight in Tent City resulted in eight people dead. Of the dead gang members, three were Scarlet Fangs, two were Clan Stonering laborers, and one was a Ships Guild member. A bar-keep and a barmaid also died in the fight.

- The fight happened at a drinking tent in Tent City called the Stumbling Goat. The tent is dismantled. The bodies of the deceased are at one of Hulburg's older cemeteries a short distance from the manor.

- Only the Scarlet Fangs, Ships Guild, and Clan Stonering gangs have been involved in the fighting so far.

- He provides the basic information on each of the involved gangs, including the names of each of the leaders (see the Hulburg's Gangs sidebar).

- He is contemplating the appointment of a sheriff to help deal with similar problems in the future, since his captain of the guard simply does not have the time. He asks the characters to keep their eyes open for a possible candidate.

Lord Hulmaster provides the characters with directions to the cemetery. He suggests they visit it to see if they can learn anything of significance by examining the corpses. The cemetery is a fifteen-minute walk from the manor on the way to Tent City. He also suggests the characters speak with each leader of the gangs involved in the fighting.

Finally, he provides the characters with a formal writ stating they are acting on his behalf.

Hulburg's Gangs

The gangs below are featured prominently in HULB 1-1 Hulburg Rebuilding, but many others exist in the rough frontier town. Except for the Scarlet Fangs and Ships Guild, most are groups of small-time thugs or simply residents who have joined together for common protection.

Clan Stonering. Less a gang than a small group of miners, Clan Stonering is what the black-bearded mountain dwarf, Harun Flatsteel, calls his crew of workers. Harun's crew consists of dwarves, gnomes, and a smattering of humans he considers tough

enough to do "real work."

Like most dwarves, Harun is fond of his ale. When not working in the mine, he spends most of his time at a gambling tent called the Sleeveless Charlatan. Aside from pocketing the occasional uncut gem to sell at the harbor's black market, the members of Clan Stonering are simply rough and tumble laborers who like to work and play hard.

Scarlet Fangs. The Scarlet Fangs are your run-of-the-mill thieves' guild. They have their hand in most of the gambling, drinking, and prostitution that happens in Tent City. Their leader is a 7-foot-tall half-orc by the name of Gnarl Nosebiter. While Gnarl has a propensity for solving conflicts with violence, he is as fair and honorable as a thief can be in his business dealings.

In exchange for a cut of the profits, he and his crew quell fights, deal with cheaters, and see that none of Tent City's "working women" are treated badly. Gnarl runs his operation from the top floor of the only two-story building in Tent City, a raucous tavern named the Suckling Pup.

Ships Guild. Rumored to be an offshoot of Luskan's Ship Kurth, the Ships Guild surprisingly has the best interests of Hulburg at heart. The guild is prospering as the town grows and attracts new settlers, and it hopes to maintain a steady stream of profits from that growth.

Its illicit activities consist mainly of inflating tariffs, skimming cargo from incoming ships, and buying and selling black market items from a hidden shop within the harbor district. Mara Be-try, a levelheaded human in her mid-forties, heads the guild. She oversees activities in the harbor from a large stone warehouse near the water.

Hulburg's Cemetery

Hulburg's cemetery lies midway between Tent City and Hulmaster Manor on the outskirts of the former city's ruins. If the characters stop to investigate the bodies of those killed in the most recent gang fight, they find Jarus Grainger digging graves for the de-ceased.

The elderly priest of Tyr has called Hulburg home for less than a year. He does his best to tend to the health of the residents of Tent City and holds small services to spread the word of the god of justice.

Roleplaying Jarus Grainger

A native of the Dalelands, Jarus found his faith in Tyr late in life, after losing his wife to a long bout of wasting sickness. He is an honest man with a good heart, but in his fifty-eight years of living, he has developed a stubborn streak and a penchant for speaking bluntly. In spite of his flaws, the residents of Hulburg respect him.

Jarus came to Hulburg because he knew the town needed individuals who cared more for people than profit. Even though his is simply a low-ranking servant of Tyr, he firmly believes in the god's edicts. More than anything, he wants to see the gang war stopped and justice served to those responsible.

Weeds and trees cover a large part of Hulburg's cemetery, but several hundred feet from its entrance is a neatly tended area free of overgrowth. A gray-haired man digs a grave near the middle of the space, pausing occasionally to stretch his back. He wears a sweat-soaked tunic that bears an embroidered symbol of a balanced scale resting atop a hammer. Two corpses wrapped in sheets lie near the base of the new grave, with six other freshly filled graves nearby.

Any character recognizes the tunic's markings as the symbol of Tyr, the god of justice. The corpses are those of the individuals killed in the fight at the Stumbling Goat drinking tent. If the characters attempt to examine the bodies, Jarus stops them and asks them what they want with the dead. As long as they show Lord Hulmaster's writ, he is

cooperative and even relieved to know someone is taking the situation seriously.

Of the eight individuals killed in the fight, only two corpses remain unburied, one is a male dwarf and the other a burly human. A successful DC 10 Intelli-gence (Investigation) or DC 10 Wisdom (Medicine) check reveals both seem to have died from a single stab wound directly to the heart.

Jarus collected the dead after the incident occurred and helped move them to the cemetery for burial. If asked about the wounds on the two corpses, he re-calls they were found a short distance from the drinking tent. They were both near a ruined wall and each had a knife protruding from their chests.

Jarus assumes one of the two tried to flee, the other gave chase, and they killed each other fighting, but he admits the scenario seems odd. He also informs the characters the other corpses contained numerous significant stabs and cuts typical of a swordfight.

In reality, the unburied corpses are two of those possessed by the ghosts Sythus and Darnik. After kill-ing everyone in the Stumbling Goat, the phantom brothers made their way to the nearby ruined wall. There they murdered the individuals they possessed by plunging daggers into their hearts. They then fled the scene.

Clever characters may attempt to learn what hap-pened during the fight by casting speak with dead on one of the remaining corpses. If this happens, re-member to keep the corpse's answers brief and cryp-tic. It is fine for the characters to learn something other than a simple gang fight occurred, but they do not need to discover the specifics.

The human corpse was a Scarlet Fang gang mem-ber and the dwarf a member of Clan Stoneringer. Both individuals were possessed but did not see Sythus or Darnik's spectral forms approach. Both know something was controlling them and that their actions before, during, and after the fight were not their own. The dwarf is aware of his gang digging around in the ruins, but the spell is not precise enough for him to guide the characters to the en-trance. He does not know about the tomb, nor does he think his leader is acting strangely.



PART 2.

THE GANGS OF HULBURG

In Part 2 the characters investigate each of Hulburg's gangs. As they do, the fighting escalates around them. Each of the main three encounters contain a linked secondary encounter that occurs immediately before or after the primary encounter. The primary encounters can be played in any order. **The Suckling Pup** deals with the Scarlet Fangs. **The Ship Guild** obviously deals with the Ship Guild. **The Sleeveless Charlatan** deals with Clan Stoneringer.

When the characters have exhausted all possible leads and witnessed firsthand the violence gripping Hulburg, the **A Watchful Eye** encounter directs them to the ruins beneath Tent City, although they might not need the push depending on how much information they gleaned in earlier encounters.

The Suckling Pup

Expected Duration: 20 minutes

Gnarl Nosebiter runs the Scarlet Fangs from the second story of a wooden tavern in Tent City called the Suckling Pup. The tavern serves a steady stream of customers from early morning until well after midnight, with miners stopping by to quench their thirsts both before and after their shifts.

A wooden sign painted with the image of a puppy curled atop a barrel of ale hangs from the second-floor balcony of a tall timber building. The sounds of laughter and the smell of pipe smoke spill from an open door on the ground level into the hot, dry, and dusty street.

Roleplaying Gnarl Nosebiter

With ample muscles and a clean-shaven head, the 7-foot-tall half-orc leader of the Scarlet Fangs makes an intimidating figure. He keeps his gang of thugs and thieves in line using fear and violence, but only when necessary. In spite of his appearance, he is intelligent and calculating.

If asked about becoming a sheriff, he thinks it is a joke at first. Still, he is intrigued.

Gnarl has little patience for those not involved in his daily business, but if the characters display the writ they received from Lord Hulmaster, his guards begrudgingly escort them upstairs to meet with their leader.

Gnarl's office is surprisingly clean and organized. Stacks of papers rest neatly on several tables lining the walls. In the middle of the space, the large half-orc sits behind a sizeable desk. Several small piles of copper, silver, and gold coins rest on its surface. Gnarl eyes the coins and looks irritably at a lanky teenage boy with red hair standing before the desk. "You aren't pulling your weight, boy. I've no use for dullards in the Fangs. If you can't make your marks, you are of no use to me. You have a ten-day to make up your shortcomings or things are going to get considerably worse for you. Now get out of my sight!"

When the boy turns to leave, you see a fresh bruise on his left cheek. He hangs his head and scurries past you toward the steps at a brisk pace.

The half-orc looks to you, sweat beading on his clean-shaven head. Visibly annoyed, he says, "You're here at Lord Hulmaster's sufferance, so let's make this quick. It's too damn hot to dance around the issue at hand."

If questioned about the gang war, Gnarl retells what the characters already learned from Lord Hulmaster. He honestly does not know what happened to cause the fight that killed eight people two nights earlier. He also does not know what started the greater conflict, but given the current situation, he is not surprised the incident occurred. He is not happy about the deaths of his fellow members and vows retribution. He suggests the characters stay out of his way and mind their own business.

A successful DC 10 Wisdom (Insight) check reveals that, in spite of his gruff mannerisms, Gnarl is holding something back. If the characters notice this and inquire, the half-orc orders his guards to leave so that he can speak with the characters openly. When they have departed, Gnarl admits his concern over the situation. He does not believe the Ships Guild would make a play for his business, and he does not consider Clan Stoneringer a serious threat. Losing members is bad for his operation, but given the recent events, he has no choice but to respond with violence if he is to maintain his reputation. He truly hopes the characters find a resolution soon. His members are already on edge, and it is just a matter of time until the situation goes from bad to worse.

As the character wrap up their discussion with Gnarl, proceed to **A Fire Inside** below.

Desperate Boy

The boy in front of Gnarl calls himself 'Billy' for the moment, although it is not his real name. He lacks the age and physique to become a miner, but he desperately wants to become a man and earn his own coin. He wants to join the gang since it offers both family and protection, and he is well aware that accepting favors from outsiders is not going to help. Besides, the adventurers are only going to stick around for a short time. As such, he does not go into an extensive discussion with the characters (and Gnarl is certainly not going to wait).

The boy has a more important role in HULB 1-2 Hulburg Burning, so be sure to make his presence memorable without overdoing it.

A Fire Inside

As the characters finish their meeting with Gnarl, screams break out in the tavern below. By the time they make it to the ground floor, the entire bar is on fire, and they discover both exits barred from the outside.

When you reach the first floor of the tavern, you find its bar ablaze. Screaming and coughing patrons run about searching frantically for an exit. Several men struggle to open the wooden door at the front of the building.

Behind you, you hear Gnarl barking orders to his men to help him retrieve the valuables from upstairs. He turns to you and yells, "Get these people out of here!" before bounding back up the steps.

Two doors provide exit from the tavern: one in its front and one in its back. Unfortunately, both are chained shut from the outside, and the fire is already too large to be extinguished by ordinary means. Well-prepared characters can douse the fire using magic, provided the spell cast is capable of extinguishing flames in an area equal to or greater than a 20-foot cube.

To escape, the characters can force either door open with a successful DC 20 Strength check. As an alternative, they can throw a chair through one of the tavern's two large front windows. There are also several smaller windows on the second floor, but escaping through them and dropping 10 feet to the ground would be difficult for the tavern's patrons.

Splitting the Party

If characters remain downstairs while others go up to meet with Gnarl, there is a chance they catch the dockworkers in the act of arson. Sythus and Darnik move quickly upon entering the tavern. They target the bar with their flasks of oil, breaking the flammable bottles of spirits and setting it ablaze before the characters can react.

While the characters cannot stop the possessed dockworkers from lighting the bar on fire, there is a chance their presence and quick action is enough to cause the ghosts to abandon their plan to slaughter the patrons. Allow each character remaining on the first floor to make a DC 15 Dexterity or DC 15 Wisdom (Perception) check. If half or more of the characters succeed, the ghosts flee the tavern without chaining the doors shut, and all of the patrons escape without harm.

The two dockworkers are commoners, and as such can potentially be stopped before they leave the tavern or kill themselves. If so, do not worry. See the *Speak with Dead* information below for what they know. Characters with a passive Perception of 20 or higher observing the two just after capture note some magical energy leaving the captured dockworkers, but it is too quick for any details. Keep in mind that the ghosts are intelligent, and they prefer to leave when no ranger or cleric type of character is observing.

To maintain a sense of urgency, only give the players about a minute to decide what actions to take. If the characters manage to force open one of the doors in three rounds or less, they (and all the patrons) escape without harm. If they break a window, they escape as well. However, the extra time and care required to climb through the jagged frame causes part of the tavern's ceiling to collapse. The collapse traps the establishment's bartender, an elderly man called Pour Pete.

A character can attempt to rescue Pete by lifting the beam trapping him with DC 12 Strength (Athletics) check. A success allows Pete to wriggle free and escape. A failure causes the character lifting the beam to suffer 2d6 fire damage. Two characters can attempt to lift the beam by working together. This grants the primary character advantage, but if the check fails, both characters suffer 2d6 fire damage. On the third failure, another portion of the ceiling collapses, burying the bartender in flaming rubble, and he perishes.

After the Fire

After the characters, Gnarl, and his men escape, the Suckling Pup burns to the ground in a matter of minutes. If questioned about the fire's origin, the surviving patrons report that two men in dockworker clothing came in and hurled flasks of flaming oil at the bar. They then yelled, "Death to the Scarlet Fangs!" and each ran out a separate entrance.

The dockworkers were the possessed pawns of Sythus and Darnik, and after chaining the tavern doors shut, the ghosts fled to a nearby tent. Inside, they murdered the individuals they possessed by

driving daggers into their hearts. Once free from the dockworkers' bodies, the ghosts easily escaped in ethereal form.

If the characters search for the criminals, they discover their corpses in a nearby tent with daggers protruding from their chests. If they noted the different wounds on the two corpses at the cemetery, they immediately recognize the same wounds on the bodies.

As before, clever characters may attempt to learn what happened by casting *Speak with Dead* on one of the corpses. If this happens, remember to keep the corpse's answers brief and cryptic. It is fine for the characters to learn the dockworkers were compelled to act against their will, but they do not need to discover the exact nature of the compulsion.

Both individuals were Ships Guild members, named Treemus and Ellisa. Sythus and Darnik were careful to possess them so as not to be seen. Both know something was controlling them and that their actions were not their own. Neither knows exactly what forced them to act. They neither saw nor heard anybody casting a spell.

Faction Assignment: Zhentarim

Gnarl Nosebiter is fond of his bartender, Pour Pete. If the elderly man survives the fire, the half-orc is grateful. Since the Zhentarim helped rescue his old friend, he agrees to a formal meeting with them at a later date.

If Pour Pete perishes in the fire, Gnarl refuses to meet with the Zhentarim, and the faction assignment fails.

The Ships Guild

Expected Duration: 40 minutes

To reach the Ships Guild, the characters must travel down the rocky cliff that separates Tent City from the Harbor District. Doing so is a fifteen-minute walk, but the return trip requires almost twice as much time due to the steep incline of the trail.

While not cool, the breeze from the Moonsea rustles through the Harbor District, providing a brief respite from the oppressive heat. Warehouses, docks, and the tall masts of ships dominate the waterfront. A smattering of smaller businesses and alehouses fills in the gaps.

After several minutes of wandering, you finally locate the large stone warehouse near the water that belongs to the Ships Guild.

The Ships Guild employs an impressive array of informants, so the characters' arrival is not a surprise. Tiers of scaffolding stocked with crates and barrels form a labyrinth inside the warehouse. Upon entering, four solid dockworkers guide the characters to an enclosed mezzanine in the center of the large building. From inside, Mara Betry oversees the day-to-day activities of the Ships Guild.

Roleplaying Mara Betry

Wisps of gray streak Mara Betry's coal-black hair. She is attractive for her forty-four years of age and not afraid to use her charm to get what she wants. Mara treats the members of the Ships Guild with decency and respect, and they are fiercely loyal to her in return.

The Ships Guild leader has a reputation for being sensible and fair. She captained a cargo vessel for many years. Consequently, she knows how to handle people and how to solve disputes without bloodshed.

If asked about becoming a sheriff, she immediately takes the suggestion seriously. She is genuinely concerned about the fate of her people, and being a sheriff is going to help. Of course, she is realistic enough to realize her appointment would not go over well with other gangs.

Mara is genuinely concerned about the gang fighting and not simply because she recently lost several dockworkers. She explains that the gangs have always respected each other's territories. She has no interest in mining, gambling, or prostitution and only wants to see things return to normal.

If asked about the other gangs or their leaders, she mentions that Harun Flatsteel had been selling more "extra" gems from the mine than usual. Ten days ago, he stopped bringing gems to the black market altogether, but she does not see how the change could be related to the violence.

Retribution

As the characters make their way to or from the harbor, they encounter a band of five Scarlet Fang **veterans** taking vengeance on four Ships Guild **thugs**, for each thug that escapes alive or is disabled by the characters they gain xp as if they defeated the thugs. The Ships Guild thugs are easily outmatched, making the fight more of a slaughter.

The characters can choose to ignore the fight or try to save the Ships Guild members by getting involved.

As you navigate the streets near the harbor, you hear the unmistakable ringing of metal on metal. When you round the corner, you see fighting at the end of an alleyway.

The Scarlet Fang veterans have the Ships Guild thugs trapped at the end of the alley where they are slowly cutting them to pieces. One of the Fangs keeps guard on the roof, far enough away from the rest to prevent area spells hitting both.

If the characters ignore the fight or watch from a distance, it only takes the Scarlet Fangs moments to cut them down. Once finished, they loot the bodies and move on in search of other victims.

If the characters attempt to engage the Scarlet Fangs verbally or physically, they turn on the party and attack the characters instead. However, the characters' involvement is enough of a distraction to allow the Ships Guild gang members to escape.

If the characters capture any of the Scarlet Fang members, they learn nothing of interest. The Scarlet Fangs were merely seeking vengeance for the earlier deaths of their gang's members.

The Scarlet Fangs are half-orcs and have the

following powers in addition to regular veterans and gladiator:

Senses. Darkvision 60 feet.

Relentless Endurance. When they are reduced to 0 hit points but not outright killed, they can drop to 1 hit point instead.

Savage Attack. When they score a critical hit with a melee weapon attack, they deal one extra weapon damage dice in addition to that of a critical.

Adjusting the Encounter

While potentially a hard encounter, the intent is more to let the characters know tension is rising. They can try to put an end to the fighting through social interaction though. If they do talk, give them full XP for defeating the opponents.

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

- **Very weak party:** Remove two veterans.
- **Weak party:** Remove one veteran.
- **Strong party:** Add one veteran and one gladiator.
- **Very strong party:** Add two gladiators.

General Features

The area has the following features.

Light. Daylight.

Crates. Several crates lie scattered about the alleyway. Each crate can provide half-cover.

Tactics

When the characters enter the fight, the Ships Guild thugs use their actions to disengage and flee. As long as the characters remain to fight, the Scarlet Fangs do not give chase. If it becomes clear the Fangs are overmatched, they try to flee or surrender. They are not suicidal.

Treasure

If the characters kill, chase off, or otherwise incapacitate the Scarlet Fangs, they find 250 gp in various coins and one *potion of greater healing* on the bodies.

The Sleeveless Charlatan

Expected Duration: 40 minutes

In spite of being possessed by a ghost, Harun Flatsteel still spends part of his days working in Hulburg's mine. He also spends most nights drinking and gambling at a gaming tent called the Sleeveless Charlatan.

After possessing the dwarf in the underground ruins, Sythus and Darnik chained the Clan Stonering leader in their tomb and spent time interrogating and torturing him. In doing so, they learned a great deal about Hulburg's power structure and how its gangs interact.

Since then, the ghosts have taken care to preserve Harun's basic routine. Doing so allows them to maintain control of Clan Stonering and use its members for their own nefarious plans. This means the brothers must routinely possess the dwarf and keep up appearances by appearing at the mine and the Sleeveless Charlatan.

If the characters seek an audience with Harun at the mine, their request is denied. Even though they have a writ from Lord Hulmaster, the mine is simply too large and too dangerous for them to be allowed inside. The mine's guards suggest the characters seek the dwarf at the Sleeveless Charlatan at night.

On any given night, the possessed Harun Flatsteel arrives at the gambling tent around dusk, making him easy for the characters to locate.

The flaps of the large tent before you are tied back, allowing a meager hot breeze to work its way inside. Within, sweaty patrons sit around circular tables holding hands of cards or rolling dice. Bottles of spirits line a small corner bar. Beside it rests an elevated wooden keg with a tap at its base.

A black-bearded dwarf sits alone at a table. Raising his mug, he calls to a middle-aged woman wearing too much powder on her face. "Fetch me another ale, Twilio."

You watch as the woman pulls a dark-brown ale from the keg and delivers it to the dwarf. She places it on the table and says, "It's good to see you around, Harun. I'd hate to think you were spending time with another woman's ale." She adds a sultry wink and makes her way back to the bar.

With a look of indifference, the dwarf takes a drink from the mug.

Roleplaying Harun Flatsteel

When the characters encounter Harun Flatsteel, he is possessed by Sythus Handwyn's ghost. The ghost has taken great care to preserve the middle-aged dwarf's accent and mannerisms, but his presentation is not flawless. He occasionally pauses while talking, either searching for the correct words or struggling to keep his thoughts together. Because of this, Sythus keeps his answers short and to the point.

To help with any lies he has to tell, the ghost speaks about the dwarf in the third person. He uses phrases like, "Old Harun thinks all this violence is a terrible tragedy."

If the characters ask Harun about the fight at the Stumbling Goat, the dwarf replies that his workers frequently drink there. He adds that they usually keep to themselves.

If questioned about the gang war, he states that he and his crew are a small-time operation. He chalks their involvement up to being in the wrong place at the wrong time.

If accused of stealing gems from the mine, Harun confesses to the crime. He also points out that most miners pocket a gem here and there. He admits to having a gambling addiction, but he claims he has not stolen any gems in nearly a tenday.

Sythus does his best to keep some truth in Harun's replies, hoping they hold up under scrutiny. If a character specifically questions the truth of his answers, allow them to make a DC 15 Wisdom (Insight) check. Success on the check allows the character to realize the dwarf is either lying or holding something back.

If a character presses the dwarf about it, he admits something strange is happening in Hulburg. He confesses that his crew has recently seen several Scarlet Fangs lurking around a ruined building on the outskirts of Tent City. He offers the characters directions to the site.

Harun asks that Clan Stoneringer's name be left out of whatever they find at the site. He states that he cannot afford to lose any more members to gang violence. A successful DC 15 Wisdom (Insight) check reveals he is lying. In reality, the ghost hopes to stage a trap in the ruins and eliminate the meddling characters for good.

If the characters speak with the dwarf but do not suspect he is lying or do not press him for information, Harun volunteers the tale about the Scarlet Fangs before they depart. He knows he must deal with the characters before they learn too much.

Note that Sythus can be detected with a *detect evil and good*, hinting something is wrong, but not exactly what. A paladin of course knows of the presence of an undead. Unless special precautions are taken, Sythus is aware some kind of ability is used and reacts accordingly. Casting spells without permission is at best rude and at worse assault. It is similar to drawing a weapon.

Development

If the characters start to suspect or accuse Harun of lying, Sythus does his best to deceive them with the story about the Scarlet Fangs. He then excuses himself, claiming he only stopped by for a quick drink and has other matters that need his attention.

If the characters attempt to restrain or detain the possessed dwarf, he does his best to flee. As a last resort, he pulls a dagger and stabs himself in the heart. This action kills the dwarf and reveals Sythus' true form. The ghost then enters the Ethereal Plane and sinks into the ground, escaping into the ruins beneath Tent City.

If the characters are perceptive enough to drive the ghost from Harun's body before he can flee (such as by using turn undead or *dispel evil and good*), Sythus attempts to kill the dwarf before escaping, but not at the risk of his own unlife. He does so to keep the location of his tomb a secret. Use the **commoner** statistics for Harun's physical form.

If the characters somehow manage to save Harun, the dwarf knows the location of the ghosts' tomb and tells them how to find it. If this happens, skip **It's a Trap**, and proceed directly to **A Watchful Eye** and potentially **Minions in the Dark** in Part 3 afterwards.

The rest of the adventure assumes the characters do not discover Harun's possession or the possessed dwarf escapes. If events unfold differently, adjust the remaining encounters to fit.

Awarding XP

If the characters managed to save Harun Flatsteel from the ghost in this encounter, award the same XP as if defeating the dwarves in the ambush and proceed to **A Watchful Eye**.

It's a Trap!

When the characters arrive at the ruined location given to them by Harun Flatsteel, four seasoned Clan Stoneringer **veterans** and their leader Barr Flatsteel (a cousin of Harun), **black earth priest**, are waiting for them. The group consists of the same loyal and unquestioning dwarves Sythus and Darnik have been using to excavate key locations beneath the ruins.

Even at night, the heat remains oppressive. Mosquitos and other insects swarm about, adding to the misery. A thick, humid haze quells the moonlight, making it difficult to spot potential threats amid the foundations and collapsed walls that fill the area.

The Clan Stoneringer dwarves begin combat crouching behind the crumbled walls. Since the characters are expecting possible trouble, allow each of them to make a DC 15 Wisdom (Perception) check with Advantage. Those who succeed hear the slight clink of armor just before the Clan Stoneringer dwarves attack. They are not surprised and can act during the first round of combat

Adjusting the Encounter

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

- Very weak party: Remove two veterans.
- Weak party: Remove one veteran.
- Strong party: Add two veterans.
- Very strong party: Use the stonemelder version for Barr. Replace the veteran's with gladiators.

General Features

The area has the following features.

Light. Darkness.

Walls. Portions of crumbled walls and old foundations dot the area. These three-foot-tall obstacles provide half-cover. Climbing over a wall requires a successful DC 10 Strength (Athletics) or DC 10 Dexterity (Acrobatics) check. Characters who fail the check slip and end their movement. Characters who fail the check by 5 or more fall prone and end their movement.

Stoneringers. The Stoneringers are dwarves and as such they all have darkvision 60 ft., advantage on saving throws against poison, and resistance against poison damage.

Tactics

Barr starts the fight with his area spells, potentially cast at higher level for more damage. He is not afraid of melee combat though, especially considering his *shield* spell. The Clan Stoneringer veterans concentrate on eliminating any characters they see wielding divine or arcane magic (in that order).

The Clan Stoneringer dwarves are wholly loyal to Harun, and have the typical stubbornness of dwarves. Ultimately, they are not suicidal, and if things go really badly they try to flee and/or surrender. If the characters choose to knock one or more of the dwarves unconscious and question them, see **Interrogating a Dwarf** below.

Treasure

If the characters kill or capture the Clan Stoneringer dwarves, they find 150 gp in various coins, a ruby ring worth 100 gp, and a jade statuette of a bear worth 50 gp on their bodies.

Interrogating a Dwarf

If the characters elect to spare one or more of the Clan Stoneringer dwarves, they can attempt to gain information from their captive. Doing so requires a successful DC 15 Charisma (Intimidation) check. Each Clan Stoneringer dwarf can convey the points below.

- Harun Flatsteel ordered the dwarves to ambush the characters.
- The dwarves work for Harun at the mine. He is their foreman.
- Harun found an entrance leading to the older tunnels beneath the city. (The dwarves give the characters the exact location - proceed directly to **Minions in the Dark** in Part 3.)
- Harun hasn't been himself since he found the entrance. He disappears from the mine for hours during the day and does not spend as much time gambling as before.
- The dwarves have been digging under the city at Harun's request. So far, they have only found empty passages and some strange trinkets, which they have sold for a few silvers.

The Clan Stoneringer dwarves are not inherently evil. They were only following Harun's orders. It is up to the characters to decide what to do with any dwarves they spare. Hulburg has no jail, but if necessary, Lord Hulmaster's guards can detain the captives and decide their fate.

A Watchful Eye

Expected Duration: 10 minutes

Immediately after exploring their final lead in Part 2, if Harun Flatsteel drew them into an ambush it is **after** the trap the characters are approached by Faylin Greenbaum. Since Faylin has been searching for the characters, this encounter can occur anywhere in Hulburg and at any time of the day

Roleplaying Faylin Greenbaum

In spite of her half-elven heritage, Faylin is neither slender nor graceful. While the thirty-two-year-old's dusty blond hair, blue-gray eyes, and stout build are somewhat plain, her true beauty lies on the inside.

Faylin oversees Hulburg's mine. Lord Hulmaster pays her a pittance of her actual worth, but she cares little for money. Her heart lies with the town's miners and other working-class residents. She spends her free time and money repairing tents, serving meals, and performing other tasks to improve the living conditions in Tent City.

Faylin holds no particular religious devotion. While she admires Jarus Grainger for his dedication to Tyr, she prefers to rely on her own hard work and compassion to make Hulburg a better place to live.

She was not aware Lord Hulmaster was looking for a sheriff, but she is definitely interested, and she considers herself a logical candidate.

Faylin freely shares the information below:

- Harun started behaving strangely about ten days ago after he missed a day of work. When his attendance became even spottier, she decided to question the dwarf, and Harun claimed to be feeling ill.
- When other members of Clan Stoneringer started missing shifts, the half-elf grew concerned. After the deaths at the Stumbling Goat, she decided to follow Harun to make certain his crew was not the source of the trouble.
- Last night, Faylin tracked Harun and his friend Bettel to the ruins on the outskirts of Tent City. She saw them enter a tunnel in the basement of a crumbled building. While she hid and waited for the pair to emerge, several other Clan Stoneringer dwarves arrived carrying picks and shovels. They entered as well. The dwarves departed the ruins near dawn, but Harun and Bettel did not.
- So far, Faylin has not seen Clan Stoneringer commit any crimes, but she knows something out of the ordinary is happening.
- Since Lord Eorl Hulmaster has tasked the characters with investigating the gangs, she decided to bring the information directly to them.
- Faylin can show the characters the exact location of the ruined building that holds the tunnel (**A Trail in the Dark** in Part 3).
- Faylin asks the characters to leave her name out of any official reports. She does not want the other miners to feel like she cannot be trusted.



PART 3. THE RUINS OF HULBURG

Miles of old passages and rooms lie beneath Hulburg. Most are the product of many centuries of destruction and rebuilding. These underground ruins exist in small sections. Collapsed tunnels connect some, but many remain as individual dungeons either completely isolated or only accessible from the surface. The tunnel Harun Flatsteel found in the basement of the ruined building outside Tent City leads to one of these underground areas.

Unfortunately for the residents of Hulburg, Clan Stoneringer's recent excavation efforts have opened several passages to the oldest levels of the buried city, and undead are beginning to ascend from its depths. Sythus and Darnik have brought several of these undead horrors under their control, and they now protect the ghosts' tomb.

A Trail in the Dark

Expected Duration: 10 minutes

The entrance to Hulburg's underground ruins lies twenty minutes from Tent City. When the characters arrive, they find the area and the entrance unguarded.

Stone steps lead to the basement of a ruined building. Splintered wood, rock, and other debris lie scatter about. In the corner of the underground room, a doorway leads into darkness.

To reach the ghosts' tomb, the characters need to navigate the underground ruins. To do so, they need to follow the tracks left by Harun, Bettle, and other dwarves of Clan Stoneringer. Since the Clan Stoneringer dwarves have been excavating different areas within this section of the ruins, numerous tracks exist, making the path difficult to follow.

If the characters learned the way to the tomb from Harun in **The Sleeveless Charlatan** or from a Clan Stoneringer dwarf in **It's A Trap** in Part 2, they can proceed directly to **Minions in the Dark**.

The initial trail of boot prints and moved stones makes tracking simple, but after thirty-minutes of walking, all signs of movement disappear. Relocating the trail requires a group Survival check. Each character must make an individual DC 15 Wisdom (Survival) check. If half or more of the characters succeed, they manage to locate the trail again and follow it to **Minions in the Dark** below. If half or more of the characters fail, they become temporarily lost and stumble into a room occupied by carrion crawlers (see **Crawlers in the Dark** below).

Awarding XP

If the characters pass the group survival check to rediscover the trail, award them 270 XP each. Award the same amount if they learned the way to the tomb from Harun or from a Clan Stoneringer dwarf in Part 2.

Crawlers in the Dark

Expected Duration: 30 minutes

This encounter can be skipped if the adventurers learn the exact path in Part 2, or if they made the group Survival check at the start of Part 3.

The hallway you have been following opens to a small landing before rising to an empty room that is 20 feet wide and 40 feet deep. A short flight of steps leads to a large 10-foot-square with an open doorway on the room's west wall.

Three **carrion crawlers** make their home in the large divided room. One of the carrion crawlers lurks above the room's entrance, clinging to the wall. When a character enters the room, it attacks. Characters with a passive Perception of 15 or lower are surprised by the attack and unable to act during the first round of combat.

The remaining two creatures dwell beyond the west doorway. The sound of combat draws them to the fight.

Adjusting the Encounter

The encounter should drain some resources, but it should be relatively easy.

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

- **Very weak party:** Each **carriion crawler** has **25 hit points**.
- **Weak party:** One **carriion crawler** has 25 hit points.
- **Strong party:** Increase the AC, attack rolls, damage rolls, the DC of the paralysis and saves by 1 and the hit points by 20.
- **Very strong party:** Replace the **carriion crawlers** with two **bulettes**.

General Features

The area has the following features.

Light. Darkness.

Ceilings. The ceilings in the hallways are 10 feet high. The ceilings in each room are 20 feet high.

Tactics

As mindless devourers of death and decay, the **carriion crawlers** utilize little in the way of tactics. They attempt to paralyze their prey and drag it into the western room. If successful, they kill their meal and leave it to ripen before returning to combat for more food. The **bulettes** are slightly smarter, but just as hungry.

Minions in the Dark

Expected Duration: 40 minutes

After almost an hour of navigating Hulburg's underground passages, the characters finally arrive at the entrance to the rooms that hold Sythus and Darnik's tomb.

Hulburg's underground ruins are cool and in sharp contrast with the sweltering heat on the surface.

After nearly an hour of navigating damp and the dark tunnels, you arrive at an intersection. Stairs rise to the north and south. The northern steps end at a pair of large stone doors, the southern steps in a collapse of stone and earth. Several picks and shovels rest nearby. To the east, an alcove holds piles of dirt and rock. The rubble appears to be from the collapsed hallway to the south.

The Clan Stoneringer dwarves have been excavating the southern hallway at the possessed Harun's request. The piles of rubble are the results of their efforts. In spite of their persistence, they have yet to break through the collapse in this particular area of the ruins.

Not long after returning to the material plane, the ghosts repaired both sets of stone doors in the room to the north of the intersection. The doors remain locked at all times to keep the Clan Stoneringer dwarves from discovering what lies beyond. Opening either set of doors requires a successful DC 15 Dexterity (thieves' tools) check. If necessary, a character can force the doors open with a successful DC 20 Strength check.

The ghosts have called a **flameskull** and four **ghasts** from deeper in the ruins to guard the area leading to their tomb. These undead minions attack any living creature that enters the room, providing they are not possessed by Sythus or Darnik.

Adjusting the Encounter

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

- **Very weak party:** Remove one **ghast**. Each **ghast** has 18 hit points.
- **Weak party:** Remove one **ghast**.
- **Strong party:** Add one **flameskull**. The turning defiance of the **ghast** applies to the **flameskulls** as well.
- **Very strong party:** Add a **flameskull**. Increase the **ghasts** AC, attack rolls, damage and the save DC of its claws by 2 and they have 50 hit points. The turning defiance of the **ghasts** applies to the **flameskulls** as well.

General Features

The area has the following features.

Light. Darkness.

Ceilings. The ceiling in the hallway is 10 feet high. The ceiling in the room to the north is 20 feet high.

Braziers. Old brass braziers rest in the corners of the room. The wood they contain is too damp to burn.

Statue. A 15-foot-tall stone statue of a robed human holding a triangular tray occupies the northern end of the room. Its significance has been lost to time.

The statue is large enough to block line of sight and provide full cover to those behind it. Climbing the statue requires a successful DC 15 Strength (Athletics) check.

Tactics

The ghosts swarm any character who enters the room. They fight in a pack, hoping to take down individual foes quickly.

The flameskull hovers near the middle of the room just below the 20-foot-tall ceiling. When the characters enter, it flairs to life, shedding bright light in a 15-foot radius and dim light for an additional 15 feet. It remains near the ceiling, using its spells and *fire ray* to attack from a distance. If the characters eliminate the ghosts before killing the flameskull, it casts *fireball* at the center of the room.

All the undead creatures fight until slain. If driven off by the use of turn undead, they return when the feature's duration expires and attack the characters again.

Development

Fighting in this area alerts the ghosts and wights in the next room (**Ghosts in the Dark**) to intruders, giving them time to prepare for battle. If the characters unlock and open the doors leading to the area during combat, the ghosts and wights join fight.

If the characters pause for more than five minutes after the fight, the ghosts and wights from **Ghosts in the Dark** arrive and attack.

Ghosts in the Dark

This large 35-foot-by-75-foot room once functioned as a worship hall. A small sacristy exists at its southern end. The sacristy served as Sythus and Darnik's tomb until Harun Flatsteel and his gnome companion broke through its sealed doorway, destroying the runes that kept the ghosts at rest.

The **ghosts** of Sythus and Darnik and four **wights** wait inside the main room. The fighting

in the nearby area has given them ample time to prepare for combat (see **Tactics** below).

Six thick stone columns rise thirty feet to the ceiling of the large rectangular room before you. A row of old wooden pews lies between them. A doorway occupies the southern wall. Rubble lies scattered about near it.

As you survey the space, several humanoid forms with gaunt faces emerge from the shadows and move purposefully toward you with drawn swords.

Adjusting the Encounter

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

- **Very weak party:** Replace **wights** with **ghosts**. Each **ghost** has 25 hit points.
- **Weak party:** Remove one **wight**. Each **wight** has 25 hit points.
- **Strong party:** Add two **wights**.
- **Very strong party:** Add two **wights**. Each **wight** has a +2 to AC, attack rolls, damage and the saving throw of its life drain ability and has 60 hit points. Each **ghost** has 68 hit points and a +2 to attack rolls, damage rolls and the saving throw of its possession ability."

General Features

The area has the following features.

Light. Darkness.

Ceilings. The ceiling in the main room is 30 feet high. The ceiling in the small sacristy to the south is 10 feet high.

Columns. The large support columns block line of sight and provide full cover to those hiding behind them.

Pews. The wooden pews are bolted to the floor and unmovable. They provide half-cover. Climbing over a pew requires a successful DC 10 Strength (Athletics) or DC 10 Dexterity (Acrobatics) check. Characters who fail the check slip and end their movement. Characters who fail the check by 5 or more fall prone and end their movement.

Tactics

Both ghosts start the fight hovering just below the ceiling behind the room's northeastern support columns. On his turn, Darnik moves to an advantageous location and uses his *horrifying*

visage, hoping to scare off as many enemies as possible. If he has enough movement remaining, he flies into another room, remaining near the ceiling. Sythus attempts to possess any character that looks like an easy target, such as fighters and barbarians, to then attack the group's spellcasters.

The wights attack the strongest or most heavily armored opponent. They fight as a group to take down individual characters quickly. If hit by a magical weapon, they change their focus and attempt to eliminate the character wielding it.

The ghosts and wights fight until destroyed. If driven off by the use of *turn undead*, they return when the feature's duration expires and attack the characters again.

Combating Turn Undead

Because of their *turn undead* class feature, clerics and paladins pose the greatest threat to the ghosts and their wight allies. When facing a party with multiple clerics or a cleric and a paladin, repeated *turn* attempts can easily decimate the undead's ranks.

If you encounter this situation, consider using *etherealness* to keep one or both of the ghosts on the Ethereal Plane. You can bring them back once the bulk of the party's *turn undead* attempts have been expended.

Another option is to let both ghosts attempt to possess characters who can *turn undead* as early as possible in the fight, thus eliminating the greatest threats.

Rescue in the Dark

The ghosts have chained Harun Flatsteel (assuming the characters have not caught or killed him) and his gnome companion, Bettle, to the wall of the small sacristy that once served as their tomb. A peg on the opposite wall of the tiny room holds a ring with a key that unlocks their manacles. Picking the locks on the manacles requires a successful DC 15 Dexterity (thieves' tools) check. If needed, a character can force the manacles open with a successful DC 20 Strength check.

Harun is able to answer any questions about the sequence of events that occurred over the past ten days. He is genuinely remorseful for his actions (both possessed and unpossessed) and willing to cooperate in any way possible.

Two stone cairns occupy the western portion of the room. Sythus and Darnik's skeletal remains still lie within. The cairns also hold the brothers'

holy symbols and all the items they were buried with (see **Treasure** below). The holy symbols depict a black fist squeezing green rays of light. Any character proficient in the Religion skill recognizes the symbols belong to Bane, the god of Tyranny.

If the ghosts were turned and not destroyed, their holy symbols are the key to granting them rest. Let any character proficient in the Religion skill make a DC 15 Intelligence (Religion) check. Those who succeed realize it is possible to perform a quick ritual capable of forcing the spirits back into their earthly forms.

To perform the ritual, a character must make a successful DC 15 Intelligence (Religion) check while touching one of the corpses and its holy symbol. The ritual takes three rounds to complete, and the character performing it must maintain his or her concentration for the duration.

If a character attempts the ritual during the fight with the ghosts, they immediately sense the threat and attack the character in anger.

The ritual is not capable of putting Sythus and Darnik's spirits to rest permanently, but it does grant the characters enough time to transport their bones and holy symbols to Jarus Grainger. The elderly priest can see the brothers finally find eternal rest.

Treasure

Sythus and Darnik were buried with their favored weapons: a wicked-looking mace fashioned from razor-sharp metal and skulls (*vicious weapon*) and a silvered warhammer etched with the holy symbol of Bane worth 15 gp. In addition, their cairns hold 500 gp in gems and coins.

Conclusion

While Lord Eorl Hulmaster's greed typically knows no bounds, the characters have done him a considerable service by stopping the gang war. To show his appreciation, he pays them the agreed upon 500 gp.

Assuming the characters also dealt with the gangs in a reasonable fashion they earn the reward **Gratitude of Hulburg's Gangs: Clan Stoneringer / Scarlet Fangs / Ships Guild**. Scratch the names of the gangs if they were rude, aggressive, killed their leaders or otherwise aggravated the gangs. Use your judgment, but remember that the gangs are not particularly forgiving.

He also asks the characters whether they have a good candidate for the position of sheriff in mind. He notes down their recommendation, keeping it in consideration for the future.

Rewards

Make sure 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
Barr Flatsteel (black earth priest)	700
Barr Flatsteel (stonemelder)	1,100
Bulette	1,800
Carrion Crawler	450
Carrion Crawler, advanced	700
Flameskull	1,100
Ghast	450
Ghost	1,100
Ghast, advanced	700
Ghost, advanced	1,800
Gladiator	1,800
Thug	100
Veteran	700
Veteran, advanced	1,100
Wight	700

Non-Combat Awards

Task or accomplishment	XP per Char.
Avoided Clan Stoneringer ambush	same as defeating the encounter
Avoided carrion crawler encounter	same xp if they defeated the creatures
Saving Sour Pete	500

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 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
Lord Hulmaster's payment	500
Scarlet Fang veteran coins	250
Clan Stoneringer dwarf coins	150
Clan Stoneringer dwarf ring	100
Clan Stoneringer dwarf statuette	50
Coins from tomb	500
Silvered warhammer from tomb	115

Vicious Mace

Weapon (mace), rare

A description of this item is in the *Dungeon Master's Guide*. This mace is crafted into the image of a clenched fist wearing spiked gauntlets. It functions as a holy symbol of Bane when wielded. A cleric or paladin of Bane has advantage on Charisma (Intimidation) checks against followers of Bane.

Potion of Greater Healing

Potion, uncommon

A description of this item is in the *Dungeon Master's Guide*.

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.

Gratitude of Hulburg's Gangs

Write down on the campaign log the character earned the gratitude of one or more of the following gangs of Hulburg: Clan Stoneringer / Scarlet Fangs / Ship Guild. Scratch the names of those gangs the characters aggravated. In general, the gangs keep the whole group responsible for the behavior of one, but if any connection is unclear or characters go out of their way to apologize you can add or remove gangs from individual PC's rewards.

Renown

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

Zhentarim characters earn one additional renown point for saving Pour Pete and getting Gnarl Nosebiter to agree to meet with the Zhentarim.

Downtime

Each character receives 10 downtime days at the conclusion of this adventure.

DM Rewards

You receive **875 XP, 400 gp, and 10 downtime days** for running this session.

Appendix:

NPC / Monster Statistics

Barr Flatsteel (black earth priest)

Medium humanoid (dwarf), lawful neutral

Armor Class 17 (splint)

Hit Points 45 (7d8 + 14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Intimidation +5, Religion +3, Persuasion +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

Challenge 3 (700 XP)

Dwarven Resilience. Barr has advantage on saving throws against poison.

Spellcasting. The priest is a 5th-level spell caster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells :

- **Cantrip** (at will): *acid splash, blade ward, light, mending, mold earth*
- **1st level** (4 slots): *earth tremor, expeditious retreat, shield*
- **2nd level** (3 slots): *shatter, spider climb*
- **3rd level** (2 slots): *slow*

Actions

Multiattack. The priest makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 +2) slashing damage.

Reaction

Unyielding. When the priest is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

Barr Flatsteel (stonemelder)

Medium humanoid (dwarf), lawful neutral

Armor Class 17 (splint)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	17 (+3)

Skills Intimidation +5, Perception +2

Damage Resistances poison

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 12

Languages Common, Dwarven

Challenge 4 (1,100 XP)

Death Burst. When the stonemelder dies, it turns to stone and explodes in a burst of rock shards, becoming a smoking pile of rubble. Each creature within 10 feet of the exploding stonemelder must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Dwarven Resilience. Barr has advantage on saving throws against poison.

Spellcasting. The stonemelder is a 7th-level spell caster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells :

- **Cantrip** (at will): *acid splash, blade ward, light, mending, mold earth*
- **1st level** (4 slots): *expeditious retreat, false life, shield*
- **2nd level** (3 slots): *Maximilian's earthen grasp, shatter*
- **3rd level** (3 slots): *erupting earth, meld into stone*
- **4th level** (1 slot): *stoneskin*

Actions

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) bludgeoning damage. The stonemelder can also expend a spell slot to deal extra damage, dealing 2d8 bludgeoning damage for a 1st level slot, plus an additional 1d8 for each level of the slot above 1st.

Bulette

Large monstrosity, unaligned

Armor Class 17 {natural armor}

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Carrion Crawler

Large monstrosity, unaligned

Armor Class 13 {natural armor}

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

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

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

- **Cantrip** (at will): *mage hand*
- **1st level** (3 slots): *magic missile*, *shield*
- **2nd level** (2 slots): *blur*, *flaming sphere*
- **3rd level** (1 slot): *fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring. Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Speed 30 ft.

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, It must succeed on a DC 15 Strength saving or be knocked prone.

Reactions

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

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.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

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

Speed 30 ft.

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

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

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

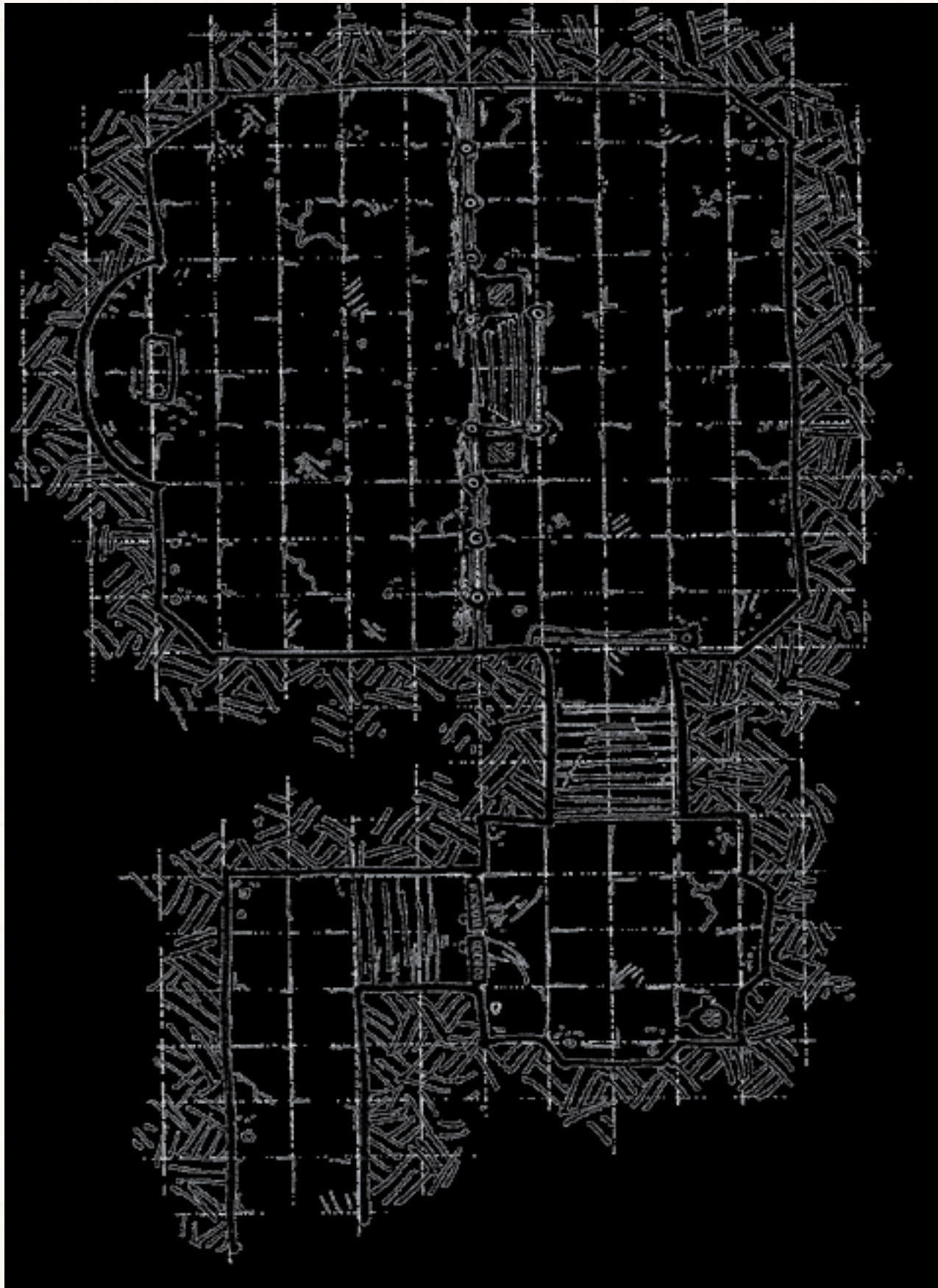
Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Appendix II: Hulburg



Map: Crawlers in the Dark



Map: The Ghosts' Tomb

