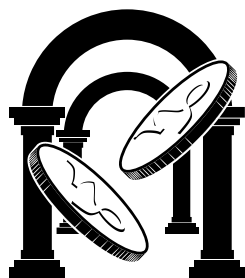


HULBURG RISING

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Adventure Designer

Adventure Code: HULB 1-3



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 Rising, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

*This adventure is designed for **three to seven 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:

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

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

During the earlier days of Hulburg, a powerful wizard named Aesperus lived in the region. Like many necromancers, he was not the nicest person, and he became a powerful leader. Eventually, an invasion of orcs and giants destroyed Hulburg, and Aesperus was knocked unconscious in the battle.

The bodies of the dead, and that of the unconscious Aesperus, were placed in a mass grave – the Vault of the Dead – and there he died. But not for long. Soon Aesperus awoke as one of the undead. Now a creature of great power, he was able to build his strength and formed a legion of undead followers beneath the earth.

His plots to grow a kingdom of undeath on the surface were thwarted over the years, and soon his existence was lost to history. Although he has lost some of his power, he still lurks beneath Hulburg, plotting and planning his return.

Aesperus might have completely faded from the world but for the discovery of an ancient relic: the Teeth of Myrkul. The unholy relic has come to Hulburg, and with its power Aesperus plans to regain his dominion of the land.

Of course, having been defeated by adventurers once, and well aware of the recently resettled town, he did not expect things to go smoothly. The events of HULB 1-1 and HULB 1-2 were his attempts to destabilize the town. If successful, all the better. If not, they offered him the opportunity to acquire the components for the ritual without drawing attention. It also allowed him to learn about the current conditions of the town and prepare accordingly.

To achieve this, he has captured thirteen townsfolk, and intends to sacrifice them to the Teeth of Myrkul this day. The only people who can stop him are the adventurers. Are they strong enough to succeed?

Series

HULB 1-3 *Hulburg Rising* is the third part of a trilogy of adventures. The first part is HULB 1-1 *Hulburg Rebuilding*. The second part is HULB 1-2 *Hulburg Burning*. The adventures have been written to be played in order. Playing this part before the others can create confusion, since the force directing the undead in the earlier parts is confronted here. Make sure your players are aware of this being a series and the fact that playing them out of order might make little sense. Nobody is stopping the players from playing them out of order: either consider the first two adventures as flashbacks or deal with the after-effects when played at a later date.

The Fate of Dr. Mingli

In HULB 1-2 *Hulburg Burning*, the characters confront the mad merchant Dr. Mingli who is selling cursed items. These items were provided by Aesperus. Check with your group before gameplay to see what happened to the merchant during their adventures. If he escaped for more than half of the players at your table, he can be found in Room 3B of Part 2. (See that encounter for more details).

Adventure Overview

HULB 1-3 *Hulburg Rising* consists of three parts. In each section, the danger from the ritual increases.

Part I: Home in Hulburg. The adventurers are in a meeting with Jarus Grainger when Aesperus begins his ritual, which they experience as a brief wave of dizziness. They must quickly prepare to descend into the depths of the ruined Temple of Lathander, where they have learned their foe awaits. They must deal with some gargoyles that Aesperus has left for them before descending.

Part II: Hope under the Temple. The adventurers descend into the temple vaults, where they have the opportunity to gain aid from the spirit of a Champion of Lathander. They must defeat or evade a great clay golem of the church, corrupted to the service of Aesperus, before descending further.

Part III: Reign of the Dead. The adventurers can enter a sealed room where treasures of Lathander await, before finding the surviving prisoners kidnapped by Aesperus's minions, and finally facing the potential lich himself.

Necrotic Waves

The adventure is on a countdown. Aesperus is conducting a ritual using a relic known as the *Teeth of Myrkul*.

Roughly every 30 minutes a wave of necrotic force rocks the town. After six hours of this, the ritual is complete, the dead rise with even more power than before, and the adventure ends with the player characters unsuccessful. Keep an eye on the time, but unless the characters start taking short rests, there should not be too many waves.

The wave of energy becomes more powerful the deeper the party are in the temple, as noted in the text of each part in a sidebar like this one.

Make sure the players are aware of these waves, even on the surface, since it impacts how they approach the adventure.

Characters with a more mercenary bent might suspect the priest has no gold to pay for their services, and they are correct. Their faction mentions that the lord of the city, Lord Eorl Hulmaster, is aware of the trouble and he is paying the usual fee.

Adventure Hooks

Played HULB 1-1 and/or HULB 1-2. Characters that played the previous adventures of the series should have a stake in learning what exactly is going on. The dead are rising with no apparent cause, and something seems to be directing them. They might even have learned of a necromancer providing cursed items to a mad merchant.

If the characters play this adventure immediately after HULB 1-2, they are in town and Father Jarus Grainger directs them to a tavern. Otherwise they returned after an urgent message from Jarus that he learned more and needs adventurers before it is too late.

First Time in Hulburg. Characters who have not yet played the first two parts are contacted by their factions. Trouble is rising in Hulburg, and nobody wants the city to be destroyed. The adventurers are asked to wait in the appointed tavern for Father Jarus Grainger of Tyr to contact them. The priest of Tyr has more details about what is going on and what needs to be done.



PART 1. HOME IN HULBURG

Aesperus has begun his final plan: infuse the *Teeth of Myrkul* with the life force of twelve sacrifices. If successfully performed, the ritual gives him the power to raise and control all of the dead in Hulburg, as well as complete his transmogrification into full lich status.

The adventure begins at noon with the party in conversation with Jarus Grainger, who is concerned about the recent disappearance of a number of villagers. At that point, the first sacrifice is made and the player characters become aware of the danger. The ritual takes six hours to complete.

It is assumed that the characters have all their normal adventuring gear. Allow them a chance to buy additional equipment before the meeting. Once the adventure starts properly, time is limited!

Encounter 1: The End Begins

The adventure starts with the characters waiting in one of the many drinkholes in Tent City. Food and drink is cheap, its quality reflected in the price.

You find yourself lunching in a hot sweltering tavern, encompassed by the smell of ale, moldy straw, and a sweaty crowd. Summer has been hot, adding fuel to the tension within Hulburg. The dead have been extremely restless in the past few days, and people worry the town is going to fall. You are here to meet Father Jarus Grainger of Tyr, since he recently acquired information needed to deal with the trouble.

Note that if the players played HULB 1-2, they likely provided information to the authorities. Jarus spent the last ten-day or so researching and questioning people to learn enough to find more information on the necromancer behind the undead attacks.

Give the players some time to introduce their characters before proceeding with the first wave of necrotic energy.

You have been waiting for a few moments when suddenly a wave of cold washes over you, leaving you woozy for a heartbeat or two. It is clear everybody present was affected. Before you can react, an extremely worried Jarus steps inside, rushing toward your group when he spots you. "It seems the problem is even more pressing than I thought..."

The remainder of this adventure is on a countdown. Aesperus has started the ritual. Every 30 minutes a wave of necrotic force rocks the town. After six hours of this, the ritual is complete. On the surface, the wave is noticeable primarily as a brief darkening of sight and a wave of dizziness, neither with any game effect.

Jarus is in a hurry and rather blunt. He learned of Aesperus and the undead's hideout at least partially from what the characters found in HULB 1-2. The rest he acquired through his own research and divination magic.

Jarus Grainger tells the following:

- The wave of dizziness is the result of some kind of powerful ritual performed somewhere in the ruins of Hulburg. The effects are weak here, but likely nastier closer to the source.
- The ritual is performed by a powerful undead wizard operating from the ruins of the Temple of Lathander, or so Jarus hopes. He knows the merchant Mingli, the lunatic selling cursed items in HULB 1-2, got his orders at that spot. The wave of dark energy originated from that direction.
- The ritual is still going on, since otherwise an army of undead would have erupted from the earth. It must be stopped before it is too late.
- A champion of the faith named Kyline Godsworn built the temple of Lathander. The temple was destroyed in the war with Zhentil Keep over a century ago. He is not sure what happened with the place during or after the

battle, although it is unlikely the Banites would have been kind to the place.

- There are crypts beneath the temple where the devout of the faith were buried.
- He has heard of six residents of Hulburg being snatched. Three were miners, two were guards, and one was a beggar. In some cases, the earth just opened and skeletons dragged them down. In other cases, the victim was snatched by a group of ghouls or zombies and dragged away – still alive – towards the temple.
- He suspects the victims will be used as sacrifices in the ritual.
- He is aghast if characters want some kind of pay for saving the town, but is sure Lord Hulmaster will reward them as is fitting for the task at hand. There is no time to consult Lord Hulmaster though. If the ritual concludes it will be too late.

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.

The gray-haired 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.

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

Characters learn the following through ability checks:

• **Intelligence (Religion or History) DC**

13: Kylina Godsworn was a holy warrior of Lathander, known for her battles against the orcs in the region. When she died, she was buried beneath the temple in Hulburg.

• **Intelligence (Religion or History) DC 18:** For a few years after Kylina's death, the temple was a place of pilgrimage for followers of Lathander. That ended when Hulburg was destroyed.

The characters may prepare as much as they like, although when it arrives the second wave of energy should make them realise they are running out of time. Feel free to describe it as slightly more potent than the last...

Jarus Grainger has two *potions of healing* and four vials of *holy water* at his residence. However, it takes him 20 minutes to retrieve them if asked. It costs 10 minutes if the characters come with him to his house and leave for the ruins from there.

Timing

It takes 20 minutes for the players to reach the ruined Temple of Lathander unless they find a way to get there faster.

Encounter 2: Ruined Temple

Walking through the overgrown rubble that used to be the city of Hulburg, the characters reach the ruined temple of Lathander.

Before being destroyed this must have been an impressive building, but that was long ago. The walls still stand, but most of the temple's roof has collapsed, leaving the interior open to the sky. Faded frescoes depicting the glory of the Morninglord can still be made out on the walls, and grotesque statues sit on the remnants of the walls.

The statues are actually **five gargoyles** that have been corrupted to serve Aesperus. They attack intruders at a time that seems appropriate to them, preferably with surprise and trying to prevent clustering on one spot. Characters knowing of Aesperus might try to fool them, but that would only work if Dr. Mingli did not escape, and even then it would only confuse them for a few moments.

Note that the gargoyles' goal is to prevent the characters from entering the stairs. They are happy to use their flight to their advantage, but they are forced into melee if the adventurers go into area 2B.

2A: Altar – The side of the altar facing the church is covered in dirt, but a design can be faintly discerned below the encrustation. Cleaning the altar properly, which takes 30 character-minutes to perform, reveals the symbol of the Morninglord inscribed on that side. Doing so grants inspiration to each character who participated in the cleaning.

2B: Grand Stair – The roof of this area still stands, although the area has been looted and the furniture destroyed. A large mural on the eastern wall depicts the sun rising above the Moonsea. A large set of stairs leads down into the chambers below.

2C: Ruined Rooms – Rubble fills these rooms from the ruined ceiling above, and grass and lichen grow among the stones. Searching a room takes 10 minutes, and a successful DC 15 Intelligence (Investigation) check allows the characters to find a silver dagger.

2D: Sacristy – Tables, wardrobes, and cabinets lie in smashed splinters on the floor, covered with a thin layer of harmless mold. The roof above is intact. Searching the room thoroughly takes 10 character-minutes, and a successful DC 10 Intelligence (Investigation) check reveals two unbroken vials containing holy water.

2E: High Priest's Chambers – The doors of this room have been smashed, and the northern portion of the roof is missing. A mass of sludge covers the floor, the rotted remnants of the furnishings. A proper search here (taking 10 character-minutes) reveals nothing of value.

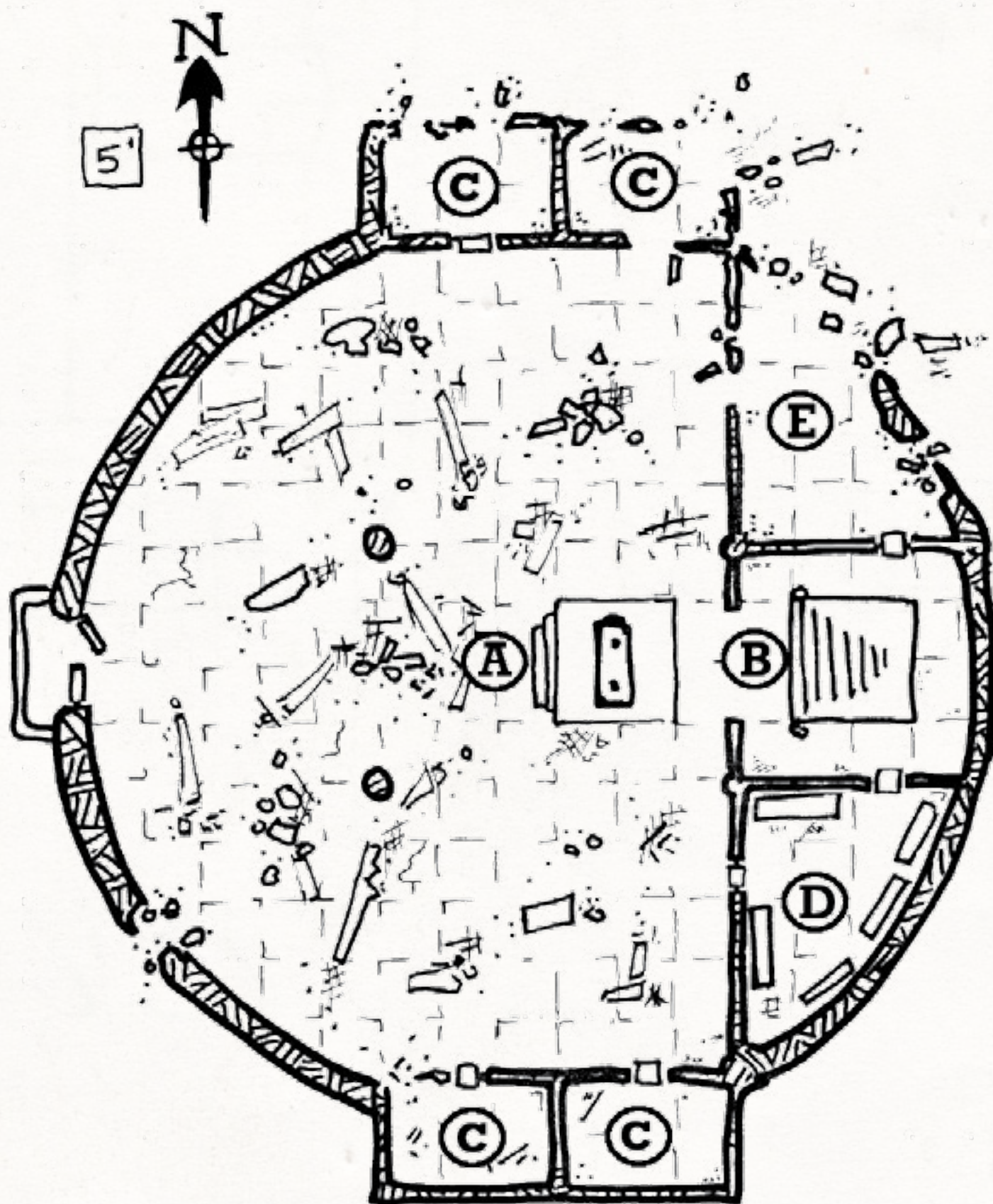
Adjusting the Encounter

The encounter has a Medium difficulty.

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

- **Very weak party:** There are two **gargoyles**.
- **Weak party:** There are four **gargoyles**.
- **Strong party:** Add a **flameskull**. The **gargoyles** have 67 hit points, +1 to attacks, damage, and saving throws.
- **Very strong party:** Add a **flameskull**. It is infused with necrotic energy and as a result it has advantage on all its saving throws and its fire spells and attacks also deal necrotic damage. The **gargoyles** have 67 hit points each and a +1 to attacks, (10) +3d6 damage, and saving throws.

Upper Temple





PART 2. HOPE UNDER THE TEMPLE

This section of the adventure takes place in the basement of the Temple of Lathander, where a number of crypts to the most devout followers of Lathander were built, as well as various storage chambers. They have all been despoiled and desecrated, with the exception of one: the crypt of Kylina, Knight of Lathander.

Dungeon Features

The walls are made of dressed stone. The floors are of uneven slate, although the slate is often buried under a thin layer of mud and grime.

Light and Visibility. There is no light in this level except as noted.

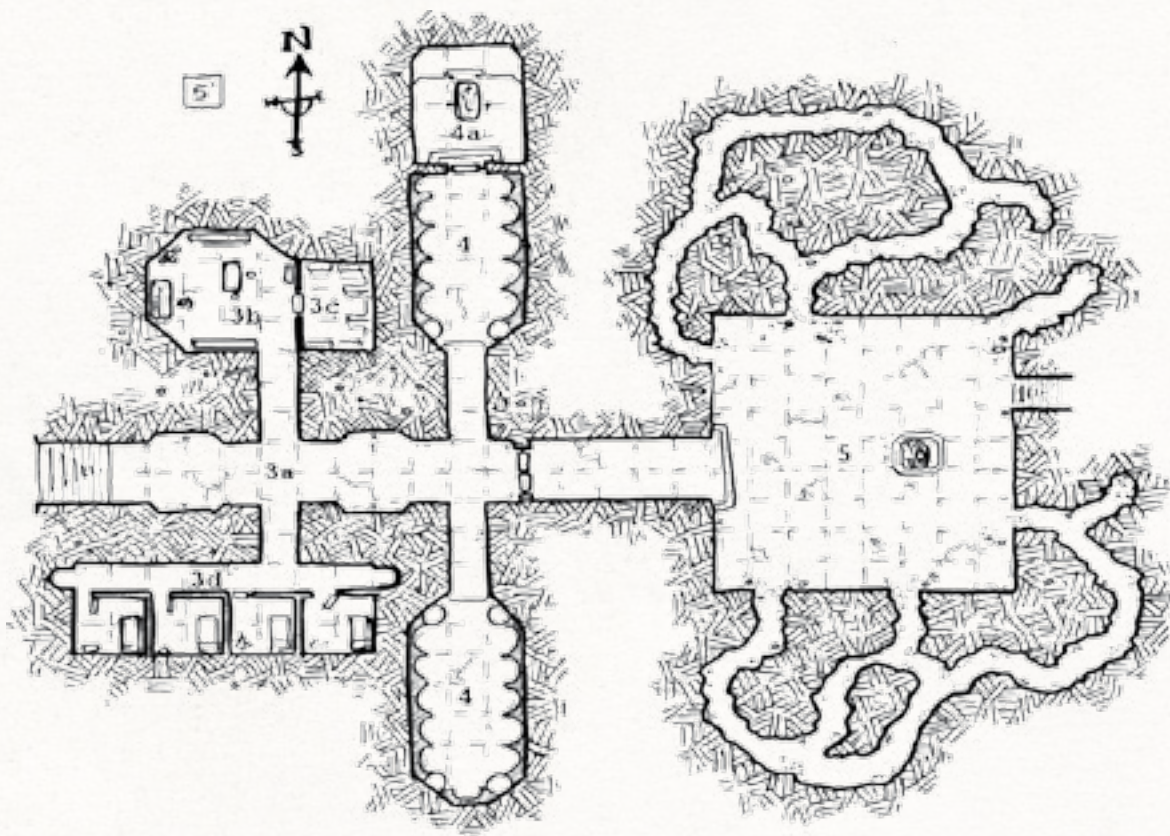
Passages. The shaded passageways were dug by the undead. They have walls made of packed earth and rock; the ceiling is held up by supports made of bone - structures of dark magic. The floors are of earth and muddy rock. If the *Tears of Myrkul* are destroyed, the bone supports break and crumble, collapsing and trapping any characters within.

Doors. Doors are aged oak bound in metal; unless denoted otherwise, they are stuck and require a DC 10 Strength (Athletics) check to force open.

Necrotic Wave

In this level of the dungeon, the effects of the necrotic waves are more pronounced. When they occur, each living creature must make a DC 13 Constitution saving throw. On a failure, it takes 10 (3d6) necrotic damage and its movement speed is reduced to 0 on its until the end of their next turn. On a successful saving throw, the creature takes half damage and may move normally.

- **Very Weak Party:** The wave only deals 3 (1d6) necrotic damage.
- **Very Strong Party:** The wave deals 17 (5d6) necrotic damage.



Encounter 3: The Upper Catacombs

The stairs in Area 2B take the characters down into the upper catacombs.

The grand stairs go down to a number of intersecting corridors, leading into the darkness. From the east, you can make out a faint yellow glow illuminating where the passage turns. You feel a strange sense of peace as you look in that direction. You can hear strange clacking noises reverberating softly through the passages.

The clacking noises are made by a patrol of **eight skeletons** that are currently north of 3B. They come within sight of the party from the passage to the south at a moment of your choosing.

This encounter is not meant to take too long, nor drain much of their resources. It is primarily to alert the players to the movement of undead in the area.

3A: The main hallway here proceeds with a 15-foot ceiling to a pair of great wooden doors at the far end; they show the marks of axes and swords having been used upon them, but they still stand firm. A DC 12 Intelligence (Investigation) check discerns the remnants of the rising sun holy symbol of Lathander on the doors.

3B: A golden cloak hangs from a hook on the south wall. It is of recent manufacture. Characters who succeed at a DC 10 Intelligence (Investigation) check also find slivers of onyx, too small to be of any value. Combined with what can be found in 3C, astute characters realize this is where the cursed items from HULB 1-2 came from.

If Dr. Mingli escaped in HULB 1-2, he can be found here, propped up against the wall in a corner. He is at death's door, drained of most of his life energy. He is conscious but too feverish to recognize the characters. A *lesser restoration* or more powerful magic is required to get him back on his feet. He is unlikely to survive the next wave. Bringing him out of the temple costs 10 minutes.

Roleplaying Dr. Mingli

Dr. Mingli isn't the derro he used to be. The consummate salesman is now a rambling, dying mad man. Betrayed by Aesperus, he is angry for not getting his promised reward, blaming everybody but himself. He wants to get out, and he is willing to promise anything. In his current condition he lacks self-control though, thinking out loud and changing his story abruptly to something he thinks the characters want to hear.

3C: This chamber contains several shelves filled with commonplace items: toys, bracelets, necklaces and cheap tools used to modify them. They are worthless.

3D: The cells in this area were used as emergency sleeping areas during the Siege of Hulburg over a century ago. They show signs of fierce battle from when the town was overrun, such as shattered furniture and broken weapons, but have nothing of value.

Encounter 4: Tears of Hope

The alcoves in the corridors to the north and south contain memorials to important members of Hulburg society from centuries ago.

At the northern end of the corridor is a glowing marble door, a holy symbol of Lathander carved onto its surface. Characters may make a DC 12 Intelligence (Religion or Arcana) check to determine that the glow wards away undead. The door is unlocked and opens easily to the hand.

Beyond the door is a crypt, where a single marble sarcophagus stands in dusty splendor. It is adorned with the image of a noble knight, the sunburst of Lathander displayed prominently on her shield.

As you take this in, the dust swirls and forms the spectral form of the knight, hovering in front of her tomb. She addresses you in a hollow voice: "I am Kylina, Knight of Lathander! Who are you to disturb my rest?"

Kylina's spirit has been disturbed by the presence of the *Teeth of Myrkul* below. She is sympathetic to the characters' quest and wishes to aid them, but she does not abide falsehoods. If the characters are truthful, she provides them with the *Tears of Lathander*, a special item that works as a vial of *holy water*, but refills itself once used. She also gives directions to the Vault of Sorrows, where characters can find more items to aid them, as well as the passphrase to enter: "Open to the Dawn of Lathander's Glory".

Kylina knows the following:

- She was a champion of Lathander in Hulburg around the year 1250 DR. She fought the orcs and ogres of Thar that menaced the city until she was finally killed in 1260 DR. Her remains were entombed here by a sorrowing populace.
- The temple was built while she lived in Hulburg.
- Hulburg fell to the invading orcs and ogres in 1275 DR, and the temple was looted. She felt the desecration take place but could do nothing about it.
- She felt the rise of a great evil below, and her spirit rose to offer counsel and help to the heroes who could save her city.
- The creature is known as Aesperus. He was an evil necromancer who became a lich of sorts. He was thrown down with the help of the Church of Lathander, and he fears the artifacts the church holds could destroy him.
- She recently petitioned Lathander for aid. His reply was to bless a silver flask amongst Kylina's bones, filling it with the Tears of Lathander. The Tears function as holy water, and for the next 24 hours the flask refills whenever it is used. Kylina urges the players to take it.

Encounter 5: Guardian of the Gates

Large iron-bound double oak doors lead to a big circular vaulted room beyond.

Ahead is a large chamber where many passages converge. Standing in front of a flight of rough-cut stairs leading down is a great statue of clay. It appears that a design was inscribed on its chest, but that has been chipped away. The image of a skull is written on its forehead.

The rest of the chamber shows signs of a great battle having once taken place here. Rusted weapons and armor litter the area, as do shattered bones.

The chamber was the location of the final battle between the defenders of the temple and attackers that destroyed it.

Undead tunneled most of the corridors leading out of this room. Aesperus gave them orders to tunnel to the Tomb of Kylina or down to the Vault of Sorrows, but the lingering blessing of Lathander caused them to turn away and tunnel randomly.

The statue is a **clay golem** that once aided the priests of Lathander as a guardian and servant. Aesperus has corrupted it. It attacks any creature that approaches, attacks it, or uses the stairs.

The golem is not intelligent, and does the following in battle:

- Move toward the closest creature that damaged it last round and attack it (does not need to be in line of sight).
- If no creature damaged it, move toward the closest creature in its line of sight and attack it (random determination if two or more creatures are equidistant).
- If no creatures are in its line of sight, return to the center of the chamber by the shortest route and stand there. Do not activate again until attacked or the chamber is entered.
- It does not move down the stairs.

It is possible for an attentive party to lure the golem away and slip down the stairs while it is distracted. The golem pursues or abandons pursuit as noted above. Of course, the party could just destroy the golem. Regardless of how the characters deal with the golem, they get xp for bypassing it as if they defeated it in combat.

Adjusting the Encounter

The encounter has a medium challenge level, but the golem is stupid and its behavioral pattern easily recognizable. Taking advantage of those to make the fight considerably easier or even avoidable is the intent of the encounter. Make sure the players are aware of this option if they lack magic weapons to actually damage it, especially when dealing with weaker parties.

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

- **Very weak party:** The **clay golem** is damaged, having only 80 hit points, and it lacks multiattack and haste. The saving throw against the hit point drain is 11.
- **Weak party:** The **clay golem** is damaged, having only 100 hit points and disadvantage on its attacks. The saving throw against the hit point drain is 13.
- **Strong party:** Add a **clay golem**.
- **Very strong party:** The **clay golems** have 151 hit points each and a +2 to attack and damage rolls.



PART 3. REIGN OF THE DEAD

This section of the adventure takes place in the lowest levels under the Temple of Lathander. With the exception of the Vault of Sorrows, all the tunnels were constructed by miners or (more commonly) the undead.

The connection from the Temple to the Pit of Bones was created so Aesperus could gain access to the Vault of Sorrows, but his discovery of the *Teeth of Myrkul* has meant that he has not brought all his efforts to bear on opening the Vault. The Vault itself is protected by the blessing of Lathander, and requires Aesperus to be at his full strength to penetrate it.

Generic Dungeon Features

The walls are made of packed earth and rock. The ceiling is held up by supports made of bone, structures of Aesperus's dark magic. The floors are of earth and muddy rock.

Light and Visibility. There is no light in this level except as noted.

Smells and Sounds. The air smells foul, but is breathable.

If Aesperus is slain, the bone supports break and crumble. The adventurers are able to escape if they hurry, but they are unable to spend much time looting.

Necrotic Wave

In this level of the dungeon, the effects of the necrotic waves are at their most pronounced. When a wave occurs, each living creature must make a DC 15 Constitution saving throw. On a failure, the creature takes 17 (5d6) necrotic damage and its movement speed is reduced to 0 until the end of its next turn. On a successful saving throw, the creature takes half damage and may move normally.

- **Very Weak Party:** The wave only deals 7 (2d6) necrotic damage.
- **Very Strong Party:** adventurers make the saving throw at disadvantage.

Room 6: Vault of Sorrow

The Vault was the store of many treasures of the Temple. During the attack that caused the fall of the Temple, a few priests and acolytes were trapped inside, and their spirits still linger.

The tunnel ahead must have collapsed long ago, but a path has been cleared through it by a number of skeletons who are standing still, picks and shovels in hands, in the middle of the tunnel. At the end of the tunnel is a large stone door, the symbol of Lathander carved prominently into its face.

Aesperus sent **10 skeletons** to clear the tunnel, which they have completed. The skeletons are unresponsive and do not react to the characters, not even to defend themselves if attacked.

The door is locked, but can be opened by magic, a DC 15 Dexterity (thieves' tools) check or by using the passphrase "Open to the Dawn of Lathander's Glory." The door is too solid to be opened by brute strength. If the characters make a loud noise, such as a *knock* spell, a group of **4 skeletons** and **4 zombies** arrive in 1d4 rounds to investigate. If the party is inside the vault (and the door closed) they remain for 1 minute before leaving again. The fight is intended to give a feel of the number of undead in the region, and defeating them should not be a big challenge.

Read aloud or paraphrase once the characters open the vault:

Behind the door is a room full of treasures, weapons, suits of armor and more, mostly stacked neatly on shelves or arrayed on stands, although a few lie scattered on the floor.

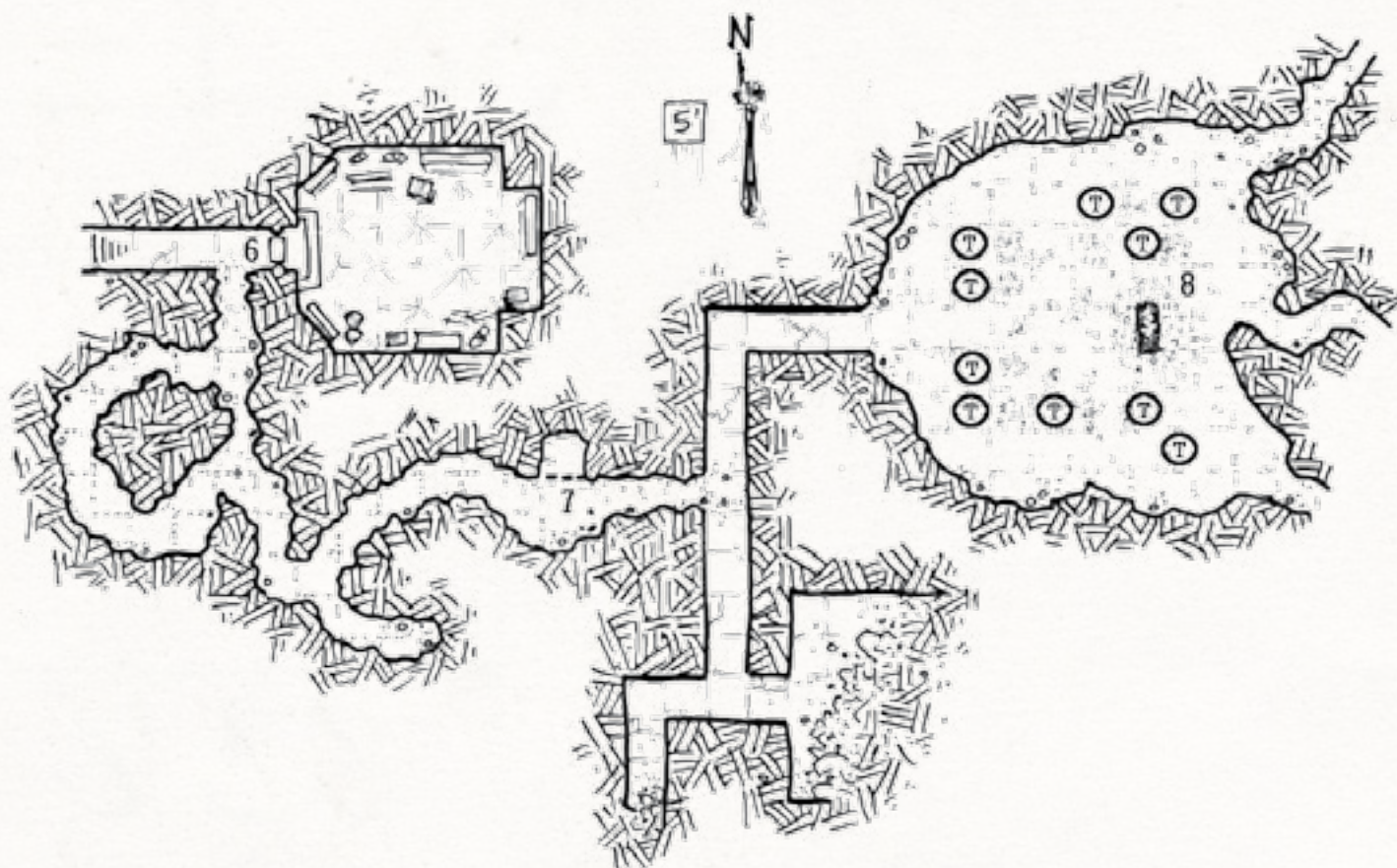
As the room feels its first breath of new air in decades, the dust swirls and forms into the shape of three ghostly figures, attired in the raiment of acolytes of Lathander, their faces twisted in pain. One speaks, "Why do you disturb our rest, mortals?"

The **three specters** are confused and mad and assume anything the characters say is intended to deceive them. They were once acolytes of Lathander who hid in the Vault when the Temple fell. Afterward they were unable to leave due to the collapsed tunnel. They protect the contents of the vault as well as they can. The *Tears of Lathander* can release them from their eternal torment.

If the characters roleplay well, or make a successful DC 12 Charisma (Persuasion) check, the specters can be convinced of the good nature of the adventuerers and allow them to take items from the Vault. Clerics and paladins of Lathander gain advantage on this check. If a character spends a *turn* attempt, they succeed automatically.

The following items are in the Vault:

- 10 vials of holy water
- *Wand of magic missile*
- 1 silvered longsword
- 1 silvered mace
- 20 silver arrows
- 3 art objects worth 100 gp each
- 10 gold rings worth 10 gp each
- 3 silver holy symbols of Lathander worth 50 gp each.



Room 7: Prison

While passing through the makeshift corridors, the characters get to the prison.

Ahead is a makeshift prison - an alcove dug into the wall with a number of wooden bars preventing easy exit. Outside the bars stand a number of desiccated corpses armed with ancient gear and intelligent red glowing eyes, while inside you can hear the moans of frightened people.

Four **wights**, who attack the adventurers if they approach, hold the captured villagers here. A character may use an action to attempt to remove a bar with a DC 15 Strength (Athletics) check. Once two bars are removed, the prisoners can leave.

Adjusting the Encounter

The encounter is intended to be a Medium challenge. The cramped terrain can work in favor of the characters. If things appear to be too easy, you can have one or more of the prisoners among the wights, or have the undead boosted by the artifact, giving them advantage on their saving throws and attack rolls.

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

- **Very weak party:** There are only two **wights**.
- **Weak party:** There are only three **wights**.
- **Strong party:** The **wights** have 55 hit points each and a +2 to attack and damage rolls.
- **Very strong party:** The **wights** have 55 hit points each and a +2 to attack and damage rolls. They are resistant to magic and have advantage on any saving throw against spells and other magical effects.

The number of prisoners depends on how long the players have taken to get here. For every 30 minutes since the adventure began (not counting the first sacrifice during Encounter 1), Aesperus has taken one prisoner to the altar and sacrificed him or her. At the beginning of the adventure, all the prisoners were present. They are listed in the order of their sacrifices.

1. Jhessail Carver - female human, wife of Kon Carver, distressed, pessimistic
2. Kon Carver - male human miner, stubborn
3. Sylzana - female elf miner, aloof, calm
4. Rulgel Ironcoat - male dwarf miner, gruff, greedy
5. Gidrare Grimhorn - female dwarf mine overseer; considerate, deceptive
6. Victakain - male half-orc miner, compassionate, cowardly.
7. Marella - female human cook, gruff, competent
8. Janonna - female gnome gemsmith; cowardly, slow-witted
9. Aluvre - female half-elf scout; wise, silent
10. Walhand - male halfling messenger; flighty, talkative
11. Jannys - female human weaver; cowardly, flirty
12. Leoril - male human settler; cowardly, impulsive
13. Petaver - male human baker; brave, witty

The remaining prisoners (if any) can tell the adventurers that a pair of undead have come by every thirty minutes and escorted one of them away. A short time later they've felt something happen; they've felt weak, as if their life force was draining away. In fact, the cell is partially warded by Aesperus, so that the prisoners are protected from the full effects of the ritual. This can be determined by *detect magic* or similar spells.

Most of the prisoners, especially the cowardly ones, want the adventurers to escort them to the surface immediately. To accomplish this and return takes approximately 30 minutes. Persuading the prisoners to remain or to attempt their own escape requires the character to roleplay well or make a successful DC 15 Charisma (Persuasion or Intimidation) check.

The prisoners can point the characters in the direction of the ritual chamber.

Encounter 8: The Altar of Despair

Assuming the characters proceed down the corridor and look around the corner, read or paraphrase the following:

A terrible sight greets your eyes: a great underground chamber, with human bones protruding from the earth in the floor, walls and ceiling.

In the center of the chamber, a spectral man clad in dark, opulent robes stands in front of a makeshift altar constructed from dark stones piled together. A number of corpses lie nearby, spectral shapes floating above them. On the altar, a black skull sits, gemstones glistening in its eyes. Its teeth are black, although you can just make out that some are discoloured.

The spectral figure turns to you and speaks, "Welcome to my ascension. I am Aesperus, and you will serve me well - as the living dead!"

Depending on when the characters arrive here, they may find one of the prisoners being prepared for sacrifice – being held by **two wights**. Otherwise, the wights stand in the near corners of the room, waiting until their master needs them.

Their master, **Aesperus**, is using the *Teeth of Myrkul* to draw the life forces from the sacrifices to infuse it with power. The spirits of the sacrifices are twisted to become specters in the process; although there has been one created for each sacrifice since the start of the adventure, most have gone to do Aesperus's bidding. **Three specters** remain and guard the relic.

The skull is made of a polished black stone, but contains four human teeth, the *Teeth of Myrkul*, the remnant of a one-time avatar of the dread god. The skull protects all undead within 100 feet of it, granting them resistance to all damage and advantage on all saving throws. This benefit ends if the skull is destroyed. On initiative 20, it sends out a wave of necrotic energy that causes all living creatures within 30 feet of it to make a DC 13 Constitution saving throw; on a failed save, the creature takes 3 (1d6) necrotic damage and is pushed back 10 feet. The creature is not affected with a successful save.

The skull has AC 18 and 100 hit points; it ignores the first 10 points of damage from any attack that does not deal radiant damage. Holy water affects it as if it were undead. An adjacent character can pour the *Tears of Lathander* over it as an action: this immediately destroys the Teeth.

As a side effect of the ritual, Aesperus is infused with power and has 10 additional temporary hit points for every sacrifice that has been made.

At this point, Aesperus has been utterly frustrated by how his plans have been undone by the characters. He attacks them without mercy. His servants attack as well, but with an eye toward protecting the *Teeth of Myrkul* from attacks.

The areas marked on the map with T symbols are traps – a character entering that area will find skeletal hands attempting to grasp their ankles. For every five feet an adventurer travels in the area, that character must make a DC 12 Dexterity saving throw or be grappled (Escape DC 12).

Adjusting the Encounter

The encounter is intended to be a Hard, if not deadly, encounter and should be challenging, especially if the characters ignore the Teeth of Myrkul. Having Aesperus or some of the other undead resurrect as long as the skull is in one piece is certainly an option if the characters appear to have an easy time.

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

- **Very weak party:** The **skull** does not ignore the first 10 damage per round and it has only 60 hit points. There are no wights.
- **Weak party:** The **skull** does not ignore the first 10 damage per round and it has only 80 hit points. There are no specters.
- **Strong party:** The **skull** has 120 hit points. Add a **wight**.
- **Very strong party:** The **skull** has 120 hit points and deals 10 (3d6) necrotic damage to the living within 10 feet and 3 (1d6) necrotic damage from 10 to 30 feet. Add two wights.

Epilogue

With the destruction of Aesperus and the skull, the magic upholding the vault collapses.

With one last angry screech, Aesperus disappears in a wave of dark cold energy. Bones move and creak, and the roof above you begins to crack. Dirt and stones rain down. With the undead's magic gone, the vault is on the verge of collapsing. You cannot stay lest you be buried.

The destruction of the underground tunnels only affects those reinforced by the bone supports, the shaded areas on the map. The temple tunnels are unaffected. The adventurers can escape easily, even if they have to release the prisoners first, although you may make the escape seem more difficult than it is, calling for Strength (Athletics) and Dexterity (Acrobatic) checks to navigate the crumbling tunnels, and the occasional Dexterity saving throw.

Once outside, it is a short uneventful trip back to Tent City. Once back in town, they get a hero's welcome. Everyone hopes that with Aesperus dead, things will quiet down. Lord Eorl Hulmaster gives the adventurers a small monetary reward, 500 gp total, as a token of his gratitude, including a silver signet ring with the city's sigil on it. The ring is worth 25 gp and it can be sold. If kept, showing it to citizens of Hulburg in future adventures generates at least some respect. The exact effects depend on the DM.

Note that the silver flask with the *Tears of Lathander* is only magical during the adventure. The champion does not need the flask back. The Order of the Gauntlet is interested in it, and are willing to pay 100 gp for it.

Failure

While unlikely, it is always possible the characters fail to stop Aesperus. In this case, the adventurers have been forced to flee the ruins, assuming they even survived, and Aesperus creates an army of the dead. Obviously, the characters do not get a hero's welcome nor do they get any monetary reward from Lord Hulmaster. Saving the town is up to other heroes.

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
Aesperus	1,800
Clay golem	5,000
Damaged clay golem	2,500
Flameskull	1,100
Gargoyle	450
Gargoyle, Advanced	700
Skeleton	50
Spectre	200
Wight	700
Zombie	50

Non-Combat Awards

Task or accomplishment	XP per Char.
Per rescued NPC	50
Disabling the Teeth of Myrkul	1,000

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
Art object (3 total)	100 gp per
Gold ring (10 total)	10 gp each
Hulburg signet ring* x #PCs	25 gp each
Reward Lord Hulmaster	500 gp
Silver flask (remnant of Tears of Lathander)	100 gp
Silver Holy Symbols (3 total)	50 gp each
Silvered Longsword	115 gp
Silvered Mace	105 gp
Silvered Arrows (per 10)	100 gp

* Characters getting the signet ring can either sell it for gold or keep it. They should note it down on the log sheet if they decide to keep it.

Wand of Magic Missiles

Wand, uncommon

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

Vial of Holy Water

Potion, common

A description of this item is in the *Player's Handbook*.

Permanent Magic Item Distribution

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

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

Renown

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

Order of the Gauntlet members **earn one renown point** if they return the Tears of Lathander to the order.

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

Aesperus (mage/wraith)

Medium undead, neutral evil

Armor Class 13 (16 with *mage armor*)

Hit Points 67 (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Int +6, Wis +5

Skills Arcana +6, History +6

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, Ogre, Orc.

Challenge 6 (1,800 XP)

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

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

Spellcasting. Aesperus is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Aesperus has the following wizard spells prepared:

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

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

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

Clay Golem

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illunimation. 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.

Gargoyle

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

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

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

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

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

Actions

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

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 attacks 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.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

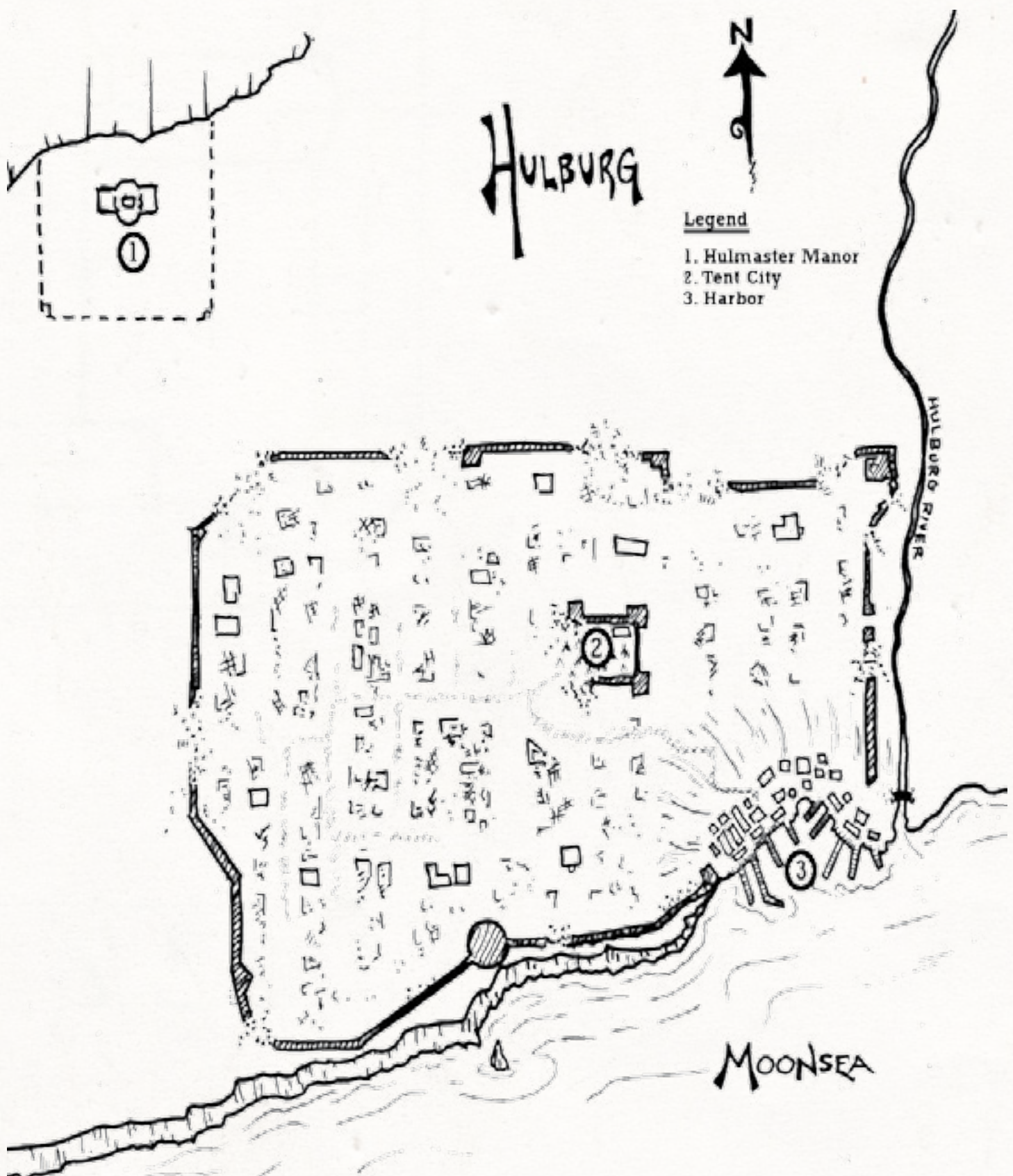
Challenge 1/4 (50 XP)

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

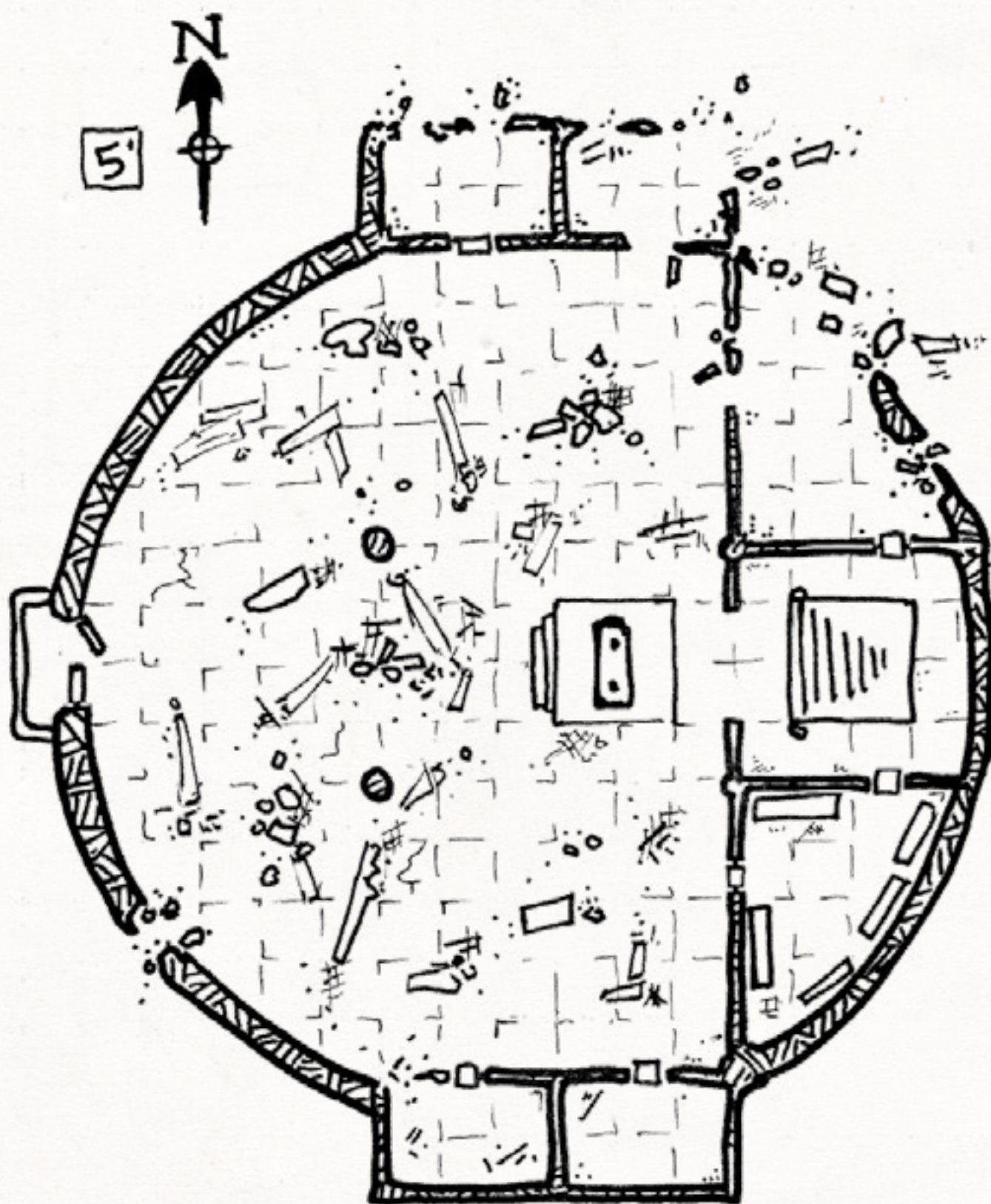
Actions

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

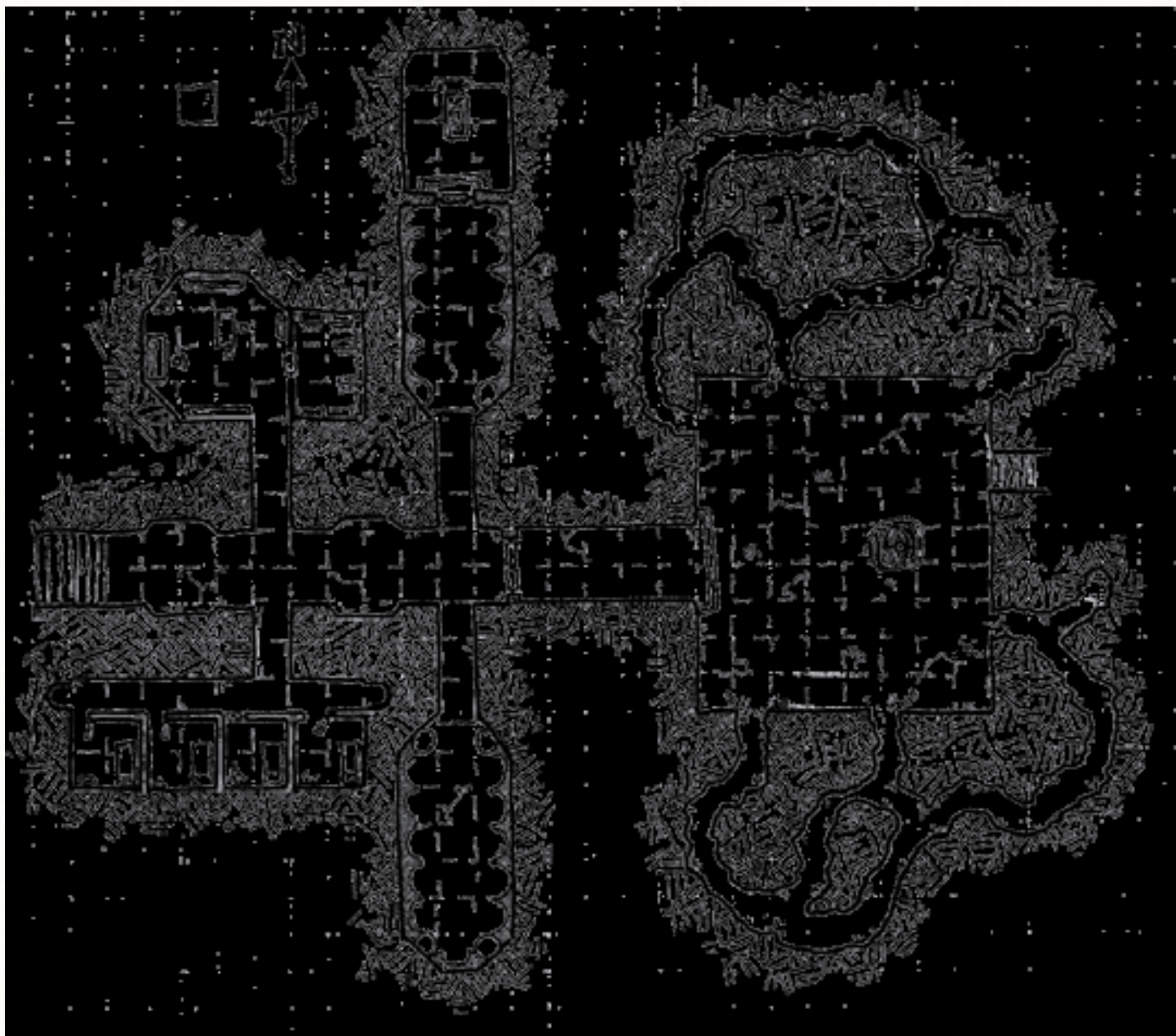
Appendix II: Hulburg



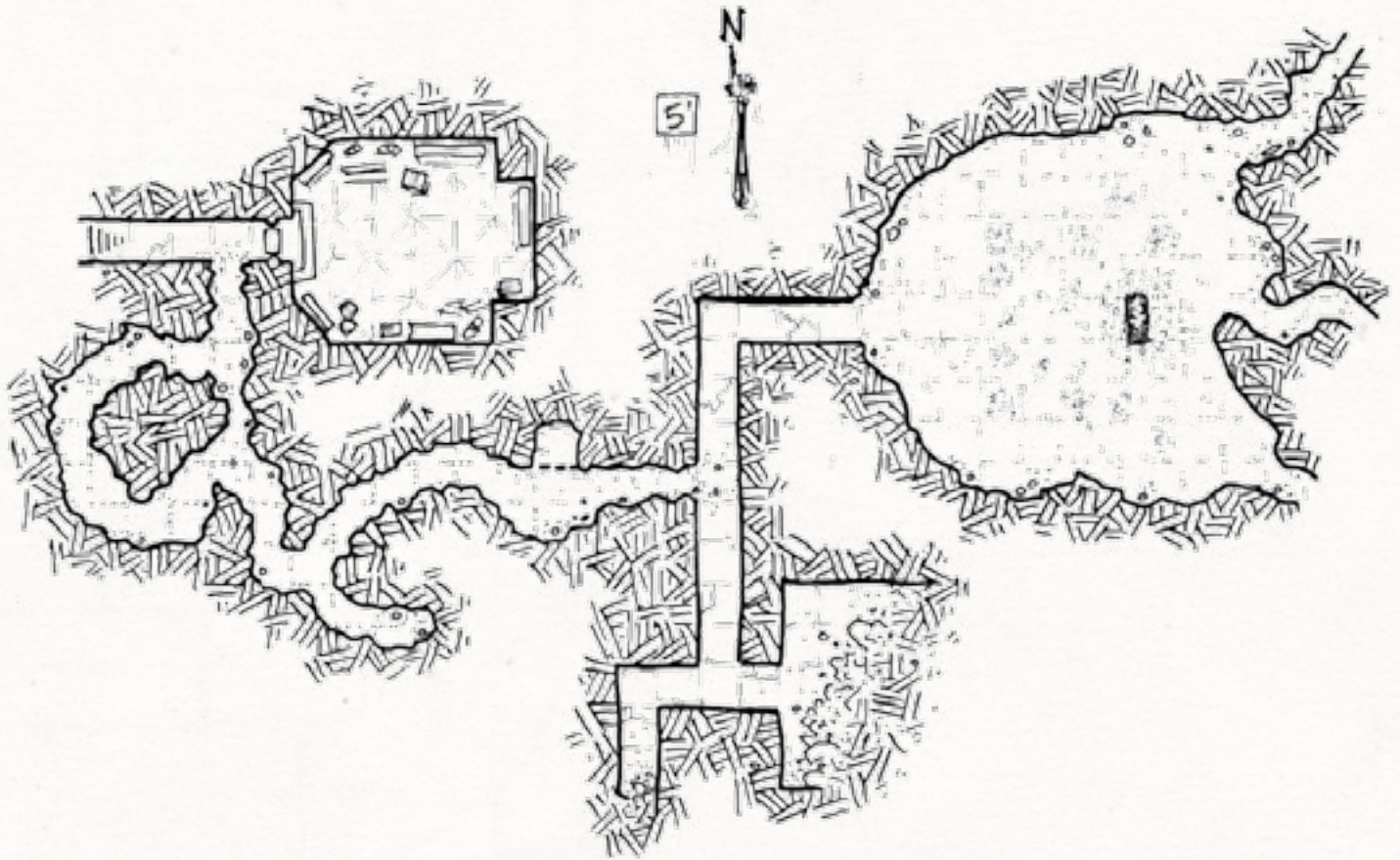
Upper Temple



Temple Catacombs



Lower Vaults



The rough looking corridors have been dug by the undead and look irregular and on the verge of collapse.