



ADVENTURERS LEAGUE

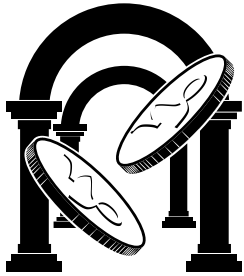


HULBURG BURNING

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Adventure Designer

Adventure Code: HULB 1-2



Violence is on the rise, even more than expected. The heat is rising. People run amok. But greed does not appear to be the flame behind it. Something much colder appears to drive the chaos. Can you track it down and remove it? 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 Burning, 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

Hulburg is burning. The town is under siege, and its fate is teetering on the edge. This miner town built on a plateau at the northern banks of the Moonsea is threatened by corpses coming to life, animated by some unknown source. The people are afraid and looking for answers.

Dealing with the ghosts in HULB 1-1 *Hulburg Rebuilding* offered temporary relief and a glimmer of hope to the town, but something is still stirring up trouble. Cursed items appear among the people, causing them to run amok before others are forced to intervene.

Overview

This adventure is divided into an introduction and three parts.

Part 1. The adventure begins with the characters at the marketplace, where they witness one of the cursed items transform a thieving teenager into a menace to the town.

Part 2. Spurred on by grateful survivors, the characters are asked to investigate further. Lord Eorl Hulmaster offers a reward for their services. In addition, Lord Hulmaster reminds the characters he is still contemplating hiring a sheriff and that he seeks good candidates (and the adventurers are not eligible).

As the characters investigate a previous incident at the mines, they are led to the Sleeveless Charletan and witness another cursed item in the possession of the festhall mistress, Twilio.

Part 3. The characters track the items to a black market in the Harbor District, where they have to deal with the merchant selling the items for his undead master.

Series

HULB 1-2 *Hulburg Burning* is the second part of a trilogy of adventures. The first part is HULB 1-1 *Hulburg Rebuilding*. The third part is HULB 1-3 *Hulburg Rising*. The adventures have been written to be played in order. Part 1 and 2 could be played in a different order with some minor difficulties. Playing the third part before the others can be confusing, since the force directing the undead in the earlier parts is confronted in the final adventure in the trilogy.

Make sure your players are aware of this being a series and that playing them out of order might make no 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.

Adventure Hooks

Played Hulburg Rebuilding. After staving off the gang war and dealing with the ghosts, the characters find themselves at the market in Tent City some days later to restock their supplies. Here events progress as described below.

If they played other adventures in between, news of undead still troubling the town likely drew them back. Their faction contacts or Lord Hulmaster asked to meet them at the market, and events take place before the meeting starts.

First Time in Hulburg. Whether it be a layover on a longer trip, a place to start fresh or the call of someone you know, the characters find themselves in Hulburg for the first time. Exploring Tent City, the characters find themselves at the marketplace.

Alternatively, they can be at Tent City due to the news of undead plaguing the area and the fact that the locals are looking to hire adventurers to deal with the issue. The marketplace is simply the first place they look.



PART 1. WHAT GOES UP, MUST COME DOWN

The marketplace is in the center of Tent City. A variety of merchants set up pop-up booths to display their wares. It is fairly busy when the characters arrive.

The smell of dried fish and various soups and stews fills the hot, humid air. Eager vendors dispense samples with promises of being the best in Hulburg. Local fruits and vegetables are also on display, along with all types of supplies and goods for sale.

A dirty-faced teenage boy takes a bite of an apple, then runs off as a fat, sweaty merchant wielding a cutting knife chases him crying, „ „Stop! Thief!“ Some of you recognize him as Billy of the Scarlet Fangs. The boy stops and picks up an onyx dagger lying on the ground, turning to face his accuser. A black glow emanates from the dagger and envelopes the boy. His eyes turn milky white as dark tentacles shoot from the dagger and attack the accusing merchant and other bystanders. The merchant and others grappled by the dark tentacles scream for help as they are lifted into the air.

Billy made an appearance in HULB 1-1, where the characters observed his interaction with the Scarlet Fangs gang leader. Billy is clearly not himself, and he does not react to talk. He is obviously possessed by some kind of dark magic or spirit.

Characters must deal with the threat of the teenage boy possessed by the spirit of the dagger, as well as save the levitated innocents from falling to their deaths.

The amount of people in the air are half of the party number rounded up. One of these is the fruit vendor. Each person starts 20 feet in the air.

The people grabbed by the tentacles are listed here (including extra ones if the tentacles get to grab again):

- Shamus, the fruit vendor
- Aubrey, the seamstress
- Redvin, the baker
- Orliisa, the flower seller
- Alfi, the rug merchant
- Brick, the soup vendor

General Features

The general features of the marketplace are as follows:

Light and Visibility. It is mid-morning, and the sun lights the area brightly despite overcast skies.

Smells and Sounds. all kinds of food smells fill the air, as do the sounds of vendors hawking their wares.

Terrain. The marketplace is crowded. Each stall provides partial cover and is difficult terrain.

Mechanics

The possessed dagger has taken over the boy and is threatening innocent people. The adventurers must make sure the people don't fall to their deaths while also removing the dagger from Billy.

Possessed Billy. Billy is a **commoner**, but the spirit of the dagger grants him the following:

- Initiative 18, AC 18 and +5 to all saves and skill checks as a black energy shield surrounds him.
- Immunity to necrotic damage and the conditions charmed, frightened, and exhaustion (including *sleep* effects).
- Each time the black energy shield is hit, the adventurer rolls a DC 14 Intelligence saving throw as black energy backlashes at them, dealing 14 (4d6) psychic damage on a failed save, or 7 (2d6) psychic damage on a successful save.
- 100 temporary hit points. The temporary hit points regenerate by 10 at the start of Billy's

turn every round he hasn't taken radiant damage. As long as the shield is up, the dagger can't be removed from Billy.

- Once the temporary hit points are gone, all the tentacles go down and anyone held immediately falls. Any excess damage above the 100 hit points is ignored. Go to **Development** for what happens next.
- Effects like *turn undead* do not push the spirit out of Billy, but make him and the dagger move away from the PC - taking the levitated people with him.
- The break enchantment effect of the spell *dispel evil and good*, *greater restoration* or more powerful similar spells causes the black energy shield to immediately be destroyed. Go to **Development** for what happens next.
- The tentacles each have AC 15 and 20 hit points. The tentacles are immune to psychic and necrotic damage, as well as all conditions. Once a tentacle's hit points are exceeded, the tentacle is severed and the held person is dropped.
- At the end of each round, the victims are raised 10 more feet in the air until they reach 40 feet. On the following round, they are dropped. On the round after that, another bystander is targeted and lifted 20 feet in the air.

Levitated Bystanders. Each person is a commoner (4 hps).

The adventurers can use spells like *feather fall* to save anyone from taking falling damage.

They can also use a reaction or ready an action to catch a falling citizen. If they ready an action they gain advantage to catch the falling citizen. This requires a Strength (Athletics) check against a DC of 10 + 1 per 10 feet in the air. On success, the player takes the falling damage and the innocent person takes none. On a failure, the innocent person takes the damage as the adventurer misses.

If players come up with other creative methods of catching falling people, such as moving carts or creating a web to break the fall, adjudicate to the best of your ability, rewarding creative play.

Adjusting the Encounter

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

- **Very weak party:** Decrease the temporary hit points to 80 for Possessed Billy
- **Weak party:** Decrease the temporary hit points to 90 for Possessed Billy
- **Strong party:** Increase the temporary hit points to 120 for Possessed Billy
- **Very strong party:** Increase the temporary hit points to 150 for Possessed Billy

Development

Read out loud or paraphrase when the adventurers take down the black energy shield around Billy:

The black shield of energy is sucked back into the dagger as you hear a high-pitched cackling laugh from the weapon. A moment later it explodes, and you see the black energy seep into the ground. The boy's eyes return to normal as he slumps to the ground.

Billy is unconscious and can be revived after a short rest or a *lesser restoration* or similar spell. This is the first clue that there are cursed items in Hulburg.

Roleplaying Billy

A native of the Phlan, Billy was separated from his family during the escape when he stowed away on a ship. He was discovered when they got to Hulburg and kicked off the ship. A lad of 15 years of age, he has been forced to choose a gang for survival, so he chose the Scarlet Fangs. He doesn't like the crimes he is asked to commit, but does it to survive and to belong.

The lanky teenager with red hair is not the most graceful kid, and always seems to be apologizing for something he has done wrong. Even though Gnarl Nosebiter berates him constantly, he appreciates the attention and sense of family that the Scarlet Fangs provide. He is fiercely loyal to the gang for taking him in when he had nowhere to turn.

Lord Eorl Hulmaster arrives on the scene once the threat is neutralized.

His timing is impeccable as Lord Eorl Hulmaster arrives on the scene to inspect the situation at the marketplace.

As he surveys the scene, he addresses the adventurers, "I am grateful for your help with this situation. Maybe I can interest you with a proposition to investigate further. This wasn't the first time something like this happened."

The lord asks the adventurers to investigate the origin of the cursed items that have appeared in town.

- He offers the adventurers 500 gp to investigate. With a successful DC 15 Charisma (Persuasion) check, he adds 100 gp to the initial total. The players have advantage if they successfully helped Lord Hulmaster in HULB 1-1.
- Yesterday, there was an incident at the mines. A miner went crazy after putting on a ring and started attacking his fellow miners.
- Faylin Greenbaum is in charge of the mines and would have more information.
- Lord Hulmaster is even more convinced than in HULB 1-1 that he needs to appoint a sheriff. Once again, he asks the characters to keep their eyes open for potential candidates. If asked what he is looking for in a sheriff, he says he does not know, which is why he is asking the characters.
- If a character volunteers, he laughs and mentions that adventurers operate better outside the organization of the guard. He is mostly being polite in that he simply does not trust adventurers to be good sheriffs.

Roleplaying Lord Eorl Hulmaster

At thirty-five years of age, Lord Hulmaster is focused 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 Mulmaster until he can bring Hulburg to heel.

Lord Hulmaster has bold plans for Hulburg but currently lacks the coin to see those plans 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, and while blunt, he does not act rude or condescending. He realizes the sooner the cursed item problem is resolved; the sooner his profits return to normal.

Harpers

Characters belonging to the Harpers receive a note that the Harpers would like them to retrieve one of the cursed items for further study.

XP Award

Award each character 300 XP per NPC (including Billy) saved to a maximum of 1500 XP.



PART 2. DIGGING UP CLUES

The Hulburg Mines are some distance to the northeast of town. The mines are worked throughout the day, but the miners leave about 1 hour before sundown. Currently nobody dares to wander around outside the three districts of town during the darkness of night. In fact, even during the day people are extremely nervous to leave the safety of the compounds.

Approaching the mine gate at the pallisade surrounding Tent City, you note a sergeant of the guard arguing loudly with another guard while a group of teamsters and their wagons wait nervously.

"I am not getting paid enough to go outside with just two guards. You protect those wagons yourself. You know what happened last time."

If the adventurers keep their distance, the argument goes on for some time. Apparently undead have been attacking people outside the compounds, and the guard wants more backup before going outside. No undead have been seen today, but that is no guarantee it stays that way. A single death in a mine accident could lead to the creation of a new undead, since a rumor says the dead sometimes spontaneously animate unless a cleric arrives quickly enough to put the body to rest.

As soon as the people at the gate become aware of the characters, the sergeant immediately turns toward them. If they tell him that they are going to the mines, he smiles brightly before turning to the protesting guards. The adventurers have become the backup for the guard.

The characters probably have no reason to refuse, but they do not get an additional reward for the help. The trip itself is uneventful. No undead roam the area at the moment.

Hulburg Mines

When the adventurers arrive at the Hulburg Mines, read:

The walk to the mines takes only 30 minutes, but the heat and humidity make it seem longer. You arrive at the foreman's office at the entrance of the mine where Faylin Greenbaum stands over a map of the mines on a table. With his back to you, a sturdy looking human stares over the map as well.

"Hern, I need you take your group to the southern end of the mine to continue the excavation. I know you lost some of your comrades a few days ago, but we need to get it done."

The miner grunts in an attempt to show his displeasure, but is immediately dismissed as Faylin notices your arrival.

Faylin shares the information below with the adventurers:

- A miner named Grufton was showing off a ring he bought for his girlfriend. When he modeled it on his finger, he was enveloped by a black mist. Then he went crazy and started attacking the other miners.
- "We sent a group of large half-orcs to try to restrain him. They were able to put him down but not after he killed a half-dozen of them."
- The ring exploded and the black mist seeped into the wall of the tunnel.
- Grufton collapsed and has been unconscious since, recovering in the infirmary tent.

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 rather 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 (see HULB 1-1 and HULB 1-3) for his dedication to Tyr, she prefers to rely on her own hard work and compassion to make Hulburg a better place to live.

Faylin is aware Lord Hulmaster is looking for a sheriff and she is happy about it. She does not consider herself to be a good candidate, proposing Grainger as the next sheriff. Of course, if characters think she makes a good candidate, she is honored and she can be convinced to apply.

When they go to check on Grufton, he is still in a coma. Nothing they can do revives him. If they check through his mining pack by his bed, they find a 5 sp gambling token from the Sleeveless Charlatan. On one side there is the following inscription written in Common:

Hope she likes the ring!

-Yours, Twilio.

Back to Town

While the characters talk with Faylin and check on Grufton, the wagons they escorted are being unloaded and loaded. By the time the adventurers are ready to return, so are the guards and a group of teamsters. As with the way to the mines, nothing happens on the trip back to Tent City.

Charmed Life

The adventurers arrive at the Sleeveless Charlatan.

Entering the Sleeveless Charlatan, the table games at the front of the gambling tent are sparsely attended. There is a crowd gathering at the far corner table around a female attired in a fancy gown.

Twilio is surrounded by her new suitors: **two priestly suitors, two hotheaded suitors and one dwarven suitor.**

Twilio wears a black onyx necklace. To any characters who are attracted to (human) women, she is the most beautiful creature they have ever seen (result of the cursed onyx necklace). To others, she looks like any other human woman they might come across in their travels, wearing a simple necklace adorned with a single onyx.

She freely interacts with the adventurers, but her suitors don't let them get too close, as they are always vying for her attention. She will not take off the necklace for any reason.

If the adventurers try to remove the necklace, read the following:

"No," Twilio says in a deep menacing voice. "You'll never have this necklace. Protect me." Her eyes turn milky white and black energy surrounds her body.

All the men fawning over her turn to you and draw their weapons to attack.

Roleplaying Twilio Othenium

The festhall mistress of the Sleeveless Charlatan has been serving patrons since it has opened, as the job gives her the best opportunity to meet men. She longs to be courted and eventually married. She feels that once she is married, she will have the social and economic stability to expand her business.

Her black hair is always tied up in a bun, which accentuates her round face and the large mole over her right eye. She wears a lot of makeup. Any attention given to her is met with an overwhelming appreciation of drinks and affection.

The Fight

The sentient necklace is now in complete control of Twilio. It grants her suitors immunity to the charmed condition until the necklace is removed from Twilio.

Possessed Twilio. Twilio is a **commoner**, but the spirit of the necklace grants Twilio the following:

- Initiative 18, AC 18 and +5 to all saves and skill checks as a black energy shield surrounds her.
- Immunity to necrotic damage and the conditions charmed, frightened, and exhaustion (including *sleep* effects).
- Each time a character attracted to Twilio wants to attack her, the player must succeed on a DC 12 Charisma saving throw. On a failure, the character attacks with disadvantage and Twilio gets advantage on her saving throws against effects originating from the character.
- 100 temporary hit points. The temporary hit points regenerate by 10 at the start of Twilio's turn every round she hasn't taken radiant damage. As long as the shield is up, the necklace can't be removed from Twilio.
- Once the temporary hit points are gone, the suitors are no longer under Twilio's spell. Any excess damage above the 100 hit points is ignored. Go to **Development** for what happens next.
- Effects like *turn undead* do not push the spirit out of Twilio but make her move away from the adventurer.
- The break enchantment effect of the spell *dispel evil* and good, greater restoration or more powerful similar spells causes the black energy shield to immediately be destroyed. Go to **Development** for what happens next.

General Features

The general features of the Sleeveless Charlatan are as follows:

Light and Visibility. The tent is brightly lit.

Smells and Sounds. Sounds of gambling are heard. Men fawning over Twilio can also be heard from the far corner.

Terrain. The tables and chairs are difficult terrain and can be stood upon. The bar can provide cover as well as overturned tables.

Adjusting the Encounter

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

- **Very weak party:** Remove one **hotheaded suitor** and one **priestly suitor**
- **Weak party:** Remove one **hotheaded suitor**
- **Strong party:** Add one **hotheaded suitor**
- **Very strong party:** Add one **hotheaded suitor** and one **priestly suitor**

Tactics

All the suitors fight to the death for Twilio.

The hotheaded suitors open with *fireball* the first two rounds and try to stay out of melee. The priestly suitors cast *spirit guardians* and exclude Twilio and all her suitors, then follow up with *spiritual weapon* if *spirit guardians* is still in effect.

The dwarven suitor wades into melee and uses *action surge* in the first round to take down an adventurer quickly, targeting the closest adventurer to Twilio.

Development

Read when the adventurers take down the black energy shield around Twilio:

The black shield of energy is sucked back into the necklace as you hear a high-pitched cackling laugh from the necklace. A moment later it explodes and you see the black energy seep into the ground. Twilio's eyes and form return to normal as she falls to the ground.

The suitors continue to fight even when the charm wears off. They are upset that the adventurers hurt them and fight on.

Twilio can be revived with any healing. If questioned, she tells the adventurers she got the necklace from Dr. Mingli at the black market in the Harbor District. She doesn't know where the black market is, as she was blindfolded when she was taken there and when she left. She arranged going to the black market with Mara Betry. She gives the adventurers directions to the warehouse that houses Mara's office.

More information on the Ships Guild gang can be found in the sidebar. Characters having played HULB 1-1 have dealt with the group before, otherwise Twilio can provide them with the information in the sidebar. Some characters might have the gang's favor, which impacts how they deal with the characters in the next section.

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 Betry, a level-headed woman in her mid-forties, heads the guild. She oversees activities in the harbor from a large stone warehouse near the water.

Treasure

The suitors have a total of 300 gp. The dwarf suitor carries a *potion of greater healing*.



PART 3.

THE MAN BEHIND THE CURTAIN

The Harbor District is a fifteen-minute hike down a steep slope to the harbors below. The soldiers opening the palisade gate for the characters mention they heard some odd noises outside.

Under Siege

About halfway to the Harbor District, the characters suddenly smell the stench of rotting corpses. From among the overgrown rubble six large bloated corpses stumble toward the characters.

The **six ogre zombies** are spread out, attacking the closest targets. The fight takes place on a steep slope on a winding dusty road. The road is surrounded by overgrown rubble, bushes, and crumbling walls.

Once the characters have dealt with the zombies, they are free to proceed to the Harbor District. The guards are worried if the characters tell them about the incident, but they are glad the adventurers dealt with problem. If pressed, they grumble a bit about Lord Hulmaster not caring much about the people of town. Hopefully the characters can do something about the trouble.

Adjusting the Encounter

The encounter is intended to be Easy, its purpose is to highlight the fact that the town is under a siege of sorts.

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

- **Very weak party:** Remove two **ogre zombies**.
- **Weak party:** Remove one **ogre zombie**.
- **Strong party:** Add one **ogre zombie**
- **Very strong party:** Add two **ogre zombies**.

For strong & very strong also add The ogre zombies have 104 hit points each, a +2 bonus on attack and damage rolls and they make two attacks as an action.

The Magnificent Mara Betry

The characters arrive at Mara's warehouse at the edge of the dock. The labyrinth of crates inside lead to Mara's office, overlooking the entire warehouse.

Inside the office, Mara is busy looking over a stack of paperwork. She looks up when the adventurers enter her office.

Mara greets anyone she has met before by name. If she doesn't know any of the adventurers, she assumes they have been sent by Lord Hulmaster. She normally charges a fee for the location of the black market, but if one of the adventurers has the Gratitude of the Gangs – Ships Guild story award from HULB 1-1, she gives them the location immediately and at no charge.

Her normal fee for the location of the black market is 100 gp for the characters. With a DC 15 Charisma (Persuasion) check, she lowers the price to 75 gp.

If the adventurers imply that she has anything to do with the cursed items that are causing problems in Hulburg, Mara is offended but does not show it. A successful DC 15 Wisdom (Insight) check shows her displeasure at having her business interrupted by such baseless accusations. If the adventurers press with their accusations, remove the Gratitude of the Gangs – Ships Guild story award from any character that has it.

If asked about her connection to the black market or Dr. Mingli's Magical Emporium, Mara honestly says that she has no connection to the strange man. He is one of the people involved in selling illegal goods, but she knows little about him. He has been in the area for a few weeks, and she has heard no complaints about his goods until now.

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 Ship Kurth cargo vessel for many years. Consequently, she knows how to handle people and how to solve disputes without bloodshed.

Mara would look favorably on being appointed a sheriff, although she fears the reaction of the other gangs.

Dr. Mingli's Magical Emporium

The adventurers arrive at the black market under the Harbor District in what were once the sewers and cellars of Hulburg's dockside area.

The black market of Hulburg is small, buying mostly rough gems smuggled out of the mines, and selling mostly luxurious foods, drugs, and weapons to the miners.

Dr. Mingli is not hard to find as bystanders direct you to his stall, where you find a crowd formed. A short dwarf-looking humanoid in purple leathers and a golden cloak, with slicked back white hair and a neatly trimmed goatee stands on top of the stall, leaning on his hooked spear for support.

The purple-draped stall displays a wide variety of items, mostly junk, but some odd things look more valuable.

"Dr. Mingli has the perfect item for whatever problem you face," Dr. Mingli exclaims, "Looking for love, give the object of your desire this potion and they will be yours forever. I guarantee it or my name is not Dr. Mingli."

Dr. Mingli is the consummate salesman and loves the show. He really believes he helps people with his items. He distributes the cursed items only because of the magic that a necromancer provides, which Dr. Mingli needs to create his magical trinkets.

Dr. Mingli is willing to banter with the adventurers and answer questions about his

products. When the adventurers start asking about the cursed items, he knows that he has been found out. Read the following:

Dr. Mingli doesn't take too kindly to others besmirching Dr. Mingli's products," Dr. Mingli says in a serious tone. "Dr. Mingli will not put up with such an affront to his reputation."

With that, Dr. Mingli raises his hooked spear and calls out, "Rise, my minions, and defend the name of Dr. Mingli. Show these unbelievers what true faith is all about."

The lids of two large crates flanking the stall burst open, and the bones in them animate to form large snake creatures. Onlookers flee at the horrors as the undead snakes strike.

Two bone nagas form from the piles of bones in the crates near the cart as **two banshees** lurk beneath the surface. The banshees rise on their turn.

Dr. Mingli wants to escape. He knows if he can get to the necromancer, his chances of survival increase tremendously.

Roleplaying Dr. Mingli

Dressed in gold studded purple leathers with a gold cloak, Dr. Mingli is a sophisticated derro who always carries his hooked shortspear. He has slicked back white hair with a neatly trimmed mustache and goatee.

Dr. Mingli is the consummate salesman and always speaks about himself in the third person. He is very adept at perceiving the needs of a person and offering just the right item to fulfill them. He loves to sell and it shows.

Dr. Mingli works for a necromancer in exchange for the dark magic that he imbues into his items and the undead protection he provides. Dealing with the necromancer is part of HULB 1-3.

General Features

The general features of the marketplace are as follows:

Light and Visibility. The sewers that house the black market are dimly lit with the green moss that is everywhere.

Smells and Sounds. Due to the proximity of the water and abandoned cellars, there a mixed smell of dark earth and ocean water.

Terrain. The stall is difficult terrain. The grate behind it that leads to the sewer can also be squeezed through, but costs 15 feet of movement.

Sea Water. The water is slow moving but very harmful. Each time someone moves into a sewer water space, the creature takes 7 (2d6) acid damage. Anyone who starts their turn in the water also takes 7 (2d6) acid damage.

Tactics

Dr. Mingli casts *invisibility* before fleeing behind the stall into the sewers. If trapped, he casts *confusion* then continues to flee. If he gets off the map, he escapes.

The bone nagas open with *lightning bolts*, catching as many adventurers as possible, then move to block the exit behind the stall to aid Dr. Mingli's escape. If any adventurers get past them, they cast *hold person*.

The banshees arise from the ground in the center of the adventurers and *wail* on the first round. Then they move to use *horrifying visage* to frighten the adventurers away from Dr. Mingli.

Adjusting the Encounter

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

- **Very weak party:** Remove one banshee, and replace one bone naga with two ogre zombies.
- **Weak party:** Replace one banshee with two ogre zombies.
- **Strong party:** Add one banshee and two ogre zombies. The ogre zombies have 105 hit points each, +2 bonus on attack and damage rolls and make two attacks as an action.
- **Very strong party:** Add one banshee and four ogre zombies. The ogre zombies have 105 hit points each, a +2 bonus on attack and damage rolls and make two attacks as an action.

Development

If Dr. Mingli gets off the map at the exit, he disappears and cannot be found. If the adventurers slay or capture Dr. Mingli, he refuses to talk. It is assumed the characters hand him over to the authorities for questioning.

If the adventurers prevent Dr. Mingli from escaping and slay or capture him, award each character 1,000 XP.

Treasure

Dr. Mingli's stall contains a range of items. There are several cursed items worth a total of 1,000 gp. The mundane pieces of jewelry are worth 400 gp.

Of more interest is a note. Give the characters Handout 1.

There is also a *lantern of revealing* and a *potion of resistance (necrotic)* among the items.

Conclusion

Reporting back to Lord Eorl Hulmaster at his manor, the Lord is eager to hear from them. Lord Hulmaster is concerned about the necromancer still being out there and asks the Adventurers to stay in Hulburg as he may need their assistance in the near future.

Harpers. The players must decide what to do with the cursed items. Mara is willing to purchase them and promises to sell them to a traveling vendor, so the items don't come back to haunt Hulburg. The players can alternatively turn them in to the Harpers, who also pay for them.

This story continues in *HULB 1-3 Hulburg Rising*.

Treasure

As promised earlier in the adventure, Lord Hulmaster awards the adventurers 500 (or 600) gp.

Rewards

Make sure players note their rewards on their adventure logsheets. 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
Banshee	1,100
Bone Naga	1,100
Dr. Mingli	700
Dwarven Suitor	2,900
Hotheaded Suitor	700
Priestly Suitor	50
Ogre Zombie	450
Ogre Zombie, Advanced	700

Non-Combat Awards

Task or Accomplishment	XP per Char
Each NPC saved from cursed dagger	300
Stop Dr. Mingli from escaping	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/Location	GP Value
Lord Hulmaster's payment (Intro)	500-550
Suitors gold (Part 1: Charmed Life)	300
Dr. Mingli's jewelry (Part 2)	400
Cursed items	1,000

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.

Lantern of Revealing

Wondrous item, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Greater Healing

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Resitance (necrotic)

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Renown

Each character receives one point of renown.

Harpers who retrieve cursed items and return them to the Harpers receive an extra point of renown.

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

Banshee

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +4

Damage Resistance acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Actions

Corrupting Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) necrotic damage.

Horrifying visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/day). The banshee releases a mournful wail, provided that she isn't in sunlight. The wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her

must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Bone Naga

Large undead, lawful evil

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

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common and Undercommon

Challenge 4 (1,100 XP)

Spellcasting. The spirit naga is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

1st level (4 slots): *charm person*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (2 slots): *lightning bolt*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4

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.

Dr. Mingli*

Small humanoid (derro), lawful evil

Armor Class 15

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	17 (+3)

Saving Throws Int +6, Wis +4

Skills Acrobatics +5, Deception +7, Persuasion +5, Performance +7, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish, Undercommon

Challenge 3 (700 XP)

Insanity. Dr. Mingli has advantage on saving throws against being charmed or frightened.

Magic Resistance. Dr. Mingli has advantage on saving throws against spells and other magical effects.

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

Spellcasting. The mage is a 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, prestidigitation, vicious mockery*

1st level (4 slots): *disguise self, dissonant whispers, thunderwave*

2nd level (3 slots): *invisibility, shatter, silence*

3rd level (3 slots): *nondetection, sending, tongues*

4th level (3 slots): *confusion, dimension door*

Actions

Multiattack. Dr. Mingli makes two melee attacks.

Hooked Shortspear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 3) piercing damage. If the target is a creature, Dr. Mingli can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 10 Strength saving throw or fall prone.

* Windharrow from Princes of the Apocalypse. Changed Windharrow from a half-elf to a derro.

Dwarven Suitor*

Medium humanoid (shield dwarf), neutral

Armor Class 18 (plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	11 (+0)	8 (-1)	12 (+1)

Skills Athletics +7, Intimidation +4

Damage Resistances poison

Senses darkvision 60ft., passive Perception 9

Languages Common, Dwarvish

Challenge 7 (2,900 XP)

Action Surge (Recharges after short or long rest). A dwarven suitor takes an additional action on his turn.

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

Dwarven Resilience. The dwarven suitor has advantage on saving throws against poison.

Indomitable (Recharges after short or long rest). The dwarven suitor can reroll a saving throw that he fails. He must use the new roll.

Second Wind (Recharges after short or long rest). The dwarven suitor can use a bonus action to regain 16 (1d10 + 11) hit points.

Actions

Multiattack. The dwarven suitor makes three melee attacks with his greataxe.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

* Drannin from Princes of the Apocalypse (removed his special equipment).

Hotheaded Suitor*

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Deception +5, Intimidation +5, Religion +2

Senses passive Perception 10

Languages Common, Igan

Challenge 3 (700 XP)

Spellcasting. The hotheaded suitor is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *control flames, create bonfire, fire bolt, light, minor illusion*

1st level (4 slots): *burning hands, expeditious retreat, mage armor*

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

3rd level (2 slots): *fireball*

Actions

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

*Eternal Flame Priest from *Princes of the Apocalypse*.

Priestly Suitor*

Medium humanoid (human), neutral

Armor Class 18 (chainmail, shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +5

Skills Persuasion +5, Religion +2

Senses passive Perception 12

Languages Common, Undercommon

Challenge 2 (450 XP)

Spellcasting. The priestly suitor is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, divine favor, inflict wounds, protection from good and evil, shield of faith*

2nd level (3 slots): *continual flame, hold person, magic weapon, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*

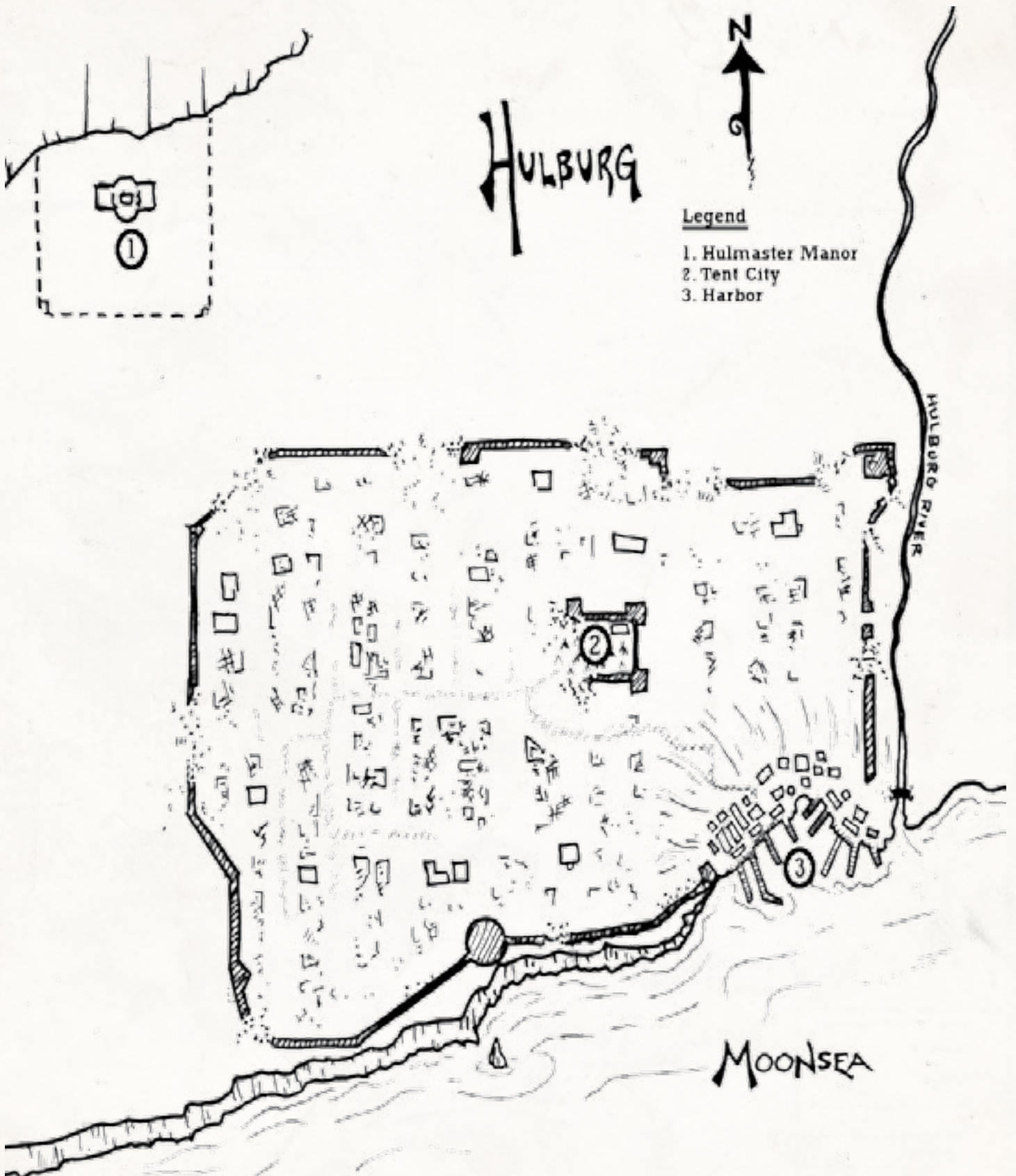
Actions

Multiattack. The priestly suitor makes two attacks with his flail.

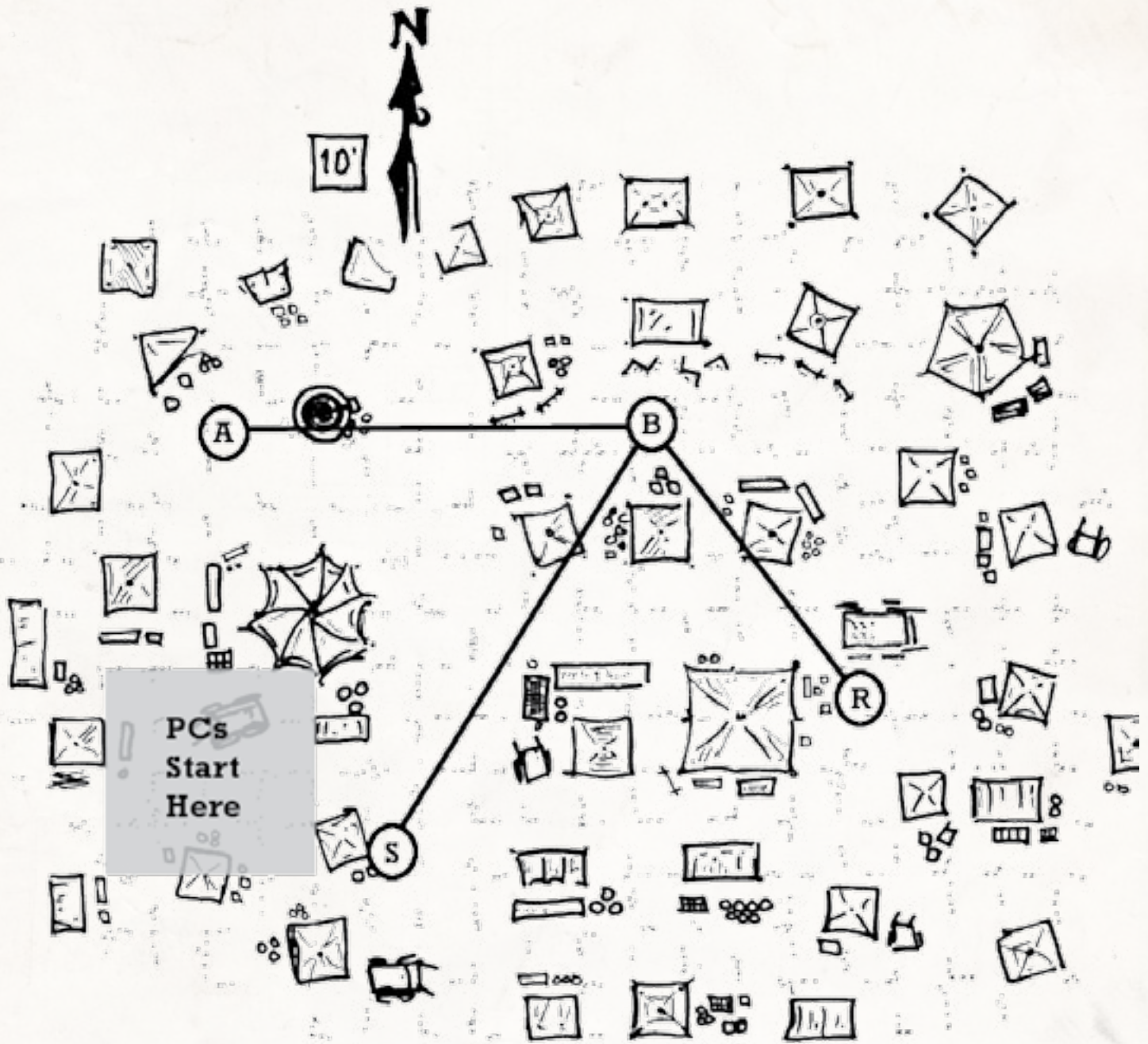
Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

* Grisha from Out of the Abyss (removed +1 flail).

Appendix II: Hulburg

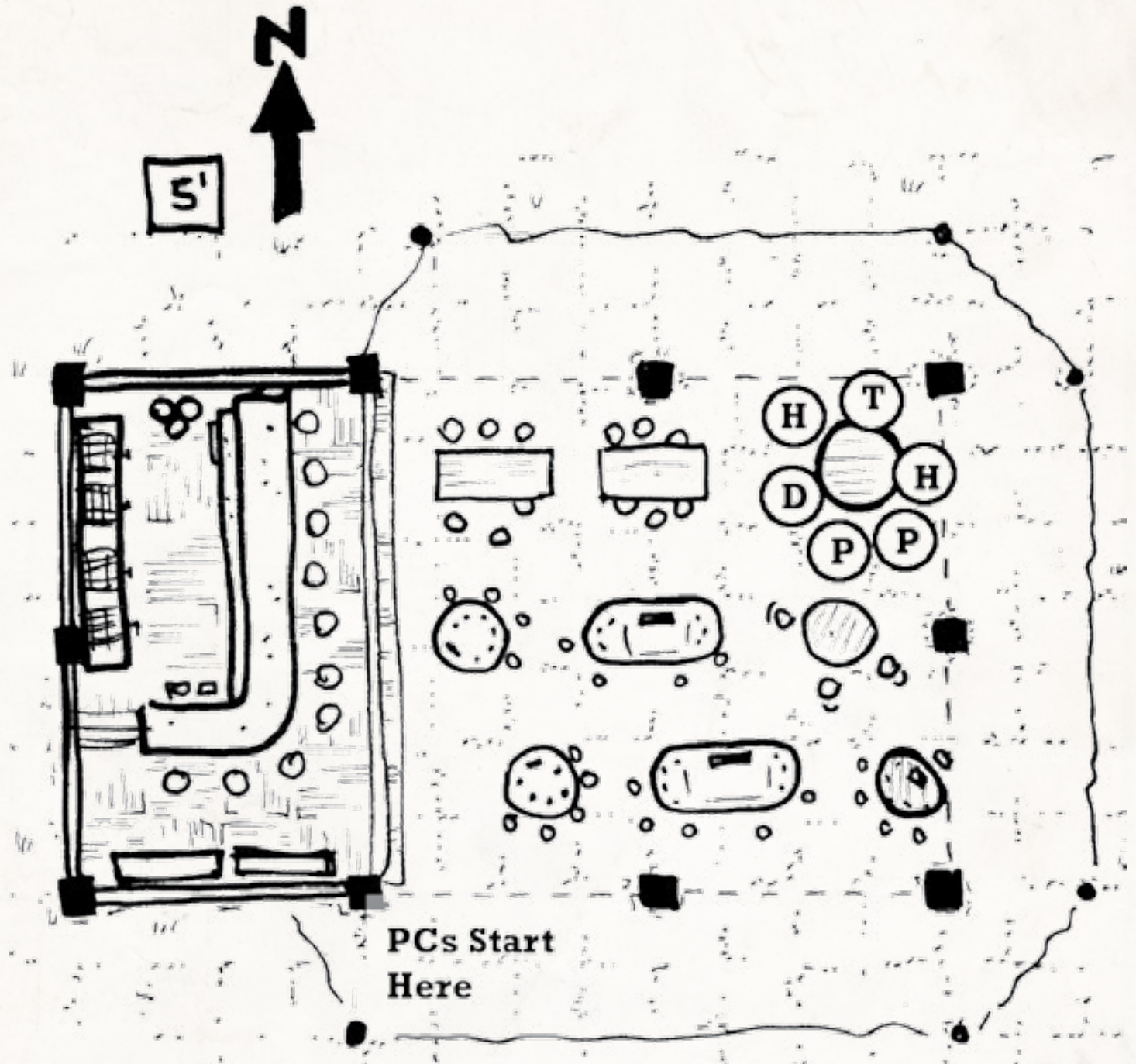


Map: What goes up must come down



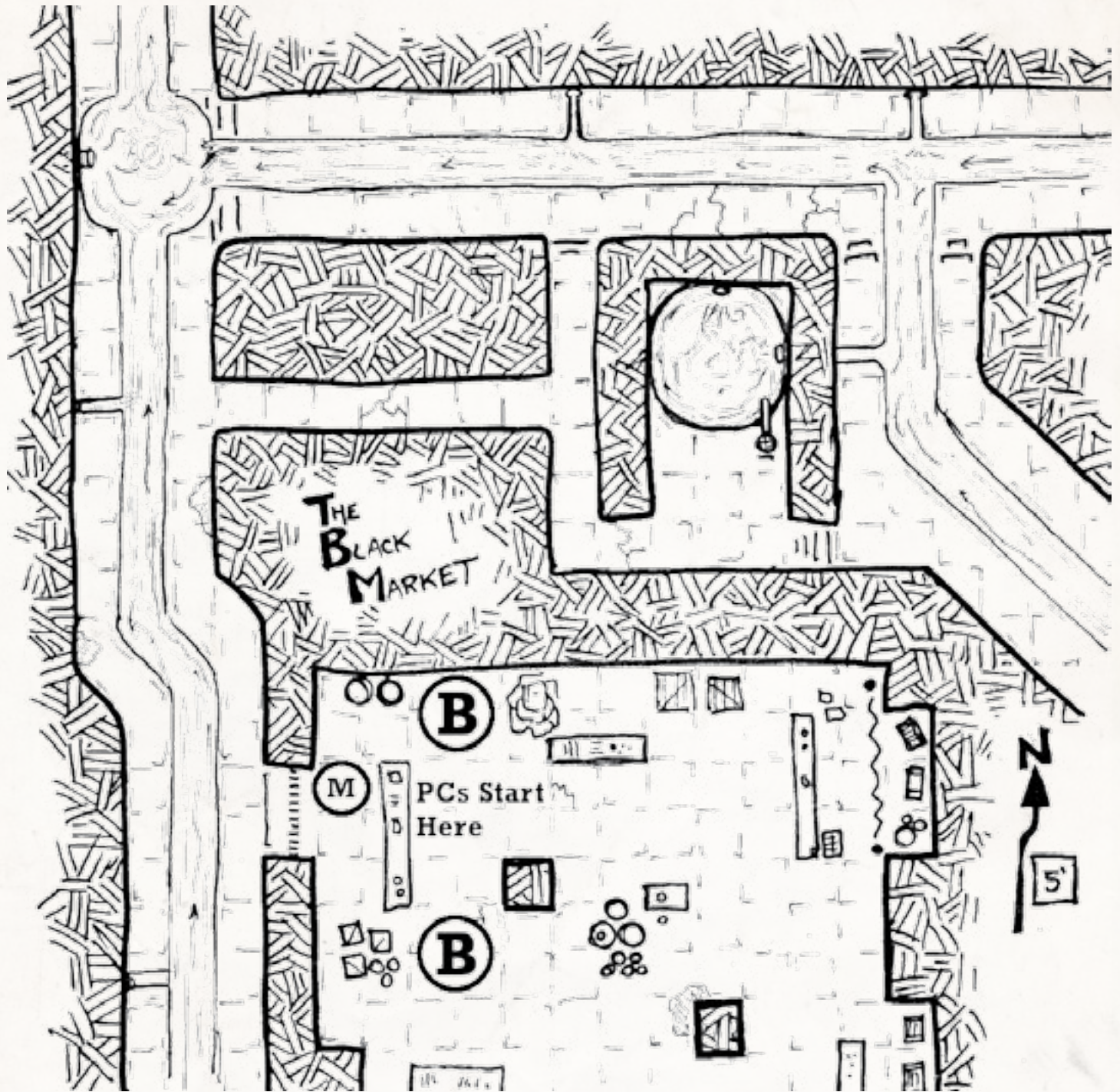
- B = Billy
- A = Aubrey
- S = Shamus
- R = Redvin

Map: The Charmed Life



- T = Twilio Othenium
- P = Priestly Suitor
- H = Hotheaded Suitor
- D = Dwarven Suitor

Map: Dr. Mingli's Magical Emporium



B = Bone Naga

M = Dr. Mingli

Banshees start off the map.

Player Handout: Letter from the Necromancer

The undead are growing.

Release the items to the citizens of Hulburg to sow the seeds of what is to come. More orders will follow.

When Hulburg is reborn, your rewards will exceed anything you can imagine.

Let the dead rise,

Aesperus