



# The Underyard

A level 3 travel event for 4 players.

*While traveling down an isolated road, the party's curiosity is piqued by a suspicious tunnel obscured by earth. Exploring further, they discover a small "mining" operation.*

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## The Story

There was once an adventuring group: Huard, Dobbs, and Crickshaw. Like any adventuring group, they quested for riches, power, and the occasional good deed. Huard liked the riches, Dobbs liked the power, and Crickshaw liked the good deeds. One day while clearing a dungeon, Huard's greed got the better of him. After all, why split the treasure three ways? Crickshaw was abandoned in a pit and Dobbs was pushed into a fire trap. Huard, finding himself in need of strong backs to carry the treasure out, enchanted his companion's corpses.

But Huard was never very good with money.

After frivolous spending, the treasure dried up. Now Huard, skeletal Dobbs, and undead Crickshaw make their riches the easy way—grave robbing.

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## Suggested Skills

Perception | Investigation | Insight

## Key Steps

Notice the piles of earth. | Investigate the hole. | Enter the hole. | Activate alarm. Confront Huard.

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## The Enemies

1x Grave Robber Huard | 1x Dobbs the Skeleton | 1x Zombie Crickshaw

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## The Loot

*Decide what your players get based on how the event goes.*

Crowbar  
Pickaxe  
Shovel

+1 Longsword  
Rusted chainmail  
Kite shield

Huard's spellbook  
35 silver  
8 gold

# Tactics

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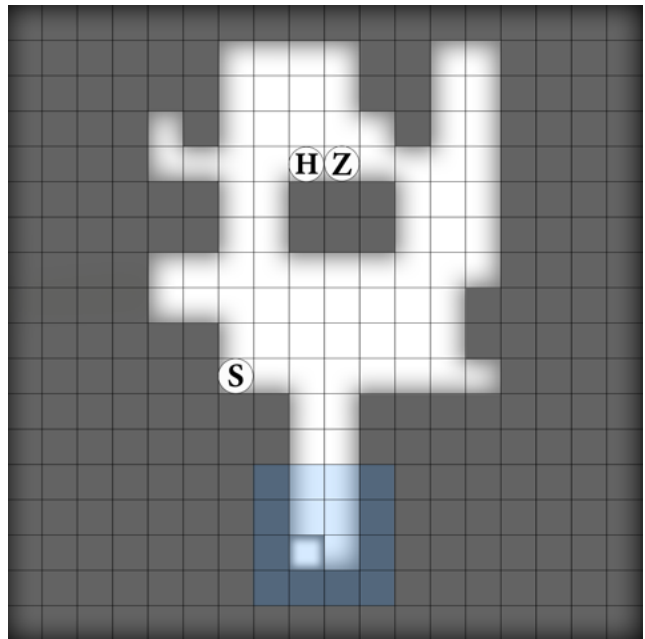
Players enter the the graveyard undermine from the south. The entrance is obscured by large piles of earth. The alarm spell covers a 20x20 area, covering the entrance and shaft.

Unless players sense and dispell the alarm spell, the fight will go as follows:

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## Set Up

- Huard (H) verbally instructs Dobbs the Skeleton (S) to lay motionless and Zombie Crickshaw (Z) to remain hidden.
- Huard (H) approaches the players, explaining he is working a job for the local church (DC 13 Deception).



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## Turn 1

- Grave Robber Huard uses bonus action misty step to reach the back of the tunnel. He casts collapse on the nearest player and then takes cover behind the wall with his move action.
- Dobbs the Skeleton rises and uses dirt clod on a player who successfully dodges collapse.
- Zombie Crickshaw engages the closest player, favoring a melee opponent.

## Reactions

- Zombie Crickshaw can use protect on an ally who is within 5 feet.
  - Huard uses shield to defend against attacks (up to 3 times).
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## Turn 2

- Huard casts toll the dead on an already damaged player. He then returns to cover.
  - Dobbs attacks the closest player with his pickaxe.
  - Zombie Crickshaw engages the closest player, favoring any attacking Huard.
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## Turn 3

- Repeat turn 2 or escape or begin to escape via mold earth and misty step.
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## Notes

- Huard ultimately wants to live. If he has the chance, he will either choose to flee or talk/bribe his way out of a potentially deadly encounter.
- If he flees, he will choose to use mold earth to open a hole in the top of the enclosure and cast misty step to escape. He will leave behind Dobbs and Crickshaw.

# Enemies

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## Dobbs the Skeleton

*Medium undead, neutral evil*

**Armor Class** 13 (Armor Scraps)  
**Hit Points** 13 (2d8 + 4)  
**Speed** 30 ft.

### ACTIONS

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

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

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**Dirt Clod.** *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or become blinded until Dobbs's next turn.

**Damage Vulnerabilities** Bludgeoning  
**Damage Immunities** Poison  
**Condition Immunities** Exhaustion, Poisoned  
**Senses** Darkvision 60 ft., Passive Perception 9  
**Languages** Understands the languages he knew in life but can't speak  
**Challenge** 1/4 (50 XP)

*The bones are weathered, the joints worn from years of heavy lifting.*

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## Zombie Crickshaw

*Medium undead, neutral evil*

**Armor Class** 18 (Rusted Chainmail and Shield)  
**Hit Points** 22 (3d8 + 9)  
**Speed** 20 ft.

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

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**Saving Throws** WIS +0  
**Damage Immunities** Poison  
**Condition Immunities** Poisoned  
**Senses** Darkvision 60 ft.  
**Languages** Understands the languages he knew in life but can't speak  
**Challenge** 1/2 (200 XP)

**Undead Fortitude.** If damage reduces Crickshaw to 0 hit points, he 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, Crickshaw drops to 1 hit point instead.

### ACTIONS

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

### REACTIONS

When within 5 feet of his master Huard, Crickshaw uses his reaction to impose disadvantage on the attack roll that targets Huard. Crickshaw must be wielding a shield.

*Moving with purpose and poise, his battle experience shows even in death.*

# Enemies

## Grave Robber Huard

*Medium Humanoid, Any Evil Alignment*

Armor Class 12  
Hit Points 22 (5d6)  
Speed 30 ft.

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

Skills Arcana + 3, Investigation + 6, Deception + 4  
Languages Common  
Challenge 2 (450 XP)

**Spellcasting.** Huard is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Huard has the following wizard spells prepared:

**Cantrips** (at will): *mold earth, light, toll the dead*  
**1st level** (4 slots): *alarm, identify, shield*  
**2nd level** (3 slots): *misty step, ray of enfeeblement*  
**3rd level** (2 slots): *animate dead*

### ACTIONS

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

**Collapse.** Using mold earth, Huard releases a coffin and tombstone from the above graveyard onto a 5x5 area. The target must succeed with a DC 14 Dexterity saving throw or suffer 2d6 damage. No damage is taken on a save.

### REACTIONS

**Spells.** *shield*

*Crass and crude, an ill-proportioned man whose glory days have passed.*

