A HALLOWEEN ONE-SHOT FOR REDACTED CHARACTERS

Nobody's Funeral

You wake up in a coffin holding a lit candle. Your name is chalked on the open lid. A crowd of villagers in their best clothes are watching from the pews. You can't remember your name...

NAME [redacted]

RACE [redacted]

CLASS [redacted]

CAUSE OF DEATH FORGOTTEN

3 TO 6 PLAYERS · LEVEL 2 · ABOUT 3 HOURS · FOR 5E

PLAY IT ON PAPER, OR WITH DUNGEONING IN THE DARK

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FOR THE DM'S EYES ONLY

The truth of it

The village of **Guttering** makes candles. As far as the villagers remember, it always has. It sits in a quiet valley of barley fields and apple trees. People come in from time to time, yet nobody who lives there can remember the way out.

Forty years ago a chandler set up shop on Tallow Hill. She adopted the name **Mother Tallow**, and unfortunately for the villagers, she is a hag. The first thing she did was take the valley's own memory of summer and pour it into one great candle. Ever since, the land has been struck by a blight and has forgotten how to grow crops on its own. The fields only yield produce when the villagers pay the hag's Tithe.

The tithe

Once a season, every person from every household in Guttering leaves a lit candle in the window overnight. In the morning the candle is gone, and along with it, a memory. Some you wouldn't miss, but others... It could be a birthday, a recipe, the faces of your loved ones, or a year of your life.

Nobody in the village dares go near the chandlery unless summoned. They pay the tithe, then work the meager harvest - generating just enough to keep them alive for another season.

The Stillness and the Forgotten

A villager who loses too many memories begins to change. When almost nothing is left, Mother Tallow leaves the last stub of their candle on the windowsill. They light it and carry it about with them, signifying the beginning of the end.

When the candle stub finally goes out, so does the person. They become a shell of a person, unable to do anything. Guttering calls this **the Stillness**, and it is the main cause of death in Guttering.

Once the Stillness takes hold, the villagers host a wake, with an ordinary lit candle placed in their hands. When that candle finally goes out, they perform a burial.

However, in Guttering, not everyone who is buried stays there. Some rise, as undead shells of their former selves. These are known as **the Forgotten**.

The road

The first thing the villagers forgot was the way out. Anyone who walks past the boundary stones forgets why they were leaving and wanders back home.

The Reeve's arrangement

Reeve Ben Saxby, the village leader, figured out how to bend Mother Tallow's rules. A tithe is a memory taken from whoever lights the candle. But if someone else takes that candle before it's lit, it's their memory that's taken instead. As long as there is at least one for every villager, the chandler cares not where it came from.

So when adventurers wander into Guttering, he feeds them, and then he asks a small favor. His knees are bad, and the hill is steep. Would they carry his household's candles up to the chandler for him? He hands them a full box of candles: one for each member of his household, for each season of the year to come. All you have to do is drop them off and say, *"We bring you these candles on behalf of the Reeve and his family."*

The Reeve knows what he is doing. For each candle, a member of his household is passed over for another season. One box keeps his whole family safe for a year. As the leader, he believes it is important that at least he keeps his memories. Somebody has to remember what was done to this village or there will be nobody left to help it. It is the twisted logic of a coward.

This party

Three nights ago, a party of adventurers walked into Guttering. The Reeve gave them supper and asked his favor. It seemed like a harmless request, so they graciously accepted.

One of the party spoke for them all and said the words exactly as the Reeve had taught them. Mother Tallow asked one question. "And you give them all freely?" They said they did. They meant the candles. She meant their memories.

A box that size would have cost them dearly anyway. With that one answer, she took all of their memories at once, and they dropped straight into the Stillness. They were found in the fields the next morning with their stubs lying unlit beside them.

Why they woke up

Normally the Reeve would have had the bodies quietly disposed of, but luckily **Old Pell**, the sexton, found them first. Pell has forgotten nearly everything except how to do a funeral properly. He chalked their names on the lids. He ought to have used ordinary wake candles, but he put their own stubs in their hands and lit those instead.

That wakes them up and sets the adventure in motion.

Tonight

Tonight is **Candle Night**, the last night of October and the night of the autumn tithe. Every window in Guttering has a candle, except the Reeve's. The village calls it a festival. It is her stocktake.

At midnight she comes down the hill to collect. At midnight the party's stubs burn out, and they will join the Forgotten for good.

The players know none of this. They don't even know what they are. That is the whole game!

Why this works with Dungeoning In the Dark

In most amnesia one-shots, the DM has to keep a pile of secrets on paper and hand them out. The app handles all of that. Every character sheet is already redacted and can be revealed with a click of the DM's button. Better yet, the story works well as every reveal is a memory coming back.

So don't reveal things because it's convenient. Reveal them because the character did something that would shake the memory loose!

Setting up the table

- Summon a table at **dungeoninginthedark.com** and type in your players' names. Then click 'deal the fates'.
- Level the party up once, so everyone starts at **level 2**. Reveal nothing yet.
- Read each sheet before you start. Note every character's **background** and **secret**. You will need them in scenes 2 and 4.
- Chalk this on the Table Board: "Here lie the outsiders - strangers to Guttering."

Running it on paper

Don't want to use the app? No problem. Make a level 2 character for each player and keep the sheets behind your screen. When a reveal comes up, read the fact out loud or pass it to the player on a slip of paper. Where the text says to muster or veil a creature, run the fight as usual and keep the zombie a surprise.

The three rules of revealing

- Reward your players for interacting. When a player attempts something, let them roll first, then reveal the stat after. "Try casting a spell... maybe you can?"
- Failures are also moments to reveal! If the fighter tries to cast a spell and nothing happens, they just learned something.
- Keep the player's secrets for scene 4. Each character's secret is sitting in a candle on Mother Tallow's shelf. Don't give it away early.

The stubs

Each character holds a lit candle stub. It is the only reason they are awake.

- **It is their clock.** It burns down through the night and goes out at midnight.
- **Everyone in Guttering knows what a lit stub means.** It means that person is nearly gone. Anyone asked about the candles can explain.
- **It can be threatened.** Create some fear with rain or a grabbing hand. Use this once a scene at most.
- **If a stub goes out early,** its owner stands and stares and can do nothing at all until someone uses an action to relight it from another flame.

WHO'S WHO

Mother Tallow. Hag, chandler, and the villain of our story. She controls the harvest and collects the Tithe each season to make her candles.

Reeve Ben Saxby. Runs Guttering. Sends every party of strangers up the hill with his candles. He has three stories, and only the last one is true.

Old Pell. The sexton. Has forgotten nearly everything but his trade. Gave the party a proper funeral and accidentally wakes them by lighting their candle stubs.

Hobb. The gravedigger. Keeps all of the strangers' belongings in his shed.

Wenna. The Reeve's daughter, eight years old. Her father's tricks have kept her passed over so she remembers everything, including what he does. She can be his downfall.

THE CLOCK

The chapel bell rings the hours. Start at **eight bells**. Ring nine as they leave the village, ten in the graveyard, eleven at the chandlery. Midnight is scene 5. Each time it rings, tell the players their stubs are a little shorter.

SCENE 1 · ABOUT 20 MINUTES

The Wake

It is dark, and it smells of beeswax. You lie on your back with your hands folded on your chest, and something small and warm rests between your fingers.

Somewhere above you, people are singing. It is a slow song, and many are getting the words wrong.

You sit up in a long wooden box, in a row of long wooden boxes, in a stone chapel full of candles. The singing stops. Forty people in their best clothes are staring at you, and not one of them looks surprised to see a dead body move.

If anything, they look guilty.

Each coffin lid has a name chalked on it. Each character holds a black candle stub, lit and burned down to the length of a thumb. It smells faintly and strangely of themselves. A mirror on the wall has been draped in black cloth. On the altar, the parish book lies open at tonight's page. It lists each of them under The Departed. In the column for cause of death, the same word every time: Forgotten.

WHEN A PLAYER...	REVEAL
Reads the name chalked on their own lid	• Name
Pulls the black cloth off the mirror and looks	• Race
Sniffs the candle stub and tries to place the smell (DC 10 Wisdom)	• Wisdom
Reads the parish book by candlelight	• Languages
Reads the faces in the pews (DC 12 Wisdom (Insight))	• That these people are ashamed, not afraid

The congregation. Guttering has watched the Forgotten get up and walk before, with empty eyes and nothing to say. Nobody here has ever seen one sit up and ask a question. They don't run. They don't know what to do. Those who can still remember know that the hag has got the party, and that the Reeve is the culprit.

Old Pell is delighted. "There now. That's done properly," he says, and goes to tend the chapel yard.

Art © Rick Hershey

Reeve Ben Saxby is at the front with his hat in his hands. He tries to lie. They were taken ill. A fever. Terrible thing. He is very bad at it, and he will not say more with the whole village watching.

Moving on: somebody opens the chapel doors to let the air in. Outside, Candle Night is waiting.

SCENE 2 · ABOUT 40 MINUTES

The Village

Every window in Guttering has a lit candle. Children in paper masks run between turnip lanterns, and a bonfire sits on the green, waiting for midnight.

It ought to be cheerful, but nobody is laughing. Most folks shuffle about in small groups. When the fiddler starts a tune, he loses his place halfway through and has to stop.

The congregation files out of the chapel behind you and stands about on the grass, not quite looking at you.

Let the players poke at the village. The truth comes out if the players interact.

The villagers remember them. The party were guests here three nights ago and talked about themselves at supper. Look at each character's background on your screen and give one villager one line. "You showed my lad a sailor's knot." "You said you'd been a soldier. You had the look." That villager is who reveals it.

Hobb's shed. The door is swollen shut and takes a shoulder to open. Inside, the gravedigger has their belongings, neatly labeled. He also has everyone else's. The shed is racked floor to roof with packs, boots, swords and bows, each with a paper tag. There are dozens. The party's are the newest. On top of every pile sits the same thing: an empty wooden candle box with the Reeve's mark burned into the lid.

The boundary stones. Anyone who tries to leave walks past the stones and, a minute later, finds themselves strolling back toward the green, wondering what they went out for.

Old Marta walks the green with a lit stub in a jam jar. She smiles at everyone but is otherwise silent. The villagers step round her gently. This is what the party has to look forward to if they don't solve their issue before midnight.

The Reeve's house is the biggest on the green, and it is the only one with no candle in the window.

The harvest. The barns are a third full. The apples are small. Ask anyone, and they will say the same thing: "It's never a good one. It's only ever enough."

Wenna, the Reeve's daughter, tells them plainly, because nobody has taught her not to. "He gave you his candles to carry. He always gives them his candles."

Reeve Saxby has three different versions of what happened, and he gives them up one at a time.

- *In front of the village:* they were taken ill. A fever. Terrible thing.
- *Cornered alone:* he sent them up the hill to kill her. They were meant to be heroes. They must have failed. He says it with real feeling, because he half believes it.
- *Shown a candle box, caught in the lie, or once Wenna has said her piece in front of him:* the Reeve reveals the truth about trying to protect his family. He wants someone to kill the hag, but doesn't believe anyone can. Others have tried in the past and failed, so now he simply does what he can to save himself and his family.

Play the second story for as long as the players will swallow it.

WHEN A PLAYER...	REVEAL
Gets a villager to talk (DC 12 Charisma)	• Charisma
Is told what they said at supper	• Background
Forces the door of Hobb's shed (DC 10 Strength)	• Strength
Gets their things back from Hobb's shed	• Equipment and trinket
Puts on their own armour, or notices they have none	• Armour class
Works out what the shed means for previous adventurers (DC 12 Intelligence)	• Intelligence
Doubts the Reeve's second story (DC 13 Wisdom (Insight))	• That he is lying
Looks hard at the windows (DC 13 Wisdom (Perception))	• That the reeve's house is dark
Tries to walk out of the valley	• Nothing. They just come back.

Moving on: the only way up Tallow Hill is the lane through the graveyard. The bell rings nine.

SCENE 3 · ABOUT 30 MINUTES

The graveyard

The graveyard climbs the hill in terraces. Tonight every headstone has a candle on it, as is the custom. Most are burning.

The top terrace has no headstones at all. It has a lot of graves, though, close together, and no candles.

That is the terrace that is moving.

The lower terraces are Guttering's own dead. The top terrace is where the Reeve buries his strangers: every party that went up the hill before this one. They still have their swords.

The fight. Hit Combat! and muster **one skeleton per player**. These are the earlier adventurers, long spent. Add **one zombie** and veil it, so the players' phones show "Something moves in the dark..." on its turn. That one was buried last spring. It comes up out of the newest grave on round 2.

© Dean Spencer

This is where the party finds out what they can do. Let everyone try things!

The wind. It is gusty up here. At the start of round 2, one character's stub blows out. See *The stubs*.

WHEN A PLAYER...	REVEAL
Takes their first hit	• Hit points
Swings a weapon for the first time	• Weapon and attack bonus
Tries something only their class can do	• Class and that feature
Dodges, climbs or dives behind a headstone (DC 11 Dexterity)	• Dexterity
Gets back up after being knocked flat	• Constitution

Afterwards. Inside each skeleton's ribcage is a candle stub that was never lit. It matches the ones the party are holding. These were past adventurers and victims of the hag!

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Ring ten bells.

SCENE 4 · ABOUT 40 MINUTES

The Chandlery

The chandlery at the top of the hill is warm and bright and smells wonderful. Shelves run from floor to rafters, and on every shelf there are candles, hundreds of them, each one lit, each one with a little paper label tied round it with string.

At the back of the shop, behind the counter, stands a candle as big as a barrel. Its flame skips between warm amber, deep green and blush red. It smells of cut hay and summer rain.

"Oh, how lovely," says the woman at the counter. "You've returned."

A **swarm of ravens** roosts on the roof. They are her doorbell. Creep past (DC 12 Dexterity (Stealth)) or she knows the party is coming. They only attack if she tells them to.

Mother Tallow looks like a plump, cheerful chandler with wax on her apron. She answers every question truthfully, including the awkward ones. Ask her what happened three nights ago and she repeats the words in the voice of the character who said them: *"We bring you these candles on behalf of the Reeve and his family."* Then her own question, and their reply. "And you give them all freely?" "We do." She never said she meant the candles.

On the wall behind the counter hangs a frame, brown with age. It holds the bargain Guttering made forty years ago, with a column of signatures and marks beneath it. *A candle a season from every soul, for a good harvest.*

The shelves. Small candles are the village's tithes. A row of cold black puddles is all that is left of the earlier strangers. The party's own candles are behind her, tall and fat and burning beautifully. "You've no idea how long it's been since I had anything this good."

The great candle is the valley's own summer. See her stat block for what happens if it goes out.

Any character who gets hold of their own candle, blows it out, and breathes the smoke gets a memory back.

When a player…	Reveal
Breathes the smoke from their own candle	• Secret
Breathes it a second time	• Personality and flaw
Sees through her (DC 14 Wisdom (Insight))	• Her true face
Asks who spoke for them	• Who said the words

Who said the words?

You choose who, once you have seen the sheets. Pick the character whose secret makes it sting the most, or failing that, the one with the highest Charisma. When Mother Tallow plays it back, the others hear that character's voice.

She will trade. A candle back costs something: a year off your life, your shadow, your name never spoken in Guttering again, a favor to be named later. Haggle in character and enjoy it.

When a character takes their candle back, level them up to 3. Who they were comes flooding in.

Mother Tallow's three rules

She is a hag, and hags follow the old rules. She will tell the players all three if they ask, because of the first one.

- **She cannot lie.** She can leave things out, and she is very good at it.
- **She keeps the exact words of a bargain.** Not what you meant. What you said.
- **She can only take what is offered.** A candle lit in a window is a tithe, and a tithe is one memory. A candle must be offered willingly.

Every trick in scene 5 comes from one of these, and any of them can be played here or at midnight.

Moving on: if they fight her here, run scene 5 in the chandlery. If they deal, steal or run, she lets them go, smiling. The bell rings eleven. She will see them at the bonfire.

SCENE 5 · ABOUT 40 MINUTES

Midnight

> *The whole of Guttering is on the green. Nobody is dancing. The bonfire is lit, and by its light you can see the Reeve standing alone, hat in hand.*
>
> *The chapel bell begins to ring. One. Two.*
>
> *On the twelfth stroke, every candle in every window gutters at once, and a cheerful voice from nowhere at all says, "Now then. Where were we?"*

Mother Tallow arrives invisible, drops her disguise, and sets a tray of candles on the edge of the bonfire: every candle the party has not yet won back, plus tonight's tithe from the windows. The party's stubs are down to the last flicker.

© Dean Spencer

If they fight

Muster Mother Tallow and veil her until she attacks. Use the tray: any character can spend their action to **snuff a candle**. See her stat block. Villagers will snuff candles too if a player thinks to ask them.

If they go for the great candle

While she is down on the green, the chandlery is empty apart from the ravens. A party that splits up can hold her at the bonfire while somebody runs up the hill. This is the cleverest way to win, so reward it.

If they trick her

Mother Tallow is bound by her three rules, and a party that listens can catch her on any of them.

Reward the idea, not the dice. If a player spots one of these, it works. The roll only decides how gracefully she takes it.

1. "It was never a good harvest." This is the big one.

- *What they need to notice:* the first bargain, framed on her wall, promises *a good harvest*. The barns are a third full. Guttering has never had a good harvest in forty years, only enough.
- *How to play it:* one character says it to her face (DC 13 Charisma, with advantage if they quote the frame word for word).
- *What she does:* at first, nothing. The party never signed that bargain. It has to come from Guttering.
- *Pushing it further:* if the players get the villagers to say it, it is forty years of tithes paid for a good harvest that never came. Each villager who speaks up counts as snuffing a candle. If the whole green takes it up, she cannot pay it all back, and the only way she can deliver a good harvest is to put out the great candle herself. She does it, shrieking, and is gone.

2. "On behalf of."

- *What they need to notice:* the words were *on behalf of the Reeve and his family*. She heard "in place of". It can just as well mean "as his messengers".
- *How to play it:* one character argues that the candles were the Reeve's offering and they only carried them (DC 13 Intelligence or Charisma, whichever the player leans on).
- *What she does:* she agrees, with great pleasure. Every party member gets their candle back. Then she turns to collect from the true givers: the Reeve and his family.
- *The catch:* his family (his wife, Wenna, and her little brother) never had a say in any of this. Let the players see that before she moves. They can stand aside, let the Reeve step forward alone, or intervene.

3. Dark windows.

- *What they need to notice:* she can only take what is offered, and the tithe is offered by lighting a candle in a window. The Reeve's dark window is the proof.
- *How to play it:* before midnight, the party talks the village into blowing out its candles. They need the Reeve or Wenna on their side first, then a group check (DC 12 Charisma, at least half succeed).
- *What she does:* she comes down the hill to a dark village and can take nothing. She starts scene 5 with 20 fewer

hit points, and the villagers will stand with the party.

4. Swap the labels.

- *What they need to notice:* she knows whose candle is whose by the paper labels tied on with string.
- *How to play it:* in the chandlery, one character keeps her talking (DC 14 Charisma (Deception)) while another swaps the labels (DC 13 Dexterity (Sleight of Hand)).
- *What she does:* nothing, until midnight. Then she lights a tray of the wrong candles, and the party's real ones are safe in their pockets. Run the fight with her surprised on the first round.

What does not work. Begging. Threats. Asking for it back. "An offering is an offering, dear. The bargain is already struck."

If somebody pays

She will make the offer herself. One of them stays, and the rest walk out by the road with everything they came with. One character lets their stub go out. That player's sheet stays redacted for good. They keep their seat at the table, and nobody will ever know who they were.

It is a sad ending and a very good one. Don't talk them out of it.

The Reeve can pay. If the players have shamed him or forgiven him, Reeve Saxby steps forward and offers himself in their place, on behalf of nobody but himself. Let the players decide whether to allow it.

The morning after

Reveal everything that is still hidden. Then tell them what Guttering looks like at dawn.

If the great candle is out, the valley bursts back into life. The blight is gone for good. The Forgotten lie down where they stand and are finally at rest, but anyone with the Stillness recovers fully. And at the edge of the village, where there were only boundary stones and a hedge, a road now runs.

If she is dead but the candle still burns, somebody has to climb the hill and put it out. Let a villager do it.

If the party only saved themselves, the road lets them leave. Behind them, Guttering puts its candles in its windows.

What happens to the Reeve is for the players to decide.

Fitting it to your table

- **Three players:** drop the zombie in scene 3 and give Mother Tallow 60 hit points.
- **Six players:** two zombies in scene 3, and two skeletons carry her tray in scene 5.
- **Short on time:** skip the ravens and run scene 5 inside the chandlery.
- **Total beginners:** have Wenna tag along. She can say out loud what a new player is too shy to ask.

Mother Tallow

Medium fey (green hag), neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components. At will: *dancing lights, minor illusion, vicious mockery*.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends.

Snuff a Candle (new for this adventure). While the tray of candles is within reach, any creature can use its action to snuff one. Mother Tallow takes 5 (1d10) psychic damage, and the DM reveals one hidden fact to the candle's owner.

The Great Candle (new for this adventure). The great candle relights itself. It takes three actions in total, from anyone, to put it out for good. When it goes out, the valley remembers how to grow and the road comes back. Mother Tallow can no longer turn invisible or hide her true face, and if she has half her hit points or fewer she flees Guttering and does not return.

APPENDIX

Stat blocks

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.

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.

Swarm of Ravens

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	14 (+2)	8 (−1)	3 (−4)	12 (+1)	6 (−2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15

Languages none

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Villager of Guttering

Medium humanoid (commoner), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Actions

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

Use this for the Reeve, Hobb, Old Pell and anyone in the crowd. Nobody should be fighting them.

RUN IT TONIGHT

This adventure is written for **Dungeoning In The Dark**, a free browser game for D&D one-shots where the players can't see their own character sheets. No app needed, no accounts, and play anywhere! All you need is a DM who knows what they're doing :-)

DUNGEONINGINTHEDARK.COM/FUNERAL

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