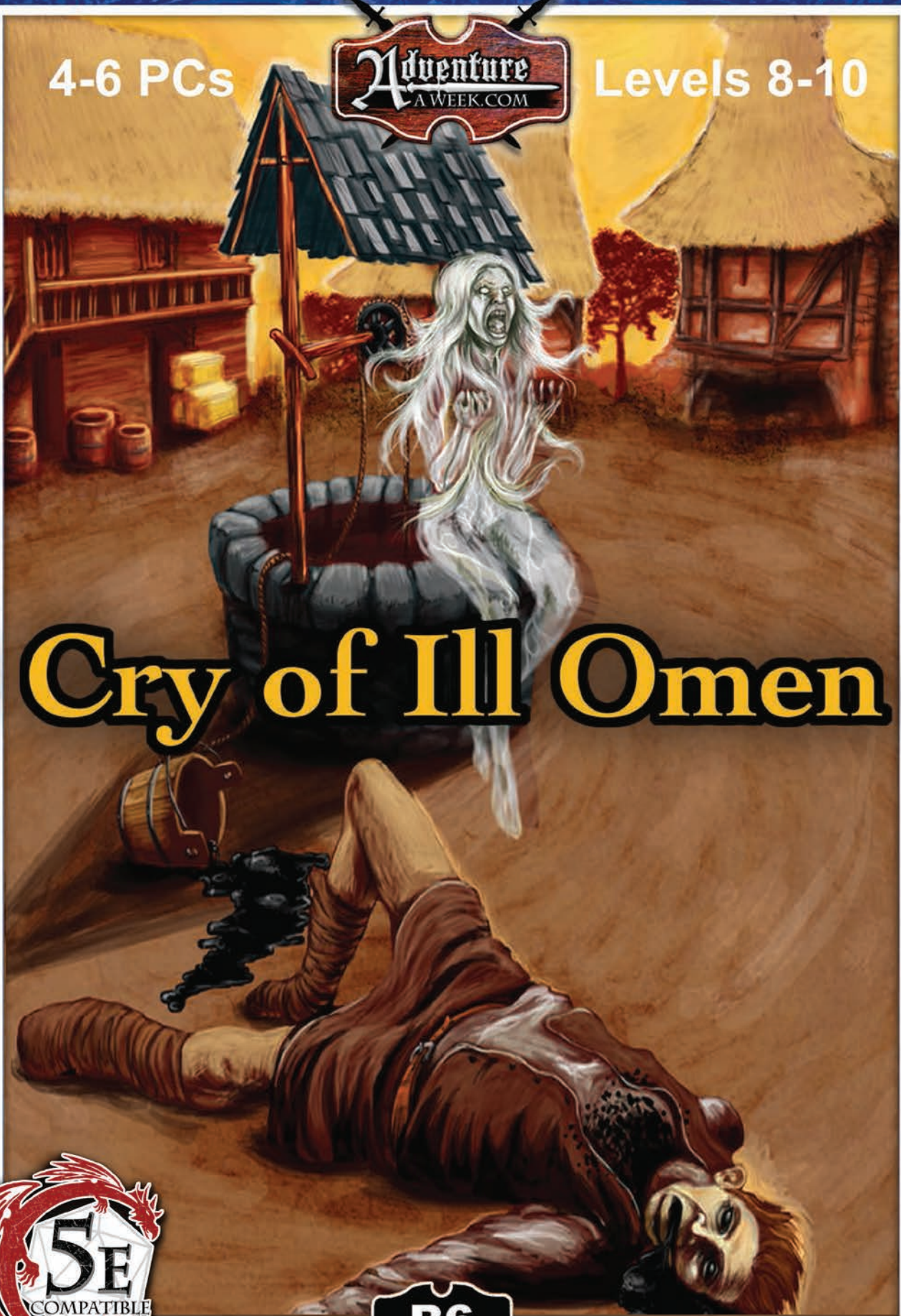


4-6 PCs



Levels 8-10



Cry of Ill Omen



B6

CRY OF ILL OMEN

A 5th Edition compatible adventure for four to six 8th to 10th level PCs

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ADVENTURE BACKGROUND

Nestled in the Sanabrook Mountains is the small hamlet of Prince's Folly. Although few would classify the people of Prince's Folly as opulent, they have never wanted for anything. Pure, sparkling water cascades down the mountains, crops always grow in abundance, the wood abounds with game, and the river, known as the Great Barrow is stocked with fish so large, one could feed the village for a month. Even the weather complies. With the exception of one week every three years Prince's Folly is locked in a perpetual spring.

Why are the people of Prince's Folly so blessed while many in the world suffer so much? Is it the location, the climate, or a simple smile from the gods? If you were to ask any of the inhabitants, you might find two prevailing theories. All of the townspeople believe the blessings are attached to the McDonagal family in one way or another. The McDonagals are the oldest family in Prince's Folly and probably the founders. As such they have ruled over the hamlet from the beginning. There are some who believe it is the wise political decisions made by the McDonagals which have resulted in the success of Prince's Folly. And yet there are an equal amount of people who believe the blessings are not from the McDonagals rule but from the guardian spirit that is tethered to the family; the Banshee.

For the last decade, the Banshee has appeared in Prince's Folly every three years and each time she comes to portend the death of one of the McDonagals. Every night for seven nights, the Banshee wails for the dead and as long as she laments the thriving town of Prince's Folly also dies. Spring turns to the darkest of winters, the crops wither and the people languish.

Without fail every occurrence of the Banshee results in the death of a McDonagal. After the passing, the Banshee leaves and the town of Prince's Folly flourishes again and always better than the time before. Many therefore believe that after the Banshee grieves for her family she blesses the hamlet with abundance as a token of her condolences.



PRESENT DAY

Like clockwork three years have passed since the Banshee last appeared in Prince's Folly and she has arrived right on schedule. This visitation though is markedly different. For the first time, at the end of the seven days of wailing it wasn't a McDonagal who died, it was one of the villagers, Carin Malloy. Typically a death would mark three more years of abundance, but for some reason, despite the passing of Carin Malloy, the Banshee continues to wail and the dark winter in Prince's Folly remains.

Now in Prince's Folly, every seven days a villager dies. First Carin Malloy, then Aedan Caffrey, and just recently Frang Cotter. Each death has been eerily similar as well. All of the victims have died of a water-related death. Carin drowned in the river, Aedan was found face first in the pig troth, and Frang was most recently found adjacent to the town well, so filled with water that it was oozing from every orifice.

The string of strange drownings and what appears to be a never-ending winter has caused mass hysteria in the town of Prince's Folly. The people are convinced that the water supply is tainted. Many refuse to drink it and will only seek sustenance in the milk of cows or goats. Others roll the dice and take their chances.

ADVENTURE HOOK

Its been over three weeks and the situation at Prince's Folly has grown desperate. The once flourishing town is struggling to sustain itself. The Great Barrow is drying up and the crops have all withered and died. The only fresh water resides high up on the mountainside, but that part of the mountain has been quarantined to protect the McDonagal family. The McDonagal's are not completely ignorant to the plight of the people. They have arranged for food and fresh water to be brought in from the neighboring town of Kendell.

The PCs are members of a supply caravan sent to deliver needed supplies to Prince's Folly.

ADVENTURE SYNOPSIS

The PCs are sent on a supply caravan to deliver supplies to Prince's Folly. They arrive to find the town dying. Trapped in an unholy darkness, the crops have withered, the livestock has decayed and the people are starving. All the water has turned black, even the Great Barrow River has turned to sludge and anyone who drinks the water dies of a horrible disease.

When the PCs arrive the people are overjoyed and rush out to meet the caravan. The PCs need to find a way to appease the restless crowd. How they handle this situation may determine whether the royal guard gets involved. Meanwhile the villagers attempt to overtake the funicular, which is the only way to the McDonagal Manor Estate where many believe there is fresh water.

In their exploration of the town, the PCs hear rumors of the banshee and her connection to the darkness. They may even meet her at the river disguised as a beautiful maiden washing clothes. Either by taking the funicular, meeting the young, rebellious daughter of the McDonagals, or from the prophetic words of the Washer at the Ford, the PCs venture to the McDonagal Estate.

At the estate the PCs meet Balinderry, the Leprechaun Gardener and the children of his bizarre garden. They may also find more clues about the banshee and the plague, either through talking to the royal family or finding the Tome of the Banshee at the church.

Eventually the PCs discover the catacombs below the manor estate and fight their way through some nasty beasts, culminating with a Behir. The catacombs hold some dark secrets and one that could help the PCs cure what ill the town of Prince's Folly; the hair comb of the banshee.

The PCs discover the truth about the banshee and catch her in the act of poisoning the water supply. The adventures concludes in dramatic fashion in an epic battle against the River Banshee

OR

The PCs find the banshee's hair comb, which allows the holder to witness and interact in Eluiwau's last moments before her death and her becoming a banshee. The PCs have the option of rescuing Eluiwau from Prince Elian and his royal guard or killing Eluiwau themselves. The right decision could stop the banshee for good; the wrong decision could lead to an encounter with a nasty Rage Demon.

The Village of Prince's Folly

Location: a small hamlet nestled in the Sanabrook mountain range, numbering only 73 people.

History: Prince's Folly is a storybook village that enjoys a perpetual spring. Crops grow in abundance, the woods are filled with game, the Great Barrow river is stocked with fish, and the people are content. The trade off is that one time every three years the banshee arrives to portend the death of one of the McDonagal family. During that time the darkness comes; the sky grows black and the crops wither and die, but it only lasts seven nights. When the banshee leaves the town returns to its perpetual spring and the abundance is even greater then the time before. Unfortunately, this time the banshee has not left.

The Village of Prince's Folly

Location: the hamlet of Prince's Folly

Dangers: Plague, Black Pudding, River Banshee, royal guards

Lighting: dim during the day, dark at night

Buildings: all buildings are medieval roundhouses of varying sizes. Walls are post-and-waddle with roofs made of straw.

Mood/Theme: Unsettling, hopeless

Rumors

Rumor Table (roll a d8 to determine rumor known)

1. Not all Banshees are evil (true)
2. The plague occurred because of the sins of the McDonagal Family (true)
3. The bodies of the plague victims are not buried. They are taken away by the Royal Guard so the minister can offer them to a dark god (false). The truth is they are taken away and either given to the gardener to feed to his plants or if still alive locked away in the catacombs.
4. The prosperity of Prince's Folly is due to a pact made with one of the old gods (DM choice)
5. The banshee spirit can not stray far from her mortal body (false). Actually the banshee has much greater range.
6. The banshee has the ability to modify the pitch, tone, and volume of her wail. For one who has a discerning ear for such things may notice that each has a different meaning (true).
7. Banshee's are real, yeah sure they are and I supposes Leprechauns are too (true).
8. The Banshee's prize possession can be her undoing.





OVERLAND MAP

SANABROOK MOUNTAINS

8
100 FT.
WATERFALL

2

4

7
MCDONAGAL
MANOR ESTATE

3 WATER
COLLECTOR

6
VILLAGE OF
PRINCE'S FOLLY

Great
Barrow
River

5 FUNICULAR (NORTH STATION)



1 FUNICULAR (SOUTH STATION)



H1 - PART ONE: THE COMING DARKNESS

Read the following:

As the caravan closes in on the town of Prince's Folly, the sky grows incrementally darker. Vapors consisting of tendrils of pure darkness seem to beckon for you the closer you get. The land itself appears to have been drained of every last bit of its vitality. Trees lack their leaves, plants their blooms, and the familiar sounds of nature have gone eerily silent. The transformation is so complete you have almost forgotten this was the middle of spring! Even the very river that has been a constant companion, always there watching, protecting you through your journey, has suddenly become stagnant, resembling sludge more than water.

This is not the storybook town of Prince's Folly your mom told you about every night before bed. Suddenly, your mind takes you back to the Prince's Folly of your bedtime stories. You can see the lavish land, the giant daisies, and a bubbling brook teeming with fish. The moment though is fleeting as the smell of stagnant water and decaying livestock brings you back to the reality of the moment.

As you enter the town center, you notice the arrival of the caravan seems to have provided a necessary jolt of excitement to the otherwise panic-stricken faces of the villagers. From every direction, through every door, man, woman, and child flow towards the caravan. The pace of the throng quickens the closer it gets. By the time they are within 20 feet the pace turns into a mad rush. The wave of bodies presses right up against the caravan, hands reaching and groping for a morsel like the dead hungering for flesh.

Although the scenery might lead the PCs to believe the throng to be a zombie incursion, these are just ordinary famished villagers. The PCs will need to distribute the food supplies to the villagers. There are a total of 73 people (32 males, 28 females, 13 children). The PCs should determine the means of distribution, but for every turn the distribution takes the crowd grows increasingly restless, reducing the chances of maintaining order.

The caravan contains: (4) casks of water, (30) jugs of water, (2) barrels of grain, (20) baskets of assorted vegetables & fruits, and (43) large loaves of bread.

GM Note: *the numbers above are examples. Feel free to determine the amount of supplies that are available. You can run this one of two ways either (1) there is more than enough for the 73 people and the PC task is just to distribute to all in a timely fashion or (2) there is not enough which will lead to an angry mob and an over zealous militia.*

Skill Check

The crowd starts off as Indifferent but quickly moves to Unfriendly. For every round it takes to distribute the food the attitude of the crowd declines by one step. Since the attitudes of the people are quite jaded any PCs attempting a **DC 16 Charisma (Persuasion) check** to calm them must do so at disadvantage.

If the PCs fail to calm the crowd read the following:

Despite your best efforts the crowd grows increasingly restless. You hand out food and water at a rapid pace but it is all you can do to keep up with the clamoring hands. Pushing and shouting becomes the norm as order is lost to chaos. As you attempt to distribute a jug of water to an elderly woman, someone from the crowd, your not sure who, grabs hold and pulls it away. The jug slips through their grasp and shatters on the ground. People drop to the ground attempting to grasp the water as it is absorbed into the dirt. Some even resort to licking the ground. Many scream and wail in anguish. The wasted water leads many to take matters in their own hands. Pushing and shoving increases. It is impossible to keep peace as the mob begins to help itself. Just then you hear the familiar "thwunk, thwunk, thwunk" of several crossbows being fired. Apparently the town militia has decided to get involved.



Combat

(6) Royal Guard, CR 12; 4200 XP; Adjusted
Difficulty 8400 XP; Hard.

Royal Guard

Medium human, lawful neutral

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

GM Note: In the first salvo two villagers were killed and one injured. If you decide to have the guards continue to attack, keep track of the casualties. This won't sit well with the mob.

ENCOUNTERS (OVERLAND MAP)

1. THE FUNICULAR (SOUTH STATION)

Read the following:

Shouts and obscenities fill the air. A group of peasants, all male have approached the guard station. It seems they are arguing about something.

In the ensuing chaos 10 of the male villagers have decided to take control of the funicular. The funicular is a gravity-fed rail cart system that provides people and supplies transportation to the McDonagal family estate located on the mountain cliff-side. The basic concept is that one rail car is located at the bottom of the hill and the other at the top. Like mine carts they run on rails. The rails form a connected oval track, running to the McDonagal estate and back down to the village. The carts are connected by a rope and pulley system at both stations. As one cart descends the other is pulled up and vice-versa. Each cart is equipped with a hand break to reduce speed. Usually manual labor is needed to get it started.

There are two stations. One at the bottom of the mountain (known as South Station) and one at the top (known as North Station or McDonagal Station). There is a small guard house located at each station, adjacent to the funicular. Each station is manned by 6 guards. The funicular is solely the property of the McDonagal's and as such is reserved only for the family. The villagers are not permitted to use it.

It appears that some of the rescue supplies have made it to the South Station. The argument is over the supplies. The villagers voice their displeasure over having the rescue supplies given to the McDonagal's. In their eyes the McDonagals have enough of their own.

Notes on funicular battle:

The funicular presents an interesting encounter challenge. It is possible that the villagers or PCs can ride the funicular up the mountain side as the militia ride down. Since the funicular is gravity fed, the south car will be pulled while the north car descends. The speed of the funicular maxes at 30' per turn. The brake can be applied from either car to slow or stop the ascent/descent. Since the cars are connected any braking affects both. Too much strain on the brakes will result if one group applies the brakes and the other group attempts to push their cart to resume speed. This can cause the brakes to snap. The brakes are old and rusted so breaking them is not too difficult, a DC 14 Strength (Athletics) check, causing the carts to resume. Once broken the brakes in that cart cannot be applied.

GM note: At the midpoint the carts will be directly opposite each other.

Rail Carts - are square wooden carts approximately 105" L x 61" W and 40" deep. The carts are reinforced with iron bands, placed on iron axles. The carts are wide enough to accommodate 4 riders or 2 riders and supplies.

Combat

(6) Royal Guard, CR 12; 4200 XP; Adjusted
Difficulty 8400 XP; Hard.

The guards will defend the supplies and the funicular with their lives. There are basic weapons and supplies located in the guard station booth next to the funicular. One guard will run to the booth to signal the North Station. This is done by firing a flare aimed skyward. The spectacular blue light can easily be seen by the North Station. In response the North Station will send 4 guards down the funicular to help out.

The villagers desire to take control of the funicular. Once they get past the guards they will attempt to board. Remember this is a gravity-fed system so the villagers will need the other car to come down to pull this one up. Should they reach the top their goal is to raid the manor estate and gain supplies. Although good aligned they are not opposed to bloodshed in order to feed their families. They are armed with simple improvised weapons (such as work tools, farming implements, wood, etc.).

In the Guard Station: a hanging rack contains six crossbows and six full quarrels (unless the guards are carrying them), one of the three Eamon's Copy Quills and one of the three Eamon's Infinite Ledgers.

Eamon's Copy Quill & Eamon's Infinite Ledger

Wondrous item, rare

This magical ink & quill allows the user to write on any surface. Whatever is written, drawn, etc. instantaneously appears on all of the *Eamon's Infinite Ledgers*.

A book of parchment is the compliment to *Eamon's Copy Quill*. Anything written by the quill will appear in all of the *Eamon's Ledgers*. There are currently three ledgers (one at each guard station and one at the McDonagal Manor. There are an infinite number of pages in each ledger.

2. THE TOWN WELL

Read the following:

This overgrown path leads to a roughly 40' circular clearing. Although the area seems overrun by brambles and dead branches, you can vaguely make out what appears to be a shrine on the far side of the clearing.

In the center of this grove lies an old ground well. Stones, inscribed with religious symbols, placed on the ground, around the hole's perimeter mark the location of the well. Unfortunately the area is so overgrown through a mixture of neglect and the creeping darkness, the PCs may not see it until it is to late.

Skill Check

A successful **DC 16 Intelligence (Religion)** check will reveal the religious symbols to be one of an obscure god known as the Old One.

The GM should feel free to substitute any deity he/she wishes. Consider using an evil god who might ask for sacrifices in return for the bounties that have been bestowed on Prince's Folly.

Skill Check

DC 16 Wisdom (Perception): Once the brambles are removed from the top of the well, a successful check will notice trace amount of blood on some of the stones. The well was used for sacrifices to the Old One.

Water does lie at the bottom of the well. Unfortunately this ground water has been tainted by a combination of the Banshee Plague and the sacrificial remains. This evil combination has formed a Black Pudding.

Pit Trap - hidden ground well

DC 16 Wisdom (Perception) check notices the trap. A **DC 16 Intelligence (Investigation)** disables the trap.

The well is 40' deep. Anyone falling in the well takes 4d6 bludgeoning damage. A successful **DC 16 Dexterity saving throw** allows the creature to avoid falling in. All targets in the 10-ft.-square area of the pit must make the save.

*In addition anyone falling in the well lands on top of the Black Pudding. As a result the victim automatically becomes grappled by the Black Pudding.

Combat

(1) **Black Pudding, CR 4; 1100 XP; Easy.**

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge 4 (1100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.



3. WATER COLLECTOR

A beautiful young girl is down on her knees, swirling her hands in a water trough. Dressed in a flowing, white gown, with a yellow daisy in her long, wavy, strawberry-colored hair, she is a startling contrast to the dark water dancing over the rocks. The water runs free from high upon the mountain, until finally captured by long hollowed-out tree trunks and is collected in a water trough at the foot of the hills.

The villagers hollowed-out thick tree branches and placed them in strategic positions to capture the falling water from the hills. Water running through the hollowed-out tubes is collected in a rectangular receptacle. Before the river was tainted, this primitive device provided fresh spring water for the village.

The young girl is Cara McDonagal. Cara is a rebellious 10 year old who loves to push the boundaries of her father's authority. Cara should be locked away behind the safety of the manor estate's walls, especially during the quarantine, but that really wouldn't be any fun, now would it. Cara is not playing with the water. She is actually purifying it.

Cara McDonagal - 10-year-old peasant girl



Tactics: Cara will flee as soon as she is noticed or called upon. She is not supposed to be outside the wall and will come under some severe discipline if found out. Cara is quick and agile and difficult to catch.

Motivation: Cara is rebellious and a handful. Cara does everything her father tells her not to do. She is very upset that her family has the only drinkable water in Prince's Folly.

Use the Rumor Table to determine what she knows.

Ballinderry's Lucky Coin (Magic Coin of Purify Water)



Wondrous item, uncommon

When placed in any liquid this coin will remove any contaminants or impurities, making the water pure and drinkable. The coin must remain in the vessel for the water to remain pure. The water will have a slight metallic taste but will be completely safe to consume. The coin can purify up to a 10 cubic ft. area.

Cara has placed in the water a magical coin. Ballinderry, the Gardener, gave the coin to her. Anyone examining the coin will notice the smiling face of the Leprechaun on both sides of the coin. The gold coin acts as a *purify food and drink* spell. The dark, black water is actually clear in the trough. As long as the coin remains, the water will be pure and free of the *Banshee Plague*. The PCs may take the coin out of the trough but then any future water running from the mountains will taint the supply. This coin can be used to purify any tainted water including the river but is limited to a 10 cubic ft. area per coin.

4. WASHER AT THE FORD

GM Note: *This encounter can be used at any location along the Great Barrow River.*

Despite the foul condition of the river, a striking auburn-haired woman struggles to wash her already soiled clothes. Her hair flows the length of her body, spilling over the ground and covering her feet. Even the drab gray clothes she is wearing can't detract from her unmistakable beauty.

If the PCs approach read this:

"As you get close, you can hear the woman speaking. The words are difficult to make out through her sniffing. "No matter how much I scrub, no matter how hard I try, I can't seem to get these clothes clean." She turns to face you, tears streaming from her startling, Hyacinthine-colored eyes.

Its just then that you notice the water isn't just black from the coming Darkness, the clothes she's washing have turned the water a deep crimson color. Fresh blood runs from her hands and mars her dress."

This is the first manifestation of Eluiwaue, the Banshee. Eluiwaue is a unique type of banshee known as a River Banshee. She is able to present herself in one of two guises, either an elderly hag or a beautiful young maiden. She has chosen the young maiden form in order to deliver a message to the PCs.

Posing as the town seer, Eluiwaue pretends to read the blood patterns of the wash. She informs the PCs that a great evil will

befall the land and thousands will die at the hands of someone very close to the McDonagal family (this is true. The Banshee, herself, is the one poisoning the water supply and she is very close to the family. She is not only tethered to the family as its Messenger of Death, but was also a former lover of Prince Elian.

Skill Check



DC 16 Wisdom (Perception): Success reveals that the clothes she is washing belong to the McDonagals. In particular the PCs notice the family crest stitched on a jacket belonging to one of the males.

DC 18 Wisdom (Perception): Success recognizes that the blood appears to flow from Prince Elian's jacket.

DC 18 Intelligence (Religion): Success affirms that the reading is legitimate

Messenger of Death



There are a small portion of banshees for which vengeance is not their first priority. These banshees are not evil. Some banshee's wail to warn of imminent death. These banshees are known as Death Messengers. Death Messengers use their keening to serve as an omen. Legend states that those who hear the keen will have someone close to them die. These banshees are considered to be intercessors between this world and the next and their voice is the guide. Neither scholars nor witch hunters have been able to ascertain with any accuracy how long loved ones have left to live after the keen. The times seem to vary from case to case. Some have been weeks, some days, and unfortunately sometimes the person is standing nearby with just seconds remaining.

Read the following:

This elderly woman stands before you in a tattered gown. Her white hair matted with clumps of earth. Tears of blood streak down her cheeks, as she wails uncontrollably. The noise escaping her mouth sounds more like the screech from a bird of prey than anything remotely human.

GM Notes:

The GM should aim to be cryptic and yet still provide enough information to steer the PCs to the Manor House.

Eluiwaue is not using her wail. The cry is actually a ruse.

Combat

(1) Washer at the Ford (River Banshee), CR 12;
10000 XP; Hard.

Tactics: The Banshee is not interested in battling the PCs at this time. Should the PC attack instead of roleplay, consider using the River Banshee's *Meld into Water* ability to escape.

Motivation: Eluiwau's goal at this point in the adventure is to steer the PCs towards the royal family and away from her so she can continue her evil plans. At present the village is incurring her wrath. She will set her sights on the McDonagals next.

Eluiwau has a vested interest in seeing the McDonagal family suffer as much as possible. A decade ago she fell in love with Elian McDonagal. She gave him everything. But for Elian she was just another fling. They were from different worlds, he of royal blood and she of peasant stock. Elian had to make sure no one *ever* found out. Eluiwau has waited for the right time to enact her revenge on the entire family. The actions of the young prince have inadvertently brought a curse on all of Prince's Folly.



Washer at the Ford (River Banshee)

Medium undead (fey), chaotic evil

Armor Class 19 (natural armor)

Hit Points 210 (20d8 + 120)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	15 (+2)	14 (+2)	18 (+4)

Skills Arcana +6, Deception +8, Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 12 (10,000)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The river banshee's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The river banshee 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.

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

Hear Heartbeat. A river banshee can sense the beating hearts of living creatures within 60 feet, as if she had blindsight.

Illusory Appearance. The river banshee covers herself and anything she is wearing or carrying with a magical illusion that makes her look like a beautiful young woman or an aged crone. The effect ends if the river banshee takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the river banshee could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 14 Intelligence (Investigation) check to discern that the river banshee is disguised.

Invisible Passage. The river banshee magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

ACTIONS

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 5) slashing damage.

Wail. The river banshee has the ability to modify the pitch, tone, and volume of her wail to alter its effects.

Death Wail - once per day, a river banshee may use her action to wail. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as the creatures which end their turn within that radius, must make a DC 18 Constitution saving throw. Creatures that fail take 90 points of thunder damage. If a wailing banshee is damaged during a wail, she must make a concentration check to maintain the wail; otherwise it ends.

Shatter Scream - The banshee can use her wail to shatter objects. This wail can be used once a day and causes 2d12 thunder damage to any object of the banshee's choice. The banshee must hit the object. If the damage is equal or greater than the object's hardness, the object shatters. The Shatter Scream ability can also be used to shatter eardrums causing deafness in player characters. This works as the duration is permanent.

Shudder Scream - The banshee can cause the earth to tremble. This wail can be used once per day. This wail works as the earth tremor spell cast at 6th level.

Sweet Song - The banshee can utter a sweet song to warn of impending death. The sweet song is quite melodic and peaceful. It never changes volume no matter how far away the banshee is from the chosen recipient. To most listeners the song does not have any discernible words in any recognizable language. Her voice resembles a melodious harp played by the master's hands.

River Step. As an action, the river banshee can meld with the water. Once the banshee performs this action she is for all intents and purposes invisible. Once melded, the banshee can move with the current and can either use her speed or the speed of the river to move. The banshee can use her action to reappear.

Drowning Kiss. If the banshee successfully hits with her claws, she can then attempt to grapple her target using a bonus action. If she succeeds at the grapple check, she establishes a hold and can deliver a drowning kiss. She places her lips on those of her target and magically fills their lungs with water. PCs must make a DC 18 Constitution saving throw or begin to drown. On a success the PC is no longer drowning but remains grappled. If the character fails their lungs fill with water. The PC may repeat the save at the beginning of each round.

While delivering a drowning kiss a banshee can perform no other action. The next round the PCs hit points immediately drop to 1 unless the banshee breaks her hold or the PC succeeds at another constitution saving throw. Holding one's breath or coughing out the water is useless since the lungs are supernaturally filled with water. The next round the PC becomes unconscious. Unless stabilized the PC automatically fails all remaining death saves and dies the following round.

Banshees are restless female spirits who, at the time of death, had some great injustice befall them. Some banshees are formed when women are betrayed by loved ones. Another common cause for the creation of banshees occurs when mother and child die simultaneously during childbirth. Whatever the reason, all stories have the same genesis; the banshee is unable to move on to its otherworldly destination and is forever cursed to wail in anguish.

This heart-wrenching torment is the fuel for the banshee's hatred. This hatred consumes her and unfortunately the banshee usually channels this hatred to unsuspecting victims. The target of the banshee's fury should be the banshee's killer. Unfortunately, due to the condition of the banshee's mind at the time of the becoming, she often has difficulty grasping reality; the result - this often leads the banshee to channel her hatred to many a poor, unsuspecting traveler.

River banshees rise from women's corpses that have been drowned or discarded in the river. Although the name is derived from rivers, these banshees can come from any body of water. The result is an even more powerful banshee.

There is a great deal of scholarly debate concerning the physical appearance of the banshee. Reports vary from the very young and beautiful to the old and decrepit, from the corporeal to the incorporeal, and from the living to the dead.

Banshees are tethered to their gravesite. This assumes the banshee's final remains are on land. It does not account for women whose bodies have been disposed of in a body of water.

River Banshees can assume corporeal form as long as they are 120' from anywhere a river flows as long as their final remains are located somewhere in the river (note: this is the same for any water source). This gives the River Banshee vast range. In addition, Banshees can River Step, which allows them to meld into the river and move at lightning speeds within the water itself.

Reports also conflict over the age of the banshee. Banshees have been reported to be of varying ages ranging from young adult to quite venerable. The truth is that banshees can manifest any physical form they desire and any age they wish. Typically ages range from beautiful women in their mid-twenties to elderly hags reminiscent of the witches of yore.

There are also some physical commonalities in the three visages as well. All three representations (maid, matron and old maid) have long unkempt hair. Hair color tends to be on the lighter side ranging from blonde to shades of red with the old maid having long hair in shades of gray or white. Skin tones are pale, ranging from pale pink to pearl white. Their eyes are streaked red from constant wailing and when the banshee is in the process of the keen will often cry streams of blood.

5. FUNICULAR (NORTH STATION - MCDONAGAL STATION)

The funicular comes to a stop midway up the mountain and just west of the cliff face containing the McDonagal Manor Estate. A guard station, exactly the same in appearance as the South station, stands overlooking the town of Prince's Folly and your ascent.

Unless they left to come to the aid of South Station, there are six guards posted here.

Combat

(6) Royal Guard, CR 12; 4200 XP; Adjusted
Difficulty 8400 XP; Hard.

Tactics: the guards are trained to remain at North Station to prevent unauthorized use of the funicular. If they are alerted by South Station by the copy quill, they will send three guards down the funicular armed with crossbows. The other three will remain at North Station, crossbows aimed, cocked and loaded, waiting for the funicular to arrive.

Royal Guard

Medium human, lawful neutral

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

Treasure

The guard station contains: a hanging rack containing six crossbows and six full quarrels (unless the guards are carrying them), and one of the two Eamon's Infinite Ledgers.

(2) bags of Bribe money totally 320 gp and 219 sp

Eamon's Copy Quill & Eamon's Infinite Ledger (see South Station for description).

6. COTTAGES

A village comprised completely of roundhouses stretches out before you. The houses vary in size, the smallest barely 10' in diameter and the largest measuring nearly 20' across. Wisps of smoke slither out from the tops of the roundhouses but are quickly swallowed by the darkness. Despite the current dismal conditions in Prince's Folly, you can easily see the charm this quaint village holds.

The houses are constructed of post-and-wattle walls with roofs made of straw. The roundhouses contain typical household furniture, such as chairs, beds, cooking supplies and even an occasional harp. A fire pit sits at the center of every home for cooking and warmth. There is a hole at the top of the roof for the smoke to escape.

7. MCDONAGAL MANOR

McDonagal Manor

Location: The McDonagal manor estate sits on a cliffside high above the valley and the hamlet of Prince's Folly.

History: As far as anyone can remember the McDonagal family has ruled Prince's Folly. During that time they have always resided in the manor estate located above the town on the cliffs of the Sanabrook mountains. This prime location provides the family with ample protection. Although there has truly never been a need for it. All supplies are shipped up the mountain by a gravity-fed rail system. This system has enabled the McDonagals to get anything they need without lifting a finger. The McDonagals are the only ones permitted to use the rail system. No one is permitted in the manor estate without permission, especially the villagers. As long as Prince's Folly is thriving the people could care less about the royals but during the times of darkness, relationships with the royal family get a bit strained.

8. WATERFALL AND MOUNTAIN SPRING

Through the darkness you can hear the pitter-patter of water bouncing of the rocks. The noise is reminiscent of a heavy rainfall. You stand in awe gazing at a towering waterfall. It must be nearly 100' high. But more importantly the water cascading down from the heavens is pure, not the black sludge of the valley below and like it, the lake at the foot of the falls is crystal clear to the bottom. As you gawk in wonder, a giant fish leaps out of the water as if on cue. If this is what the Great Barrow use to look like before the Darkness, it is truly a pleasure to behold!

On the shoreline you notice an elderly woman in a tattered white gown leaning over the water. Her white, matted hair spills down to the ground.

If the players do not act immediately read the following text:

You watch as she raises her arms to the sky. With her right hand she slashes at her own arm. Her black fingernails cutting deep into her grey shriveled skin. Black ooze runs from her arm and gushes into the lake. The lake is beginning to turn the color of her black blood.

This is the second sighting of the banshee. This time she takes the form of an elderly hag. Eluiwaue is now setting her sights on the McDonagals by poisoning their only water supply. The PCs can attempt to stop Eluiwaue prior to her tainting the water supply or can use the magic coins of purify water to cleanse the taint from the river. The poisoned water spreads at the rate of 10' per turn.

GM Note: *Eluiwaue can either elect to fight the PCs here and possibly wipe them out or use her River Step ability to meld with the water and get away. The PCs best chance to defeat the Banshee is through the use of the hair comb.*

H2 - PART II: A ROYAL PAIN

McDonagal Manor Estate

Adventure Location: McDonagal Manor Estate

Location: The McDonagal Manor Estate

Dangers: Monstrous plants, royal family, royal guard

Lighting: dim during the day, dark at night

Buildings: all buildings are medieval roundhouses of varying sizes, walls are post-and-wattle with roofs made of straw.

Mood/Theme: relaxed/ ignorant of the people's plight

Marked as area 7 on large area map.

Read the following:

Tucked away on a small plateau on the cliffside lies the McDonagal manor estate. The property is surrounded by a large wattle fence so tightly weaved it's almost impossible to see inside the complex. A 6-foot tall arched, wooden trellis, appears to be the only way to gain entrance. Branches are laced throughout the arch and seem inseparable from the artistic weave of the wattle.

The fence and archway are intertwined with living Quickwood.

Skill Check

DC 17 Wisdom (Perception): A successful check notices both the quickwood's human visage and it's maw on the archway.

Combat

(1) Quickwood, CR 7; 2900 XP; Easy.

Tactics: The Quickwood has been trained by the gardener. It won't immediately attack but will use its remote sensing ability to communicate trespassers to the gardener. If the players try to enter through the trellis the Quickwood will block their path. If the PCs attack the Quickwood it will lash out in kind. Were it not for the image of a sinister face peeking out from its dark gray bark, this would look like any other ragged oak tree

Quickwood

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d12+48)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	12 (+1)	16 (+3)	11 (+0)

Skills Perception +6, Stealth +2

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages Common, Sylvan

Challenge 7 (2900 XP)

Fear Aura. The quickwood can cause creatures to succumb to mindless fear. A quickwood can activate its fear aura as an action. The aura has a radius of 30 feet. The effect and lasts for 1 round. Creatures that fail a DC 14 Wisdom saving throw become frightened for 1 minute.

Oaksight. A quickwood may observe the area surrounding any oak tree within 360 feet as if using the clairvoyance spell. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree.

ACTIONS

Multiattack. The quickwood makes three roots attacks.

Roots. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 6) bludgeoning damage.



MCDONAGAL MANOR ESTATE



1. THE MANOR HOUSE

Read the following:

Within the walls of the complex is a series of interconnected roundhouses. The McDonagals live in the largest of these roundhouses at the eastern end. The manor house consists of two large 35' diameter homes at the center, connected on either side by slightly smaller 25' roundhouses, forming two connected figure-eights. In addition a beautiful garden dominated by a huge 20' tree adorn the property.

1. This roundhouse is the home of Prince Elian. A thorough search of Elian's possessions will reveal a journal under his bed. The journal contains an entry describing his relationship to a village girl named Eluiwaue. It mentions their tryst. Elian mentions that his father would never approve of the relationship due to her social status. He ends the journal entry with "I am ashamed but I must do it." As for what happened to Eluiwaue certainly Elian knows, after all he's the one who killed her and disposed of her body in the river. Doubtful that he will tell the PCs though. His school mates, Colm, Bran, and Reaman know as well. They are all villagers in the town and could be coerced if found. No one knows that she is the banshee.
2. This roundhouse is the family kitchen/dining area. All of the McDonagals can be found here either eating dinner or socializing around the fire.
3. This roundhouse is the bedroom of King Osgar. He used to share this room with his wife, Bethia but she unfortunately succumbed to the plague while trying to deliver supplies to the town. Another copy of Eamon's Copy Quill & Eamon's Infinite Ledger are here as well. Remember anything written on any of the ledgers is visible in every ledger, so any notes the guards or PCs have written will appear here. In a hole, underneath the fire pit of this roundhouse is the family treasure.
4. This roundhouse is the bedroom of Cara McDonagal. Cara has a small table with four small chairs seated around it. There is currently a tea pot, and place settings for three set at the table. A red haired doll sits on one of the chairs.

Treasure

Assorted jewels & coins totaling 23,562 gp

Combat

Prince Elian and King Osgar , CR 4; 1150 XP;
Adjusted Difficulty 1725 XP; Easy.

Figurine of Wondrous Power (golden lions)

Wondrous item, rare

The figurine consists of two miniature statues of lions about an inch or so high. When the figurines are tossed down and the correct command word spoken, it becomes a living creature of normal size. The creatures obey and serve their owner. The creatures understand Common but do not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for 1 full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Prince Elian

Medium human, Lawful neutral

Armor Class 15 (breastplate)

Hit Points 66 (12d8+12)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The prince elian makes two melee attacks.
+1 Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.

Reactions

Parry. Prince Elian adds 2 to his AC against one melee attack that would hit him. To do so, Prince Elian must see the attacker and be wielding a melee weapon.

Background

Prince Elian is a spoiled brat who is accustomed to getting his way. His parents (as well as many others) have found it difficult to say no to him. Prince Elian expects to get what he wants when he wants it. He treats women they same way. He is not interested in anything that might take too much effort or time on his part.

Eluiwaue became one of Elian's conquests. She, a lowly peasant girl, was hoping for the fantasy wedding. Elian wanted nothing more than a fling. When things got complicated, Elian did what he always did - got rid of the complication. Elian and his mates drowned Eluiwaue and tossed her body in the Great Barrow. Since that day Elian has had to live with the guilt and the consequences.

2. BALINDERRY'S GARDEN

Read the following:

The sound of upbeat singing intermixed with rhythmic whistling fills the air. Standing at the center of the garden is a towering tree its noose-shaped branches swaying in time with the music, while a wee small man dressed in a lime green jacket, equipped with coat tails and a overly large broad-brimmed hat, stands in the center of a spectacular garden, waving his hands like a seasoned maestro. Every plant and flower in the garden seems to respond to his melodic tones as they sway and bob to the music.

Ballinderry has cultivated a menagerie of bizarre plants. The garden is set up in a circular pattern and each plant is relegated to a specific section of the garden. It makes the garden look like a multi-colored pie chart. The leprechaun has spent time nurturing each and every plant from a very young age. As a result they respond to his every command. As long as the PCs are friendly none of the plant life will attack. On the other hand if the PCs decide to attack either the plants or its gardener, well then all bets are off.

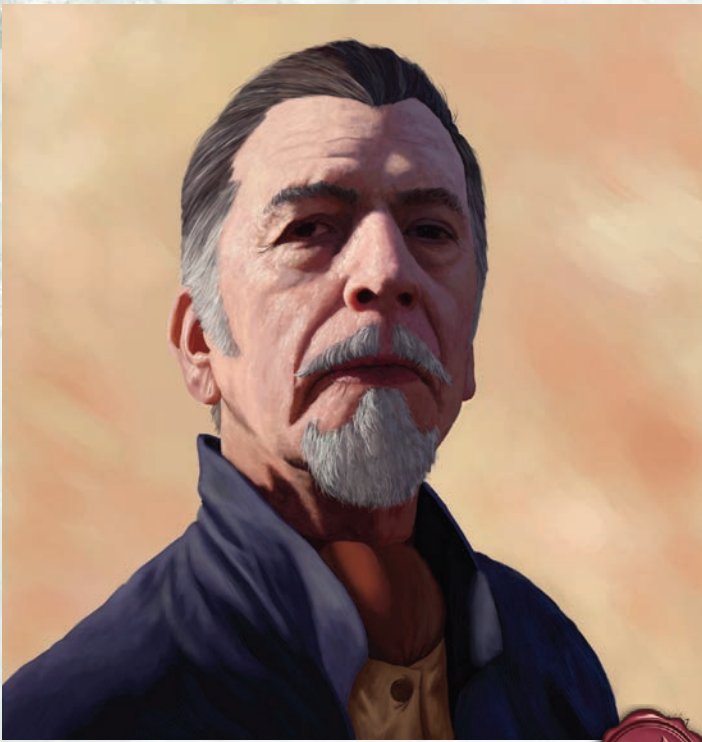
A. GALLOWS TREE

Gallows Tree, his prized possession dominates the center of the garden, guarding his other prize possession, the legendary Pot 'O Gold. The gallows tree plays nice on the surface and won't attack unless attacked first but underground in the catacombs is another matter all together. (see *Catacombs*).

Skill Check

DC 18 Wisdom (Perception): Many of the plants are able to camouflage themselves as normal plants in the midst of the garden. A successful check means the PC is able to notice the plants before they attack.

This creature appears as a massive, tall tree with thick branches from which hang several humanoid corpses tightly secured by their necks with greenish-brown ropes. Its canopy is thick and bushy, and its trunk is mottled brown.



King Osgar

Medium human, Lawful neutral

Armor Class 15 (breastplate)

Hit Points 77 (14d8+14)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 14

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. King Osgar makes two melee attacks.
+2 Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage

Reactions

Parry. King Osgar adds 2 to his AC against one melee attack that would hit him. To do so, King Osgar must see the attacker and be wielding a melee weapon.

Background

There was a time when King Osgar was a benevolent ruler. He used to care about the well-being of his people. That all changed when he lost the love of his life, Bethia. Bethia went to deliver supplies to the people of Prince's Folly and some how (it's still a mystery to him) she contracted the plague. Osgar had no choice but to imprison her in the catacombs for her own benefit. Oscar has never recovered emotionally.



↑
PATH TO
CATACOMBS



BALINDERRY'S GARDEN



Combat

Gallows Tree, CR 14; 5900 XP; Medium.

Gallows Tree

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 225 (18d12+108)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	11 (+0)	14 (+2)	6 (-2)

Skills Perception +6, Stealth +4

Damage Resistances piercing, and slashing from nonmagical attacks

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 80 ft., passive Perception 16

Languages understands but cannot speak common

Challenge 10 (5900 XP)

Create Gallows Tree Zombie. When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the ground. The organs and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 3 days, at which time the slain creature rises as a gallows tree zombie connected by a tether-vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.

Gallows Tree Zombies. Each gallows tree has 3 gallows tree zombies connected to it (this tree currently has none). A Huge gallows tree may have no more than 6 gallows tree zombies connected to it at one time. See the gallows tree zombie entry for details on that monster.

ACTIONS

Multiattack. The gallows tree makes 4 roots attacks.

Roots. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 5) bludgeoning damage.

Gallows trees are sentient plants that sustain themselves on the internal organs and body fluids of living creatures. They use deception to lure potential prey into range at which time they unleash the gallows tree zombies attached to their branches to kill or capture the prey.

While mobile, a gallows tree prefers to remain in one spot for an extended length of time (usually until its food supply in the area runs out). From this location, it simply waits for prey and then attacks when such beings come into view. Gallows trees do not collect treasure but occasionally such items (the remnants of devoured prey) are found in the vicinity of a gallows tree.

A gallows tree normally stands idle, lowering its zombies to the ground when living prey come within 100 feet of the tree. If a foe comes within 15 feet of the tree itself, it lashes out with its sharpened branches and pummels the creature or attempts to wrap a branch around the foe. A grabbed foe is subjected to additional damage as the gallows tree pummels it with its other branches. Occasionally the tree works in concert with its zombies, grabbing a foe and holding it while its zombies pound it into goop. Slain creatures are dragged close to the tree, sliced open, and their innards devoured by the tree's roots.

This creature is a humanoid with deathly gray-green skin dressed in tattered and torn clothes. Small plants, weeds, and fungi grow on the creature's body. A long, sinewy, greenish-brown noose connects the creature to the massive tree behind it.

B. BLOOD BUSHES

This section of the garden contains six blood bushes. These 3' high bushes have whip-like branches topped with red flowers and deep green leaves.

This creature appears as a 3-foot tall flowering bush with a thick trunk and small whip-like branches. Each branch is topped with a blood-red flower and deep, rich green leaves.

Combat

(6) Blood Bush, CR 6; 1200 XP; Adjusted Difficulty 2400 XP; Easy.

Blood Bush

Small plant, unaligned

Armor Class 8 (natural armor)

Hit Points 23 (6d6+18)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	16 (+3)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Challenge 1 (200 XP)

Implant. A creature hit by one of the blood bush's flower darts is implanted with one of its seeds. A seed quickly germinates. The target creature must succeed at a DC Constitution saving throw. On a failure the creature gains disadvantage on constitution checks until they finish a long rest and takes 3 (1d6) piercing damage per seed.

ACTIONS

Multiattack. The blood bush makes 6 dart attacks.

Roots. Ranged Weapon Attack: +4 to hit, range (40/80), one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Flower Dart. As an action, a blood bush can launch a barrage of six flower darts (make an attack roll for each dart). All targets must be within 30 feet of each other. The creature can launch only 30 such darts in one day.



Tri-Flower Frond

Small plant, unaligned

Armor Class 5

Hit Points 19 (3d8+6)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (-5)	13 (+1)	1 (-5)

Skills Perception +3, Stealth +2

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Challenge 1/2 (100 XP)

Camouflage. Since a tri-flower frond looks like a normal flowering plant when at rest, it takes a DC 13 Wisdom (Perception) check to notice it before it attacks.

Fluid Drain. Against a sleeping or helpless foe, a tri-flower frond can release a needle-sharp tendril from its red bloom that pierces its target and drains its bodily fluids.

Sleep Pollen. A creature struck by one of the tri-flower frond's tendrils must make a DC 12 Constitution saving throw or fall into a deep, coma-like slumber from which it cannot be awakened that lasts for 4 hours.

A creature that falls victim to the sleep pollen is subject to the tri-flower frond's acid and fluid drain attacks, both as bonus actions.

ACTIONS

Multiattack. The gallows tree makes 4 tendril attacks.

Roots. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) acid damage.

Acid. The tri-flower frond, as an action, can tip its yellow bloom over a slumbering or prone foe and shower it with sap laden with potent digestive enzymes. This sap does 5 (1d6+2) points of acid damage per round to flesh until it is washed or scraped off.

C. TRI-FLOWER FROND

This is a collection of tri-flower fronds. In all there are 12 plants. The plants are as tall as a man and are adorned with red, yellow, and orange flowers.

Combat

(12) Tri-Flower Frond, CR 7; 1200 XP; Adjusted Difficulty 3600 XP; Easy.

TACTICS: These creatures are generally most active during the day and dine on fresh meat, having no preference as to the source. If a foe falls victim to its sleep poison, the tri-flower frond droops over the fallen foe, allowing its yellow bloom to drip a shower of caustic acid on the sleeping victim while it inserts a needle-like tendril from its red bloom into the victim's body and drains fluids.

D. GIANT FLOWERS

This area of the garden is populated by the most beautiful giant-sized flowers. There are daisies, tulips, pansies, violets, etc. Other than being overly large though they are harmless. The PCs will hear a slight buzzing every once in a while. These are normal-sized bumblebees and of no threat to the PCs.

E. COBRA FLOWERS

Mixed in with some traditional plant life such as marigolds and chrysanthemums are cobra flowers. This tall, slender plant has a large flowering bulb topping its brownish-green roots. Two large green leaves flank its flowering top, giving the appearance of a cobra's hood. Its leaves are thin and have transparent blotches on them.

Cobra Flower

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d10+18)

Speed 5 ft.

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

Skills Perception +3, Stealth +3

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Challenge 1/2 (100 XP)

Constrict. A cobra deals 7 (1d8+3) points of piercing damage plus 6 (1d6+3) points of acid damage on a successful grapple made against a large or smaller opponent.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when available. The creatures can be found nesting in forests and often take up residence near small population areas where they can feed on humanoids who wander into their area. Many a child's or adult's disappearance can be attributed to a cobra flower.

When a cobra flower detects a living creature, it remains motionless until its prey is within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

Combat

(6) Cobra Flower, CR 4; 600 XP; Adjusted Difficulty 1200 XP; Easy.

F. FORESTER'S BANE

There are five dark green shrubs located here. Each shrub had a 3' diameter yellow orb at its center. Branches sprout from the center containing various colors of berries.

Combat

(5) Forester's Bane, CR 10; 3500 XP; Adjusted Difficulty 7000 XP; Medium.

Forester's Bane

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 96 (8d10+34)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	1 (-5)	13 (+1)	1 (-5)

Skills Perception +3, Stealth +3

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Challenge 3 (700 XP)

ACTIONS

Multiattack. The forester's bane makes 3 stalk attacks.

Stalk. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Snap and Saw. A forester's bane can use its stalks to saw at an opponent, dealing slashing damage, when it makes a successful grapple check. It cannot attack a grappled opponent with any stalk that has already attacked another opponent that round. A forester's bane can only attempt to grapple opponents smaller than it. Because of its three stalks, it can grapple up to three different opponents at one time.. It can also attack a single opponent with more than one stalk, gaining advantage on its grapple check. Stalks (AC 10, HP 10) can be attacked and cut off. If the stalk is currently grappling a target, the attacker has advantage on its attack against the stalk holding the target. Severing a stalk deals no damage to a forester's bane. Attacks that hit a stalk deal half their damage to the stalk and half to the trapped victim. Destroyed leaves and stalks grow back in 2 weeks if the forester's bane is not killed.

G. VAMPIRE ROSES

Several patches of beautiful white roses are grown here. A shiny gold ring can be seen lying on the ground in the midst of the rose patch.

Combat

(12) Vampire Rose, CR 7; 1200 XP; Adjusted Difficulty 3600 XP; Easy.

Tactics: A vampire rose stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents are grabbed and drained of blood. When fully sated with blood, a vampire rose's petals flush red.

Vampire Rose

Small plant, unaligned

Armor Class 12 (natural armor)

Hit Points 39 (6d6+18)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	1 (-5)	13 (+1)	1 (-5)

Skills Perception +3, Stealth +2

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Challenge 1/2 (100 XP)

Camouflage. Because a vampire rose looks like a normal white rose bush when at rest, it takes a DC 13 Wisdom (Perception) check to notice it before it attacks.

ACTIONS

Multiattack. The vampire rose makes 3 thorn attacks.

Stalk. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Another arch lies at the rear of the garden. The arch is made of iron and has crude symbols scratched into the iron.

Skill Check

DC 12 Intelligence (Religion): Success will recognize these as protection symbols

DC 15 Intelligence (Religion): Success will recognize these as protection from undead symbols. A Druid has advantage on this check. Any Druid who passes this check will recognize them as Drudic symbols.

This arch leads to a stone staircase, carved into the side of the cliff wall which leads down to catacombs lying under the McDonagal Estate.

Combat

Ballinderry, the Gardener, CR 3; 700 XP; Easy.

Tactics: As long as the PCs are friendly none of the plant life will attack. On the other hand if the PCs decide to attack either the plants or its gardener, well then all bets are off. Both Ballinderry and his children will fight to the death to defend each other.

Motivation: like those of his kin, Ballinderry is spirited, playful and loves a good joke just as much as the next leprechaun. His playfulness can be seen in his gardening choices.

Ballinderry, the Gardener

Small leprechaun, chaotic good

Armor Class 13 (16 with barkskin)

Hit Points 33 (6d6 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Skills Medicine +5, Nature +3, Perception +5

Damage Immunities poison, acid

Senses passive Perception 15

Languages Druidic, Common, Sylvan

Challenge 3 (700 XP)

Trackless Step. Ballinderry, the gardener cannot be tracked even by magical means.

Spellcasting. Ballinderry, the gardener is a 4th level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

At will: *invisibility*, *silent image*

1/per day: *polymorph* (plants only)

Cantrips (at will): *dancing lights*, *druidcraft*, *produce flame*, *shillelagh* (affects garden shears)

1st level (4 slots): *calm plants**, *cure wounds*, *entangle*, *longstrider*, *speak with animals*, *thunderwave*,

2nd level (3 slots): *animal messenger*, *barkskin*, *hold person*, *spike growth*

ACTIONS

Garden shears. *Melee Weapon Attack:* +2 to hit (+5 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage or 7 (1d8 + 3) slashing damage with shillelagh.

Background

Balinderry has served the McDonagals as their gardener for as long as anyone can remember. Originally, Balinderry hadn't the slightest clue how to tend a garden. Over time he began to develop a kindred spirit with his plants. Now Balinderry frolics through his garden with not a care in the world. He loves his "children" and they love him.

Treasure



- (1) exquisite silver platter (value 300 gp) with trace amounts of blood on it.
- (2) crystal bowl of dark water (250 gp) - both used for feeding the plants.
- (1) Pot O' Gold 500 gp

Skill Check



DC 10 Wisdom (Survival): Success recognizes this as human blood.

New Spell (Druid/Ranger)



Calm Plants*

1st level enchantment (ritual)

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: 10 minutes

Through soothing words and gestures, the caster is able to calm any type of plant life. The caster must focus on one type of plant at a time and similar plants cannot be more than 30' away from each other to be affected. The plants must make a Wisdom saving throw and on a success the spell has no effect. On a failure the affected plants are calmed and do not flee. They will defend themselves if attacked and any threats made on the plant end the enchantment.

The leprechaun's *Pot O' Gold* contains 500 gold pieces. The leprechaun earned his gold by disposing of the town's plagued residents. For every body he disposed of by feeding them to his plants, earned him 10 gold.



3. GARDENER'S HOUSE

Read the following:

At first glance, the roundhouse that lies before you looks no different than every other roundhouse you have seen so far, with the exception of the beautiful turquoise flowers which adorn the outside walls. As you raise your foot to step that direction the grass under you scuttles out of the way to avoid being crushed. The fleeing grass leaves a path which leads directly to the door of this cottage. Before you arrive at the doorstep however the branches and straw of the cottage move towards the door. Weaving in and out they form a tight-knit lattice, effectively sealing the door and any hopes of entry.

This is the gardener's house and as such all of the plant life follows his commands. The branches and straw will not open the door for anyone but Balinderry, the gardener, so unless he is with the party, the party will have to find other means of entry.

Attacking or burning the cottage will cause the flowers to shriek out in pain. This alarm will alert the gardener if he is close by. If the gardener arrives he is pleasant and jovial, unless he catches the PCs in the act of harming his "children," and apologies for his children, stating that they are too overprotective. Assuming the conversation goes well Balinderry will invite the PCs in for coffee.

Bag of 10 gold coins of purify water. These coins operate just as the Magic Coin of Purify Water from the water collector in encounter #3. This is where Cara got her coin. These coins are completely unrecognizable and look just like any other coin. If the PCs found the coin from encounter #3 they may notice the smiling Leprechaun's face in the coin, giving them away. Ballinderry originally made these coins to use at parties. He gets quite a laugh at turning wine into water much to the chagrin of party-goers.

All measure of gardening equipment adorn the walls, gardening shears, hoes, rakes, and the like. The tools are held to the walls by the living cottage, which is very careful not to injure itself with the sharp blades.

The tea served by Ballinderry is very dark in color, looking too much like the dark water that he serves to the plants. The coffee isn't poisonous but is quite strong, the beans are grown by Ballinderry, himself, and will cause slight dizziness and a headache unless a fortitude save (DC10) is made. Those PCs who have had coffee before gain +2 to their save.

4. STOREHOUSE

Read the following:

Shelves line the walls of this smaller roundhouse. Various sizes of clay jars and wooden casks fill the room. Dried meats and fowl hang from the ceiling just above a fire pit in the center of the room.

The jars are sealed. Inside are various grain items such as rye, barley, and buckwheat, and a few jars actually contain rice. All manners of vegetables, fruits, and nuts are stored here as well. Some of the foods, including fish are swimming in jars of brine and vinegar. Dried meat, mostly pork and chicken hangs from the ceiling over a still warm fire pit.

Hidden in the jar of rice is an *Arrow of Fey Slaying*.

Arrow of Fey Slaying

This +1 arrow is keyed to a particular type of creature (Fey). If it strikes such a creature the target must make a DC 20 Constitution saving throw or take 50 points of damage.



5. CHURCH

Unlike the other roundhouses this roundhouse is completely made of stone. The only items inside are two stone benches. What appears to be a stone altar and a broken stone slab rest against the wall. A wooden door hangs slightly askew on the opposite the entry.

Skill Check

DC 20 Intelligence (Religion): Success will recognize this as a holy symbol of the Old One. If any PC successfully recognized the symbols at the ground well then that player has advantage on the check.

The wooden door leads to the minister's room/study.

6. MINISTER'S STUDY

Read the following:

As you approach the door, your senses are assaulted by an overwhelming odor of decay. Just beyond the door is a small room containing only a bed and a desk. A human male dressed in a simple white robe lies face first on the desk, his head resting in a pool of black liquid. Underneath him is the large tome he was reading. It is quite obvious that whatever is lying on the desk is the cause of the putrid smell.

This is Minister Aibhel, the sole clergy to the McDonagal family. Unfortunately for old Aibhel the banshee paid him a visit. Minister Aibhel had spent hours of exhaustive research on the legend of the banshee and in that research he was able to ascertain a way to destroy her. Unfortunately for Minister Aibhel the banshee got to him first.

A gold, gem encrusted, chalice lies on it side just outside his grasp. The dark liquid spilled from the chalice was not the cause of the minister's demise, but the players may think it is. The liquid was pure before the banshee tainted it. The dark liquid also served in helping the banshee, as the dark liquid conveniently ran onto the book, erasing some very valuable information.

The open book on the desk is the *Tome of the Banshee*. The book is open to a section detailing the legend of the banshee's comb. The spilled dark water though has caused the ink to run and stain making only a few lines visible. In addition there are some hand written notes in the margin making the connection to Elian but some of it is illegible. The GM should determine what information about the banshee to reveal, based on the progress of the adventure so far.

Treasure



(1) **Tome of the Banshee** written by Pól Beihonan - a book of research on the legend of the Banshee.

Chapter 1: The Becoming - describes how one becomes a banshee.

Chapter 2: The Messenger of Death - details the portents of death by the banshee. Also suggests that not all banshees are evil.

Chapter 3: Physiology of the Banshee - describes the banshee's physical appearance and her two forms - the elderly hag and the beautiful maiden.

Chapter 4: Psychology of the Banshee - discusses the banshee's state of mind after death.

Chapter 5: Wail of the Banshee -see sidebar on wails. Also suggests that the volume and tone of the keening have different meanings.

Chapter 6: Types of Known Banshees (especially the Washer in the Ford)

Chapter 7:
Mysteries of the Banshee -
Untold Secrets
- (possibly importance of the hair comb)

(1) Gold, gem-encrusted chalice
- 200 gp



The Cry of the Banshee



Although the wail of the banshee, or keening is known by many, its exact sound is difficult to describe for two reasons. First of all, there is no sound like it in nature and second the majority of those who hear usually succumb to instant death. Although the intonations of this wail are indefinable they fall somewhere between a high pitched screech of an attack bird and an æolian harp.

What happens to the victim of the keening? Outwardly, their body becomes frigid, their face gaunt, and their jaw drops open. This gives the appearance that the individual is attempting to emulate the very sound he is hearing. Unfortunately no word, no sound utters forth from the victims throat. His eyes glass over just before the blood vessels explode, and then moments later the body collapses. Internally, the wail has caused such fear that the victim's fight or flight response kicks into high gear, but at such a rapid pace that the shock to his system is overwhelming. The brain injects an overload of adrenaline and noradrenalin into the bloodstream, which constricts blood vessels, dilates the pupils to the point of the eyes rupturing, and increases the heart rate exponentially. The hormones cause the vessels in

the heart to swell inducing rapid clots and backup, causing the heart to fail. The victim dies of fright.



CATACOMBS



H3 - PART III: THE CATACOMBS

CATACOMBS UNDER MCDONAGAL MANOR ESTATE

Location: the catacombs lie beneath the manor estate

History: The dungeon room was built onto an existing cavern complex. No one knows who built it or how old it is. The McDonagal family historically has used the dungeon to get rid of its prisoners. Prisoners are chained to the dungeon wall, turned and given to the Behir for dinner. Recently the McDonagals have used the dungeon to get rid off plague victims, whether they are dead or alive.

Catacombs under McDonagal Manor Estate



Location: the catacombs

Dangers: Traps, monsters, undead, a Behir

Lighting: other than the first room - pitch black; no light

Walls: first few rooms are man-made and of stone, the rest are natural tunnels

Doors: only the one entering. Wood with reinforced metal

Mood/Theme: buried alive/ claustrophobic/ fear of the unknown

1. STAIRCASE

Read the following:

As you pass through the iron archway you stand staring off the edge of the cliff. Looking down you notice a series of stone steps carved into the cliff wall. The stairs appear to wind down the cliffside for about 60' and then end at a stone landing.

Skill Check

DC 15 Dexterity (Acrobatics): The stairs are thin and require skill to navigate successfully. Anyone thinking to use the cliff wall for hand holds gains advantage on the check.



Trap - Loose Stone

DC 18 Wisdom (Perception) check notices the trap.

The stairs appear to wind down the Cliffside for about 60' and then end at a stone landing. The right side of the fifth step is loose. Anyone that steps on that step must make a DC 18 Dexterity saving throw to avoid falling in. A failure means the creature falls 60' down onto the stone landing and takes 6d6 bludgeoning damage. All creatures on the step must make the save.



2. DUNGEON

Read the following:

*The stairs end at a stone landing. A wooden door appears to be awkwardly wedged into the cliff face. When you pull on the iron ring the door surprisingly opens rather easily. Behind the door lies a somewhat circular room. The walls and ceiling are made of stone. The remains of four humanoid creatures are chained on the opposite wall (see stat block for **Bloody Bones**). Their bodies are not fully decomposed yet. Muscle and sinew dangle from their body exposing bone in several places. A pair of torches are mounted on the north wall. They are not lit. There are no visible exits from this room.*

This dungeon room was constructed to “seal in” the Behir. The secret wall was created to dispose of prisoners or thieves. Prisoners and thieves were chained to the wall while members of the town would push the wall around in a clockwise manner until the prisoners were facing the opposite side. This had the added benefit of appeasing the Behir who was given a steady food supply. Lately though the town of Prince’s Folly is using the dungeon to dispose of the plague victims (dead and alive). The Behir has stayed away from this “diet” and as a result is *very* hungry when the PCs meet her.

Skill Check

DC 15 Wisdom (Perception): Success recognizes a heavy amount of foot traffic recently.



This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.

Combat

(4) **Bloody Bones**, CR 7; 1800 XP; Adjusted Difficulty 3600 XP; Easy.

Bloody Bones

Medium undead, chaotic evil

Armor Class 16 (armor scraps)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	14 (+2)	12 (+1)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands common but can't speak

Challenge 2 (450 XP)

Tendrils. A bloody bones can fire up to 4 sinewy tendrils from its body at a time, launching them to a range of 30 feet. The bloody bones then attempts to grapple the target. These tendrils are quite strong (AC 12, 10 HP) but can be severed. If the tendril is currently wrapped around a target, the attacker gains advantage on any attack against that tendril. Severing a tendril deals no damage to a bloody bones.

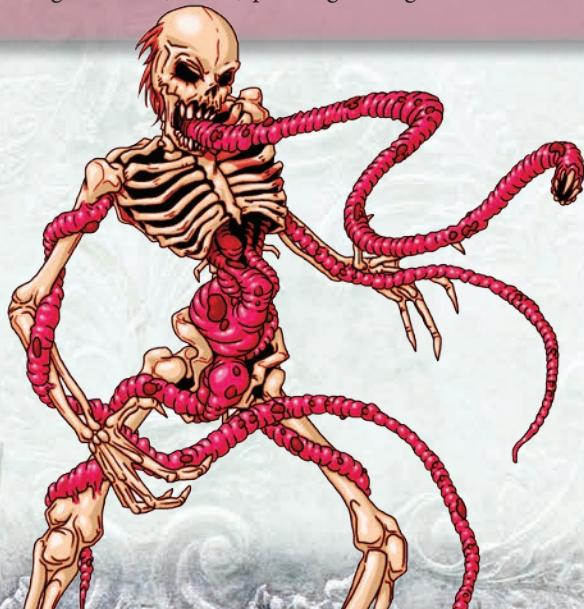
Slippery. Bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magical or otherwise, do not affect a bloody bones. The bloody bones cannot be grappled.

ACTIONS

Multiattack. The bloody bones makes one attack with its claws and two attacks with its tendrils.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Tendrils. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 6 (1d6+3) piercing damage.



Skill Check

DC 18 Wisdom (Perception): Success indicates the character finds arch-shaped grooves on both the ceiling and the opposite wall (north) wall. These grooves are made when the secret door (in this case the entire wall) is pushed. To open the secret wall the characters need a combined strength of 30 and must push on the wall in the northwest corner. The mechanism will not allow the wall to move by pushing on the northeast corner (counter clockwise). When pushed the wall will swing in a clockwise direction revealing a room on the opposite side.

3. FEEDING ROOM

The wall swings open to reveal a nearly identical chamber on the opposite side. The walls and ceiling are made of stone and resemble the room you just came from with the exception of a 15' circular hole in the north wall. A pack of wolves are feeding on leftover humanoid corpses in the center of the room. The wolves matted fur is torn away in several places, exposing grey flesh underneath. One of the wolves stops feeding, slowly turning its head in your direction. Its soulless white eyes seem to stare right through you. These were normal wolves until they began feasting on the plague victims. The circular hole in the wall is the original cavern and the home of the Behir.

Ghost Wolf

Medium beast, neutral evil

Armor Class 14 (natural armor)

Hit Points 26 (4d8+8)

Speed 40 ft.

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

Skills Perception +4

Senses passive Perception 14

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is a creature other than an elf or undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghoul wolves are carnivorous undead wolves that delight in hunting living creatures, catching them, and tearing them to shreds. These creatures are most often found haunting desolate moors and marshes.

5. TREE ROOTS

Dozens of thick tree roots break through the ceiling in this cavern. Some branches are so long and so thick they could easily be mistaken for stalactites. There are so many roots one could easily get tangled. As a matter of fact that very thing seems to have happened. You notice several bodies hanging from the branches.

Directly above this cavern is the massive Gallows Tree located in Ballinderry's Garden. Although Balinderry has his exotic plant life under control, the Gallows Tree just plays nice in the world above. Down here in the caverns it is ruthless and will feed on anything that comes to close.



Combat

(10) Ghoul Wolf, CR 7; 1200 XP; Adjusted Difficulty 3600 XP; Easy.



Combat

Gallows Tree and (3) Gallows Tree Zombie, CR 14; 6200 XP; Adjusted Difficulty 12400 XP; Deadly.



4. NATURAL CAVERN

This cavern runs deep into the recesses of the mountain. Two other caverns branch off the main path to the east and the west. In the middle of the passageway a group of ten giant beetles seem to be searching for something to eat. These giant beetles have a greenish-gray carapace and wing-covers, and their legs and mandibles are black.

Combat

(10) Giant Boring Beetle, CR 4; 500 XP; Adjusted Difficulty 1250 XP; Easy.



Giant Boring Beetle

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 25 (3d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 60 ft., passive Perception 12

Challenge 1/4 (50 XP)

Hive Mind. All boring beetles within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.



Gallows Tree

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 225 (18d12+108)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	11 (+0)	14 (+2)	6 (-2)

Skills Perception +6, Stealth +4

Damage Resistances piercing, and slashing from nonmagical attacks

Damage Vulnerabilities fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 80 ft., passive Perception 16

Languages understands but cannot speak common

Challenge 10 (5900 XP)

Create Gallows Tree Zombie. When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the ground. The organs and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 3 days, at which time the slain creature rises as a gallows tree zombie connected by a tether-vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.

Gallows Tree Zombies. Each gallows tree has 3 gallows tree zombies connected to it (this tree currently has none). A Huge gallows tree may have no more than 6 gallows tree zombies connected to it at one time. See the gallows tree zombie entry for details on that monster.



ACTIONS

Multiattack. The gallows tree makes 4 roots attacks.

Roots. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 5) bludgeoning damage.

Gallows trees are sentient plants that sustain themselves on the internal organs and body fluids of living creatures. They use deception to lure potential prey into range at which time they unleash the gallows tree zombies attached to their branches to kill or capture the prey.

While mobile, a gallows tree prefers to remain in one spot for an extended length of time (usually until its food supply in the area runs out). From this location, it simply waits for prey and then attacks when such beings come into view. Gallows trees do not collect treasure but occasionally such items (the remnants of devoured prey) are found in the vicinity of a gallows tree.

A gallows tree normally stands idle, lowering its zombies to the ground when living prey come within 100 feet of the tree. If a foe comes within 15 feet of the tree itself, it lashes out with its sharpened branches and pummels the creature or attempts to wrap a branch around the foe. A grabbed foe is subjected to additional damage as the gallows tree pummels it with its other branches. Occasionally the tree works in concert with its zombies, grabbing a foe and holding it while its zombies pound it into goop. Slain creatures are dragged close to the tree, sliced open, and their innards devoured by the tree's roots.

This creature is a humanoid with deathly gray-green skin dressed in tattered and torn clothes. Small plants, weeds, and fungi grow on the creature's body. A long, sinewy, greenish-brown noose connects the creature to the massive tree behind it.

damage is radiant or from a critical hit. On a success, the gallows tree zombie drops to 1 hit point instead.

Tether-Vine. A gallows tree zombie is connected to the gallows tree that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 14, 10 hit points. Harming the vine deals no damage to the gallows tree zombie or the gallows tree, but if severed, does prevent the zombie from using its spore cloud ability.

ACTIONS

Multiattack. The gallows tree zombie makes 2 slam attacks.

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

Spore Cloud. As a bonus action, three times per day, a gallows tree zombie can breathe a cloud of poisonous, greenish spores in a 5-foot cube directly in front of it. A creature caught in the cloud must succeed at a DC 14 Constitution saving throw or be slowed (as per the slow spell) for one minute. One minute later, the creature must make another Constitution saving throw or gain disadvantage on Strength checks until they finish a long rest.



One of the female zombies has a silver comb in her matted hair

This is the legendary comb of the banshee. This is considered to be the prized possession of the banshee. As soon as any player touches the comb read the following.

“The roots of the Gallows Tree fade away and along with it the cavern walls and all that surrounds you. You are now riding in a carriage. You hear the thundering hooves of the horses as they connect with the earth. The carriage rocks unsteadily due to speed at which you are traveling. It feels like the carriage could topple over at any second. Finally the vehicle comes to a stop. You hear male voices outside. One says, “This is the spot.” Another voice is heard saying, “Okay, get Eluiwaue.” The carriage door opens and standing before you is Prince Elian and 4 young members of the Royal Guard. Before you realize what is happening the guards grab you and drag you from the carriage. You nearly trip over your own golden-red hair as it gets tangled by your feet. You look down and notice you are in a female’s body. You are seeing this unfold before her eyes.”

Gallows Tree Zombie

Medium undead plant, neutral evil

Armor Class 10

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+1)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison, lightning

Condition Immunities poisoned, blinded, deafened, exhaustion

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

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

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the gallows tree zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the

The hair comb allows the PC holding it to view the last few moments of Eluiwaue's life through her eyes. The PC holding the hair comb can interact as if they were Eluiwaue. To the other PCs it appears as if the PC holding the comb is fixed in a trance. Those trying to communicate with the PC find they are speaking to Eluiwaue instead. Any additional PC who touches the comb will be transported to the same scene as well. Each one taking the role of a different character (first Eluiwaue, then the royal guards, and finally Elian). Players are free to act as they wish and are not bound to the script.

Elian and the royal guard intend to drown Eluiwaue in the Great Barrow River and then dispose of her body. This is Eluiwaue the young maiden. She is not yet the banshee. This event takes place prior to her becoming the banshee.

The players have a few options:

1. They can do nothing and watch what happens. If this is the case Elian and the Royal guard will drown Eluiwaue. After they leave the PCs will witness her body being plucked from the river by a demon. If the PCs still refuse to get involved, Eluiwaue will die and then be transformed into the River Banshee.
2. The players can rescue Eluiwaue and defeat Elian and the guards. If they succeed Eluiwaue doesn't drown and never becomes a banshee. This also means the plague at Prince's Folly would not have occurred and the town of Prince's Folly will return to its perpetual spring and storybook life.
3. The players could help Elian and the guard kill Eluiwaue. This of course would be a very easy task. In this scenario, the PCs would have killed Eluiwaue but not the banshee. As a matter of fact it would create her. In the next moments the demon will sweep down and take her, but if the PCs prevent the demon from taking Eluiwaue then they could also prevent the banshee plague from ever happening to Prince's Folly.



Comb of the Banshee

Wondrous item, rare (Artifact)

Description

This comb is the banshee's most prized possession for her dearest memories and darkest secrets are trapped within it. Anyone touching the comb is instantly transported into one of these memories.

The character touching the comb experiences one of the memories first hand, by taking over the body of an original participant in the memory. The person they become is completely random, the holder has no influence over this decision in any way. Likewise, the holder has no influence over which memory is chosen either, but it is usually an important moment in the banshee's existence.

During this memory-travel the character's body remains physically on the prime material plane while their soul is temporarily transported into the world of the memory. To those observing it appears as if the holder has gone into a catatonic state, occasionally convulsing as the moments of the memories get more intense.

While in the memory the holder can interact with the environment. For all intents and purposes, while holding the comb, they become the chosen participant. They have free will and although the memory will play out as it once did, the player can influence and even alter events.

Anyone in the memory can be hurt or even die, including the player character. If a character dies in the memory his physical body also dies and his soul is lost forever within the fabric of time. Nothing short of wish or divine intervention can restore the soul.

Destruction

If the hair comb is handed to the banshee, the banshee is sucked into her own memories. This causes the comb to shatter into pieces, trapping the banshee and destroying the comb for good.

Combat

Prince Elian and (4) Royal Guard, CR 10; 3250 XP;
Adjusted Difficulty 6500 XP; Medium.

Prince Elian

Medium human, Lawful neutral

Armor Class 15 (breastplate)

Hit Points 66 (12d8+12)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The prince elian makes two melee attacks.
+1 Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Parry. Prince Elian adds 2 to his AC against one melee attack that would hit him. To do so, Prince Elian must see the attacker and be wielding a melee weapon.

Background

Prince Elian is a spoiled brat who is accustomed to getting his way. His parents (as well as many others) have found it difficult to say no to him. Prince Elian expects to get what he wants when he wants it. He treats women the same way. He is not interested in anything that might take too much effort or time on his part.

Eluiwaue became one of Elian's conquests. She, a lowly peasant girl, was hoping for the fantasy wedding. Elian wanted nothing more than a fling. When things got complicated, Elian did what he always did - got rid of the complication. Elian and his mates drowned Eluiwaue and tossed her body in the Great Barrow. Since that day Elian has had to live with the guilt and the consequences.

Royal Guard

Medium human, lawful neutral

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

Combat

Eluiwaue (Commoner), CR 0; 10 XP; Trivial.

Eluiwaue (Commoner)

Medium elf, lawful good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 0 (10 XP)

Fey Ancestry. Eluiwaue has advantage on saving throws against being charmed, and magic can't put her to sleep.

ACTIONS

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

Background

Eluiwaue is a beautiful red-haired kitchen maid. Although easily the most beautiful girl in Prince's Folly, she lacks confidence and is highly insecure due to her red hair. It was a dream come true when the handsome prince showed her attention. Elian told Eluiwaue he loved her and vowed to be hers forever. Unfortunately this was just a line Elian used many times to get what he wanted. For Elian she was just another conquest; a bet with his school mates. It wasn't long before Elian was finished with her, but unfortunately for Elian, Eluiwaue refused to go away quietly. She showed up one day at the estate professing her undying love and apologizing for whatever she did to cause Elian to leave. Elian knew he had to do something to quiet her. After all his father must never know.

Combat

(1) Washer at the Ford (River Banshee), CR 12;
10000 XP; Hard.

Washer at the Ford (River Banshee)

Medium undead (fey), chaotic evil

Armor Class 19 (natural armor)

Hit Points 210 (20d8 + 120)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	15 (+2)	14 (+2)	18 (+4)

Skills Arcana +6, Deception +8, Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 12 (10,000)

Amphibious. The hag can breathe air and water. Innate Spellcasting. The river banshee's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*
Mimicry. The river banshee 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.

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

Hear Heartbeat. A river banshee can sense the beating hearts of living creatures within 60 feet, as if she had blindsight.

Illusory Appearance. The river banshee covers herself and anything she is wearing or carrying with a magical illusion that makes her look like a beautiful young woman or an aged crone. The effect ends if the river banshee takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the river banshee could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 14 Intelligence (Investigation) check to discern that the river banshee is disguised.

Invisible Passage. The river banshee magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

ACTIONS

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 5) slashing damage.

Wail. The river banshee has the ability to modify the pitch, tone, and volume of her wail to alter its effects.

Death Wail - once per day, a river banshee may use her action to wail. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as the creatures which end their turn within that radius, must make a DC 18 Constitution saving throw. Creatures that fail take 90 points of thunder damage. If a wailing banshee is damaged during a wail, she must make a concentration check to maintain the wail; otherwise it ends.

Shatter Scream - The banshee can use her wail to shatter objects. This wail can be used once a day and causes 2d12 thunder damage to any object of the banshee's choice. The banshee must hit the object. If the damage is equal or greater than the object's hardness, the object shatters. The Shatter Scream ability can also be used to shatter eardrums causing deafness in player characters. This works as the duration is permanent.

Shudder Scream - The banshee can cause the earth to tremble. This wail can be used once per day. This wail works as the earth tremor spell cast at 6th level.

Sweet Song - The banshee can utter a sweet song to warn of impending death. The sweet song is quite melodic and peaceful. It never changes volume no matter how far away the banshee is from the chosen recipient. To most listeners the song does not have any discernible words in any recognizable language. Her voice resembles a melodious harp played by the master's hands.

River Step. As an action, the river banshee can meld with the water. Once the banshee performs this action she is for all intents and purposes invisible. Once melded, the banshee can move with the current and can either use her speed or the speed of the river to move. The banshee can use her action to reappear.

Drowning Kiss. If the banshee successfully hits with her claws, she can then attempt to grapple her target using a bonus action. If she succeeds at the grapple check, she establishes a hold and can deliver a drowning kiss. She places her lips on those of her target and magically fills their lungs with water. PCs must make a DC 18 Constitution saving throw or begin to drown. On a success the PC is no longer drowning but remains grappled. If the character fails their lungs fill with water. The PC may repeat the save at the beginning of each round.

While delivering a drowning kiss a banshee can perform no other action. The next round the PCs hit points immediately drop to 1 unless the banshee breaks her hold or the PC succeeds at another constitution saving throw. Holding one's breath or coughing out the water is useless since the lungs are supernaturally filled with water. The next round the PC becomes unconscious. Unless stabilized the PC automatically fails all remaining death saves and dies the following round.

Banshees are restless female spirits who, at the time of death, had some great injustice befall them. Some banshees are formed when women are betrayed by loved ones. Another common cause for the creation of banshees occurs when mother and child die simultaneously during childbirth. Whatever the reason, all stories have the same genesis; the banshee is unable to move on to its otherworldly destination and is forever cursed to wail in anguish.

This heart-wrenching torment is the fuel for the banshee's hatred. This hatred consumes her and unfortunately the banshee usually channels this hatred to unsuspecting victims. The target of the banshee's fury should be the banshee's killer. Unfortunately, due to the condition of the banshee's mind at the time of the becoming, she often has difficulty grasping reality; the result - this often leads the banshee to channel her hatred to many a poor, unsuspecting traveler.

River banshees rise from women's corpses that have been drowned or discarded in the river. Although the name is derived from rivers, these banshees can come from any body of water. The result is an even more powerful banshee.

There is a great deal of scholarly debate concerning the physical appearance of the banshee. Reports vary from the very young and beautiful to the old and decrepit, from the corporeal to the incorporeal, and from the living to the dead.

Banshees are tethered to their gravesite. This assumes the banshee's final remains are on land. It does not account for women whose bodies have been disposed of in a body of water.

River Banshees can assume corporeal form as long as they are 120' from anywhere a river flows as long as their final remains are located somewhere in the river (note: this is the same for any water source). This gives the River Banshee vast range. In addition, Banshees can River Step, which allows them to meld into the river and move at lightning speeds within the water itself.

Reports also conflict over the age of the banshee. Banshees have been reported to be of varying ages ranging from young adult to quite venerable. The truth is that banshees can manifest any physical form they desire and any age they wish. Typically ages range from beautiful women in their mid-twenties to elderly hags reminiscent of the witches of yore.

There are also some physical commonalities in the three visages as well. All three representations (maid, matron and old maid) have long unkempt hair. Hair color tends to be on the lighter side ranging from blonde to shades of red with the old maid having long hair in shades of gray or white. Skin tones are pale, ranging from pale pink to pearl

white. Their eyes are streaked red from constant wailing and when the banshee is in the process of the keen will often cry streams of blood.

Combat

(1) **Rage Demon**, CR 9; 5000 XP; Easy.

Rage Demon

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Str +10, Con +9, Wis +7, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Challenge 9 (5000 XP)

Rage. A rage demon that takes damage equal to half its total hit points, or more, flies into a berserk rage on its next turn. A berserk rage demon fights until either it or its opponent is dead. It gains advantage on melee attack rolls and +2 to damage rolls but creatures attacking it have advantage to hit it. The rage demon can end its rage voluntarily.

Innate Spellcasting. The rage demon's spellcasting ability is Charisma (spell save DC 16). The rage demon can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *misty step*
1/day each: *confusion*, *power word stun*

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

ACTIONS

Multiattack. The rage demon makes four attacks: two with its two spears and two with its claws. Alternatively, it makes two attacks with its claws and casts one spell.
+2 Spear. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 + 8) bludgeoning damage.
Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 6) bludgeoning damage.



This creature appears to be an 8-foot tall humanoid with basalt-colored skin. Dark hair covers its head and its hair is long and braided. Its arms are well-muscled and it carries two spears in two of its four arms. Its head is human-like and its eyes are sapphire blue. Large leathery, bat-like wings protrude from its shoulders.

6. HIVE

Read the following:

This cavern is filled with giant mushroom-shaped fungi. Many are purple in color and a few of them have stalks branching out from the tops. Black shapes move throughout the fungi. Green moss grows in patches throughout the mushroom forest.

Veteran players will probably immediately recognize the violet fungi and shriekers. The real danger lies in the memory moss coating the ceiling above the entry way and the swarm of beetles in this room. The players have stumbled upon the hive.

Combat

(10) Shrieker, (8) Violet Fungus and (10) Giant Boring Beetle CR 8; 1000 XP; Adjusted Difficulty 4000 XP; Easy.

Shrieker

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Violet Fungus

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

Memory Moss (Hazard, Plant [Fungus])

Memory moss appears as a 5-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms. Memory moss cannot abide the cold or the arid climate of the desert and is never encountered in such environments.

When a living creature moves within 60 feet of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed at a **DC 16 Wisdom saving throw** or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours. (Only those spells actually prepared in the last 24 hours are lost; spells prepared longer than 24 hours ago are not lost. Known spells and cantrips are not affected.)

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. If a creature loses its memories to the memory moss, it acts as if affected by a confusion spell for the next 4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a **DC 14 Constitution saving throw**, with failure resulting in the creature being stunned for 6 minutes.

A creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not the creature's own memories). Such creatures can even cast spells if the memory moss has stolen these from a spellcasting creature. Any non-spellcaster that attempts to cast a spell gained in this way must succeed on a **Concentration check (DC 10 + spell level)** or the spell fizzles away. After 24 hours, the memories fade (including any spells not yet cast). Creatures eating the memory moss to regain their own lost memories do not lose them after 24 hours. Cold and fire kills a single patch of memory moss.

When first encountered there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 4-5 spells determined randomly (use the Wizard or Cleric spell lists). When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets. The moss casts these spells as a sorcerer of the minimum level necessary to cast the stolen spell (save DC 10 + spell level).

Giant Boring Beetle

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 25 (3d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 60 ft., passive Perception 12

Challenge 1/4 (50 XP)

Hive Mind. All boring beetles within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) slashing damage.

7. EMPTY

Three ant lions have made this room their home. The funnel pits are marked with Xs on the map. PCs that fall into the pits are attacked by the ant lions.

Ant Lion Funnel Pits

DC 15 Wisdom (Perception) check notices the trap.

The funnel pit is 20' deep. Anyone falling in the funnel pit takes 2d6 bludgeoning damage. A successful **DC 15 Dexterity saving throw** allows the creature to avoid falling in. An ant lion attacks any creature that falls in the funnel pit.



Giant Ant Lion

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (6d10 + 18)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	1 (-5)	14 (+2)	10 (0)

Skills Perception +4, Stealth +2

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 14

Challenge 1 (200 XP)

Sand Trap. A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A DC 14 Wisdom (Perception) check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a DC 14 Dexterity saving throw—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a DC 16 Dexterity (Acrobatics) check.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10+4) slashing damage.

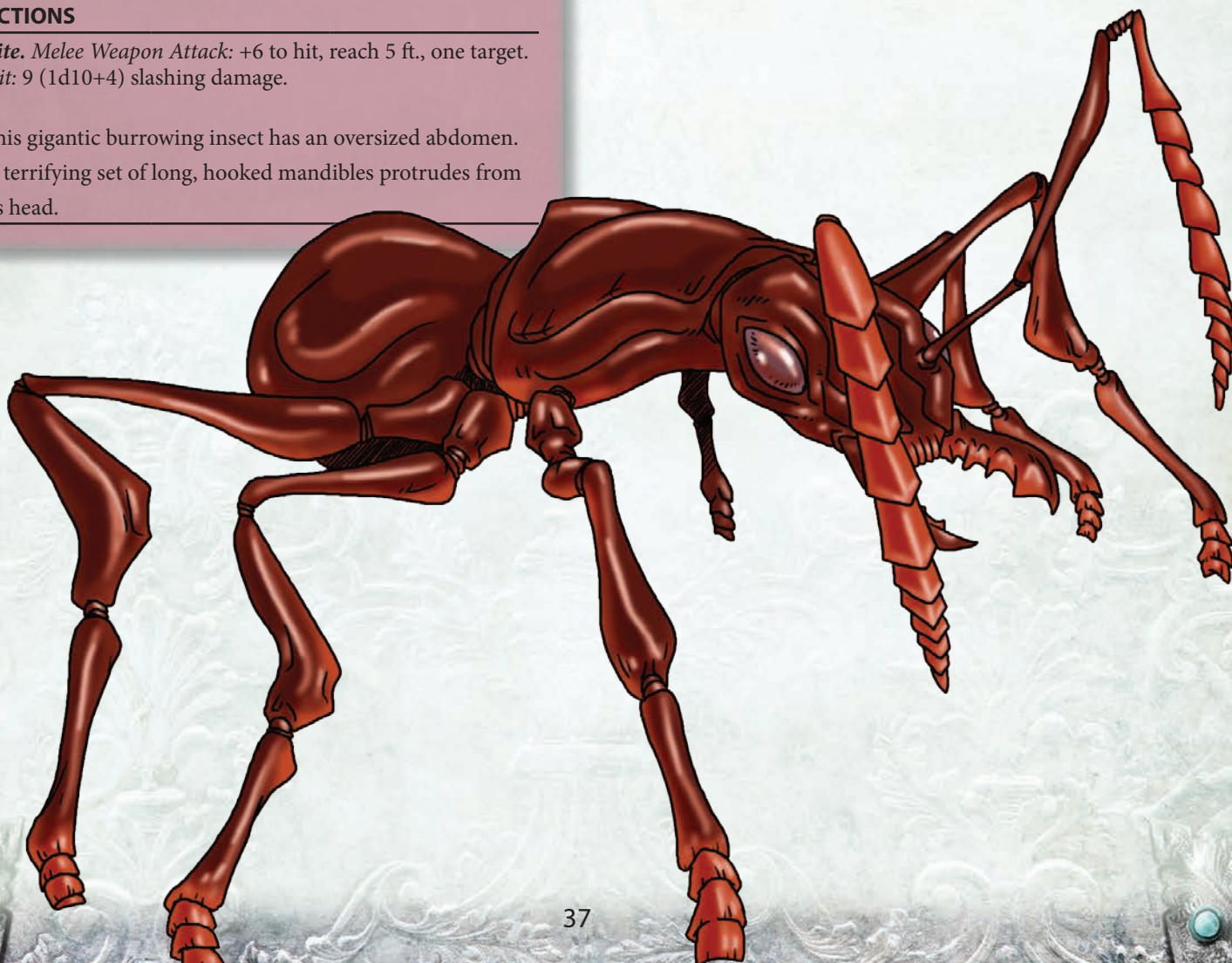
This gigantic burrowing insect has an oversized abdomen. A terrifying set of long, hooked mandibles protrudes from its head.

Combat

(3) Giant Ant Lion, CR 8; 2100 XP; Adjusted Difficulty 4200 XP; Easy.

8. LAIR OF THE BEHİR

Coiled in the large cavern before you is a monstrous snake-like reptilian creature. The creature seems to be a cross between a snake and a dragon. Although its body resembles a large snake, it also contains a dozen legs as well as two prominent horns on its head. Various shades of blue scales, which resemble those of a dragon, cover its enormous 40' body. It turns its head towards you and utters one word, "finnnnnnalllllyyyyyy."



Combat

(1) Behir, CR 11; 7200 XP; Medium.

Behir

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

Sunlight Sensitivity. While

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

This slithering, multi-legged blue reptile has a fearsome head crowned with two large, curling horns.

The average behir is 40 feet long and weighs 4,000 pounds. In addition to the two prominent horns on its head, many have additional decorative spines at regular intervals along the central ridges of their backs.

THE END?

Consider this alternate ending:

The River Banshee is very difficult to defeat, especially if she is anywhere near a water source. The PCs best chance is through the hair comb vision and preventing her from turning into a banshee.

Should the PCs defeat her, consider bringing her (or another banshee back as a reoccurring character). The McDonagals have always had a banshee tied to their family for as long as they can remember. Maybe there is more than one banshee or when one moves on another takes its place. Below is a real teaser to freak out your players.

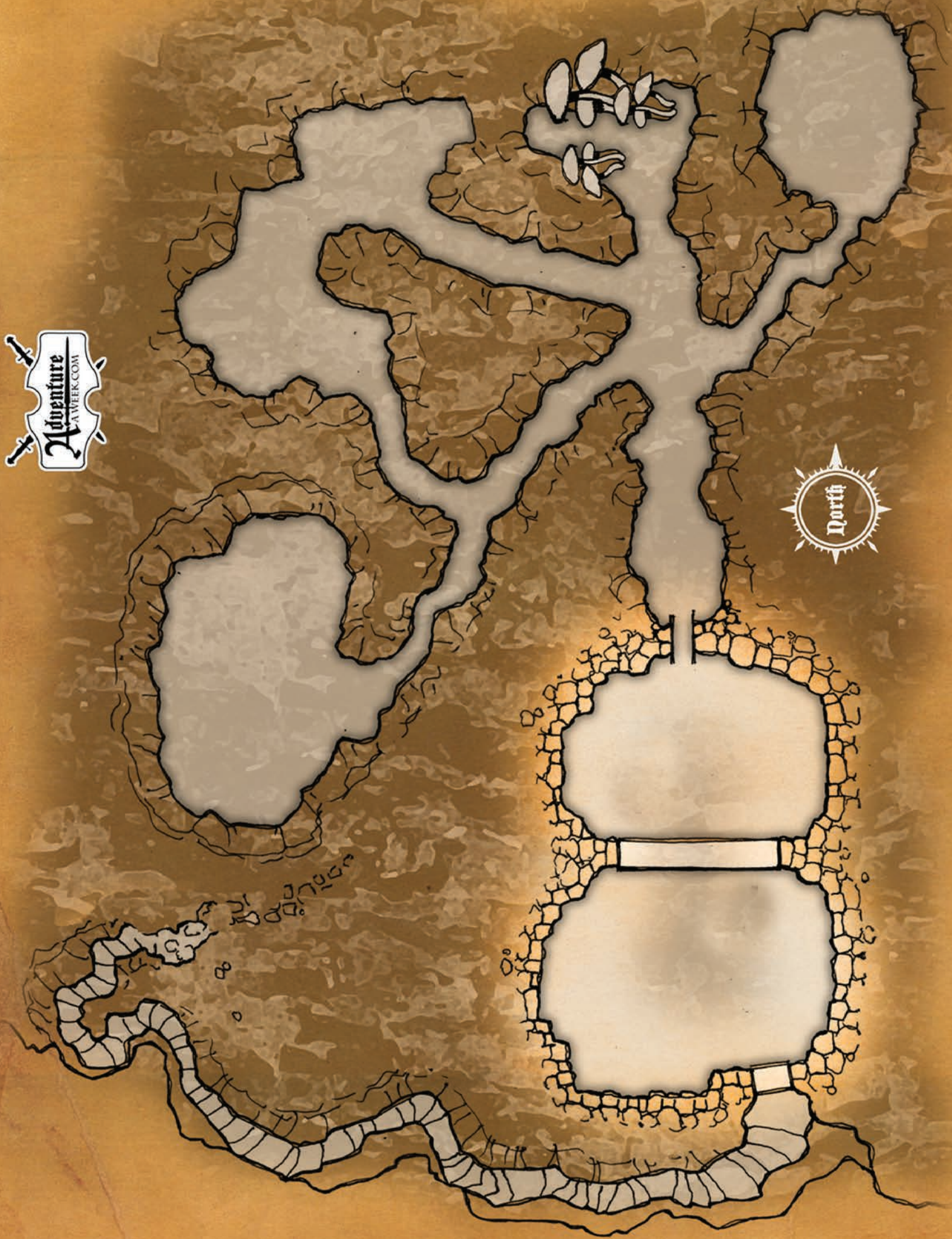
The sun has returned to Prince's Folly. The plants are finally beginning to grow again and the Great Barrow is once again pure. At the river's edge you notice an old hag kneeling her hands immersed in the flowing waters. Her hair is wildly unkempt and flows to the ground, some of the strands dipping into the water. As you watch she pulls a shirt out of the water trying to rinse it off. The shirt and the water are covered in blood. She turns and smiles a toothless grin before disappearing. The clothes left behind are the ones you are wearing!











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A 5TH EDITION ADVENTURE FOR 4-6 PCS OF LEVELS 8-10

The quaint fairytale village of Prince's Folly is stuck in a recurring nightmare. The brooks no longer bubble, the children no longer frolic, and the giant daisies have all withered and died.

Every three years the banshee comes to Prince's Folly to portend the death of a member of the McDonagal family. For seven long nights she wails in anguish and for as long as she cries a darkness descends upon the land. The skies grow dark, the plants wither and die, and even the Great Barrow river runs black as ink. It seems all of creation mourns the death of a McDonagal.

After the death has come to pass, both the banshee and the darkness leave Prince's Folly to be replaced by a perpetual spring and an abundant harvest; every year greater than the year before. It seems that although the banshee brings a week of death, she also blesses the village with three years of abundant life.

Once more the banshee has returned to Prince's Folly, but this time her cry seems to know no end. It's been 21 days of the darkness. The people are starving and fresh water is impossible to find. The death toll is mounting and the banshee wails for the town every night.

It seems this time the banshee has come to stay.

Also included in "Cry of Ill Omen":

- A dozen monsters from Frog God Games Complete Tome of Horrors
- 1 New Monster
- Variant wails to use for your banshee. It doesn't have to mean death.
- 3 new magic items
- A new artifact!
- 1 new spell
- 4 gorgeous maps from ENnie award winning cartographer Todd Gamble

