

BANSHEE TOWER

Banshee Tower is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers details for each level and makes adjustments accordingly. In this adventure, the party enters the ruins of an old, overgrown keep in the forest, from within which a spirit's mournful wails can be heard for miles around. To stop the spirit's incessant keening, the adventurers must discover her remains and give them a proper burial. Until then, her presence will continue to endanger life in the forest.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Banshee Tower Hooks table below offers details for introducing this adventure to your players.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

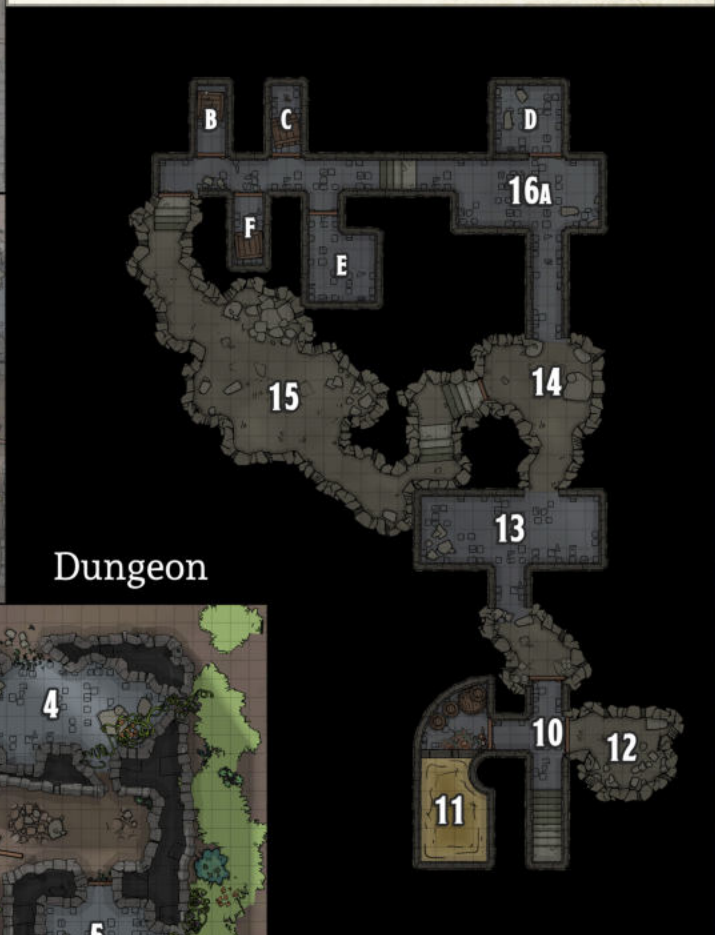
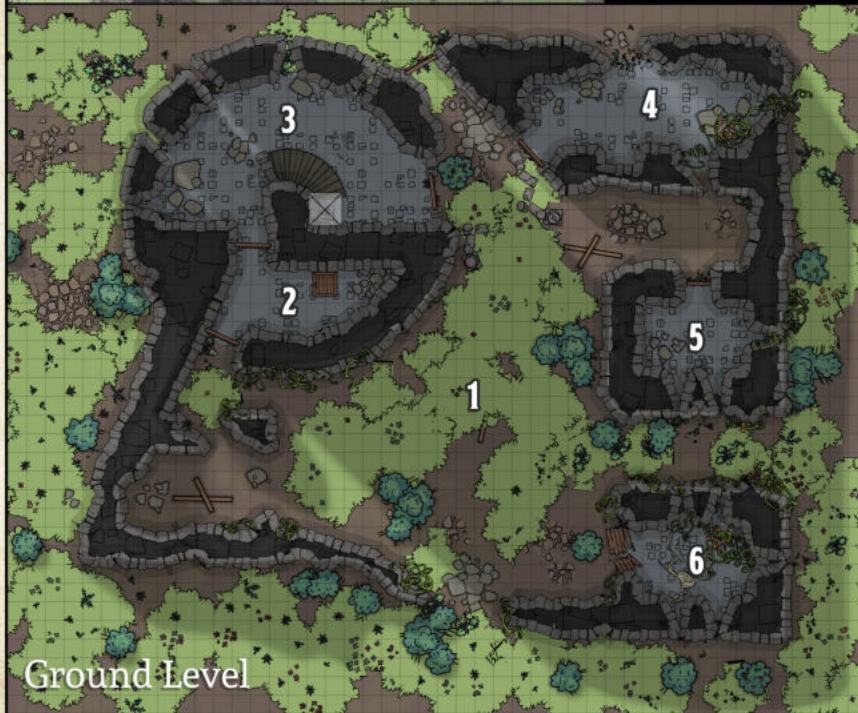
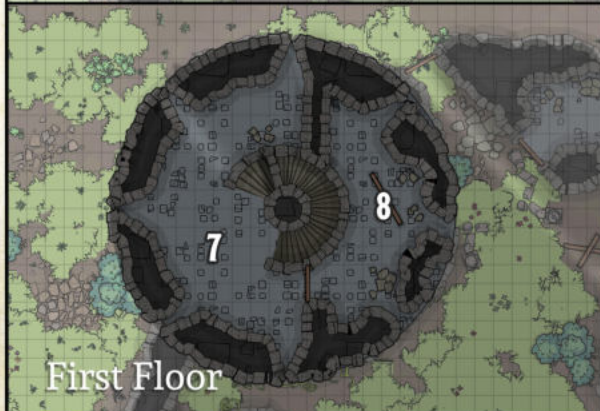
Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

BANSHEE TOWER HOOK

Side Quest d8 Type	Details
1 Fetch Quest	A local lord or lady asks the characters to enter the old keep and find a lost cache of gold rumored to be hidden within the keep. See area 12 for details.
2 Recover Stolen Item	A thief stole a magical mace from the nearby temple a few months ago. Rumor has it they passed through the forest by the old keep. The temple's clergy asks the characters to investigate the keep and return the mace.
3 Receive Information	A circle of druids instructs the characters to meet with the blink dog who watches over the keep (see area 4). The blink dog will offer the characters further instructions.
4 Rescue Mission	Recently, a young explorer and his friend came upon the keep. The ghosts of the keep killed the explorer's friend. Fortunately, he managed to escape. Although his friend is dead, the explorer begs the characters to enter the keep and lay his friend's bones to rest lest he return as an undead minion for the creatures there. The dead friend is the adventurer in area 1.
5 Missing Person	A young adventurer traveled to the keep a few weeks ago, searching for glory. He hasn't returned since. (See area 1 to learn why).
6 Monster Hunt	Tired of the deaths the keening lady of the keep causes, local villagers offer to pay the characters 100 gp per level of the adventure if they clear her and all of the other undead from the location.
7 Supernatural Investigation	Strange moans can be heard coming from the old, overgrown keep at the center of the forest. The locals want the characters to investigate the disturbance and remove any potential threats.
8 Secure Aid	The characters must earn the trust of a local lord or lady; to do so, they must enter their ancestors' ruined keep, and lay the dead there to rest.

The Banshee Tower

Original map design by Dyson Logos



1 square = 5 feet

BANSHEE TOWER

Long forgotten by most historical texts, the banshee's tower was once the manor home for a powerful lord and lady. Eventually, the lord's own dabbling in the dark arts drove him insane. In a fit of rage, he murdered his entire family, brutally slaying his loving wife and two darling daughters. He then took his own life. This act of extreme violence cursed the manor forever; all four members of the family returned as undead spirits, doomed to interminably haunt the location.

The tower can work as a stopover for adventurers crossing through a dense forest, jungle, or swamp, or it can work as a campaign goal and of itself. Although the tower is overgrown in the provided maps, you can easily place the tower in a snowy or arid environment with just a few changes.

GENERAL FEATURES

Unless otherwise stated, the Banshee Tower has the following features.

Architecture. Although the tower was originally built from dressed stone, the long years and encroaching forest have not been kind to its walls. Most of the stone that once made up the tower is crumbling or completely collapsed. If they haven't been completely consumed by creepers and topsoil, most of the tower's floors are shattered and hardly recognizable. Ceilings in the tower proper are 12 feet high, but only 8 feet high in the dungeon.

Illumination. Although natural light pours through the clearing in which the tower stands, the interior of the buildings are cast in dim light at best. The dungeon level is completely dark.

Doors. Any doors still standing in the above-ground buildings are in a horrible state of disrepair thanks to the weather and termites. Even if the doors could lock—all of their iron hardware is rusted beyond repair—they fall over with barely any effort.

It's a different story downstairs. All of the doors in the dungeon are locked. Despite the rust, a successful DC 15 Dexterity check using proficiency in thieves' tools opens a downstairs door. Also, they can be broken down with a successful DC 18 Strength (Athletics) check. These doors have AC 16, 22 hp, and immunity to poison and psychic damage.

Curse of Banshee Tower. Characters who enter the tower with intent to end the curse must properly lay to rest the bodies of the manor's four former inhabitants. Regardless of the adventure's level, the bodies can be found in areas 1 (both daughters), 8 (the lord), and area 16b (the lady). A character proficient in the Religion skill knows that a proper burial requires that the four bodies be interred into the ground with the proper rites given. Even then, there is a 25% chance per body that it returns unless holy water is sprinkled on the corpse. Once all four bodies are laid to rest, the curse ends.

Keening. The lady's keening (see area 8) can be heard within 1 mile of the tower. A creature in the area that can hear her keening must make a Wisdom saving throw. The save DC is 11 during the day and 13 during the night. On a failure, the target becomes charmed by the lady for 24 hours. While charmed, the target has disadvantage on Wisdom and

Charisma saving throws. A creature that succeeds on its saving throw is immune to the lady's keening for 24 hours.

Desecrated Ground. Until the tower's curse is removed, the tower, its dungeon, and the area within 1 mile of the grounds are desecrated. Undead within this area have advantage on all saving throws.

Tenacious Spirits. The spirits of the daughters (area 1), lady (area 8), and lord (area 16c) are permanently tied to the keep. If they are destroyed, they return to the area they haunt in 24 hours, regaining all their hit points and becoming active again. Only removing the Banshee Tower's curse (see above) will allow them to rest.

Difficult Terrain. Horribly overgrown, the entire exterior of the tower is considered difficult terrain—this includes the courtyard, area 1.

Finding the Tower. A character who hopes to find the tower can do so by spending 1 hour or longer combing the forest near the tower. On a successful DC 15 Wisdom (Survival) check, the character discovers the tower. The character gains a +1 bonus to their check for every hour they spend past the first searching for the tower (maximum bonus of +5). Additionally, a character who spends at least 1 week of downtime researching the tower's history makes this check with advantage. On a failed check, the character must spend another hour searching before they can repeat the check. When the characters find the tower, they immediately hear the lady's keening.

KEYED LOCATIONS

The following locations are keyed to the map of the Banshee Tower on page 2.

1 - COURTYARD

When the characters first enter this area, read the following.

Underbrush, weeds, and stray roots grip this open-air area amidst the old keep's crumbling walls. A tall, sleepy willow brushes the ground with its slumped branches at the south end of the courtyard.

The Daughters. The lord and lady's twin daughters' bodies are strewn about the courtyard and covered with loose topsoil and undergrowth. Finding the corpses requires a character to spend at least 1 hour inspecting the courtyard. At the end of the hour, the character can make an Intelligence (Investigation) check. The character adds a +1 bonus for each hour they spend past the first searching for the body and an additional +1 for every character that assists them (maximum bonus of +10). The character has advantage on the check if they learned from one of the creatures in the keep that the girls were killed in this area. Refer to the Searching for the Daughters table below to determine the outcome of the check. To repeat this check, the character performing the search must spend another 4 hours searching before they can repeat their check; this follow-up check does not gain any bonuses. If the second check brings up poor results, the character must complete a long rest before they can search again.

SEARCHING FOR THE DAUGHTERS

Check Result	Outcome
0-14	Nothing found
15-25	The characters find one of the daughters' bodies
26+	The characters find both of the daughters' bodies

Encounters. In all versions of this adventure, three hungry **wolves** den in the southwestern corner of the courtyard. If outnumbered, they merely growl and bark; despite their hunger, they're wise enough to know not to attack a party of well-armed humans. If the party has three or fewer members, they attack. A successful DC 15 Wisdom (Animal Handling) check calms the wolves down; this check is made with advantage if they're fed first.

In every version of this adventure except for 1st-level, the daughters haunt the courtyard. When the characters first enter this area and then once every 8 hours, roll a d20. During the day, the girls appear on a result of 18-20; at night, the girls appear on a result of 16-20. Their arrival is always preceded by them singing a nursery rhyme together. They both use the **myling** stat block featured in the Appendix. The wolves are terrified of the girls, but the girls won't mess with the wolves.

In the 5th- and 8th-level versions of this adventure, the willow tree is a vile undead creature called a **willowhaunt** (see the Appendix). It attacks any living creature that comes within its reach.

Vulture Food. The vultures in area 8 keep a close eye on the courtyard, especially if they see or hear a combat break out there. Any creature in the courtyard with half its hit points or less draws the attention of the vultures. When this happens, one or more of the vultures swoops down, grabs the target, and brings it back to their lair in area 8. If the vultures are dead, ignore this.

Treasure: Dead Adventurer. The first time the characters inspect the grounds, they find the remains of a dead adventurer in the undergrowth, regardless of the check's outcome. The adventurer carries a backpack containing the contents of a burglar's pack (sans food and water) plus a pouch containing 100 gp per level of the adventure.

2 - KITCHEN

Thin, brown-colored webs cover parts of this old, crumbling chamber.

The only hint that this was once the house's kitchen are the remains of an old stove and a few rusted cooking utensils lying amid the rubble.

Hazard: Rust Webs. Although the webs don't do much to block a creature's passage to the trapdoor in the western part of the room, they do cause nonmagical ferrous metal objects that come into contact with them to rust. If the object isn't

being worn or carried, the webs automatically destroy a 1-foot cube of it. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that touches the webs are destroyed immediately.

A creature who spends at least 1 round examining the webs and succeeds on a DC 11 Intelligence (Nature) check recognizes the webbing for what it is.

Trapdoor. A trapdoor in the floor leads down to area 10.

Treasure: Magical Mace. A mace dressed with gold and gems lies amid the rubble and webs at the eastern side of this room. For 1st and 3rd-level adventures, the mace is a *+1 weapon*. For 5th- and 8th-level adventures, it's a *+2 weapon*. The rust webs have no effect on the mace.

3 - ENTRY ROOM

Nothing here but rotting leaves, errant vines, and rubbish. A staircase of questionable integrity winds its way up to the second floor, transporting climbers into area 7.

Trap: Concealed Pit Trap. At the foot of the stairs, there is a hidden trapdoor in the floor. When a creature weighing more than 100 pounds steps onto the trapdoor, it breaks open at its center and deposits the target 10 feet below into a vat of acid. The first time a target falls into the acid and each time they start their turn in the acid, they take 2 (1d4) acid damage (or 5 (2d4) for 5th- and 8th-level versions of the adventure). A target can climb out of the pit with a successful DC 15 Strength (Athletics) check. Spotting the trap door requires a successful DC 16 Wisdom (Perception) check. A character with proficiency in thieves' tools can rig the trapdoor not to open with a successful DC 10 Dexterity check.

4 - WORKSHOP

There's no way to tell what this room used to be.

Encounter: Blink Dog. A lone **blink dog** camps in this area. Drawn to the sadness here, it hopes to share what it knows about the tower and its inhabitants. So long as the characters are friendly to the blink dog, it will tell them—in its native tongue—how to end the tower's curse. The blink dog will also aid the characters in their fight against the malicious undead that loiter in the tower's grounds.

5 - GUARDHOUSE

The moldy remains of bunk beds and chests long-since looted are all that remain of this old guardhouse.

Encounter: Undead. The nature of the encounter here depends on the adventure's level, as shown on the Area 5 Encounters table below. Vicious and arrogant, the undead attack without provocation, assuming the grounds' desecration will provide safety from those who'd hope to turn them. In encounters with wights, the leader of the wights (your choice) uses *pipes of haunting* to assault the characters.

AREA 5 ENCOUNTERS

Adventure Level	Encounter
1st	3 skeletons
3rd	1 wight
5th	1 wight + 4 zombies
8th	4 wights

Treasure: Pipes of Haunting. The wight's pipes of haunting are cursed. Until the curse is removed, the cursed character gains Sunlight Sensitivity. The character has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when they, the target of their attack, or whatever they are trying to perceive is in direct sunlight.

6 - STABLE

The remains of a dead horse make this area's old use quite obvious—stables.

Trap: Spears. In all versions of this adventure except for 1st-level, any creature who comes within 5 feet of the dead horse triggers a trap. Spears spring from under the horse's desiccated corpse; the triggering target must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save or half as much damage on a successful one. The spears are attached to small bells that alert the undead in area 5 to the target's presence. The undead immediately rush to investigate.

7 - PARLOR

The stairs that climb up from area 3 lead to this area, then continue upward to area 9. The lady's keening can be heard from behind the door that leads to area 8.

8 - CHILDREN'S ROOM

Peeling paintings of unicorns and fairies cover the walls of this once lovely room. Whether it be from the moon, stars, or sun, a gaping hole in the roof permits natural light. The floor is a mess of twigs, branches, and garbage cobbled together as a large bird's nest.

Encounter: The Lady and the Vultures. Anyone who opens the door connecting this area to area 7 immediately comes face to face with the vulture(s) here. The number and types of vultures depends on the level of the adventure, as shown on the Area 8 Vultures table below. Death vultures are featured in the Appendix. Hatched not far from the keep, the vultures are immune to the lady's wails.

AREA 8 VULTURES

Adventure Level	Encounter
1st	1 giant vulture
3rd	2 giant vultures
5th	1 death vulture
8th	2 death vultures

The lady of the manor (she uses the **phantom** stat block detailed in the Appendix) hides and moans in the northernmost corner of this area. An incorporeal crown of white flowers rests on her head. She clutches the tattered

remains of a pair of dolls made in the likeness of her deceased daughters. Driven quite mad by her own undead, she is less than helpful, but not outwardly harmful. She uses her moan when she can (i.e. whenever it recharges)—totally unaware that it affects the living. Between her sobs, she asks over and over again, "Why? Why did you do this?"

Willow Tree Painting. The wall near the moaning phantom is painted with a depiction of the two girls playing by the willow tree in the courtyard. A character who observes this painting and succeeds on a DC 10 Wisdom saving throw, has advantage on their check to find the bones of the daughters in area 1.

9 - LORD AND LADY'S CHAMBERS

The entire roof of the manor collapsed years ago, leaving this large, expansive bedroom in ruins. Beyond a great view of the keep and surrounding forest, there is nothing else of interest here.

10 - DOWNSTAIRS

The trapdoor from area 2 leads down into this area. It's filled with cobwebs (normal cobwebs, thankfully) and smells of mold.

11 - CISTERN

A pool of murky brown water dominates the southern half of this room. Hogsheads filled with moldy ale stand against the curved northern wall.

The Lord's Body. After the lord killed his family, he realized the horror of what he'd done. At the edge of the cistern, he slashed his throat, then tumbled into the water. His bones lie at the bottom of the pool. Only by entering the 10-foot-deep pool and feeling around will a character be able to find the lord's corpse.

12 - STORAGE

The lord didn't just kill his family—he also killed all of his servants by locking them in this old storage room. They have since risen as vengeful spirits.

Encounter: Undead Servants. The nature of this encounter depends on the level of this adventure as shown on the Area 12 Encounters table below. The undead attack anyone who enters areas 10, 11, or this area. They especially don't want anyone to find the lord's body in area 11; so long as his corpse remains unburied, his curse continues. This please them.

AREA 12 ENCOUNTERS

Adventure Level	Encounter
1st	2 shadows
3rd	2 specters
5th	4 specters
8th	6 specters

Treasure: Hidden Cache. Amid the servants' remains and destroyed storage preserves, a character who succeeds on a DC 20 Wisdom (Perception) check notices that a large rock resting against the southern wall hides a cubby within which the lord used to store his treasure. The cubby hole contains a sack holding 1,000 gp per level of adventure.

13 - MEETING ROOM

The shattered remains of a conference table and broken chairs litter the floors of this chamber.

Hazard: Faulty Floor. Any creature weighing 50 pounds or more who stands in the northwestern corner of the room forces the floor to collapse. The floor and the character tumble down into area 15 as a result, taking no damage.

14 - GUARD ROOM

Not only is the door that leads to area 15 here locked, but it's stuck, too, thanks to shifting earth above. Even after the lock is picked (as described in the General Features), it still requires a successful DC 25 Strength (Athletics) check to break the door down.

15 - TORTURE CHAMBER

Rusty manacles still hang from the walls of this natural cavern.

Dim Light. Sources of nonmagical light, such as those created by torches or lanterns, shed only half as much bright light and dim light as normal.

Whispers in the Dark. The first time a creature enters this area, they hear strange whispers coming from the manacles at the walls. No matter how hard the creature tries to make out what the whispers say, they can't. But they always sound strangely familiar. The moment a character calls out to them, the whispers stop immediately. If the characters are near the door to area 16, that's when the skull appears (see below).

16 - DUNGEON

The first time the characters approach one of the entrances into this area, they witness an illusory effect: a massive skull bathed in purplish flames appears before them. It then croaks in a low, unearthly voice, "Go away!" before it vanishes.

Five rooms branch off from this long hallway. Each door is locked, as described in the General Features section.

16b. The Lady's Rest. A servant (or servants) of the undead lord lurks in this cell. The nature of the encounter depends on the adventure's level, as shown on the Area 16b Encounters table below. The servant(s) guard(s) the bones of the lady, placed here by the lord before he took his own life. Her skull wears a crown of white flowers.

16B ENCOUNTERS

Adventure Level	Encounter
1st	1 shadow
3rd	1 specter
5th	2 specters
8th	4 specters

16c. The Lord's Cell. Despite taking his own life, the lord fancies this cell as his own. The nature of the encounter here depends on the adventure's level, as shown on the Area 16c Encounters table below. Before the battle begins, the lord growls, "Come for justice, have you? No need! I sent myself to my own watery grave." This is a hint at the location of the lord's body (see area 11).

16C ENCOUNTERS

Adventure Level	Encounter
1st	the lord (specter)
3rd	the lord (wraith)
5th	the lord (wraith) plus 1 specter
8th	the lord (boneshard wraith, detailed in the Appendix)

16d. Ooze Cell. The nature of the encounter in this cell depends on the adventure's level as shown on the Area 16d Encounters table below.

AREA 16D ENCOUNTERS

Adventure Level	Encounter
1st	1 gray ooze
3rd	2 gray oozes
5th	1 black pudding
8th	1 black pudding

16e. Stuck Door. The door to this room is stuck shut. Even after the lock is picked, a character must succeed on a DC 20 Strength (Athletics) check to push the door open.

16f. Guard Room. This room once served as the guardroom for the dungeon. It's now covered in thick, brown webs. A creature who enters the area for the first time or who starts their turn here must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) check or Dexterity (Acrobatics) check. Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage. To make matters worse, these webs function the same way as the webs in area 2.

There is a small chest tucked into the far northwestern corner of the room. The chest contains 2 ep. Ω

CREDITS

The following creators made this adventure possible.

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APPENDIX: NEW CREATURES

Dungeons & Lairs: Banshee Tower includes five creatures not found in the core rulebooks. Their stat blocks are printed below, and they can also be found in the Creature Codex, Tome of Beasts, and Tome of Beasts 2 by [Kobold Press](#) who allow the use of their monsters through their OGL.

BONESHARD WRAITH

A vaguely humanoid form appears, dim and hazy amid the constant swirl of wind-wracked grit and tainted dust of the magical wasteland.

Contorted and broken, the boneshard wraith is a ghostly horror, haphazardly assembled from mismatched bones and grave-scavenged shards. Shattered eye sockets burn with the black, icy glow of eternal madness and the spiteful hunger of the Void.

Undead Nature. A boneshard wraith doesn't require air, food, drink, or sleep.



BONESHARD WRAITH

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 15 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7

Damage Resistances acid, cold, fire, lightning; piercing, bludgeoning, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 16

Languages any languages it knew in life, Void Speech

Challenge 12 (8,400 XP)

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

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

Actions

Multiattack. The wraith makes two spectral claw attacks. If both attacks damage the same creature, the target must make a DC 16 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.

Spectral Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 21 (4d8 + 3) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or suffer 1 level of exhaustion. A creature can suffer no more than 2 levels of exhaustion from the wraith's Spectral Claws.

Boneshard Cyclone (Recharge 5-6). The wraith chooses a creature it can see within 60 feet of it. The target must make a DC 16 Strength saving throw. On a failure, a creature takes 19 (3d12) slashing damage and 27 (6d8) necrotic damage and is enveloped in a whirlwind of sharp bone fragments for 1 minute or until the wraith dies. On a success, a creature takes half the damage and isn't enveloped. While enveloped, a creature is blinded and deafened and takes 18 (4d8) necrotic damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature dies while enveloped, it rises as a boneshard wraith on the next new moon unless it is restored to life or the *bless* spell is cast on the remains.

DEATH VULTURE

Large monstrosity, neutral evil

Armor Class 12 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+0)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Con +6

Skills Perception +3

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Awful Stench. The vulture has a disgusting body odor. Any creature that starts its turn within 5 feet of the vulture must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on attack rolls against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The death vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Decaying Breath (Recharge 6). The vulture breathes necrotic energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. Creatures that fail this saving throw by 5 or more also age a number of years equal to half the damage taken.

DEATH VULTURE

The putrid stench of death wafts off a grotesquely muscled vulture with glowing green eyes. It opens its mouth in a shrill call, rotting meat dripping from its beak.

Death vultures are giant birds transformed by their diet of undead flesh.

Mutated Monstrosities. When a giant vulture gorges on undead flesh, the necromantic magic suffused in the meal warps and changes the bird's body. The vulture's muscles bulge in odd places, making it stronger and tougher, its eyes burn with green fire, and it reeks of rot, earning these mutated monsters the name "death vultures." The vulture also gains the ability to regurgitate necromantic energy, which can cause the flesh of living creatures to decay and age rapidly.

Massive Meat Appetites. Death vultures have incredible appetites and are far more willing to attack live prey than other vultures. They have a special taste for rotting flesh, and they use their decaying breath weapon to "season" their foes with necrotic energy before using their talons and beaks to tear apart their quarry.

Necromancer Neighbors. Death vultures often form kettles near the lairs of necromancers as they feed on their undead creations. While some necromancers find the birds to be a nuisance, many necromancers feed the vultures, encouraging them to stay. Most death vultures are willing to trade service as guardians of the lairs for food.

MYLING

Mylings are the souls of the unburied, those who died in the forest from abandonment or exposure and can find no peace until their bodies are properly interred. Given the circumstances around their deaths, mylings tend to be solitary. They haunt the places where they died. When some tragedy resulted in multiple deaths, the resulting mylings stay together and hunt as a pack.

Attack in a Rage. Mylings prefer to attack lone wanderers, but they target a group when desperate or when there's more than one myling in the pack. They shadow a target until after dark, then jump onto the target's back and demand to be carried to their chosen burial ground. They cling tightly to a victim with arms and legs locked around the victim's shoulders and midsection, begging, threatening, and biting until the victim gives in to their demands. Mylings will bite victims to death if they are unable or unwilling to carry them, or if a victim moves too slowly.

Ungrateful Rest. While all mylings seek a creature to carry them to their final resting place, even when a chosen "mount" is willing to carry the myling, the creature's body grows immensely heavier as it nears its burial place. Once there, it sinks into the earth, taking its bearers with it. Being buried alive is their reward for helping the myling.

Urchin Rhymes and Songs. Some mylings maintain traces of the personalities they had while alive—charming, sullen, or sadistic—and they can speak touchingly and piteously. Dressed in ragged clothing, their skin blue with cold, they sometimes reach victims who believe they are helping an injured child or young adult. They hide their faces and sing innocent rhymes when they aren't screeching in fury, for they know that their dead eyes and cold blue skin cause fright and alarm.

MYLING

Small undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., burrow 10 ft.

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

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. The myling makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12). If the target was grappled by the myling at the start of the myling's turn, the bite attack hits automatically.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage,

Buried Alive. If the myling starts its turn on its chosen burial ground, it sinks into the earth. If it has a creature grappled, that creature sinks with the myling. A Medium or larger creature sinks up to its waist; a Small creature sinks up to its neck. If the myling still has the victim grappled at the start of the myling's next turn, both of them disappear into the earth. While buried this way, a creature is considered stunned. It can free itself with a successful DC 20 Strength (Athletics) check, but only one check is allowed; if it fails, the creature is powerless to aid itself except with magic. The creature must also make a DC 10 Constitution saving throw; if it succeeds, the creature has a lungful of air and can hold its breath for (Constitution modifier + 1) minutes before suffocation begins. Otherwise, it begins suffocating immediately. Allies equipped with digging tools can reach it in four minutes divided by the number of diggers; someone using an improvised tool (a sword, a plate, bare hands) counts as only one-half a digger.

PHANTOM

Medium undead, any alignment

Armor Class 11

Hit Points 22 (5d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 1 (200 XP)

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

Sunlight Weakness. While in sunlight, the phantom has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Ghostly Graps. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage.

Chilling Moan (Recharge 5-6). The phantom emits an eerie moan. Each creature within 30 feet that isn't an undead or a construct must make a DC 13 Wisdom saving throw. On a failure, the target takes 9 (2d8) cold damage and is frightened until the end of the phantom's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. On a success, the target takes half the damage and isn't frightened.



PHANTOM

The dark, vague outline of a person flickers in the gloom.

The restless, angry spirits of those who have met a violent end, phantoms wander the night, vacillating between confusion, outrage, and misery.

Bewildered Victims. Those who have attempted communication with phantoms report that the phantoms have little, if any, awareness of their undead state, and they seem disoriented and permanently trapped in the traumatic moments surrounding their deaths.

Accidental Killers. Phantoms often approach the living with what seems like benign intent, but, when they draw close, they grab hold of living creatures and give voice to a terrifying, unearthly moan. They seem to be attempting communication, but, when their actions lead to the death of the creature, they wander away to find another.

Undead Nature. A phantom doesn't require air, food, drink, or sleep.

WILLOWHAUNT

The ghostly image of a healthy willow overlays a smaller tree composed of bones. Piles of bones litter the ground at its base.

Death Tree. When victims of murder or other violent deaths die in view of an otherwise healthy willow tree, their spirits flock to the tree. This destroys the willow and causes it to return as a mockery of a living tree. The willowhaunt projects an image of its former appearance to put creatures at ease, at least long enough to convince them to approach.

Thirst for Blood Willowhaunts thrive best in blood-soaked soil. They incite murderousness in those who come near by telepathically whispering conspiracies about a creature's allies. The willowhaunts encourage their victims to make small sacrifices to the willows, ensuring the willowhaunt's soil remains bloody.

Attractive to Death Cults. Swamp-based death cults cherish the discovery of a willowhaunt and sacrifice victims to create a grove of willowhaunts. Perversely, a willowhaunt prefers blood shed by unwilling creatures, and it demands the cultists bring victims it can force into a fight.

Undead Nature. The willowhaunt doesn't require air, food, drink, or sleep.

WILLOWHAUNT

Huge undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	9 (-1)	14 (+2)	19 (+4)

Saving Throws Str +6, Cha +7

Skills Insight +5, Intimidation +7

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak, telepathy 60 ft.

Challenge 5 (1,800 XP)

Living Projection. The willowhaunt's skeletal form is covered with a magical illusion that makes it look like a living willow tree. The willowhaunt can use a bonus action to dismiss this illusion until the end of its next turn.

The changes wrought by this illusion fail to hold up to physical inspection. For example, the willowhaunt's trunk appears to be made of bark, but someone touching it would feel the tree's polished bones. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern the willowhaunt's true appearance.

Actions

Multiaction. The willowhaunt makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d12 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Provoke Murder. The willowhaunt chooses up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be overcome with murderous intent for 1 minute. While overcome with murderous intent, a creature has advantage on melee attack rolls and is compelled to kill creatures within 30 feet of the willowhaunt. The creature is unable to distinguish friend from foe and must attack the nearest creature other than the willowhaunt each turn. If no other creature is near enough to move to and attack, it stalks off in a random direction, seeking a new target to drag within 30 feet of the willowhaunt. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whispers of Madness (Recharge 5–6). The willowhaunt whispers in the minds of nearby creatures. Each creature of the willowhaunt's choice within 30 feet of it must make a DC 15 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is afflicted with short term madness. On a success, a creature takes half the damage and isn't afflicted with madness. If a saving throw fails by 5 or more, the creature is afflicted with long term madness instead. A creature afflicted with madness caused by the willowhaunt's whispers has disadvantage on its saving throw against the Willowhaunt's Provoke Murder.

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