

Seeing Red

A Living Tal'Dorei module for 5th to 10th level Players

Optimized for five 6th level Players

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Play tested and perfected by the Critter Community

Adventure Background

Using his Arcana Pansophical connections Dyson has located a ruby that is large enough to be a focus in his Staff of Fire. Its hiding spot has been tracked to a former stronghold of Orcus, site of a long lost family expedition. You must battle your way through hordes of undead to recover a worthy prize.

Adventure Overview

- **Gilmore's Glorious Goods:** Assume 15 minutes for time both before and after the session for players to make use of Gilmore's. A player can use those services either before or after the module but not both.
- **Part One: Family Heirlooms (45 Minutes):** A unique twofer has come to light. Generations ago one of Dyson's relatives was lost while researching the Shade Barrow. The target of the expedition was the fortune of a Westruunian Baron named Sevil Howthess. With the help of the Pansophical its general location has been uncovered.
- **Part Two: Light in the Darkness (90 Minutes):** Seemingly weak undead give way to greater threats as the party delves deeper into the Shade Barrow. The party encounters various groups that tried for the prize and fell along the way over the centuries.
- **Part Three: Grey Areas (60 Minutes):** Deep into the Barrow the madness begins to take hold. Waves of increasingly dangerous undead begin descending on the party. Meanwhile secrets better left untold come to light when the party least wants it. The ruby is in their grasp but at what cost?
- **Part Four: Fight or Flight (30 minutes):** Brief moments of success are tempered with the sheer terror of the collapse of the barrow. The party must choose between knowledge and safety while dodging the remaining denizens.

Adventure Hook

If any member of the party has run 1-3,1-5, or 1-6, they are known to Dyson and asked for specifically. Any party member who is a member of the Arcana Pansophical is referred to this mission via their faction rep. Any party member who is in the Council of Tal'Dorei or Clasp faction hears about the bounty of 15,000gp on the successful acquisition of a suitable ruby and to send all inquiries to Dyson Brant.

Gilmore's Glorious Goods: A Friend in Need

- First Level Spell Scroll 100gp (arcane only)*
- Second Level Spell Scroll 250gp (arcane only)
- Third Level Spell Scroll 500gp (arcane only)
- Scroll of Guiding Bolt First Level 100gp (*Limit one, only purchasable by Cleric*)
- Scroll of Faerie Fire First Level 100gp (*Limit one, only purchasable by Druid*)
- Scroll of Heat Metal Second Level 250gp (*Limit one, purchasable by Druid*)
- Scroll of Mass Cure Wounds 1000gp (*Limit one, only purchasable by Cleric*)
- Potion of Healing 50gp (*Limit one per Player*)

- Potion of Greater Healing 500gp (*Limit one per Player*)
 - Potion of Poison Resistance 500gp
 - Potion of Superior Healing 1000gp (*Limit one per Player*)
- ***Acolyte Background:** You may purchase a single first level Non Healing spell without paying it's gold cost. If there is a component cost you must pay it yourself.

Part One

Family Heirlooms

This adventure begins at the office of Brant Shipping.

When you enter the office of Brant Shipping, you see that Claire—Dyson’s reliable secretary—is seated comfortably behind her desk. Her brown curls hang lazily off the side of her face, perched precariously against the rim of her glasses. She looks up and smiles welcomingly as the door closes behind you.

“Well hello there brave adventurers! It’s good to see you again. I’m so happy you were available to help the boss out with this bounty. He speaks quite highly of you, you know.” She gives you a conspiratorial wink, then waves in the direction of the chairs lining the room. “Please, please—take a seat. Mr. Brant should be out in just a moment. In the meantime, would anyone like a drink or a snack?”

RP Points for Claire

- She has ale and water and will distribute them to the party if asked for. There are also finger sandwiches and tiny lemon cakes. They are all quite refreshing and count as consuming a good berry
- Claire will gladly make small talk with the party and—while she doesn’t have any specific information to give them—will listen intently to anything they have to say.

When the RP between Claire and the party begins to wind down, Dyson emerges from his office and ushers them all inside. He greets them warmly, thanking anyone who has played *1-8 Bark vs. Bite* for helping to secure the staff’s core—but there is another important piece needed to complete the staff. He jumps right to business matters with little time for anything else.

RP Points for Dyson Brant

- My great grandfather was an archeologist.
- It wasn't much of a profession in his day and he didn't get the respect he deserved. I heard his story once or twice growing up but never really thought much about it until I was doing some research at Toltis Academy.
- Merrick pointed me towards a previously lost crypt called the Shade Barrow.
- Apparently there was some sort of dust up awhile back with a horn of some sort and all available lore on Orcus was dredged up to deal with it. I don’t know many details because it was all very hush hush.
- I wasn't able to get any information on what that horn was or what the outcome was.
- In the process of researching I was able to learn some information on the Shade Barrow which matched the stories I heard about my great grandfather’s expedition.
- Thinking it couldn't be coincidence I spent a tenday sifting through old tomes and accounts of the day trying to determine what was in that crypt.
- Lo and behold there's a not so small fortune somewhere within. I can understand the reason my great grandfather wanted to uncover it but I can only assume he fell to something inside.
- His failure could be our success though if you have the guts to slog through some undead.
- If the stories are to be believed the amount of undead in that crypt must be nearly overwhelming. I cannot oversell the danger.

- Orcus is the ruler of the undead and keeper of all sorts of nasty things. He is absolutely one of the worst servants of the Betrayer gods.
- Should you come back with a usable ruby I can pay your surviving party members 15,000gp.
- Whatever you uncover in the crypts will be your responsibility for good or ill. Any curses you are afflicted with are your own to deal with.
- The crypt's exact location has been lost to time and many adventurers have quested for it over the centuries.
- If the rumors are true Vox Machina managed to make it out of there alive so apparently it's possible.
- We know it's located somewhere in the same region as Westruun. My own research has placed it east of the city and between the Parchwood Way and the Silvercut Roadway.
- Almost no one has returned alive. Everyone we know of who did return did so as wailing spirits doomed to haunt their loved ones.
- Good luck and good hunting adventurers.

The party will need to secure transport, as their target destination is halfway across the continent.

There are three ways the party can secure transportation:

- If any player has played *1-2 Blood on the Shoreline* they know of a Coach House in Emon where they can rent horses from. It will cost the party 50gp each. One player may attempt a Persuasion OR an Animal Handling to get a better deal at DC15. On a success the party pays 40gp each. On a failure the cost remains 50gp.
- If any of the players are a member of the Clasp Faction, they can track Rosie down at the Laughing Lamia and ask her for help securing mounts.
 - Rosie is embroiled in a card game when they find her. Feel free to ad lib her winning or losing the current hand.
 - She hears them out and says, "Sure—I can rustle up some, uh, 'slightly used' horses for ya'."
 - If questioned about the origins of the horses or what she means by slightly used, she narrows her eyes and reminds them that it's called a favor for a reason, and its better off "no questions asked."
 - If any of the players have played 1-8 Bark vs. Bite and helped her buddy Barky out, she gives them a better deal.
- Failing the first two options, it's not overly difficult to find a stable. It won't be the same as the Coach House and therefore a little more expensive. The price for a random stable is 65gp per horse purchased. They may attempt to negotiate the price rolling an **Animal Handling** or a **Persuasion** DC 16. On a success they manage to get the price down to 55gp each. On a failure the price actually increases to 70gp.

Part Two

Light in the Darkness

It's a two-day journey across the Silvercut Roadway to get to the area surrounding Kymal, and another day to get to Westruun. Unlike previous journeys, this one is relatively quiet. Passing caravans speak of the recent influx of adventurers and how good it is to see the trade routes being defended.

When the party reaches the outskirts of Kymal, they will need to make a series of **Investigation** and **Survival** checks, DC15. Have a single person make the checks. (It can be one person doing Investigation and a different person doing the Survivals, or one player can do both; it doesn't matter.) This is occurring out of combat so usage of the Help action and the Guidance cantrip are acceptable.

When the party has acquired two successes on each skill check they find themselves outside the Shade Barrow. We are not trying to keep players from the crypt nor make it overly difficult to find. Getting in should be relatively easy. (Escape though...well...)

The area around the Shade Barrow has an unsettling feel to it. The very air smells of death and decay. The plant life you pass is withered and, the closer you get, the less alive the vegetation seems to be.

When the party reaches a quarter mile from the Shade Barrow, the first of the undead begin to rise and engage the party.

Anyone who is proficient may make a **Nature** skill check, DC14. On a success they realize a pile of nearby vegetation is shifting and alive. This allows the party to react and realize they're in trouble. On a failure the entire party begins the combat at -5 initiative. (Take their rolls and subtract 5 from the results when recording the turn order.)

After this combat, the party may take a short rest before continuing. If they are battered and beaten from the fight, it is highly recommended they make the most of this opportunity.

After another hour or so of searching the Shade Barrow, they come to a grassy hill with a series of ancient weathered hinges atop it. Bones litter the ground and as the party scans the landscape for the entrance, the remains begin to reform into bodies and animate. (See the *Adjusting the Encounter* block on the next page for enemy numbers.)

The bodies all have what appears to be adventuring gear. However, due to time and the elements none of the gear is recoverable. If the players are looting the bodies, they manage to recover 5gp per Zombie killed.

Adjusting the Encounter

Very Weak

1 Will-o-Wisp and 1 Shambling Mound

Weak

2 Will-o-Wisp and 1 Shambling Mound

Average

2 Will-o-Wisp and 2 Shambling Mounds

Strong

2 Will-o-Wisp and 3 Shambling Mounds

Very Strong

3 Will-o-Wisp and 3 Shambling Mounds

Adjusting the Encounter

Very Weak
4 Zombie

Weak
6 Zombies

Average
8 Zombies

Strong
10 Zombies

Very Strong
12 Zombies

As combat is ending the players notice a wail. It's a single name repeated endlessly....Howthess.

Each player must make a **Wisdom** Saving Throw DC10 or be caught in a temporary madness. This manifests as extreme apathy and the person afflicted does not speak, move, or act in any way for 60 seconds. After it ends they have no memory of their fugue state.

When it is over, the party finds their way in and begins their descent into the barrow.

With a **Passive Insight** of 13 or higher it becomes obvious that all the corpses and skeletons fell while moving toward the exit. Past this point the party is completely enveloped in darkness. If a player does not have darkvision they are blind without a torch or other light source.

As the party moves deeper in, they see splashes of dried blood on the walls. If any player decides to touch the blood with their fingers, they must immediately make a **Constitution** Saving Throw, DC14. On a failure they take 15 poison damage and have the poisoned condition for an hour. On a success they take 7 damage and do not have the poisoned condition. Touching the blood triggers a Whisper, *below*.

The Whisper

Pass or fail, they experience searing pain in their head and double over, retching, for thirty seconds.

While doing so they see visions of waves of fire spilling over the city of Emon. People are running in all directions screaming and the city is in absolute chaos. You have just enough time to register burning skeletons before your stomach unknits and your vision clears. As soon as the retching ends, the vision does as well.

The tunnel ends in an open area deep under the hill that is being held up by a series of pillars. This room itself is 60ft wide and 50ft long ending, largely featureless except for a broken door at the far end.

The feel of death and decay persists here. The air is stale, smelling of dust and old bones, and the longer they are within the barrow, the more they notice a faint coppery smell beneath the dust. They begin to taste it as well.

The wails heard earlier intensify as they move further in. Any player that can see may roll an **Investigation** check, DC20. On a success they see the subtle signs of battle all around them. Bits and pieces of broken armor and weapons are scattered throughout the dirt floor of the underground crypt—though, in the gloom, it is hard to tell if they were hidden or forgotten.

Adjusting the Encounter

Very Weak

6 Wights

Weak

8 Wights

Average

10 Wights

Strong

12 Wights

Can be done in 2 waves of 6, if you feel this is more than your party can handle.

Very Strong

14 Wights

Spread out and encircle the party. Do not clump them up for easy Fireballing or other AOE effects. They should all begin combat within 30ft of a party member.

As they make their way to the partially unhinged door they notice the walls of the barrow seem to—shiver. A cascade of fresh dirt skitters to the ground as the earth crumbles a bit. Slowly, at first, fingers and hands begin to poke through the packed dirt that composes the walls of the barrow. In seconds, undead begin bursting from the walls and lunge for the party with hungry and hateful looks in their sunken eyes.

When the last Wight falls ask the player that landed the killing blow “How do you want to do this?” Let them describe their victory!

The wights do not have any loot on them.

If the players Investigate the area, though, they find the desiccated corpses of two basilisks. Gross.

Part Three Grey Areas

Time becomes difficult to track and the stench of the dead is near overwhelming the further they venture into the barrow.

Orcus's Kiss

Short and long rests from this point on have no effect. Should anyone attempt a short rest, allow it. When they go to regain hit dice and class features tell them it all fails and they automatically suffer a level of exhaustion.

When a short or long rest is discussed, that is the trigger for inciting Rage. Have the **entire** party roll a **Wisdom** Saving Throw, DC12. On a failure each player goes into a Rage (as per the barbarian class feature) and attacks anyone around them that is alive until they either kill everyone or go unconscious themselves. If no one attempts a short or long rest skip this section and move on.

Coming around a bend the light seems to catch on something and is reflected at the party. Should they choose to **Investigate** a player may roll it at DC13. Help and Guidance are not only allowed they are recommended. Before anyone rolls dice remind them of both options. The items below are intended to be found.

On a success they uncover a small hoard of treasure. On a failure they only see a perfectly clear fist sized ruby.

On a success they find:

- Bag of Holding
- 1000gp
- Potion of Haste
- Potion of Frost Giant Strength
- Scroll of Banishment
- Scroll of Fireball
- Scroll of Cone of Cold
- Scroll of Conjure Animals
- Scroll of Mass Cure Wounds
- Fist Sized Ruby

While looking through the loot and figuring out who gets what, they are attacked by Specters.

Give the players two rounds to get themselves healed up and in whatever position they wish.

As they get their bearings, the wailing noise they've been hearing the entire time they were in these crypts rises to a volume that can no longer be ignored. The ear-splitting sound seems to ricochet off the walls, coming at them from all angles.

Whatever is making that noise (a Banshee) is close by—and getting closer.

Adjusting the Encounter

Very Weak
6 Specters

Weak
8 Specters

Average
10 Specters

Strong
12 Specters

Very Strong
14 Specters
Split into 2 waves of 7 each

Adjusting the Encounter

Very Weak

3 Specters and 1 Banshee

Weak

4 Specters and 1 Banshee

Average

5 Specters and 1 Banshee

Strong

6 Specters and 1 Banshee

Very Strong

6 Specters and 2 Banshee

One Banshee is wearing the Necklace of Prayer Beads. They are unable to attune to it but the party is aware the item is there. They may loot it after combat ends. Refer to the entry later in the mod for what beads it has.

When the last undead falls ask whoever struck the killing blow “How do you want to do this?” Let the player describe their victory!

Part Four

Fight or Flight

There isn't much time to waste as the entire Barrow begins to shake.

Dirt and dust fall from the ceiling and cracks begin to form in the pillars. It seems as if the entire crypt is about to come down on everyone's heads! As the party makes their escape there's nothing left to fight and their exit is unimpeded.

Once outside the entire Barrow collapses in on itself in a cloud of dirt and dust.

The trip back to Emon takes 3 total days and is once again completely quiet. People can set watches if they wish but they go by uneventfully. Once they arrive in town the obvious first stop is Brant Shipping. Upon arrival Claire notifies Dyson who ushers the party into his office without delay.

RP Notes for Dyson Brant

- First things first. While you were there did you happen to spot the remains of my Grandfather?
 - A player may roll **Deception**, DC16. On a success let them tell a story of what they found and why there's no evidence of it. Dyson believes them and is visibly sad but not broken up. On a failure Dyson responds with "I do not appreciate you lying about my loved ones. I'll go ahead and chalk this up to you getting confused among the hordes of undead I'm sure you faced. Try me like that again though and I won't be hiring you back."
- Were you able to acquire the Ruby?
 - If the players produce the Ruby his eyes light up and any issues are quickly glossed over in his zeal to check the gem. He pays out the 15,000gp reward in Platinum. If not he is visibly sad once again and says "Well I guess the hunt continues."
- It will take some time for the Staff to be constructed. Likely about a month and a half. In the meantime, it's unlikely I will have much in the way of work for adventurers.
- On the upside your legends will all grow after this. Making it out of the Shade Barrow alive is no small feat.
- Well I'm sure you all have plans for the large sum of gold you all just got. Maybe take a small vacation or buy yourselves something nice?
- I'll put in a good word for you all at Gilmore's. The deeds you've performed for the city these past few weeks cannot be ignored. Not only Emon but all of Tal'Dorei is in your debt. Keep going like this and maybe your group will be the next Vox Machina!

Experience Summary

- **Social:** If the party roleplayed with each other and had a good time award them 1500XP
- **Exploration:** If the party found any of the hidden rooms award them 1500XP
- **Combat:** If the party acquired the ruby and made it out of the dungeon award the party 5000XP

Magic Item Rewards

- Necklace of Prayer Beads
Wonderous item, Rare, attunable by a cleric, druid, or paladin
This necklace has been pre rolled and has 4 beads. A bead of blessing (bless), A bead of Curing (cure wounds 2nd level), Favor (Greater Restoration), and Wind Walking (Wind Walk). No beads may be added, deducted or changed.

- Bag of Holding

Wonderous item, uncommon, no attunement required

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. If the bag is overloaded, pierced or torn it ruptures and is destroyed, and its contents are scattered in the Astral plane. See item description in the DMG page 154 for additional details.

Handing out magic items: If the players can decide between themselves and no one has any objections, this method of handing out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item can determine the type of weapon and it must be logged immediately

GM Rewards: XP 4000, 1 Honor, 10 Off Hours, 1500gp

Enemy Stat Blocks

Will-o-Wisp

Tiny undead, chaotic evil

AC 19, HP 22, Speed 0ft Fly 50ft (hover)

Str 1(-5), Dex 29 (+9), Con 10(+0), Int 13(+1), Wis 14(+2), Cha 11(+0)

Damage immunities: lightning, poison

Damage resistances: acid, cold, fire, necrotic, bludgeoning, piercing and slashing from nonmagical weapons.

Condition immunities: exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses: Darkvision 120ft, passive perception 12

Languages: Common

Consume Life: as a bonus action, the will-o-wisp can target a creature it can see within 5ft of it that has 0 hit points and is still alive. The target must save on a DC 10 constitution saving throw or die. If the target dies the will-o-wisp regains 10hp

Ephemeral: The will-o-wisp cannot carry or wear anything

Incorporeal Movement: The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 damage if it ends its turn inside an object.

Variable Illumination: The will-o-wisp sheds bright light in a 5 to 20ft radius and dim light for an equal additional amount of feet. The will-o-wisp can alter the radius as a bonus action.

Actions

Shock: Melee Spell Attack +4 to hit, reach 5ft, 9 lightning damage (critical 13)

Invisibility: The will-o-wisp and it's light magically become invisible until it attacks or uses its Life

Drain, or until its concentration ends (as if concentrating on a spell)

This undead is CR2 for the purposes of turn/destroy undead.

Shambling Mound

Tiny undead, chaotic evil

AC 15, HP 136, Speed 20ft Swim 20ft

Str 18(+5), Dex 8 (-1), Con 16(+3), Int 5(-1), Wis 10(+0), Cha 5(-3)

Damage immunities: lightning

Damage resistances: cold, fire

Condition immunities: blinded, deafened, exhaustion

Senses: Blindsight 60ft, passive perception 10

Languages: -

Lightning Absorption: Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains that amount of hit points.

Actions

Multiattack: The shambling mound makes two slam attacks. If both targets hit a medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its engulf on it.

Slam: Melee Weapon Attack +7 to hit, reach 5ft, 13 bludgeoning damage (critical 19)

Engulf: The shambling mound engulfs a medium or smaller creature grappled by it. The engulfed creature is blinded, restrained, and unable to breathe, and it must succeed on a Constitution Saving Throw DC 14 at the start of each of its turns or take 13 bludgeoning damage. If the mound moves, the engulfed creature moves with it. The mound can only have one creature engulfed at a time.

Zombie

Medium undead, neutral evil

AC 8, HP 22, Speed 20ft

Str 13(+1), Dex 6 (-2), Con 16(+3), Int 3(-4), Wis 6(-2), Cha 5(-3)

Saving Throws: Wis +0

Damage immunities: poison

Condition immunities: poisoned

Senses: Darkvision 60ft, passive perception 8

Undead Fortitude: if damage reduces the zombie to 0 hit points it must make a constitution saving throw DC 5+ the damage taken unless it is radiant or from a critical hit. On a success the zombie drops to 1 hit point instead.

Actions

Slam: Melee Weapon Attack +3 to hit, reach 5ft, 4 damage (critical 6)

This undead is CR2 for the purposes of turn/destroy undead.

Wight

Medium undead, neutral evil

AC 14, HP 45, Speed 30ft

Str 15(+2), Dex 14 (+2), Con 16(+3), Int 10(+0), Wis 13(+1), Cha 15(+2)

Skills: Perception +3, Stealth +4

Damage immunities: poison

Damage resistances: necrotic, bludgeoning, piercing and slashing from non magical weapons that aren't silvered.

Condition immunities: exhaustion, poisoned

Senses: Darkvision 60ft, passive perception 13

Languages: common

Sunlight Sensitivity: While in sunlight, the specter has disadvantage on attack and wisdom perception rolls that rely on sight.

Actions

Multiattack: The wight makes 2 longsword attacks or two longbow attacks. It can use Life Drain in place of one longsword attack.

Life Drain: Melee Weapon Attack +4 to hit reach 5ft, 5 damage (critical 7) The Target must succeed on a DC 10 constitution saving throw

Life Drain: Melee Weapon Attack +4 to hit reach 5ft, 5 damage (critical 7) The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by the damage dealt. This reduction lasts until the creature takes a long rest. The target dies if this effect reduces its hit point total to zero. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control unless the humanoid is restored to life or its body destroyed. The wight can have no more than 12 zombies under its control at one time.

This undead is CR 3 for the purposes of turn/destroy undead.

Specter

Medium undead, chaotic evil

AC 12, HP 22, Speed 0ft, Fly 50ft (hover)

Str 1(-5), Dex 14 (+2), Con 11(+0), Int 10(+0), Wis 10(+0), Cha 11(+0)

Damage resistances: acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing from nonmagical weapons.

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious.

Senses: Darkvision 60ft, passive perception 10

Languages: common but can't speak.

Incorporeal Movement: The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 damage if it ends its turn inside an object.

Sunlight Sensitivity: While in sunlight, the specter has disadvantage on attack and wisdom perception rolls
Actions

Life Drain: Melee Spell Attack +4 to hit, reach 5ft, 10 damage (critical 15). The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by the damage dealt. This reduction lasts until the creature takes a long rest. The target dies if this effect reduces its hit point total to zero.

This undead is CR1 for the purposes of turn/destroy undead.

Wraith

Medium undead, neutral evil

AC 13, HP 67, Speed 0ft, Fly 60ft (hover)

Str 6(-2), Dex 16 (+3), Con 16(+3), Int 12(+1), Wis 14(+2), Cha 15(+2)

Damage resistances: acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered.

Damage immunities: necrotic, poison

Condition immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious.

Senses: Darkvision 60ft, passive perception 12

Languages: common

Incorporeal Movement: The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 damage if it ends its turn inside an object.

Sunlight Sensitivity: While in sunlight, the specter has disadvantage on attack and wisdom perception rolls
Actions

Life Drain: Melee Spell Attack +6 to hit, reach 5ft, 21 damage (critical 31). The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by the damage dealt. This reduction lasts until the creature takes a long rest. The target dies if this effect reduces its hit point total to zero.

Create Specter: The wraith targets a humanoid within 10ft of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

This undead is CR5 for the purposes of turn/destroy undead.

Banshee

Medium undead, chaotic evil

AC 12, HP 58, Speed 0ft, Fly 40ft (hover)

Str 1(-5), Dex 14 (+2), Con 10(+0), Int 10(+0), Wis 12(+1), Cha 17(+3)

Saving Throws: Wis +2, Cha +4

Damage resistances: acid, fire, lightning, thunder, bludgeoning, piercing and slashing from nonmagical weapons.

Damage immunities: cold, necrotic, poison

Condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained.

Senses: Darkvision 60ft, passive perception 10

Languages: common, elvish

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

Sunlight Sensitivity: While in sunlight, the specter has disadvantage on attack and wisdom perception rolls
Actions

Corrupting Touch: Melee Spell Attack +4 to hit, reach 5ft, 12 necrotic damage (critical 18)

Horrifying Visage: Each non-undead creature within 60ft of the Banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat its saving throw at the end of each of its turns, ending the effect on a success. Once it ends the target is immune to Horrifying Visage for 24 hours.

Wail (1/day): The banshee releases a mournful wail, provided she isn't in sunlight. This wail has no effect on constructs or undead. All other creatures within 30ft that can hear her must make a DC 13 Constitution saving throw. On a failure they are reduced to 0 hit points. On a success they take 10 psychic damage.

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required we do encourage it. Send responses to livingtaldorei@gmail.com

Questionnaire

1. Were any players already aware of the Shade Barrow yes/no?
2. Did the party have an easy time acquiring transportation yes/no?
3. Did anyone trigger the whisper yes/no?
4. Did any players get affected by Orcus's kiss yes/no?
5. Did any cool stories happen? This is your chance to tell us something awesome your group did. Please keep it to less than 500 words.