



THE BANSHEE

The Banshee is an evil ghost that roams throughout the swamp and has been seen by many of the locals. She appears without rhyme or reason and has been known to severely injure and even kill innocent people lost in the swamp. You can attack the players with the Banshee at your discretion or if the players need help in a battle she can attack or distract anyone harming them, though the final fight with it should wait until after E.20.

The Banshee (AC 0, MV: 150 ft, HD: 7, HP: 56, #AT: 1, D: 1d8, SZ: Man Sized, MR: 50% SA: Chill touch, weapon SD: +1 or better weapon to hit, None, AL: Chaotic Evil, Level/XP: 7/765+8) Sometimes it's real and other times it is just an illusion (see the Pardition Curse below and on pages 37 and 38 for more details.)

THE PARDITION CURSE

When Helena Pardition's black magic destroyed the land killing thousands of people, the choker necklace she was wearing snapped off and was lost in the chaos and mayhem. For over two hundred years it lay silently with the dead, deep under the muck, in a lost and lonely corner of the swamp.

Ages past and the evil magic inside the gem absorbed all of the anger and pain of the lost souls from the battle now buried in the swamp thus becoming a cursed item. It spawned inexplicable magic that could actually give the powers of a banshee to any woman that wore it. However if she was a blood relative of the Parditions, it would become permanently attached and eventually turn her into a real banshee as punishment for the family sins.

ASTORIA FINDS THE CHOKER

Upon returning to Silt, Astoria began to explore the fetid swamp in search of a lost family treasure vault which she could not find. However, one day while venturing into a mucky islet, something shiny in the mud caught her eye. She reached in and pulled out a piece of jewelry. After cleaning it she saw it was a choker with a beautiful gem placed in the center. On the inside of the neck ring were the initials "HP" in gold. A shiver of chills went down her spine as she realized this must be her ancestor Helena's possession. Astoria knew that she was on the trail of the bigger family fortune for sure and in time she would find it all. Now she needed that time to take complete rightful ownership of the land, so she began a series of initiatives to exercise tighter control over the those who live in the swamp while searching for her family riches. She tried to use the choker and discovered that it gave her powers like a wailing spirit. She began using it nightly to spawn a rumor amongst the locals that a banshee haunts the swamp, hoping to keep as many sentient creatures as possible from traveling through the area. Second, she contacted some of the permanent residents of the swamp and suggested that there are benefits to helping her deal with interlopers. Now she is executing a grand scheme to find her family fortune and stock the swamp with creatures of her own creation: magical hybrids of humanoid monsters, demi-humans, and plants. Using powerful magic these creatures to do her bidding. In order to throw off locals and unwanted guests she cast a permanent illusion on her manor house to resemble a dilapidated ruined mansion. Everything was perfect... or so she thought. However after using the choker, she discovered that she could not remove it from her neck no matter what. She started to turn into a real banshee at random times beyond her usual control, lasting longer each time. She realized she was under a curse and is losing her mind, her humanity and becoming the thing she made everyone fear. She is desperate to find Helena's Grimoire which she can use to break the curse and to find her family fortune as well before the banshee effects are permanent. No one besides her trusted lover Morgan Wolfesbain knows that she is the banshee.

HELENA'S GRIMOIRE

Astoria has every reason to believe that if there is a way to undo the curse, she will find it in Helena's Grimoire. When she sends the party to search for the book, she will point them in the right direction. Where it is actually is will be left up to you. There four possible locations (or GMs discretion):

- 1) E.05H Valgerd's chest in the wererat treehouse
- 2) E.07U 4th chest in the tower's treasure vault
- 3) E.12G Vault of the Sphere within the Crypt
- 4) E.17Q Inside the Smuggler's man-sized safe

This is to prevent the party from finding the Grimoire before being sent to find it. Place it in an encounter that the players haven't already completed to add



#3. RIVER GUIDE

Your party leaves the gated portion of Silt by the smaller back gate and follows a short path that joins with the main road and runs east along the river. The sound of frogs and crickets and all manner of bird and insects fill the air. The road branches off and leads to a small shack partially suspended over the river on wood pylons. It has its own dock and there are several boats tied up here. The place is overgrown and old, its cracked wooden planks greening from algae and moss. It has a small front porch and a single chair in which a little barefoot man is smoking a pipe. When he notices the party and it looks like you're coming his way, he exhales a huge plume of smoke.

"Are you fellars with a travelling circus?" chuckles while tapping out his pipe. **"Look at me all the color and flare. I'm guessing you boys ain't looking to do some casual croaker fishing,"** he laughs and sits up to reach his leaf pouch. **"I Tuck, and this is my shack, and if you need a guide through the marsh, I'm your man."**

The man is: **Tuck Longshore, Half-elf 6th Level Thief (AC 4, STR 12, DEX 16, CON 13, INT 11, WIS 13, CHA 10, HP 30, AL: Chaotic Neutral).** He has a pouch holding 10 cp, 10 sp, 10 gp, and 25 gp worth of pearl powder in a vial, Leather Armor +2 (worn under baggy clothes), Dagger +2, Ring of Swimming, and a **Potion of Invisibility**, and **Eyeglass of Identity**. He is a very short half-elf who dresses rustically and wears

old sandals made from gator hide. This gives him the appearance of a tall halfling and doesn't try to dissuade others from this misidentification. Tuck is a semi-retired adventurer and mainly spends his time fishing and taking people up and down the river for a reasonable price.

Inside of the shack is a counter and wooden shelving containing lures, nets and various baits. There are barrels and crates stacked about, with empty ones being used to hold oars and fishing poles. The walls are decorated with stuffed fish trophies and the jaws of large river monsters. Tuck taps out his pipe in a bowl on the counter and begins to refill it. **"Nobody knows the swamp like I do. Don't wanna get lost. Now, if you're a headstrong bunch that won't listen or you have some kind of criminal plans, then I don't want any part of it. You can go see Tobin at the Wharf and he'll sell you a boat outright if you have the gold."**

Tuck knows all about the water and its creatures but doesn't know a lot of detail about specific locations on land. If Tuck is hired as a guide, he can transport the entire party (minus horses) through the water channels of the swamp for 10 gp a day. He will not disembark, or adventure with the party but he will wait by the boat for a limited time for more gold. He won't want to camp overnight in the swamp, but can again be persuaded with hazard pay. Tuck will suggest the party start their journey bright and early, the following day. He can be convinced to leave immediately for a rush charge. The

