

# Dead Quiet

**Treasure:** Roll 1d8 on treasure table once per room.

**Wailing of Banshees:** Knocks heroes unconscious in one round. Kills them after three.

Entering a nest of banshees is a sure death wish, but you have an ace up your sleeve. The **Hushed Chalice** projects an aura of silence. Once activated, you **Cannot Speak** to your companions and must rely on **Gestures** and **Body Language**. Do not leave its aura, lest the wailing of the banshees be your death. Can you break the **Necromancer's Curse**?

## Room 1. Entry.

Heroes who enter here without the **Hushed Chalice** active immediately begin suffering **Wailing of Banshees**. Barrels are filled with moist dirt.

Flavor: Stench of death, slight vibration in the floor

## Room 2. Spider Nest.

A strange subspecies of spider lives here, the **Avarice Arachnid**. It is deaf. A family of two with too many babies to count. The poison in their bite causes visual **Hallucinations** of the victim's **Greatest Desire**. Weak-willed heroes may try to leave the aura of silence to get it.

Flavor: Thick webbing, beady red eyes on ceiling

## Room 3. The Last Well.

Clear blue water in this well pulses with ripples. Matches the rhythm of a heartbeat. Inside is a **Water Elemental**, which tries to drown more victims. Drowned victims become **Banshees**. If the **Elemental** is destroyed, vibrations in the floor stop. Barrels are full of moss.

Flavor: Scent of lilacs, stronger vibration in the floor, many bones

## Room 4. Treasure Alcove.

Barrels are filled with bones that have **Magic Runes** carved in them. Enough for seventeen human skeletons. The **Chest** is **Locked** and trapped with a **Poison Dart** inside. It contains a **Circlet of Light**, which repels minor **Undead**.

Flavor: Footprints in the dust, recent activity

## Room 5. The Tomb.

Four **Coffins** here. Each has a **Skeleton** inside with **Well-made Weapons**. Their bones are covered in **Magic Runes** that glow when they animate and attack.

Flavor: No drag marks, soft light glowing from within coffins

## Room 6. Necromancer's Pit.

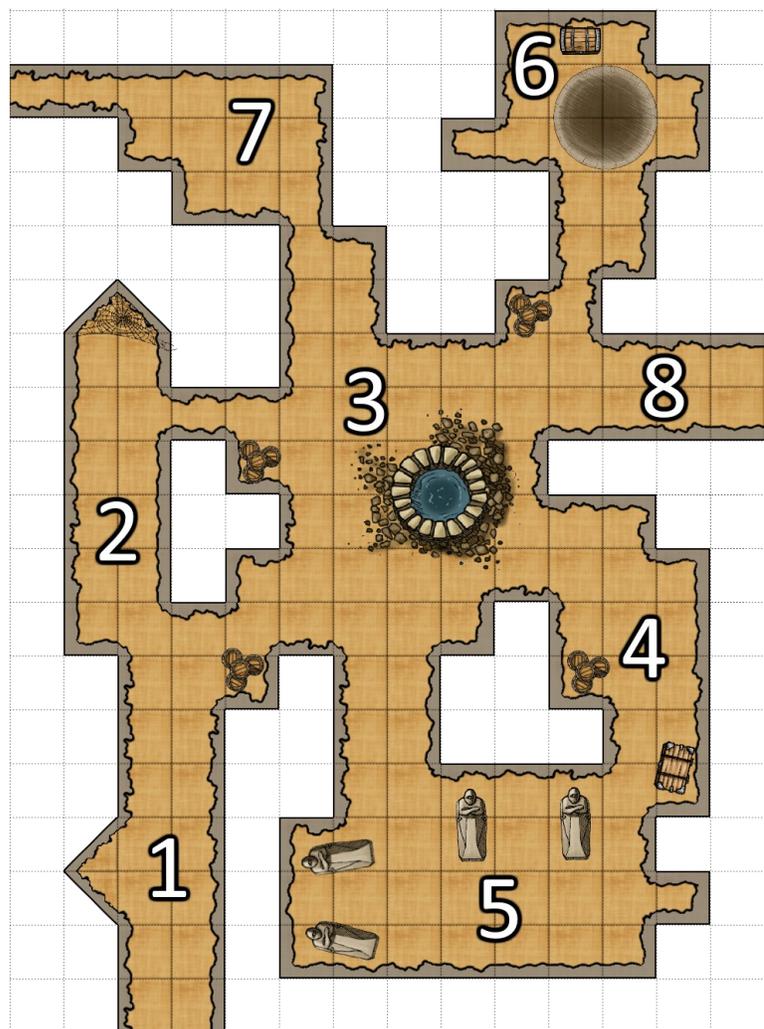
One **Large Pit** in the center of the room, **Magic Runes** cover the, but are not glowing. 60 feet deep. **Chest** at back of room contains **Necromancer's Heart**. If the heart is thrown in the pit with bones, moss, and moist earth from the barrels, **Necromancer's Avatar** rises from the pit one round later. Defeating it breaks the curse, and the **Banshees** can pass on to the afterlife.

Flavor: Sense of dread, smell of incense and sulfur

## Room 7. Alternate Entry.

If you need a **Complication** another adventuring party that also has a **Hushed Chalice** enters here. Are they friend or foe? How will they communicate?

Flavor: Wind blowing in, sunlight or moonlight as appropriate



1d8	Treasure	1d8	Treasure
1	A small doll. Buttons made of silver.	5	Small ruby carved in shape of human heart.
2	A coinpurse. Contains family memento and 3d8 gold coins.	6	Obsidian statuette of a cat. Lapis Lazuli eyes. Seems to be watching.
3	Silver dagger. Noble House crest on hilt.	7	One platinum coin. Smells like blood, looks clean.
4	Locket with no picture. Made of gold.	8	A fist-sized diamond. Reroll if this comes up more than once.

## Room 8. Alternate Entry.

If you need another **Complication** an old and haggard warrior wanders in here. He is deaf and refuses to acknowledge the danger within. If the players safely return him to town they receive 25 gold coins from his children as thanks.

Flavor: Smell of pine trees, gentle breeze

**Hushed Chalice:** Magic drinking goblet. Shifts appearance to match nearby cups. Fill with liquid to charge. Finish drinking to activate. Creates aura of silence once active. Lasts for 1 hour. Used by assassins to kill magic users at dinner.