



HEADLESS IN HANNEFORD

WRITTEN BY JEFF ELLIS

EVERYTHING YOU NEED TO RUN A HAUNTING COUNTRYSIDE ADVENTURE
FOR THE WORLD'S GREATEST ROLEPLAYING GAME.

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EVERYTHING YOU NEED TO RUN A HAUNTING ADVENTURE!

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Contained in this adventure kit, you will find everything that you need to run a haunting adventure across the hills of Hanne County. Included is a new NPC to lead your players on a quest, a monster to harry their steps, tables to fill their travels with fun encounters, a town where they can cause mischief or become heroes, and a magical new item for them to take away on future adventures!

ACKNOWLEDGEMENTS

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And, of course, thank you for purchasing this little kit. I hope that it helps you to create wonderful adventures!

WELCOME TO HANNE COUNTY!

THE TOWN OF HANNEFORD

The only town of any notable size on the golden hills of Hanne County is the halfling burg of Hanneford, nestled in a thick copse of white pines, hemlocks, and red oaks in the crook of two large hills. Local Townmaster, Tiernay Kayne, has spearheaded a prosperous economic boom, recentering the people's efforts on agriculture and woodcraft. Visitors to Hanneford would be remiss to stay anywhere, but the famous Rabbit's Rest inn, where ale and good conversation are guaranteed and if one is in the know, perhaps a bit of underground boxing.

Currently, the people are celebrating and preparing for the Winter's Welcome Festival; a raucous dance around a great bonfire built in the town square, where everyone reveals new masks carved from dried gourds. The people dance in mock anonymity and it is a time for openness, bravery, and welcome, at the end of which, everyone casts their masks into the flames and takes a torch from the bonfire to light their hearthfires for a happy winter.

Though the year's harvest was bountiful and the people are jubilant, fully armored guards on war-trained mastiffs patrol the streets, and eagle-eyed archers man the town's walls, keeping watch for any encroaching undead rising from the countryside's haunted hills. If there is some tie between the lone town and the many fields of wandering spirits surrounding it, few are want to say.

ADVENTURES IN HANNE COUNTY

Roll on the Encounters table for encounters. Optionally, combine it with a roll on the Encounter Sites table if the players are traveling. There is a 30% chance of an encounter during the day and a 70% chance of an encounter at night.

There are ample resources for players to forage in the wilds or they can purchase rations and refill their waterskins in Hanneford.

ENCOUNTERS

1 1 **poltergeist**

2 1d10 **skeletons**

3 A **ghost** party, celebrating Winter's Welcome

4 1d4 **ghouls**

5 1 **ogre zombie** + 1d4 **zombies**

6 **Spectres** of the player characters

ENCOUNTER SITES

1 A cemetery on a hill.

2 A covered bridge over a lazy river, crowded by trees.

3 An apple orchard where all of the apples rot on the branch.

4 A halfling's abandoned home built into a hillside.

5 A crumbling stone watchtower that wasn't there the day before.

6 Several standing stones encircling an anatomically perfect statue of a human skeleton.

MORYN'S BARROW

No one is certain who this barrow was originally built for, but it predates any known civilization. The person who discovered it gave their name as Moryn Farringer, but scholars argue that the name is in fact a pseudonym and no such person ever existed. The two sarcophagi within contain human skeletons, long ago stripped of any valuables.



The party might find **Ronat** here, lying in wait for the unbound dullahan. She has laid a trap at the entrance of the barrow, set to spill a pile of 2d12 golden coins in the doorway at her command. Otherwise, the player characters may find Ronat slain within the barrow and the unbound dullahan pacing within, the cleric's trap already sprung and preventing the creature from leaving. If Ronat is already dead when the party arrives, they find her commission from Townmaster Tiernay Kayne of Hanneford on her body and may turn it in for the full reward, otherwise she offers to split it with them if they assist her.

RONAT HALLOWFOOT, SERVANT OF THE GRAVE

A DEVOUT SERVANT OF THE GODS OF DEATH WHO HUNTS POWERFUL UNDEAD AND PUTS THEM TO REST.

This older halfling woman is thin, with a sad smile and long grey hair pulled into a loose ponytail. Ronat's traveling clothes are meticulously maintained and she prides herself on her small collection of polished jewelry. When making plans, she hems and haws, but she never hesitates once in motion.

While Ronat is too much of a professional, and too solitary by half, to mention it to strangers, she has had several children, all of whom she has left with their fathers or in orphanages. Though she values her service to the deities of the grave over her own life and happiness, Ronat's abandonment of her children weighs heavily on her in the long nights.

The **servant of the grave** was recently commissioned by Townmaster Tiernay Kayne of Hanneford to destroy an **unbound dullahan** that has been stalking Hanne County. She is due a hefty sum of gold and might even be gifted the **Mortal Bulwark** for her services. If the player characters help Ronat destroy the unbound dullahan, she is willing to split the commission with them.

SERVANT OF THE GRAVE

Medium humanoid (any race), lawful neutral

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR +0 **DEX** +0 **CON** +1 **INT** +1 **WIS** +3 **CHA** +1

Skills Medicine +7, Persuasion +3, Religion +4

Senses Passive Perception 13

Languages Common, Halfling

Challenge 2 (450 XP)

Circle of Mortality. When the Servant of the Grave would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, they instead use the highest number possible for each die.

Spare the Dying. The Servant of the Grave may cast the spare the dying cantrip as a bonus action, with a range of 30 feet.

Spellcasting. The Servant of the Grave is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Servant of the Grave has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *cure wounds*, *false life*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *gentle repose*, *ray of enfeeblement*, *spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Path to the Grave (1/Short or Long Rest). The Servant of the Grave chooses one creature they can see within 30 feet of them, cursing it until the end of their next turn. The next time the Servant of the Grave or an ally of theirs hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

RONAT AS A PLAYER CHARACTER

If a player would like to play as Ronat instead, they can build her as a Lightfoot Halfling Cleric of the Grave with the Acolyte Background. She should be in service to a god who values putting wandering spirits to rest, destroying the undead, and easing the suffering of the dying.

THE DULLAHAN

Headless riders in service to the deities of death, a dullahan leaves the fey realms with a singular purpose: to collect and deliver the souls of the newly deceased to their masters. They carry their heads with them on their saddlebow, raising them aloft to gaze across the countryside in search of the dying. A dullahan's head glows with phosphorescent decay and the orbiting souls of the creature's spectral collection.

Thundering through the night on its massive black warhorse, no gate may bar the dullahan's path once it has caught sight of its quarry. Called to the world of the living by the crying out of a soul ready to depart from this world, the dullahan's head may speak only once on any journey, and then only to call the name of the person whose death it heralds. A dullahan stops only in the presence of its target, shouting their name to draw forth their soul for collection.

Created to serve, an unbound dullahan would be a truly terrifying foe, taking souls seemingly at random, and nearly unstoppable without the bite of magical weapons. The truly wise would make a perimeter of gold to contain the creature, should they choose to combat the deathly herald.

UNBOUND DULLAHAN

Mdium fey, chaotic evil

Armor Class 15

Hit Points 85 (10d8 + 40)

Speed 35 ft.

STR +4 **DEX** +2 **CON** +4 **INT** +1 **WIS** +3 **CHA** +4

Saving Throws STR +7, CON +7, WIS +6, CHA +7

Damage Resistances Bludgeoning, Slashing, and Piercing from Nonmagical Attacks

Senses Passive Perception 13

Languages Understands any language, but may only speak the few names it knows

Challenge 5 (1,800 XP)

The Glowing Decay. The dullahan's head casts bright light in a 30-foot radius and dim light for an additional 30 feet.

No Path Untrod. The dullahan can cast the knock spell at will.

Key to the Beyond. If a creature starts its turn within 30 feet of the dullahan and the two of them can see each other, the dullahan can force the creature to make a DC 13 Wisdom saving throw if the dullahan isn't incapacitated. On a failed save, the creature must speak its name aloud.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dullahan until the start of its next turn, when it can avert its eyes again. If it looks at the dullahan in the meantime, it must immediately make the save.

Creatures that cannot speak are immune to this effect.

Glittering Cage. A dullahan may not pass an uninterrupted line of gold.

ACTIONS

Multiattack. The dullahan makes three melee attacks with its flail.

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Death's Due (1/Day). As an action, the dullahan may take the soul of any creature within 60 feet that's name is known to it. The target must make a successful DC 15 Wisdom saving throw or die. The souls of creatures who died in this way within the past 24 hours are returned to their bodies when the dullahan dies and those creatures regain 1 hit point.

THE MORTAL BULWARK

Armor (shield), rare (requires attunement)

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

The face of this heavy golden shield is embossed with an intricate motif of an open eye, the iris of which includes all of the known planes if one gets close enough to look. While you are attuned to this shield and it is on your person, you gain the effect of the Protection from Evil and Good spell.

It is rumored that, should the eye on the shield ever blink, we are all of us, doomed.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.



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