

[The Lost Mine of Phandelver/Phandelver and Below](#)

[Part 5 – The Banshee’s Bargain \(Side Quest\)](#)

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Links include additional resources (ie. a copy of this document, battlemaps, handouts, etc.)

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Other Fully Prepped One-Shots, Adventures, and Mini-Campaigns:

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- The Wild Sheep Chase - [Click Here](#)
- We Be Goblins - [Click Here](#)
- The Egg of Estyr - [Click Here](#)
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- A Grimdark Adventure - [Click Here](#)
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- The Wizards Treehouse - [Click Here](#)
- A Prison Break One-Shot - [Click Here](#)
- The Barber of Silvermoon - [Click Here](#)
- The Tavern at Death's Door - [Click Here](#)
- The Night Before Wintermas - [Click Here](#)
- L'Arsène's Ludicrous Larceny - [Click Here](#)
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Key:

- Blue = Loot
- Red = Combat or Insert player info
- [Highlighted Blue = Links](#)

2 days journey east from Phandalin

- Making your way through the triboar trail, you eventually find yourselves at Conyberry, a long abandoned town where nothing more than a few foundations stand. You spot a small trail that branches off into the woods. Based on the information you received, you take it that you're on the right path.

Play [Agatha's Theme](#)

- **When heading down the trail**
 - The forest grows dark and still as the trail winds deeper into the trees. Heavy vines and thick layers of moss drape the branches. The air is noticeably colder than it was in the ruined village. Rounding a bend in the trail, you see a screen made from the warped branches of trees standing close together, woven into a domelike shelter in the shadows. A low doorway leads inside.
- **When entering shelter**
 - A home of sorts is sheltered within the dome of woven branches. It's sparsely furnished with chests, shelves, a table, and a reclined couch, all of it old and of elven craft.
- **After a moment**
 - The air grows cold, and a powerful feeling of dread grips you. A cold, pale light flickers in the air, rapidly taking on the form of a female elf, her hair and robes waving in a spectral wind. She might have been beautiful once, but a hateful expression twists her features now. "Foolish mortals," she snarls. "What do you want here? Do you not know it is death to seek me out?"
- **DC 15 Persuasion or Silver Comb**
 - The ghostly figure smiles with cold amusement. "Very well," she says. "I know that you seek many things. Ask me one question, and I will give you an answer."
 - I traded the book to a necromancer named Tsernoth from a city called Iriaebor more than 100 years ago. Unfortunately, I don't know what became of the book afterward.
- **Enemies**
 - 1 x Banshee ([Battle Music](#))
 - Should the players disrespect Agatha, she may attack
 - **Be very careful as this can lead to a TPK**
- **Rewards**
 - **Upon returning to Sister Garaele**
 - Thank you for handling this for me, I had started to lose hope after my failed attempts. This information is exactly what we need to continue the search. Here I want you to have this for your trouble. I hope to see you again!
 - [3x Potions of Healing](#)

Congratulations on finishing the side quests of The Lost Mine of Phandelver! I hope this helped! If you'd like to support me, get exclusive content, shape future releases, and receive content early, feel free to check out my [Patreon!](#)

Special Thanks

NihilVerum322X

Killroy

Chris

Tom

Tim

and to all my [Patrons!](#)

Without your support, none of this would be possible. Thank you so much!