

LONG LEGGITY BEASTIES

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Adventure Code: CCC-BMG-PHLAN4-2

Optimized For: APL 8



The unthinkable is happening in Phlan; someone, or some thing, is taking the children. What began as strange reports from outlying farms, has now become a city-wide problem. Emotions and tempers run high and accusations are thrown carelessly. The Chancellor has offered a substantial reward to anyone that can not only get to the bottom of the mystery while keeping the citizens from turning on one another in the process. You'll need a sharp sword, and an even sharper mind?

A four-hour adventure for 5th-10th level characters

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Welcome to *Long Leggity Beasties*, a Community Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Phlan, Moonsea™ storyline.

*This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.*

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

| Party Composition | Party Strength |
|----------------------------------|----------------|
| 3-4 characters, APL less than | Very weak |
| 3-4 characters, APL equivalent | Weak |
| 3-4 characters, APL greater than | Average |
| 5 characters, APL less than | Weak |
| 5 characters, APL equivalent | Average |
| 5 characters, APL greater than | Strong |
| 6-7 characters, APL less than | Average |
| 6-7 characters, APL equivalent | Strong |
| 6-7 characters, APL greater than | Very strong |

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in

a combat. Familiarize yourself with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.



ADVENTURE PRIMER

This adventure focuses on exploration and roleplaying. DMs are encouraged to focus their preparation on creating mood and tone using vivid descriptions of locations and characters.

ADVENTURE BACKGROUND

Many decades ago, the town of Phlan was struck by a series of bizarre and horrifying abductions. Children began to go missing, spirited away as if they simply dropped out of the world. Locals attributed the crimes to a semi-mythical figure of shadow known as “The Namahage.”

After many were lost to the darkness, the rash of abductions came to an end just as sudden and mysterious as its beginning.

Many mourned their lost children, sisters and brothers, but eventually the tales of the Namahage faded into distant memory – buried by fresh revelations and new tragedies that afflicted the embattled town.

That is, until children began to go missing once more. Though the crimes stirred up memories of past darkness, they were initially blamed on a conflict between two rival guilds, the Welcomers and the Coinspinners. For a time, it seemed as though open conflict would erupt between the two, but adventurers managed to find the true source of the terror.

A group of monks wielding dark powers were found to be behind the abductions. They had been stealing away children in the night and sending them to an unknown location using a powerful teleportation ritual.

Though the monks’ latest efforts were thwarted, several children are still missing. Worse, while all the components needed to activate the teleportation spell were recovered, some key information is still missing.

NPC SUMMARY

The following NPCs feature prominently in this adventure.

Calypso is a tiefling sorcerer, a former adventurer who is now the Chancellor of Phlan.

Barrett Sokol. A member of the Council of Ten and influential member of Phlan’s society.

Master Kaidan. Master of the House of Eternal Twilight.

Phryne Sokol. Abducted by Kaidan as a child.

Igan Sokol. Phryne’s younger brother. An adventurous young boy at the time when Phryne was abducted.

Rhan Smashtooth. An old friend of Calypso’s and a servant of Denier, the First Scribe.

Agatha, Petunia, and Maud Grubstein. A trio of Annis hag sisters who live in the Glumpen Swamp that terrorize children on behalf of the House of Eternal Twilight.

Thorn Isle. An island to the south of Phlan. Home to the ruins of an ancient keep and not much else.

The Harrowing Pits. Deep within the Glumpen Swamp, this is the lair of an unpleasant band of hags.

ADVENTURE OVERVIEW

The adventure is divided into three major parts:

Part 1. The adventurers met with Calypso, Phlan’s Chancellor, and discover her plan to send their minds back in time to Phryne Sokol’s 10th birthday party.

Part 2. Back in time, the children of Phlan explore Thorn Isle and witness an abduction.

Part 3. Using the knowledge gained during the ritual, the adventurers travel to the Glumpen Swamp and confront a trio of hags.

ADVENTURE HOOKS

This adventure is the second in a series of three and offers its own hooks if played within a series. The following hooks may be applied to offer additional depth and motivation.

Mercenaries. The characters are primarily interested in coin and hear that the Chancellor is looking for adventurers and offering a handsome fee.

Local Heroes. The characters have defended Phlan in previous adventures and have developed a heroic reputation in the city. The Chancellor sends word that Phlan needs their help again.

Humanitarians. The characters are living in Phlan and have friends whose child has gone missing. The characters approach the Chancellor, offering to help track down the culprits.



PART 1. IT JUST MIGHT WORK...

Estimated Duration: 20 minutes

The adventure begins in Valjevo Castle.

Even at this early hour the stone corridors of Valjevo Castle are bustling with activity. Servants and merchants rub shoulders with finely dressed nobles and grim-faced guards bearing the insignia of the Black Fist, all busy on one errand or another.

Your own summons came at first light, asking you and your fellow adventurers to present yourselves to Chancellor of Phlan - a well-respected tiefling woman by the name of Calypso - at your earliest convenience. The courtier that brought the note made it rather clear that 'at your convenience' was a polite way of saying 'right this second'.

Luckily, as you approach the arched doorway flanked with a small sign reading "Chancellor" you catch the rich smell of fresh kaethae. Inside, you can see the Chancellor deep in conversation with a grey-haired dwarf clad in pale priests' robes. Between them sit a pair of steaming cups, as well as a stoppered jug.

Take a moment here to allow each of the characters to introduce themselves to Calypso, if they do not already know her.

In turn, she introduces herself and the dwarf, Rhan Smashtooth, who offers the group a cup of kaethae - a rough equivalent of coffee.

Rhan is an old friend of Calypso's and used to be a fearsome fighter before embracing his new life as a travelling priest of Denier, the god of writing. He's in Phlan at her request and plays a vital role in a plan - one they hope the adventurers can help with.

INFORMATION RECOVERED PREVIOUSLY

If anyone has yet to play the first two adventures of this trilogy, or for a review, read the following:

You're called because the Council of Ten has identified you as someone that may be able assist the city.

Calypso imparts the following information; a brief history of the events of 4-1.

- There has been a recent rash of abductions, primarily children
- At first it was believed that either the Coin spinners or the Welcomers were to blame
- Eight children have been taken (see **Appendix 1**)
- It is now known that a past threat has returned, The Namahage

- Many years ago, a similar series of abductions occurred, and many citizens were taken, most of them never to be seen again
- Councilor Sokol's sister was one of them
- The Namahage is a monster that changes form to trick children into following him
- It has been learned that he leads an order of monks of the Order of the Long Death and that the monks assist him
- Calypso's agents found that the monks have been using a teleportation circle to transport abducted children out of town.
- Unfortunately, though they have access to all the equipment the monks were using, including the runes used, the correct placement of runes needed to activate the circle is unknown.

NEW INFORMATION

Calypso explains that she has been working day and night to try and work out the rune sequence for the monks' teleportation circle. Finally, she concluded that it was impossible.

That doesn't mean she's about to give up, however. Which is why she's brought in Rhan.

The dwarf explains:

"Me and my fellow servants of Denier hate to see any information or old stories go to waste, so's we've developed a few special rituals.

"One of 'em lets folk step into someone else's memories and see how things happened. It'll be like you were there!"

Calypso nods along with the dwarf, and as he finishes, she picks up the explanation. "As you may know, this isn't the first time this group has targeted this town. Some 30 years ago they took other townsfolk, including a girl named Phryne Sokol, the older sister of one of our council members, in the middle her 10th birthday party.

"The good news - the only good news I've had in a while - is that a number of other children witnessed the abduction. Which means they saw the runes."

Calypso adds the following information:

- There are six townspeople who witnessed the abduction and remain alive to this day. All of them have agreed to help.
- She wants the adventurers to take part in the ritual, and then use whatever they learn to travel through the teleportation circle after the abducted children.

- They should be the ones to witness the abduction 30 years ago, as it lets them learn about their enemy before confronting them.
 - During the ritual, and the vision it provides, they are not truly in control. Instead, they see what the children saw, feel what they felt, etc.
 - The ritual takes place on Thorn Island, which was the site of the birthday party.
 - Once they find out the rune sequence, they are to activate the teleportation circle and rescue the children as soon as possible.
- Calypso offers the adventurers a reward of 250 gp for uncovering the correct rune sequence, and an additional 500 gp for activating the circle and recovering all the children they can. Rhan can show them to the island.



PART 2. AN UNHAPPY BIRTHDAY

Estimated Duration: 1 hour

Rhan leads the adventurers through town, heading towards Thorn Isle. While on the way they can stop and pick up and vital supplies, but the dwarf grumbles throughout if they do so.

THE RITUAL

Thorn Isle is a rather dark and desolate place, sitting to the south of the town. It's ringed by sharp rocks and reaching it requires a trip on a somewhat rickety ferry.

The imposing walls of Sokol Keep – currently under reconstruction – still dominate the western portion of the isle, but the rest has turned into an open field of green grass and mossy stones. Though it looks unwelcoming in the cold, grey light of the overcast morning, there's the chance it could be much nicer on a summer's day.

As soon as the adventurers reach the island Rhan leads them to a huddle of maybe a half-dozen figures standing around a small fire. The group appears to contain a handful of older humans, as well as a dwarf, a half-elf and a halfling.

Rhan introduces the adventurers to the six figures, explaining that they all attended Phryne's party all those years ago. Anybody who has spent some time in Phlan may recognize Ayla Summerberry and Jott Selaine, who both own shops in town.

The people present are:

Ayla Summerberry. A plump, cheerful halfling in colorful clothing lightly dusted with flour. Owns the Summerberry Bakery in Phlan.

Bron Thunderfist. A dour-faced dwarf wearing the uniform of a Black Fist guard.

Jott Selaine. A friendly half-elf dressed in fine clothing. Owner of The Sequined Robe, an expensive tailor's shop in Phlan.

Zell Winnpop. A tired-looking human with ink-stained hands and grey hair. Rhan refers to him as "a fellow scribe."

Lonne Scatterbrush. A wild-looking human dressed in furs and leather. Despite their age, they look incredibly tough.

Branzo Seth. A plainly dressed human in priest's robes. Rake-thin but incredibly friendly and constantly smiling. Servant of Amunator.

Jorli Min. A skinny human wearing the robes of a minor arcanist.

If asked about their memories of the day, each of the old Phlan residents are a little hazy. It was a traumatic event and took place many years ago. However, they are able to recall the following:

- Phryne convinced them to sneak off from the grown-ups, saying that she knew where they could find some treasure.
- They wandered off for a while and explored an old underground complex.
- Shortly after, something came out of the shadows and grabbed Phryne. It was big and rather terrifying.
- The monster took Phryne into a circle surrounded by some kind of runes, though they can't remember what sort. Shortly after they disappeared, and that's the last they saw of either Phryne or the monster.

Once the adventurers have talked to the residents for a few minutes, Rhan explains how the ritual works.

Each adventurer steps into the memories of one of the people present at Phryne's birthday party. They then re-live the events of that unfortunate day, experiencing things through the eyes and ears of the children.

The main objective of the ritual is to uncover the rune sequence, but it would be helpful if the adventurers also find note down what they can about the monster that abducted Phryne all those years ago. Once each adventurer has chosen a Phlan resident to work with, Rhan starts the ritual.

He asks the group to stand in a circle and daubs sigils on the foreheads of every person taking part before starting a chant.

Moments later, the adventurers find the world around them begin to change. The figures standing in the circle fade away or shrink down, while the grey, bloomy light of the morning is replaced by the bright greens and blues of summer.

SPECIAL NPCs

While taking part in the ritual, each player controls a special NPC. These are the Phlan residents as they were 30 years ago.

Provide each player with a copy of the stats and roleplaying information associated with the child they are playing. These can be found in **Appendix 5-11**. If there are fewer than six players, the remaining children accompany the group but do not contribute anything of note.

After giving out the NPCs, read the following explanation to the players:

During this section, each of you control a special nonplayer character. Take a moment to review your NPC's personality traits and statistics.

Remember that you're playing children, and that while they may be clever and cunning, they are unlikely to be as strong or powerful as full-grown adventurers.

Each NPC has an ideal, a bond and a flaw, and though you should encourage players to roleplay these traits accurately, players can portray the NPCs as they please.

CHILD'S PLAY

There are a few things you may need to take into account when running a game with the PCs taking the roles of children.

The most important of these is that the children cannot die, or even suffer any major injury. Instead, if they would take any damage that would reduce them to 0 hit points the shock of the injury causes the adventurer to lose their connection to the child and awaken in the present day. The shock and mental fatigue of this causes them to suffer one level of exhaustion.

THE PARTY

Read the following after the adventurers take part in the ritual.

Your eyes open and for a moment you blink – it's so bright today!

There's a moment of confusion but soon it fades away. You're at a birthday party for Phryne Sokol, being held on a fine summer's day. There are trestle tables set up and stacked with food while colorful streamers and bunting hang from wooden poles.

All around you are bustling adults and older children, all caught up in their own affairs and barely paying any attention to anybody else.

You look about and all of you stand in a rough circle – it feels rather familiar, for some reason you can't quite put your finger on.

Three other children stand out among you group. The first is a flame-haired human girl with sharp features and a scowl on her face, that you know to be Phryne Sokol. She is accompanied by her smaller brother, Igan, and a rather rotund boy named as Markoth, whom everyone calls Fat Mar.

Standing in the middle of the circle is a tall human dressed as a clown, complete with greasepaint makeup and a painted-on red smile.

The clown flashes a bright silver coin at all of you and laughs as he tells you that if you can guess where he hides it, they'll be rewarded with a treasure!

The clown performs some elaborate sleight of hand, rapidly passing the coin between his hands before holding them both out towards the children with his fists closed.

However, any children able to succeed on a DC12 Wisdom (Perception) check spots that while performing his routine the clown tucked the coin underneath his pointed hat.

PHRYNE'S PLAN

Phryne gathers the group together and tells them that she knows where they can find some real treasure. All they need to do is to distract the clown, who is the only adult watching them.

If any of the children object, Phryne starts to throw a tantrum, saying that it's her birthday and that means they have to do as she says.

Allow the players to come up with their own plans for distracting the clown.

Any ability or skill check that comes up – such as Dexterity checks for wrapping his head in streamers or Charisma (Persuasion) checks for sending him off on an errand – have a DC of 10.

If the children do not come up with a plan, Fat Mar volunteers to distract him with a bout of highly embarrassing crying. This always succeeds but results in Fat Mar not accompany the children on their trip to the Quiet Tomb.

ROLEPLAYING PHRYNE AND IGAN

Phryne is a strong-willed girl who loves to boss about other children. She is from a powerful family and has learned from a young age that she has the right to tell other people what to do.

Despite this, she is not actually cruel, but rather spoiled and enjoying that fact that today is all about her!

Igan is a quiet boy who lives in the shadow of his older sister. He does as he is told without complaint, no matter who is giving the orders.

THE QUIET TOMB

Once they are free of adult supervision, read the following:

Phryne leads you along an old trail to the eastern side of the island. "We heard our father talking about a place called 'The Quiet Tomb' with one of his friends. Some adventurers explored it a while ago, but they still think there's still some treasure in there they didn't find."

The tomb itself is buried in the side of a low hill and can be accessed by a large stone door that sits slightly

open when the children arrive. Inside is a long, grey-stone passage leading down into darkness.

GENERAL FEATURES

The Quiet Tomb is quiet, dusty and ancient. Though it isn't actually very dangerous, the children don't know that.

Light. The entrance passage is dark, but there is a fresh torch, complete with a tinder box, set in a sconce by the front door. Other torches can be found in sconces regularly placed along the walls.

Smells. Most of the tomb smells of ancient dust and decay. It's musty, but not particularly unpleasant. The Memorial Chamber (area D) smells faintly of incense.

Sounds. The tomb is completely, deathly silent.

Ceiling. Except where indicated, the ceiling height in the tomb is around 10 ft.

A1. PASSAGEWAY

As the children enter the passageway, read the following:

As you step through the stone doorway and enter the tomb, you feel the air around you instantly grow colder as the warmth of the summer sun fades away.

Before you, a stone passageway heads straight into the hillside before a flight of stairs descends into darkness.

Set in the wall next to you in a metallic sconce containing a fresh torch, though it's not currently lit.

Any child looking at the torch notices a metal box sitting next to it. This is a tinderbox and allows them to light the torch relatively easily.

The passageway continues down a flight of stairs before reaching a T-junction. Along the wall directly in front of them are stone doorways leading to the Shrieking Crypt (area B) and the Spirit's Crypt (area C). Neither door is locked.

If the children follow the passage to the right, they reach a dead-end caused by a collapse. This cannot be passed.

If they follow the passage to the left, they find another set of staircases heading down into the tomb.

A2. TRAP STAIRS

As the children descend the stairs, read the following:

The staircase heading down into the tomb is old and grey, but at the foot of the stairs you can make out a flash of color. Someone has painted a large 'X' on a group of flagstones using red paint.

The painted section of flagstones is about 5 ft. long and covers the entire width of the passage.

A successful DC12 Intelligence (Investigation) or Wisdom (Survival) check allows a child to be fairly

sure that the 'X' marks a trap, or at least something bad.

A successful DC15 Wisdom (Perception) check allows them to spot a strangely-colored stone in the wall just before the trap. Pressing this produces a loud click and disarm the trap.

Jumping the 5 ft. gap would be trivial for an adult, but the children need to succeed on a DC10 Strength (Athletics) check to make it across, which can be made with advantage if they take a run-up.

The first child to trigger the trap by standing on one of the painted flagstones activates the pit-fall, and the flagstones drop down to reveal a trap-door.

It soon becomes apparent that some adventurers who passed through the Tomb earlier filled in the pit with stones and fallen tree-branches, so any child who falls in only drops a few feet. They do not take any damage, but their next ability check or saving throw is made with disadvantage.

B. SHRIEKING CRYPT

This small chamber contains a pair of large sarcophagi, topped with heavy stone lids too vast for the children to possibly topple.

More importantly, to the back of the chamber is a large, grey mushroom. It's around the size of a human child and constantly sways back and forth.

A DC13 Wisdom (Nature) check allows a child to identify the fungus as an **immature shrieker**, a type of fungus that emits an incredibly loud noise if disturbed.

Should any of the children enter the room with a bright light source or come within 10 ft. of the mushroom it emits an incredibly loud wail that lasts several seconds after the child has retreated.

This has no practical effect but should be embarrassing for the child that caused the shrieker to make its noise.

C. SPIRIT'S CRYPT

This small chamber contains a pair of large sarcophagi. One of these has had its lid removed and lies open to the world.

Inside the sarcophagus are the dusty bones of a long-dead hero, still clad in tarnished chainmail.

Investigating the open sarcophagus attracts the attention of **Canno Dorni**, the **Ghost** of the long-dead warrior.

Canno remembers little of his life and barely has the energy to manifest. However, he is still friendly and kind and doesn't harm the children, no matter how rude or irritating they may be,

If the children are respectful, he thanks them for being so well-behaved. He does not have the power to talk for long. Though he is sure that some treasure still stored down below, he is afraid that something evil has moved into the tomb recently.

If the children attempt to desecrate his body, he tries to scare them away, though he may be kind if they apologize.

Should they refuse to leave after Canno attempts to scare them off, he resorts to using his *possession* ability on them and physically marching them out one by one.

D. MEMORIAL CHAMBER

As the children enter the chamber, read the following:

Before you is a large chamber – by far the largest you’ve seen since entering the tomb. The ceiling stands high above you and is supported by two rows of thick stone columns.

At the far end of the chamber are two huge sarcophagi, one of which is decorated with intricate carvings of a lion, the other with a unicorn.

On the wall to your left is a long inscription carved into the plasterwork and outlined in gold leaf that sparkles in your torchlight.

Any child that walks into the chamber catches the faint scent of incense still sitting in the air.

Those that examine the room carefully and are able to succeed on a DC12 Wisdom (Perception) check notices faint scorch marks on the floor in a rough circle. These are the only signs left of Kaidan’s recent abductions – he has been using this secluded chamber to carry out his teleportation rituals.

Anybody looking over the sarcophagi notices that the unicorn has a very sharp horn, while the lion has very sharp teeth.

The inscription carved into the wall (see **Appendix 12**).

Solving the riddle requires one of the children to prick their finger on the unicorn’s horn. If this is done, the wall where the inscription is written begins to rumble before splitting open to reveal the Hidden Chamber (area E).

E. HIDDEN CHAMBER

The retreating walls create a doorway about ten ft. wide. Through this, the children are able to see a rather disappointing treasure room.

There are several chests resting up against the wall, but these have all been emptied, and while there is a weapon rack everything on it is either rotted or rusted to the point of uselessness.

The only thing that seems to have any use at all is a tattered black cloak resting on an armorer’s mannequin. This is actually a *cloak of the bat* and is much more useful than it may seem at a glance.

Phryne claims the cloak herself – it is her birthday after all – though the children should feel free to disagree with her.

Any argument, however, is soon interrupted.

YOU’LL TELEPORT TOO...

At a suitably dramatic moment, one of the children (ideally one controlled by a player) notices the clown from earlier standing in the doorway to the Memorial Chamber.

The clown is actually **Master Kaidan** using his change shape ability and has been spying on the children all day.

Read the following:

The clown begins to laugh, and somehow its voice is much deeper than it was earlier. This isn’t the cheerful, infectious laugh of an entertainer happy in his work, but something much darker.

“Oh, I really could not have planned this better.” It says. “Nowhere to run. Nobody to come and save you.

“And so many of you, too. What a pity I can only take one of you... I wonder which one I should choose...”

Allow a period of roleplaying where the children either volunteer to sacrifice themselves or throw one another in front of the beast.

If they ask Kaidan where he’ll take them, he simply smiles and replies “nowhere good.”

Ultimately, Kaidan chooses Phryne as his victim. If needed, he restrains the remaining children. Should they try to resist roll initiative as normal and fight the battle out, though Kaidan is careful to use only non-lethal attacks. If this happens, he uses his *sleep* spell on a group of the children, starting with Fat Mar, Igan and other non-player children.

Children restrained, put to sleep or knocked out by Kaidan awakes just in time to see him use the ashes of a torch to write a series of runes in a circle on the ground before intoning the words “I wish to pay tribute to the Sisters of the Swamp.” He and Phryne then disappear.

If Phryne had the *cloak of the bat*, she drops it on the floor some time during the confrontation.

Now that the adventurers have learned everything they need, the ritual ends and they awake in their real bodies, in the present day.



PART 3. THE SISTERS OF THE SWAMP

Estimated Duration: 90 minutes

With the ritual completed, the adventurers now know exactly how to use the monks' teleportation circle.

The circle can be found in the ruins of an old house on the outskirts of town. If the adventurers already know its location from previous adventures, they can simply head there themselves, and if not Rhan can guide them.

Alternatively, any spellcasters who already know the *teleportation circle* spell can simply cast it themselves wherever they are, so long as they have the appropriate materials.

Note that if Phryne or one of the other children dropped the *cloak of the bat* during the ritual flashback, it is still where they left it. The cloak can be retrieved with little effort.

USING THE RUNES

The runes used to cast the spell are engraved onto the base of strange toys used by the monks as part of their depraved and terrifying magic (see adventure 4-1 for an explanation).

Rhan is able to cast the *teleportation circle* spell for the adventurers and has been provided with the material components needed. He also provides the adventurers with a *scroll of sending* and tells them to contact him when they want the circle reopened to let them return.

With the correct runes in place, the adventurers only need to speak the password – “*I wish to pay tribute to the Sisters of the Swamp*” – to immediately be teleported to the Harrowing Pits.

THE HARROWING PITS

When the adventurers emerge from the circle, read the following:

You feel the spell take hold and there's a moment of intense pressure and a strange sense of movement before you emerge in a new place. No matter what you were expecting to find, this is probably worse.

You stand atop a large slab of stone that appears to be the only dry ground in sight. On a low hill top stands a ramshackle wooden cottage, barely visible through drifting clouds of grey mist. The foul stench of swamp gas and mud fills the air, and from all around you can hear insane cackling, screams and bestial howls in the distance.

A rough path through the mud leads up a hill and disappears into the fog. Another trail winds around the base of the hill.

GENERAL FEATURES

The Harrowing Pits are a foul and vile place. The air swarms with flies and constant banks of mist turn even the sunniest day grey and miserable.

Ground. The ground throughout the Harrowing Pits is horribly muddy. All spaces outside of the cottage or the stone teleportation circle counts as difficult terrain.

Light. The foul weather means that even at midday the Harrowing Pits are only dimly lit. If the adventurers teleported to the pits at night for some reason, the area is dark save for a few torches in the pits themselves.

Visibility. The fog and dim light reduce visibility to 30 ft. Anything beyond that range is heavily obscured.

Smells. The pits stink of mud and fear. Bubbles of swamp gas erupt from the ground here and there, adding their own foul odor to the mix.

Sounds. The pits are filled with the clamor of insane laughter, screams and the howls of beasts. The cacophony means that all Wisdom (Perception) checks related to hearing are made with disadvantage.

The Pits. The Fear, Rage and Isolation Pits all share similar characteristics. They are all around 20 ft. deep and dug into soft, slimy mud.

Climbing the walls without a ladder or rope is difficult, requiring a DC17 Strength (Athletics) check, but the soft, gloopy nature of the floor means that creatures take no falling damage if they fall in. Using their lair actions, the hags can easily escape the pits without a ladder.

The teleportation spell delivers the adventurers to the Magic Circle (area A). From here they are able to observe most of the area.

The pits are built around a low hill that offers the only dry land for miles around. At the top of the hill is the Hags' Cottage (area E), while the three other structures scattered around its base are the Fear Pit (area B), the Rage Pit (area C) and the Isolation Pit (area D).

From the outside, these appear to be wooden stockades, with walls around 5 ft. high. However, as the adventurers approach them it becomes obvious that the walls mark the edges of pits some 20 ft. deep.

This area is designed as a sandbox of sorts, with the adventurers able to pick and choose where they go and what they do.

The aim is for them to eventually confront and deal with the Grubstein Sisters, whether through battle or negotiation.

THE GRUBSTIEN HAG COVEN

Everything inside the wall is part of the hag's coven. While inside the coven, the hags can communicate using telepathy, which looks like they are talking to themselves. If one is attacked, the other two instantly know and attempt to convene at the cottage as quickly as possible to leverage their spellcasting power.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): *entangle*, *speak with animals*
- 2nd level (3 slots): *flaming sphere*, *moonbeam*, *spike growth*
- 3rd level (3 slots): *call lightning*, *plant growth*
- 4th level (3 slots): *dominate beast*, *grasping vine*
- 5th level (2 slots): *insect plague*, *tree stride*
- 6th level (1 slot): *wall of thorns*

ROLEPLAYING THE GRUBSTEIN SISTERS

The trio of annis hags responsible for running the Harrowing Pits are thoroughly evil creatures who find immense joy in the suffering of others.

They are all intelligent and cunning, with their greatest weakness being their desire to gain an advantage over their sisters. If threatened or flattered sufficiently, the hags happily betray Kaidan, though they never agree to closing down their operation for good.

Even when the sisters are negotiating with adventurers, it should be clear that they are evil, selfish creatures, though making a deal with them may be the lesser of two evils...

Though they are similar, each sister has a few distinct personality points.

Agatha enjoys inflicting fear more than anything, which has left her with a flair for the dramatic. She shows off more than her sisters, and revels in the evil she causes.

Petunia is quieter than her sisters, and most enjoys it when she can force her subjects into extreme rages. She seems shy, but in reality, just knows that there's nothing she wants to say to most people.

Maud believes that her chosen area of expertise – teasing out feelings of isolation and loneliness – is the most challenging role, and therefore views herself as the sisters' leader. This is reflected in her domineering tone and arrogance.

A. TELEPORTATION CIRCLE

The circle is the only area of dry land in the Harrowing Pits.

A DC15 Intelligence check allows an adventurer with some knowledge of stonecraft to realize that it

definitely isn't native to this area and seems to have been installed specifically to accommodate the circle.

B. FEAR PIT

If the adventurers have not yet explored one of the other pits, read the following:

A low wooden wall comes into view. Somebody – or something – has dug a deep pit into the mud. Its slimy walls still drip with moisture and filth, though nearby you can see three sturdy wooden ladders propped up against the wall.

When an adventurer looks down into the fear pit, read the following:

At the bottom of the pit is a harrowing sight indeed. A pair of children – one a halfling child with black hair and tanned skin, the other a human boy with fair skin and blond hair – are cowering in horror from an enormous spider. The beast is the size of a cart and covered in wildly staring ink-black eyes.

Before you can react, one of the children lets out a piercing shriek and the ground next to her splits open. A creature with insectoid features and crab-like claws emerges from the muddy shaft, which seals behind it.

Laughter, cruel and cold, fills the air and the image of the spider suddenly fades. In its place stands a tall woman with pleasant, if somewhat bulbous, features.

She reaches out to the foul creature that just emerged and places a leather collar around its neck.

"That's good, my pretties!" she laughs. "Keep this up and I may even let you have a day off soon!"

An adventurer observing the creature and able to succeed on a DC DC15 Intelligence (Arcana) or Wisdom (Nature) check recognizes six **meenlocks**. These are fey monstrosities that are spawned whenever fear overwhelms a creature in the feywild, or in an area where the feywild's presence can be strongly felt.

The woman in the pit is **Agatha Grubstein**, an **Annis Hag**. The human boy is Tana, while the halfling boy is Teos.

STRATEGY

If she realizes that the adventurers are present or is attacked by them, she uses **six meenlocks** to provide a distraction while she tries to escape and reach her sisters at the cottage using lair actions and *fog cloud*. If this fails, she surrenders once reduced to less than 25 hit points.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very weak:** Remove both meenlocks
- **Weak:** Remove one meenlock
- **Strong:** add one meenlock
- **Very strong:**

C. RAGE PIT

If the adventurers have not yet explored one of the other pits, read the following:

A low wooden wall comes into view. Somebody – or something – has dug a deep pit into the mud. Its slimy walls still drip with moisture and filth, though nearby you can see three sturdy wooden ladders propped up against the wall.

When an adventurer looks down into the rage pit, read the following:

At the bottom of the pit a pair of children – one a dwarven boy with white hair and dark skin, the other a human boy with blonde hair - are straining at the end of chains firmly bound to heavy stakes. They seem to be trying to get to one another and are shouting and screaming at one another in wild anger.

Whispering into one child's ear is a tall woman with pleasant, if somewhat bulbous, features, while a small figure in heavy looking boots and a bright red cap tends to the other furious child.

Directly between them, you can just see the tip of a bright red mushroom – the same shade as the short creature's cap – poking from the ground. As you watch, the mushroom stirs and shakes, and to your horror another one of the red-capped creatures emerges from the mud.

If the adventurers have already looked into one of the other pits, you can skip over some of the description of the pit's layout.

An adventurer observing the creature and able to succeed on a DC DC15 Intelligence (Arcana) or Wisdom (Nature) check recognizes it as a **Redcap**. These are fey monsters that are spawned whenever anger or rage overwhelms a creature in the feywild, or in an area where the feywild's presence can be strongly felt.

The woman in the pit is **Petunia Grubstein**, an **Annis Hag**. The dwarven boy is named Calvin, while the human is Shawn.

STRATEGY

If she realizes that the adventurers are present or is attacked by them, she uses **five redcaps** to provide a distraction while she tries to escape and reach her sisters at the cottage using lair actions and *fog cloud*. If this fails, she surrenders once reduced to less than 25 hit points.

CALMING CHILDREN

The children trapped in the Harrowing Pits have been treated terribly by the hags, who have forced them into extremes of emotion.

When first rescued the children hide from any adventurers and refuse to cooperate. Carrying an unwilling child imposes disadvantage on all ability checks and makes any attempt at stealth impossible.

Calming a child down requires a DC13 Charisma (Intimidation or Persuasion as appropriate) check, which can be made with advantage if the player roleplayed well.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very weak:** Remove two redcaps
- **Weak:** Remove one redcap
- **Strong:** add two redcaps
- **Very strong:** add four redcaps

D. ISOLATION PIT

If the adventurers have not yet explored one of the other pits, read the following:

A low wooden wall comes into view. Somebody – or something – has dug a deep pit into the mud. Its slimy walls still drip with moisture and filth, though nearby you can see three sturdy wooden ladders propped up against the wall.

When an adventurer looks down into the isolation pit, read the following:

A young boy with dark hair and olive skin is bound to a simple wooden chair placed in the center of the pit, and even from where you stand you can see tears flowing freely down their face.

Stood behind the child, utterly still and quiet, is a tall woman with pleasant, if somewhat bulbous, features.

Before you can do anything, a strange creature – small and purple-skinned with huge eyes and pointed ears – emerges from the shadows just in front of the child, though you would have sworn no such creature stood there only a few moments ago.

The creature bounds up towards the child, but before it can reach him the woman clicks long, elegant fingers.

It darts around the child and rushed up to the woman, who attaches a collar around its neck.

“Well done, you pathetic child,” she laughs. “That makes it an even ten today. Keep this up and I may even let you have a day off soon!”

If the adventurers have already looked into one of the other pits, you can skip over some of the description of the pit’s layout.

An adventurer observing the creature and able to succeed on a DC DC15 Intelligence (Arcana) or Wisdom (Nature) check recognizes it as a **Boggle**. These are fey monsters that are spawned whenever intense loneliness overwhelms a creature in the feywild, or in an area where the feywild’s presence can be strongly felt.

The woman in the pit is **Maud Grubstein**, an **Annis Hag**. The boy is named Pieron.

STRATEGY

If she realizes that the adventurers are present or is attacked by them, she uses **ten boggles** to provide a distraction while she tries to escape and reach her sisters at the cottage using lair actions and *fog cloud*. If this fails, she surrenders once reduced to less than 25 hit points.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very weak:** Remove four boggles
- **Weak:** Remove two boggles
- **Strong:** add four boggles and a yeth hound
- **Very strong:** add eight boggles and a yeth hound

E. THE COTTAGE

The Hags’ Cottage lies at the very top of their squat little hill and is just as filthy and unkempt as the rest of their domain. The fey creatures don’t follow the hags to the cottage, but it’s likely that the adventurers meet at least two of them here.

There are two doors, each on the longer sides of the house, neither of which are ever locked. A **yeth hound** roams around the house and defends the hags if attacked.

Inside the cottage is just a single room. It has a mud floor that is at least harder than that outside, if not any more pleasant, while various entrails and scraps of offal hang from hooks in the ceiling.

The entire building reeks of a foul perfume that combines decaying flesh with the earthy scent of the mud and burning wood.

Three oversized cots are pressed up against the walls, each covered in countless layers of stained and discolored blankets.

In the very center of the single room is a large wooden table covered in scraps of paper and notes. At the very top of the pile, pinned in place by a dagger crafted from bone, is a note detailing the sisters’ deal with Kaidan (see **Appendix 13**).

A DC12 Intelligence (Investigation) check allows and adventurer looking through the rest of the notes to realize that the sisters have created a business out of breeding and selling fey monsters created through negative emotions.

A member of the **Emerald Enclave** who sees these immediately recognizes the value the notes could provide when it comes to cutting down on poachers and groups that trade in rare or dangerous creatures.

Underneath the table is a chest containing 2000 gp – the hags’ recent profits from their monster-dealing business.

THE HAGS’ BUSINESS

The Grubstein Sisters have come across an idea that allows them to not only turn a profit but also indulge their lust for cruelty as much as they like.

Their cottage is built in an area where the feywild bleeds into the material plane, and they take advantage of this to breed fey creatures that can be spawned by strong negative emotions.

For many decades, they have kidnapped creatures native to the Glumpen Swamp to achieve this, but 30 years ago Kaidan approached them with an offer – he wants the children he has kidnapped to be drained of emotion, and in return they get a supply of excellent subjects.

ADJUSTING THIS ENCOUNTER

This guidance assumes **two hags** remain.

- **Very weak:** Remove the yeth hound, lair actions, and spellcasting.
- **Weak:** Remove lair actions and spellcasting.
- **Strong:** add three redcaps and a boggle.
- **Very strong:** add four redcaps and three meenlocks

This guidance assumes **three hags** remain.

- **Very weak:** Remove a hag, the yeth hound, lair actions, and spellcasting.
- **Weak:** Remove yeth hound, lair actions, and spellcasting
- **Strong:** add two redcaps
- **Very strong:** add three redcaps

WHAT THE HAGS KNOW

There is a chance that the adventurers end up negotiating or interrogating the sisters rather than killing them outright.

The hags know a lot about Kaidan and his operation, but not everything. They are willing to share the following, but only reveal each new scrap of information if they think doing so would profit them in some way:

- Kaidan is the master of a monastery called The House of Eternal Twilight. They do not know where it is.
- The monks Kaidan leads are part of the Order of the Long Death.
- They specifically want children that have been so terrified and tormented that they find it hard to express emotions. The hags have no idea why, but it works out perfectly for them.
- They have delivered three children to Kaidan and his monks already.
- Kaidan had a similar deal with them some 30 years ago. He appeared and offered a new version a few months ago.

CONCLUDING THE ADVENTURE

The adventure can be considered finished once all five children (Tana and Teos in the Fear Pit, Calvin and Shawn in the Rage Pit, Pieron in the Isolation Pit) have been rescued, and the adventurers have found out where the rest have been taken.

This information can either be learned from the hags themselves, or by exploring their cottage (area E).

When the adventurers return to Phlan they are greeted as heroes, and the Chancellor summons the worried families to the keep in order to collect their now-safe children.

However, three families are even more distraught when they realize their children are not among those that have been returned.

Clearly, there is more work to do here – someone needs to track Kaidan back to his lair and deal with his evil once and for all!

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for **completing the adventure**.

PLAYER REWARDS

The characters earn the following players rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure's objectives unlock this magic item.

Cloak of the Bat. A tattered black cloak that seems so dark that it absorbs light, and so fine that it be tossed about fiercely in even the slightest breeze. This item can be found in **Appendix 14**.

DM REWARD

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above. However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (Adventurers League Dungeon Master's Guide) for more information about DM Quests.

APPENDIX 1: MISSING CHILDREN

The following is a list of children that have gone missing:

Anton. A limping human sailor in love with a drow merchant. Seeking to gift her with a black pearl necklace, but he hasn't declared his love yet.

Bursar Buddle. Gold dwarf thug and lieutenant within the Coin Spinners.

Calypto (Kuh-lip-soh). A tiefling sorcerer and former adventurer who is now the Chancellor of Phlan.

Eve. An orphaned girl whose parents, both worshippers of Tymora, were killed during the retaking of Phlan from the green dragon. Eve has been taken in by the Order and sees it as her duty to live up to the example of her parents. She carries a lucky silver coin on a necklace.

Johanna. A reclusive drow merchant who is the object of Anton's affection. Not that Anton has communicated that to her.

Kethra Stormwind. Ghost of a girl who was killed by the Order of the Long Death, two or three decades ago. Friendly when she can't remember the past.

Marata Falone. Young girl not taken by the monks, although her brother has been. Friend of Eve and knows about the Haunted House where Kethra's ghost resides.

Phyrne. Little miss "does not appear in this adventure". Best friend of Kethra.

Villonah Leadstopper. Gnome agent of the Order of the Gauntlet. Guardian of Eve. Friendly with the Welcomers.

APPENDIX 2. CREATURE STATISTICS

ANNIS HAG

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 12 (+1) | 14 (+2) | 13 (+1) | 14 (+2) | 15 (+2) |

Saving Throws Con +5

Skills Deception +5, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

3/day each: disguise self (including the form of a Medium humanoid), fog cloud

ACTIONS

Multiattack. The hag makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6+5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6+5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.

- The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.

The hag creates a thick cloud of caustic black smoke that fills a 20-foot-radius sphere centered on a point she can see within 120 feet her. The cloud lasts until initiative count 20 on the next round. Creatures and objects in or behind the smoke are heavily obscured. A creature that enters the cloud for the first time on a turn or starts its turn there takes 10 (3d6) acid damage.

REDCAP

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6+24)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 13 (+1) | 18 (+4) | 10 (0) | 12 (+1) | 9 (-1) |

Skills Athletics +6, Perception +3

Senses darkvision 60 ft.

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

MEENLOCK

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 31 (7d6+7)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|--------|--------|
| 7 (-2) | 15 (+2) | 12 (+1) | 11 (0) | 10 (0) | 8 (-1) |

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities frightened

Senses darkvision 120 ft.

Languages telepathy 120 ft.

Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MASTER K Aidan - Oni

Large giant, lawful evil

Armor Class 16 (chain armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 11 (+0) | 16 (+3) | 14 (+2) | 12 (+1) | 15 (+2) |

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: darkness, invisibility

1/day each: charm person, cone of cold, gaseous form, sleep

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

YETH HOUND

Large fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 51 (6d6+18)

Speed 40 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 17 (+3) | 16 (+3) | 5 (-3) | 12 (+1) | 7 (-2) |

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Charmed, Exhausted, Frightened

Senses darkvision 60 ft., Passive Perception 11

Languages Common, Elvish, Sylvan understands but can't speak

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

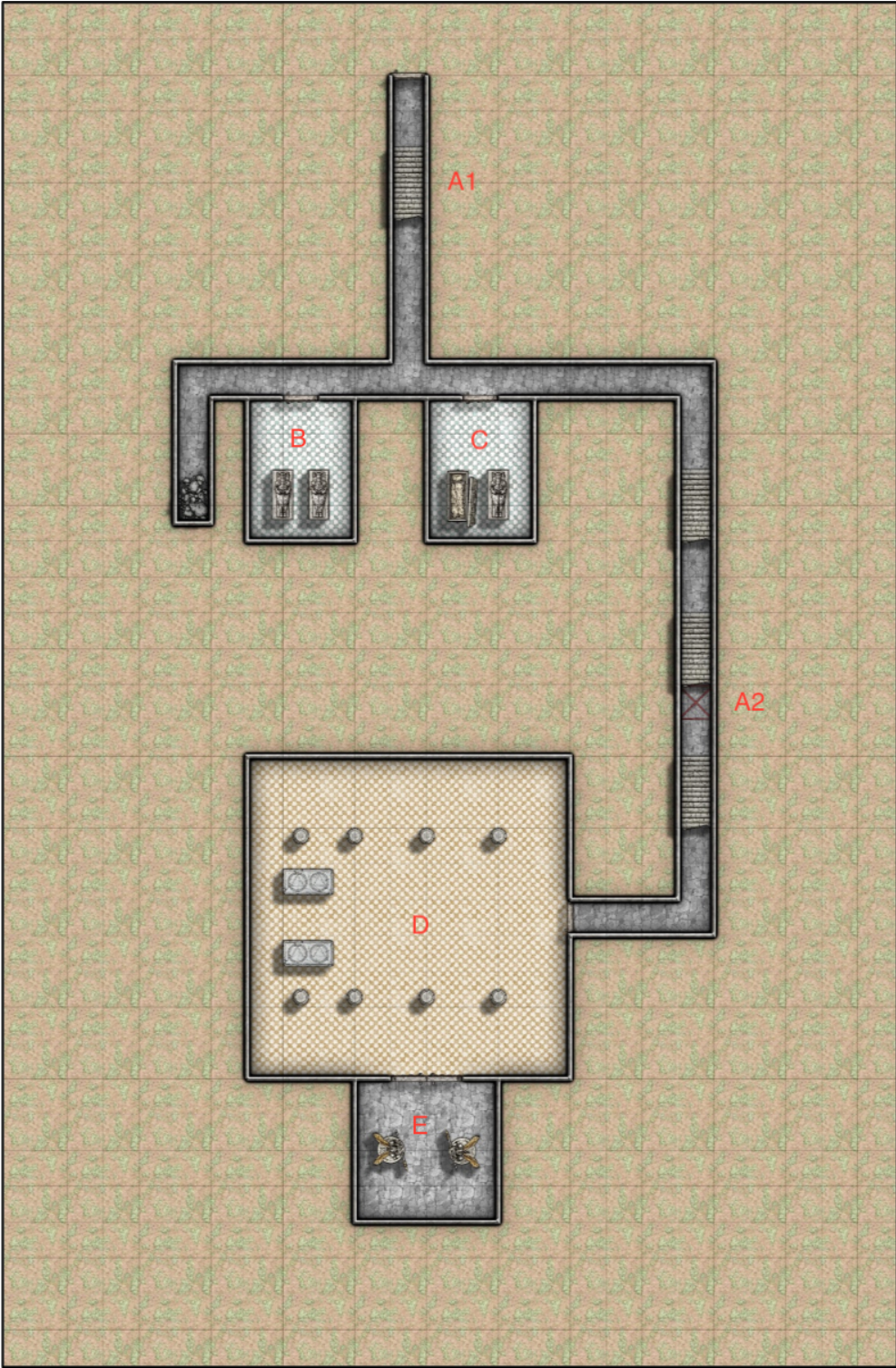
ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if

hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

APPENDIX 3. MAP OF THE QUIET TOMB



APPENDIX 4. MAP OF THE HARROWING PITS



APPENDIX 5. AYL A SUMMERBERRY (PLAYER HANDOUT)

AYLA SUMMERBERRY

Small humanoid (halfling), chaotic good

Armor Class 11

Hit Points 4 (1d8)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Skills Acrobatics +3

Senses passive Perception 10

Languages Common, Halfling

Lucky. When Ayla rolls a 1 on an attack roll, ability check or saving throw, she can reroll the die and must use the new result.

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ROLEPLAYING INFORMATION

Ayla is the child of Selkie Summerberry, owner of Phlan's finest bakery. They're an energetic young child who prefers climbing trees to baking pies and isn't afraid to say so.

Ideal: "I want to see what's up there! And over there! And on top of that!"

Bond: "No matter how far I roam or how much I annoy my parents, I always feel best when I arrive home."

Flaw: "What do you mean you can't climb that? It's barely even vertical!"

APPENDIX 6. BRON THUNDERFIST (PLAYER HANDOUT)

BRON THUNDERFIST

Small humanoid (dwarf), lawful neutral

Armor Class 10

Hit Points 4 (1d8)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

ROLEPLAYING INFORMATION

Bron is the eldest child of the Thunderfist family and is determined to make his mark on the world. So far, their successes have been confined to the playing field.

Ideal: "I need to be strong and tough if I'm going to win everything."

Bond: "My father says he's proud of me when I win, so I've got to be better than everyone."

Flaw: "If you can't handle a ball or throw a punch, what use are you?"

APPENDIX 7. JOTT SELAINE (PLAYER HANDOUT)

JOTT SELAINE

Small humanoid (half-elf), lawful good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 12 (+1) |

Skills Persuasion +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Fey Ancestry Clayr has advantage on saving throws against being Charmed, and magic can't put you to sleep.

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ROLEPLAYING INFORMATION

Clayr's parents are guests in Phlan – travelling merchants specializing in luxury goods. Surrounded by the very best things in life, the young half-elf blends natural charm with an iron-shod sense of superiority.

Ideal: "I love pretty things. And shiny things. And soft things."

Bond: "My parents are the best in the world. I'd do anything for them, and they'd do anything for me."

Flaw: "I don't understand why poor people don't just buy nicer clothes and bigger houses."

APPENDIX 8. ZELL WINNPOP (PLAYER HANDOUT)

ZELL WINNPOP

Small humanoid (human), lawful good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 12 (+1) | 10 (+0) | 10 (+0) |

Skills Investigation +3

Senses passive Perception 10

Languages Common

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ROLEPLAYING INFORMATION

Zell is a quiet child, more at home with books and scrolls than people. Despite being awkward and shy, however, Zell is adept at problem-solving and has a near-perfect memory.

Ideal: “The world makes so much sense once you get everything down in ink.”

Bond: “I know I can help people. I just don’t understand how to do it.”

Flaw: “I don’t think I’ll fit in if I be myself, so I’d better just do what the others do.”

APPENDIX 9. LONNE SCATTERBRUSH (PLAYER HANDOUT)

LONNE SCATTERBRUSH

Small humanoid (human), chaotic good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Skills Stealth +3

Senses passive Perception 10

Languages Common

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ROLEPLAYING INFORMATION

Lonne grew up among adventurers and hunters in the wilds, developing an independent streak that sometimes threatens to break out into full-blown rebellion.

Ideal: “I know what I want to do, and don’t see why I need to explain myself to anybody.”

Bond: “Other people should be allowed the same freedom I want, and I don’t mind getting into trouble to help them achieve it.”

Flaw: “I hate to be seen going along with the status quo, even if I know it’s probably the right thing to do.”

APPENDIX 10. BRANZO SETH (PLAYER HANDOUT)

BRANZO SETH

Small humanoid (human), lawful good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 12 (+1) | 10 (+0) | 10 (+0) |

Skills Religion +3

Senses passive Perception 10

Languages Common

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ROLEPLAYING INFORMATION

Quiet and devout, Branzo comes from a family of clerics, priests and preachers. They have been raised to worship Amaunator without question.

Ideal: "There's nothing more valuable in this world than kindness."

Bond: "I want to help everyone I can, even if they aren't particularly kind to me."

Flaw: "I worry that I'm only good because I don't want bad things to happen to me. Does that mean I'm still being good though?"

APPENDIX 11. JORLI MIN (PLAYER HANDOUT)

JORLI MIN

Small humanoid (human), neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 12 (+1) | 12 (+1) | 10 (+0) |

Skills Arcana +3

Senses passive Perception 10

Languages Common

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ROLEPLAYING INFORMATION

Quiet and sullen, Jorli is the child of a minor arcanist. Their mother left when they were small, and their father has little time left to raise them. Still, all that time alone has left ample time for study...

Ideal: "Knowledge is power!"

Bond: "Anybody with the brains to best me in a game of wits is someone to be respected.

Flaw: "I'm jealous of anybody with a happy family."

APPENDIX 12. TOMB RIDDLE (PLAYER HANDOUT)

*In this place I left a treasure
Guarded by one who can truly measure
The heart and soul of those who gaze
Upon the place I end my days.
The key it rests in the veins of one
Whom no evil has even done.
This freely given must adorn
The fairest creature's single horn.*

APPENDIX 13. AGREEMENT WITH KAIDAN (PLAYER HANDOUT)

Agreement

*between Kaidan, of
The House of Eternal Twilight, and the Grubstein
Sisters of Glumpen Swamp.*

*Kaidan is to provide no fewer than two children
per moon, to be delivered to the Grubstein Sisters.
These children are to be unharmed.*

*The Grubstein Sisters will prepare the children.
When suitably prepared, they are to be remanded
to Kaidan or a representative from the Order of
the Long Death. These children will be unharmed.*

*Children who are deemed unsuitable may be
retained by the Grubstein Sisters.*

Kaidan Agatha Petunia Maud

APPENDIX 14. MAGIC ITEM (PLAYER HANDOUT)

During the course of this adventure, the characters may find the following permanent magic item:

CLOAK OF THE BAT

Wondrous Item, rare (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

A tattered black cloak that seems so dark that it absorbs light, and so fine that it be tossed about fiercely in even the slightest breeze. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.