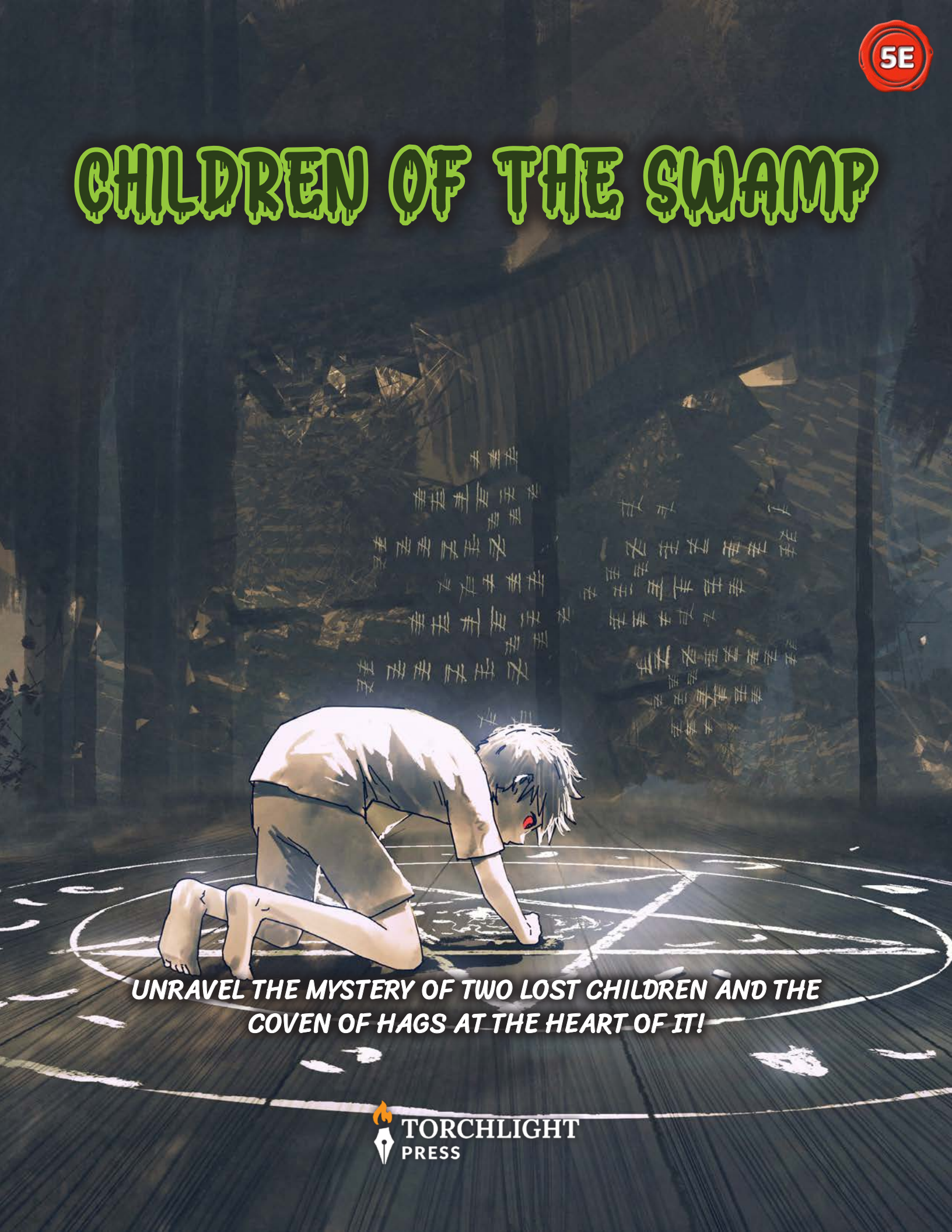


CHILDREN OF THE SWAMP



UNRAVEL THE MYSTERY OF TWO LOST CHILDREN AND THE COVEN OF HAGS AT THE HEART OF IT!

CHILDREN OF THE SWAMP



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RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful Good
NG	Neutral Good
LN	Lawful Neutral
N	Neutral
CN	Chaotic Neutral
LE	Lawful Evil
CE	Chaotic Evil
NE	Neutral Evil



Children of the Swamp

Children of the Swamp is a Fifth Edition adventure for three to seven characters with an average party level (APL) of 7, optimized for a party of four characters of 7th level.

The characters are tasked by a wealthy merchant family to investigate the disappearance of two of their children. The investigation will reveal naive dabbling in the occult and bring the characters face to face with a powerful coven of hags.

BACKGROUND

As with all families, some of the Windrows' children have a tendency to get into trouble. Bella-Rose and Dion Windrow stole a book on the occult from a wizard that traveled through town months ago. In the time since, they studied the book to the best of their abilities and worked out how to locate a hag, which they believe will be able to use magic to help them. The hag they located lives deep in the swamps beyond their home. One night, long after everybody else had gone to sleep, the two snuck out and began making their way toward the hag's lair. The following day, after a long and fruitless search, the Windrows set off into town to recruit help finding their missing children.

Unbeknownst to Bella-Rose and Dion, the hag they manage to locate is actually part of a coven that's enchanted the swamp to lure wandering children safely to their lair while obfuscating travel to adults. The hag coven has amassed a veritable village of children that they've been grooming into propagators of their magic.

The Windrow Family

Orson and Cynthia Windrow (human male and female, respectively) are wealthy human merchants that purchased and settled into a quiet estate in the countryside to raise their seven children, three biological and four adopted of various ages:

- Delia, biological child, human female, age 5. Found in area 1 of Waylorn Lodge.
- Aaisha, biological child, human female, age 8. Found in area 5 of Waylorn Lodge.
- Samora, biological child, human female, age 10. Found in area 7 of Waylorn Lodge.
- Lucian, adopted child, human male, age 11. Found in area 8 of Waylorn Lodge.
- Bella-Rose, adopted child, human female, age 14. Found in area 21 of the Ruins of Neandolen.
- Dion, adopted child, human male, age 15. Found in area 21 of the Ruins of Neandolen.
- Umair, adopted child, human male, age 18. Found in area 8 of Waylorn Lodge.



The Deadtooth Coven

The hags of the Deadtooth coven don't go by traditional names. Instead, they are addressed as the First Mother, Second Mother, and Third Mother, in accordance with their hierarchy in the coven. They live deep in a swamp in the elven ruins of Neandolen. Together, they have been extending their lives by making deals with desperate children, granting their demands in exchange for a few years of their life. The hags provide shelter for the children that desire to stay and learn from them.

GETTING THE QUEST

After it became apparent that Bella-Rose and Dion went missing, Cynthia Windrow took a carriage to the nearest town or city. This can be any settlement that the characters are traveling through. When you're ready to kick off events, read the following:

A carriage led by two brown horses comes racing down the street, mud splashing as its wheels dig into the wet earth. The carriage stops in front of the sheriff's building and a middle-aged woman clambers out. Her white-and-peach dress is stained with mud and has sticks stuck in its frayed edges. She enters the sheriff's office and exits a few minutes later, accompanied by the sheriff, a muscular woman in breeches and a plain shirt, and two assistants.

Unless the characters present themselves, Cynthia, the sheriff, and their assistants spend the next few hours traipsing around town putting up hastily-made missing-person's posters with a 5,000 gp reward.

If the party approaches any of these characters, they explain that two of Cynthia's children went missing sometime between the previous night and the morning. Anybody willing to help is instructed to either ride back with Cynthia in her carriage or make their own way to the Windrow lodge.

Deputies. The sheriff is a half-elf woman named Isabelle. Her assistants are a human man named Theo and a woman named Franky.

Posters. A character that inspects the missing-person posters notices that only the names are freshly inked. The rest of the text on the posters is older and dried, as if already prepared.

A character that uses this information to ask the sheriff or her assistants about missing people learns that at least once a year a child, sometimes two, goes missing. It has occurred with enough consistency over the years that they have the posters pre-written. Unfortunately, they haven't been able to determine the cause of the disappearances.



REACHING WINDROW LODGE

It takes about 2 hours to travel to the lodge by foot or horseback. When the characters set out for Windrow Lodge, read the following:

A simple dirt road leads up to a two-story, 2,500-square-foot lodge built in a grass clearing. A man in muddied breeches and a brown cloak stands next to the double-door entrance to the building, waiting nervously.

The man standing at the door is Orson Windrow. As the characters, and possibly Cynthia, arrive, he asks if they're here to help find the lost children. After introductions have been exchanged, Orson can provide the following information:

- Bella-Rose and Dion went missing some time between the previous day and the current day.
- Bella-Rose is a girl aged 14. Her room is upstairs, furthest from the stairs.
- Dion is a boy aged 15. His room is upstairs, first door from the west.
- Deila, the youngest child, came forward earlier in the day and revealed that she overheard them talking about a magic book.
- The swamps are dangerous. To protect the other children, they've been home-bound for now.

Orson found anything in the house, but suggests that the characters begin by looking in the house for any clues to where they may have gone.



WINDROW LODGE

The following locations are keyed to the provided map of the Windrow Lodge.

Where Did Bella-Rose and Dion Go?

At the Windrow Lodge, the players are tasked with unraveling the mystery of where the missing children may have run off to. If the players are struggling, you can have one of the children that has a piece of information come forward with what they know.

To summarize the key information that can be found:

- Delia in area 1 overheard Dion and Bella-Rose talking about a magic book.
- Umair in area 3 was asked for drawing tools by Bella-Rose. She took the supplies to her room and he never saw what she drew.
- Aaisha in area 5 caught Dion reading a weird book in the closet. He said it would help him change bodies.
- A grimoire on magical creatures can be found in the closet (area 4).
- One of Bella-Rose's dresses can be found in Dion's room (area 9).
- Crumpled, poorly-drawn maps can be found in Bella-Rose's room (area 13).

General Features

Unless otherwise noted, locations in the Windrow Lodge have the following features.

Floors and Walls. Each floor of the lodge is 9 feet tall with wooden floors and walls. The foundation of the building is set in stone.

Doors. All of the lodge's wooden doors are 2 feet thick, 4 feet wide, and 6 feet tall. They have AC 15, 18 hit points, and immunity to poison and psychic damage. Except where otherwise noted, all of the doors are unlocked.

A locked door can be forced open by succeeding on a DC 20 Strength check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 15 Dexterity check.

Lighting. The entrance to the lodge is flanked by lanterns. Otherwise, the building relies on natural sunlight during the day and candles at night.

Climate. The air around the lodge is humid and occasionally carries a faint smell of rotten eggs when a breeze drifts in from the swamp.



1 - Garden

Three rows of bushes growing cucumbers and tomatoes are tucked into this corner of the house.

Encounter: Delia and Basil. Deila (human female child) is sitting in the dirt holding a small, brown-grey bunny named Basil. Deila is a 5-year-old girl with long, straight, brown hair, and brown eyes. She's wearing a simple yellow dress. She gets bored easily and rarely speaks.

A character that succeeds on a DC 10 Wisdom (Insight) check determines that she has a fondness for fluffy animals. To convince her to talk, a character must either ask her about the rabbit, bring her a new critter to hold, or succeed on a DC 18 Charisma (Persuasion) check. Delia can provide the following information:

- The bunny is named Basil because it loves to eat basil leaves.
- She overheard Dion and Bella-Rose talking about a magic book.
- She's heard them sneak downstairs late at night.

A character that can speak to animals and wants to converse with the bunny must make a successful DC 12 Charisma (Animal Handling) check to convince it they're safe to talk to. Offering carrots provides advantage on this check. The bunny can provide the following information:

- "Two giants ran by in the dead of night and woke me up" (the "giants" are the children).
- The "giants" were headed northwest, into the neighboring swamp.

2 - Foyer

A large oil painting of the Windrow family greets visitors as they enter the house, which hangs on the wall beneath a set of stairs winding up to the second floor.

There is nothing of note in this room.

3 - Umair's Bedroom

A simple bed, a trunk, a desk, and some shelving decorate this small room. Across from the hastily-made bed, an older boy sits before a desk cluttered with loose papers and a candle that's melted onto the table.

Encounter: Umair. Umair is an 18-year-old boy with short black hair and brown eyes. He isn't particularly good at any of the academic subjects the Windrow's encouraged him to study and prefers to draw. If the characters ask if he knows anything about the missing siblings, he shrugs, says he doesn't know anything, and goes back to drawing. If he is pressed for information a second time, he sits back in his chair, and after a moment of thinking recalls the following information:

- Several weeks ago, Bella-Rose asked him for a quill, some ink, and several sheets of paper to draw something. She took the items to her room and later returned the quill and ink, but he never saw what she drew.

Trunk. The trunk is not locked. Inside, there are several pairs of paints and shirts.

Desk. The papers on the desk are rejection letters from nearby vocational programs and apprenticeships. Comical illustrations are drawn in the margins of the letters.



4 - Closet

Coats hang from the shelves, and various boots and shoes are set on the ground beneath them.

Bags. There are two bags at the back of the closet that contain some dirty laundry.

Hidden Compartment. A character that succeeds on a DC 15 Intelligence (Investigation) check discovers that some of the stone bricks at the base of the wall are loose and can be pulled out of the wall. Inside, there is a battered hardcover book. A character that skims over the contents of the book concludes the book is a grimoire on magical creatures and how to locate them. A character that succeeds on a DC 14 Intelligence (Investigation) check finds fresh food stains across several pages dedicated to hags.

5 - Reading Nook

The northern door exiting the house is locked.

When the characters enter this area, read the following:

A lanky child lies nestled in the cushions of a wide armchair, their legs spilling over the edge. A soft light is shining through the window over their shoulder to the north, illuminating the pages of the book they're reading.

Encounter: Aaisha. Aaisha is an 8-year-old child with straight, dyed yellow hair and cyan eyes outfitted in a simple green dress. She's reading a book of poems about creatures of the forest. If asked what she knows, she recalls the following:

- Some late nights she's heard a door open and footsteps cross outside of her door.

She knows more than she initially lets on. A character with a passive Insight of 15 or that succeeds on a DC 13 Wisdom (Insight) check suspects that Aaisha is withholding something. If pressed for more information, she dissembles and reveals the following:

- She caught Dion reading from a weird book in the closet (area 4). Dion wouldn't let her see it, but seemed excited, said he was going to change bodies, and told her not to tell anybody.



6 - Kitchen

This fancy kitchen is equipped with a four-burner stove, a basin for storing water, cupboards, and a wealth of countertop space.

Basin. The basin has 2 gallons of water in it.

7 - Dining Room

A girl with cropped, curled, white hair and green eyes sits at a long dining table working away at a puzzle of at least a hundred pieces.

Encounter: Samora. Samora is 10 years old and loves working through puzzles. She's been working on the current puzzle laid out on the table for a week. She doesn't have any information about her siblings.

8 - Living Room

Two couches, an armchair, and a piano occupy this comfortable living space. A young boy with short, wavy, black hair shaved on the left side and brown eyes is asleep on the western couch.

Encounter: Lucian. Lucian is an 11-year-old boy with straight, auburn hair, and black eyes. Waking him up requires a successful DC 13 Strength (Athletics) check or splashing water on him. Lucian doesn't have any information to offer the characters on account of always being asleep. He falls back asleep within 10 minutes of the characters leaving him alone.

9 - Dion's Bedroom

This simple bedroom contains Dion's belongings.

Trunk. Several blankets, stuffed toys, and a journal are inside this chest. A character that succeeds on a DC 13 Intelligence (Investigation) check notices a makeshift fake base in the chest. Beneath the fake base is a simple green dress that belongs to Bella-Rose.

10 - Delia, Samora, and Lucian's Bedroom

This large bedroom has a queen bed and a twin bed. It contains the combined belongings of Delia, Samora, and Lucian. Wooden horses, carriages, sticks, and other toys are scattered around the floor.

There is nothing of note in this room.

Hazard: Toys. Any creature that enters the bedroom must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

11 - Orson and Cynthia's Bedroom

This simple bedroom contains Orson and Cynthia's belongings.

Trunk. There are three fine silk blankets (worth 25 gp each) in the trunk.

Dressers. There are five gold and silver necklaces (worth 10 gp each).



12 - Aaisha's Bedroom

This simple bedroom contains Aaisha's belongings. There are several books neatly organized on the dresser.

13 - Bella-Rose's Bedroom

This simple bedroom contains Bella-Rose's belongings.

Map Scraps. A character that spends 10 minutes searching through the room discovers several crumpled balls of paper stuffed into the bottom of the vase by the bed. Each of the papers is a smeared and poorly drawn map of the surrounding region.

To decipher the location the maps were attempting to illustrate a path to, the characters must succeed on two checks: a DC 15 Wisdom (Insight) check to understand the illustrations, and a DC 15 Intelligence (History) check to correlate the illustrations to real-world geography. Allowing Samora to view the map provides a success for the Wisdom (Insight) check and allowing Cynthia to view the map provides a success for the Intelligence (History) check. After the maps have been deciphered, the characters learn that Bella-Rose and Dion were headed to an old elven ruin deep in the swamp known as "Neandolen."



REACHING THE RUINS OF NEANDOLEN

Once the characters are satisfied with the information they've uncovered in the Windrow's lodge and deciphered the crumpled maps, they can set out through the swamp to the ruins of Neandolen.

Assuming the characters found the maps left by the children and follow the path laid out by them, they discover a red ribbon tied to a tree about 30 minutes into the swamp. Additional ribbons are placed every 200 feet, winding through the forest.

While traversing the swamp, the characters should have the following two encounters, which provide opportunities to learn more about where they're headed.

Headless Horned Devils

After the characters follow the ribbons for 2 hours, the characters encounter two headless **horned devils** (they cannot speak and are blind, but can detect vibrations within 15 feet to locate hostile creatures) hacking away at a tree in a half-hearted attempt to remove a red ribbon from it. The headless devils are under the control of the Deadtooth coven. If the headless devils become aware of any other creatures, they are magically compelled to attack.

If a creature casts *dispel magic* or *calm emotions* on a devil, the magical compulsion is suppressed for 1 minute. The headless devils stop attacking and attempt to parley using sign language and hand gestures. They motion in the direction of the ruins of Neandolen, mime placing an invisible head back on their shoulders, and then clasp their hands in a thankful gesture. Unfortunately, without a head, it's difficult to communicate with them. Unless the characters provide haptic feedback or come up with a clever alternative mode of communication, the headless devils simply continue miming repeatedly until the enchantment takes over again. They devils know from experience that it doesn't matter how far their bodies run.

When one of the headless devils is killed, their bodies do not return to their home plane or begin decaying.

A character that inspects a headless devils body and succeeds on a DC 16 Intelligence (Arcana) check discovers arcane glyphs sewn into the muscle beneath the skin of their back. The glyphs are complex; simultaneously preventing the body from decaying and allowing the creator to issue commands to the body, turning it into a semi-autonomous marionette.

After the encounter, the characters can continue trekking through the swamp. There are no more ribbons to follow, but the careless destruction left by the headless devils is easy to track.



Illusory Nightmares

As the characters get closer to the ruins, any non-juvenile humanoids begin experiencing increasingly vivid hallucinations. Over the next three hours, they experience three hallucinations meant to scare them off and must make saving throws to overcome the horrors. If a character fails two or more of the saving throws while navigating through the swamp, they gain one level of exhaustion.

- A swarm of fifteen ankhegs rise out of the muddy earth, mandibles dripping with acid. Each character must succeed on a DC 12 Wisdom saving throw.
- The dirt and vines around the characters rise into the form of four shambling mounds. Each character must succeed on a DC 14 Wisdom saving throw.
- A bloody hydra dragging a dead wyvern by one of its mouths slithers through the murky water, brushing up against the character's feet before rising in front of them. Each character must succeed on a DC 16 Wisdom saving throw.

After the characters complete these trials, they reach the ruins.

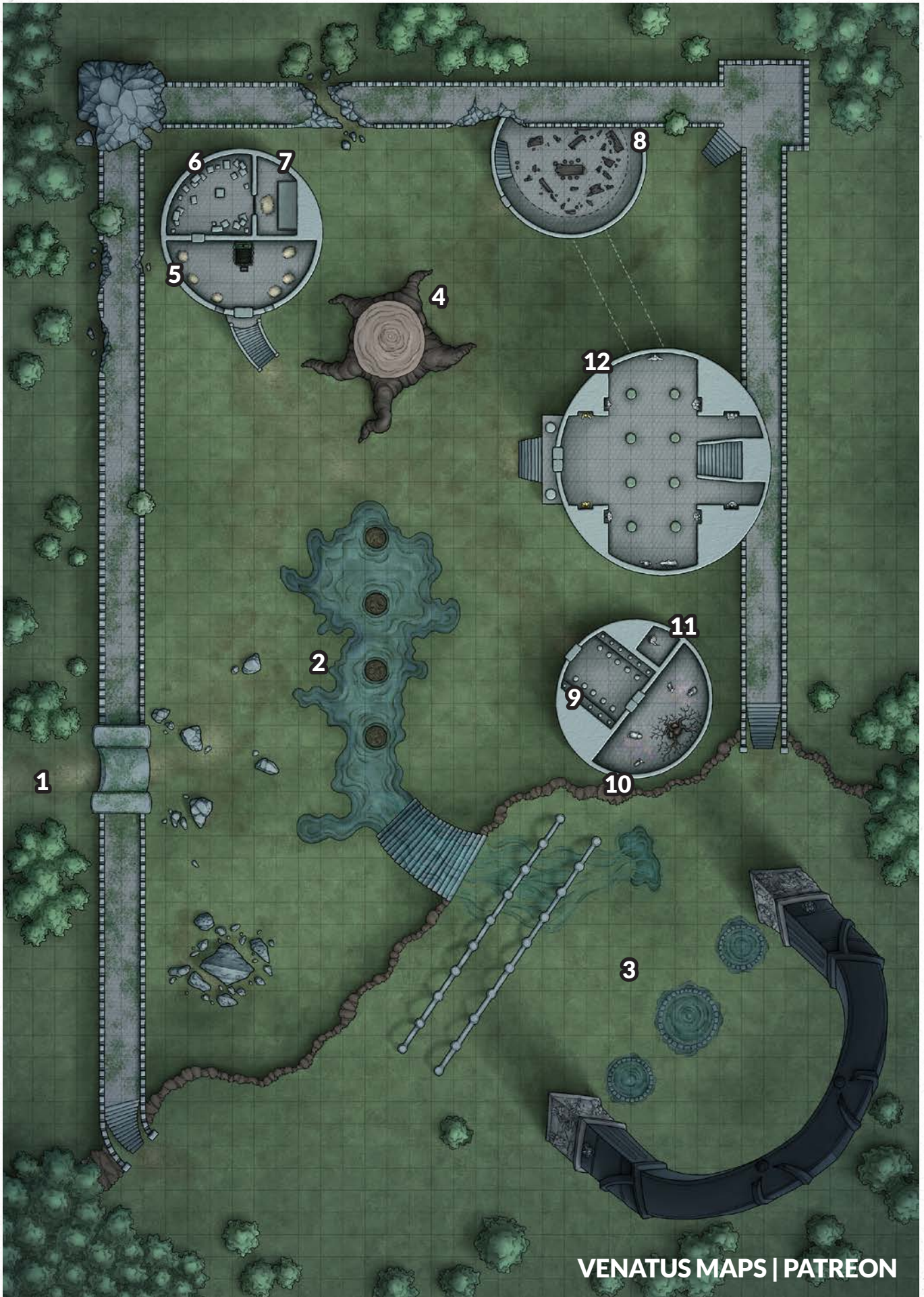
Finding the Ruins

The ruins of Neandolen are obscured by a permanent *arcane mirage* spell that makes the entire area appear to be a contiguous piece of the surrounding swamp with unnaturally thick foliage to prevent non-juvenile humanoids from entering. A character can force their way through the illusory foliage with a successful DC 20 Strength (Athletics) check or the mirage can be suppressed for 10 minutes with a successful casting of *dispel magic*.

When the characters push through the foliage or suppress the mirage, read the following:

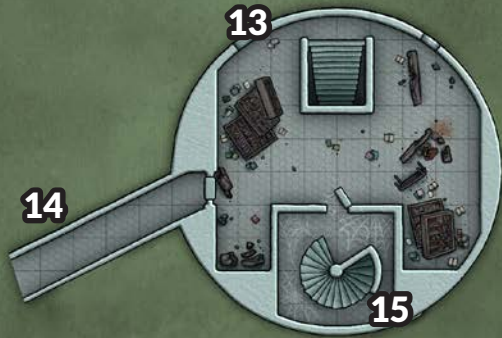
An overgrown stone wall fortifies several buildings sitting beneath a forested plateau with a massive stone arch bearing fanciful, elven linework rising from it. A simple arch devoid of portcullises allows entrance through the wall.



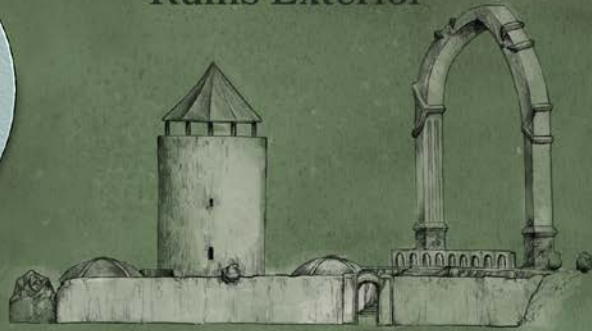


Main Tower Floors

Ruins Exterior



2nd Floor



3rd Floor



4th Floor



5th Floor



RUINS OF NEANDOLEN

The following locations are keyed to the provided map of the Ruins of Neandolen.

Dealing with the Deadtooth Coven

The Deadtooth coven is composed of three **swamp hags** (see Appendix D) that refer to themselves as the First Mother, Second Mother, and the Third Mother. When the characters either attract the hags' attention or discover them in area 21, the hags see the intrusion as an opportunity to strike a deal.

The children Bella-Rose and Dion are adamant that somebody use magic to let them swap bodies, and if the characters are willing to pay for the children's deal themselves, the hags are more than willing to accept payment from one of the characters: the total cost is 4 years of life. Additionally, if the characters want to buy out all of the deals for all of the children at the ruins, they may; the total cost of buying out all the children's deals is 10 years.

Any deals struck must be sealed at the tower's roof (area 22).

General Features

Unless otherwise noted, locations in the Ruins of Neandolen have the following features.

Ceilings, Floors, and Walls. The ceilings, walls, and floors are composed of large stone blocks and are generally 2 feet thick.

Doors. All of the ruin's doors are 2 feet thick, 4 feet wide, and 6 feet tall. They are made of stone and have AC 15, 18 hit points, and immunity to poison and psychic damage. Except where otherwise noted, all of the doors are unlocked.

A locked door can be forced open by succeeding on a DC 20 Strength check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 15 Dexterity check.

Lighting. The sun provides bright light through the perpetually-overcast sky.

Climate and Smell. The swamp is hot, humid, and gives off a foul-smelling odor like rotten eggs.



1 - Entry Arch

This plain arch allows entrance to the ruin's courtyard. A flock of crows is perched atop the arch, staring eerily toward any creatures that approach.

Crows. When one or more creatures that are older than 16 years old approaches the arch, the crows begin squawking loudly and repeating the word "begone!"

Wards. A detect magic spell cast here reveals an aura of abjuration magic. A glyph for the *symbol (death)* spell is hidden on the underside of the archway. A character who searches for traps finds and identifies the glyph with a successful DC 18 Intelligence (Investigation) check. The glyph triggers when a creature that is older than 16 years old walks beneath the arch and resets in 24 hours.

2 - Sunken Pillars

Four earthen pillars are sunken into the ground, flush with the field. Gurgling water is overflowing around them.

Encounter: Fey-Touched Children.

There are five fey-touched children (satyr without shortswords or shortbows) laughing and playing on the eastern side of the water. When unfamiliar humanoids enter the open field, they stop and tentatively ask "are you here to play?" The children can be convinced that the humanoids mean no harm with a successful DC 13 Charisma (Persuasion) or Charisma (Performance) check. On a failure, the children flee to area 14.

The children bear the following names:

- Noggam (male, fey-touched dwarf). They traded for longer legs.
- Porgil (male, fey-touched human). They traded for their night terrors to be taken from them.
- Thalre (female, fey-touched human). They traded for their ghost sibling to be put to rest.
- Halorin (male, fey-touched half-elf). They traded for the cruel headmaster of the orphanage they originated from to be removed from power.
- Temo (female, fey-touched halfling). They traded for the ability to speak with plants and animals.

Sunken Pillars. The earthen pillars are enchanted with transmutation magic. A creature that succeeds on a DC 15 Intelligence (Arcana) discerns that the pillars are acting as a form of magnet for groundwater, drawing it to the surface.



3 - Elven Arch

A massive stone arch with elven linework rises into the sky. Directly below it are three pools of water in stone circles and set in the ground nearby are two rows of arched stone fences.

Arch. Any creature proficient in both Arcana and History recognizes the arch as a dormant unidirectional planar gate. A creature with proficiency in either skill, but not both, recognizes the planar gate with a successful DC 15 check in the trained skill.

To prime the gate for use, two creatures must imbue the arch with magic by standing on either side and channeling their magic into it with a successful DC 20 Intelligence (Arcana) check. After the gate has been primed, the pools of water begin to glow and vibrate. To then use the gate, a creature must step onto a pool of water and clearly imagine where they want to go. Use the “familiarity” table in the *teleport* spell to determine whether or not the creature is successful at using the gate.

4 - Tree Stump

This centuries-old tree stump serves as little more than a large sitting area and reservoir of firewood now.

Firewood. The stump of the tree has aged and produced fatwood, a resin-saturated wood that burns longer than typical wood. Torches made from this firewood last twice as long.

5 - Sleeping Quarters

There is one king-sized bed used by the hags and six piles of hay that the fey-touched children sleep on.

Encounter: Halfling Child. Buried fast-asleep in the westmost pile of hay is a fey-touched halfling (**satyr**) named Raisin. They're prone to headaches from bright light and perpetually sleepy. A creature with a passive Perception of 13 or higher notices their foot sticking out of the hay.

6 - Archives

An assortment of stone blocks with elvish inscriptions are scattered around this room.

Stone Blocks. The inscriptions are records of financial transactions made with a variety of extraplanar entities.

7 - Timeout Corner

A metal gate separates this small room with a cold stone bench from the rest of the building. The sylvan word “timeout” is carved above the door.

Silenced. This room is under the effects of *silence*.

8 - Northern Rotunda

A staircase winds around the floor of this room to an enclosed crosswalk. On the ground floor, broken tables and chairs cover the floor.

There is nothing of value here.



9 - Southern Rotunda Entrance

Four rows of columns, split into two rows flanking either side of this short hall, lead to stone double-doors engraved with iconography depicting a sheep being sacrificed at a barren oak tree.

Trap: Warded Doors. A *glyph of warding* spell has been cast on the double-doors. A character can spot the glyph with a successful DC 17 Intelligence (Investigation) check. The glyph triggers a *polymorph* spell (save DC 17) that turns the target into a sheep (**goat**) when any creature other than one of the hags attempts to open the door. The spell's effect lasts for 1 hour.



Art by Alex V

10 - Devil's Tree

Four poorly-stuffed sheep sit around a barren oak tree that is adorned with the heads of two barbed devils.

Stuffed Sheep. The sheep are stuffed with mud, rocks, and hay. Their marble eyes are enchanted to follow any creatures in the room.

Horned Devil Heads. The beheaded **horned devils** (cannot take Actions) are named Aldion and Raizel. Their heads were magically severed and preserved by the Deadtooth coven, trapping them on the material plane. The devils are unnecessarily abrasive, hoping to bait a creature into killing them so that they can return to their home plane. The coven uses the heads as part of their ritual to welcome new children to the encampment.

Secret Door. A creature that succeeds on a DC 18 Wisdom (Perception) check discovers an old, dispelled glyph on the wall separating this room from area 10. The Deadtooth coven dispelled the glyph long ago, when they took up residence in the ruins. They use their ethereal movement to pass through the wall. When the characters discover the glyph, the devil heads tease the characters by saying "Ha! That door opens for nobody anymore."

The wall can be broken down in 30 minutes with bludgeoning damage. Unless the characters take precautions, the destruction is loud and attracts the attention of the coven. The coven arrives after 10 minutes and observes the characters from the ethereal plane.



11 - Secret Statue

This plain room features a single statue of an elven wizard holding up a wand.

Statue. A creature that can *detect magic* notices an aura of conjuration magic. When a creature touches the statue, they are teleported to the fourth floor of the neighboring tower (area 21).

12 - Tower Entrance

This plus-sign-shaped room is split by eight pillars arranged into two horizontal rows. Each wall is decorated with a distorted metal statue tucked into an alcove, except for the north wall, which features a wide staircase that climbs upwards.

Encounter: Animated Statues. There are eleven metal statues (**animated armor**) that have been contorted into horrible shapes unbecoming of the humanoids they once represented. There are scratched-out inscriptions below each statue. When creatures that are not allied with the coven approach the stairs, the statues animate and attempt to prevent the creatures from ascending.

Stairs. The stairs lead to the ruined library (area 12).

13 - Ruined Library

Read the following:

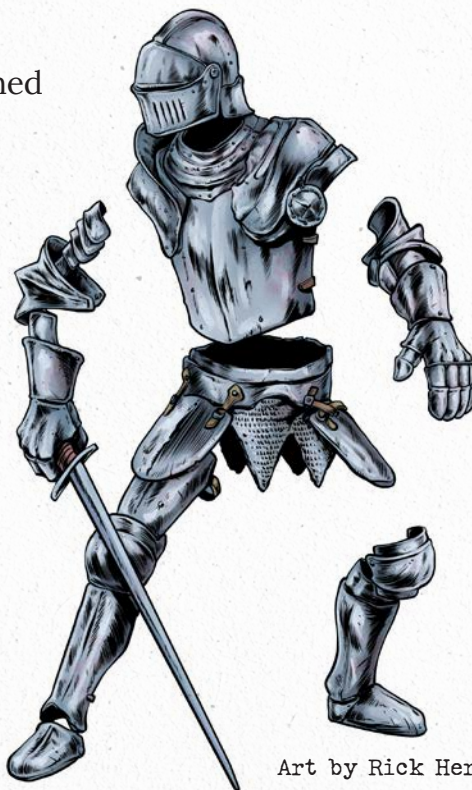
Light spills through two tall windows, illuminating broken shelves and overturned tables scattered around this ruined library. Iridescent webs hold a door to the south ajar.

Broken Shelves. The shelves hold a collection of tattered and torn books. A character that inspects the wreckage notices that upheaval appears to be recent. A character that succeeds on a DC 14 Intelligence (Investigation) check discovers thin strands of iridescent silk on some of the books.

Webs. A character that succeeds on a DC 13 Intelligence (Nature) check knows that iridescent silk like this is produced by phase spiders.

14 - Skybridge

The skybridge connects area 8 and 13.



Art by Rick Hershey



15 - Stairwell

Thick, iridescent webs criss-cross across the spiral stairs and the walls around them.

Encounter: Wild Magic Spider. The **wild magic spider** (see Appendix D) loose in the tower used to be a phase spider before it was irreparably changed by the coven's magic during an experiment. Unfortunately, the coven has had difficulty containing the creature. The spider skitters around the tower from the safety of the ethereal realm, only opportunistically striking at prey that enter the stairwell.

Hazard: Webs. This room is difficult terrain. A creature that enters the webbed room for the first time on a turn or starting its turn there must succeed on a DC 14 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

16 - Waiting Room

This room is empty except for two wooden benches. The air is stagnant and quiet.

17 - Ruined Study

This room features a desk with rotten plant detritus covering it, as well as two thin, barren bookshelves.

18 - Abandoned Study

A broken chair litters the center of this study, which has a desk, a thin bookshelf, and two large paintings.

Paintings. Each painting depicts two old elven men dressed in regal attire. A character that succeeds on a DC 13 Intelligence (History) check identifies these figures as the once-lords of Neandolen. A character that succeeds by 20 or more recalls their names: Alluin and Folas.

19 - Study

This neatly organized room has a desk and three shelves, two of which are stocked with books.

Books. The books shelved in this room are dedicated to a variety of arcane and historical subjects.

20 - Communications Room

This room features a chest, two shelves, and an ornate chair carved in the shape of a large crab.

Crab Chair. This unusual chair is carved in the shape of a crab. Six of its legs hold it upright, while the other two legs and its claws are tucked against its body. A detect magic spell reveals an aura of transmutation magic. When a creature sits on the chair, the chair animates. While sitting on the chair, a creature can command it to move.

The chair has a movement speed of 10 feet, AC 15, 18 hit points, and immunity to poison and psychic damage.



21 - Meeting Hall

This room fills the entire fourth floor of the tower. It features a long conference desk with seats for eight, flanked by a statue of an elven wizard to the west and a glass panel held between stone posts to the east.

Encounter: Deadtooth Coven. If the coven (three **swamp hags**, see Appendix D) has not been encountered yet, they are located here, along with Bella-Rose and Dion. The coven is listening to the children plead their case using a combination of stage performance and whiteboarding. Presently, the children are bargaining for the hags to swap their bodies and in exchange they are offering two years of each of their lives.

Conference Table. The long table has four miniature dead trees placed evenly across it.

Statue. A creature that can *detect magic* notices an aura of conjuration magic. When a creature touches the statue, they are teleported to the area 11 of the southern rotunda.

Glass Panel. This glass panel is enchanted with transmutation magic that allows it to function similar to a whiteboard. A creature can swipe a finger across the glass to draw lines and wipe with the flat of their hand to erase lines.

Stairs. The stairs ascend to an unlocked hatch in the ceiling that leads to area 22.

22 - Tower Roof

Eight stone pillars hold a large conical roof above the flat stone roof. In the center, a large statue of an elven woman with outstretched arms raised above her head sits on a square stone platform. Broken branches, sticks, and stones litter the ground around the statue.

Sticks and Stones. The Deadtooth coven has altered the magical properties of the statue, turning it into a conduit for magically binding pacts they forge with those seeking the coven's gifts. Each of the hags and the participants of a deal must eat ground tooth dust, join hands, and then speak the terms of the deal as one; after which a small magical glyph forms on the participants marking the deal. Neither the glyph nor the deal it represents can be removed by any means short of a *wish* spell.



Art by Rick Hershey



CONCLUDING THE ADVENTURE

Once the characters have resolved the dilemma at the ruins of Neandolen, they return to the Windrow lodge.

There are several possible outcomes for the characters and the children of the swamp:

- If the characters killed the hags, the magic fueling the deals struck with the various children dissipates. Some of the children are more upset about this than others. Bella-Rose and Dion are especially upset.
- If the characters help strike a deal with the hags to allow Bella-Rose and Dion to swap bodies, the two children are ecstatic and happily return with the characters.
- If the characters buy out all of the childrens' deals, Bella-Rose and Dion are ecstatic and the characters return with more children than the Windrow's can lodge. To their credit, the Windrow's immediately set out to use their connections to find the children suitable homes or places to stay.



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