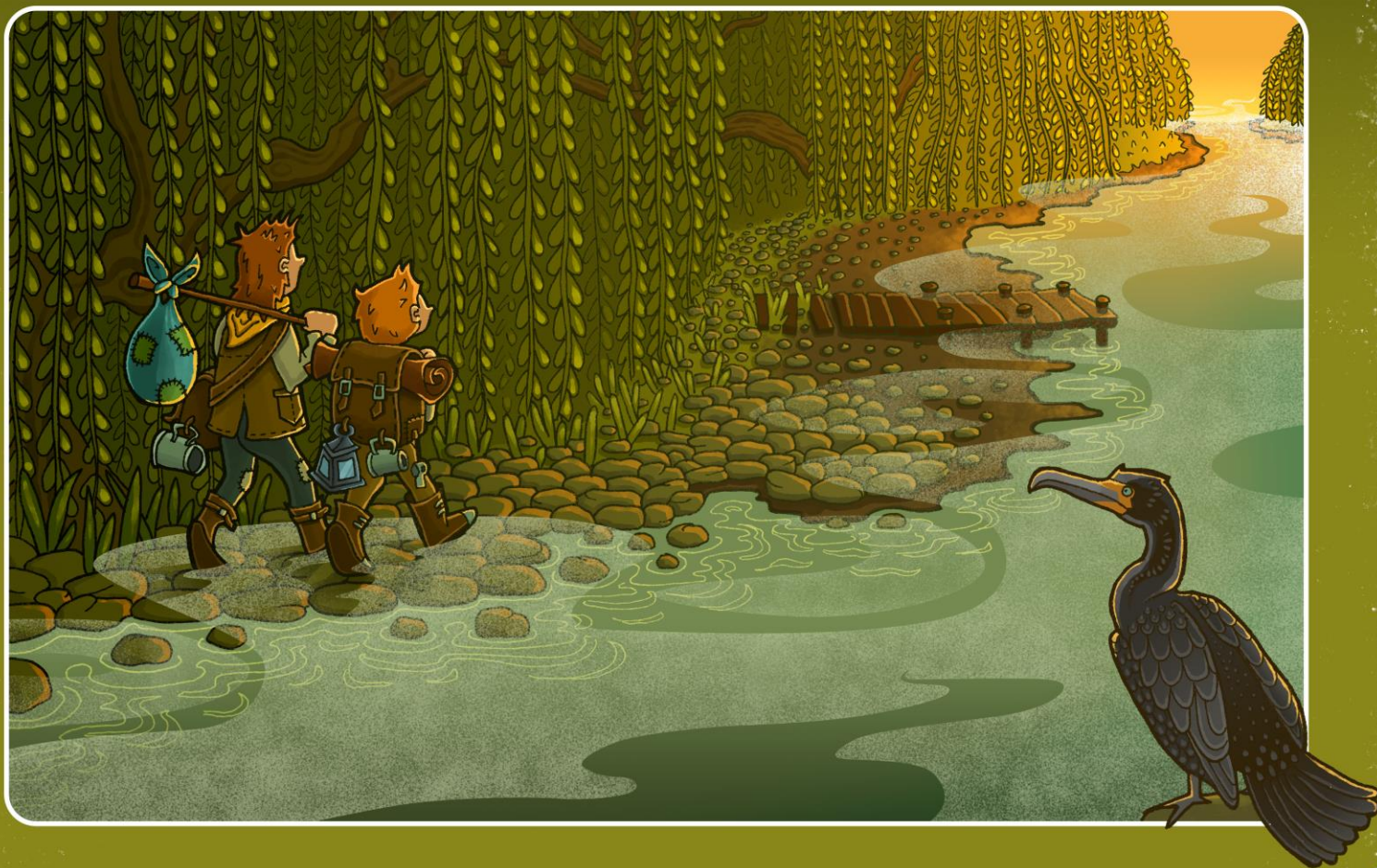


ADVENTURERS LEAGUE

CALL OF THE ELVENFLOW by Ian Hawthorne



Folk tales warn of strange noises from the Cormanthor Forest when winter fogs are thickest and the black of night has no shadows to cast. When such noises are heard on a late summer's afternoon, perhaps it's time to turn once again to the old stories?





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A Four-Hour Adventure for 1st-4th Level Characters

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INTRODUCTION

Welcome to *Call of the Elvenflow*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the UK Games Expo Convention-Created Content (CCC).

This module is staged in the Elvenflow Estuary: a remote community of villages and homesteads scattered around the mouth of the Duathamper (or “Elvenflow”) River, on the shore of the Moonsea. *Call of the Elvenflow* is set on the western bank, in the tiny hamlet of Buttergroves and the upper reaches of the river. To further explore this area, check out the other modules in the CCC-UK series.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 2**. 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 3	Very weak
3-4 characters, APL equivalent 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 4	Weak
5 characters, APL equivalent 4	Average
5 characters, APL greater than 4	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent 5	Strong
6-7 characters, APL greater than 5	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.

ADVENTURERS LEAGUE SEASON 8 REWARDS

This adventure premiered before the new Adventurers League treasure and advancement rules took effect. The text has been left unadjusted, but sidebars have been added throughout to help adapt the adventure to the new rules.

ADVENTURE PRIMER

ADVENTURE BACKGROUND

The Cormanthor Forest is a magical and mysterious place, with legends aplenty to keep the curious interested and the wary at bay; and not without reason, for monsters lurk in its hidden groves that can scare even the bravest of heart.

One such beast is the gorgon. Herds of untamable, metallic-scaled bulls freely roam the northeastern edge of the woods. Not very intelligent, they're easily outsmarted, and just as well, for those who venture too close can find themselves caught in their petrifying breath. The forest gods Rillifane Rallathil, Silvanus, and Mielikki found that the gorgons served as fine, though dangerous, border guards against the rising communities of Hillsfar and Mulmaster and left them to thrive. The gods enchanted the waters of the Duathamper River with their combined blessing, such that if ever a gorgon should step hoof into the waters it would turn to stone in the same manner as their breath does to mortal flesh.

The gorgons being simple creatures learned to fear the river and approached only in late spring when the receding waters stranded catfish and silver trout along its banks. That is, until one young gorgon became too bold and the waters rose around him, trapping him forever in the flood banks of the Duathamper. Now each year, during the dry days of late summer, when the waters are at their lowest, the gorgon comes very close to drying out and reviving. All it would take is one exceptionally dry summer for his bellowing to be heard again across the Elvenflow Estuary...

THE HAMLET OF BUTTERGROVES

Long ago, the druid Audrea led a band of Hillsfar refugees to the banks of the Elvenflow Estuary, where they settled to cultivate a small grove of butternut trees. All went well for the first year, and the harvest provided plenty. Even a flurry of emerald-throated canaries traveled north and settled in the grove, as if sent as a blessing from Chauntea herself.

The following spring remained dry, with the rains light and late to arrive. Worried that the weather would affect the planting of new butternut trees, the families made up for the shortfall in crops by fishing for trout and bass in the river, turning their catch into the dry smoked jerky that was a favorite of Mulmaster nobles. The drought also meant the normally deep and wide river had shrunk, exposing

channels of fast-flowing, fish-laden streams. When the farmers ventured out onto the mud flats, they were amazed at how plentiful the fish were. As they slithered and splashed through the restricted flow, the farmers could literally pluck them from the water with their hands. They learned how to preserve the fish in butternut oils, and butter-spiced trout was born.

This year has been unseasonably dry. As the farmers worked the runs, a low, sustained howling was heard from farther upstream. It repeated several times, getting stronger with each call. Then the fish stopped swarming. Two young fishermen decided to investigate and haven't been seen since. Fearful of what may have happened to them, the village elders are unsure of what to do next.

LOCATION SUMMARY

The following locations feature prominently in this adventure.

Buttergroves. A bucolic cooperative homestead hidden in the rimwood of the Cormanthor Forrest.

Cormanthor Forest (Cor-MAN-thor). A vast woodland bordering the Moonsea, and seat of the elven empire of Cormanthyr.

Mother's Crossing. The northernmost crossing of the Duathamper River. Now seldom used and little more than a collection of huts and a ferry house: Beryl's Boats.

ADVENTURE OVERVIEW

Call of the Elvenflow is a simple mystery set in a world of ancient lore. The potential for combat is present, but social interaction is encouraged to make the most of the setting. The adventure is broken down into four parts:

Part 1: River Crossing. The characters get their first view of the Duathamper River and try to cross, only to get waylaid by bandits

Part 2: Night in Buttergroves. Arriving in the idyllic hamlet of Buttergroves, the characters learn about the missing boys.

Part 3: Woodland Ways. On the hunt for the missing boys, the characters meet various woodland denizens, who could help or a hinder them.

Part 4: A Friend in Need. On reaching the source of the problem, the characters have a tricky decision to make: one which could have far-reaching consequences.

The "Map of the Area" in **Appendix 3** shows where each part is located within the game world. Refer to this map if you need to specify distances for travel.

ADVENTURE HOOKS

Use one of the following hooks to draw the characters into the adventure, or devise your own:

Investigators. Butter-spiced trout is a delicacy among Mulmaster's rich and powerful nobles. Prepared to a secret recipe known only to a few communities, it fetches good prices for those lucky enough to sell it. Recently supplies seem to have dried up completely, so merchants in Mulmaster have hired you to investigate. Your first stop is the tiny hamlet of Buttergroves, where the delicacy was first prepared.

Faction assignment: Emerald Enclave/Harpers. Word has reached your factions that the farming hamlet of Buttergroves has need of adventurers. They aren't a rich community by any means, and you doubt anyone else will answer their call. Yet Buttergroves is a special and blessed place, founded by the druid Audrea. See what you can do to restore balance to the area.

Wanderers. A casual remark from an old adventurer about The Bell in the Deep has prompted you to take a coastal walk from Elmwood to Elventree. Will you hear the dulcet toll of The Bell on the calm summer's evenings ahead, or will something else divert your attention? First, you must cross the River Duathamper, and the hamlet of Buttergroves is a pleasant place for a night's rest.

PART 1. RIVER CROSSING

Estimated Duration: 1 hour.

To reach Buttergroves, the characters must ford the Duathamper River. "Beryl's Boats" seems the best choice, but the abandoned ferryboat house has become home to the "Nado gang": a bunch of cutthroats and ne'er-do-wells led by Vance Stonegaze.

ROLEPLAYING VANCE STONEGAZE

Vance is a thickset, burly human male with a perpetual two-day growth of stubble. He once earned his living as a caravan guard before realizing the danger never lived up to the reward, and instead started robbing the caravans he was hired to protect. His biggest success was the theft of a consignment of gold which should have made him a rich man; unfortunately, the gold belonged to the Thayan Embassy in Mulmaster. This "Nado" consignment - the false name of the merchant who hired Vance to transport the gold - has made Vance a wanted man with a bounty on his head. Vance is shrewd and rarely acts on impulse. He earned the name "Stonegaze" due to his unnerving habit of locking gazes and never seeming to blink.

Quote: "We'll see."

ARRIVING AT MOTHER'S CROSSING

Appendix 5 includes a map of this area. A rutted cart track leads down to a collection of old huts known as Mother's Crossing. When the characters approach, read:

The pleasantly uneventful trip to Buttergroves leads you beyond the woods south of Elmwood and onwards to the estuary of the Duathamper River. This is a fabled river, steeped in ancient history, that's said to be the last barrier between the old elven kingdoms of Cormanthor and the wider Moonsea. The nature of the river varies by the season, strong and fast-flowing in the main part, but presently shallow and sluggish as the summer droughts reach their peak. Wide mudflats, sandbanks and waterflow channels are scattered across the mouth of the river. Just beyond, on the far shore, lies your destination, Buttergroves.

The cart track winds down to Mother's Crossing, a collection of ferry huts, with several rough-hewn keel boats beached along the sides of the mainly dry river tributary. A sign above the door of one of the huts reads "Beryl's Boats. Crossings by Arrangement."

MOTHER'S CROSSING

Mother's Crossing rests on the eastern bank of the river. The community nestles around "Beryl's Boats": a small ferryboat business. Beyond is the wide river channel, dotted with rills and mudflats. The appearance of a sea hag recently caused the residents to flee to the nearby village of Wayward (as detailed in CCC-UK-2: "The Wayward Wives").

Geography. Both banks of the estuary lie within the boundary of the Cormanthor Forest, but the ancient elven heartlands can only really be found once you cross the river to the west.

Weather. Apart from patches of morning fog and the occasional afternoon rain front, this time of year it's a rare day when you can't see the groves of the Cormanthor Forrest on the western bank.

MEETING VANCE

Outlaw Vance Stonegaze thought the abandoned boathouse would make the perfect front for a spot of highway robbery. As soon as the characters approach, Vance makes himself known and walks to meet them. His greetings are pleasant and businesslike. Long practiced in the art of subtle deception, he does nothing to give himself away. He's happy to show the characters "his" boats and introduce them to "his crew" of three oarsmen and Sabre, his pet mastiff.

NEGOTIATING A PRICE

Vance happily negotiates a price of as little as 5 sp per person to ferry characters across the waters, but the boats are small, meaning only six people at most can cross at a time (even fewer with pets or livestock). He'll not overload the boat, taking a maximum load of three characters per trip, in addition to his crew: himself to navigate the channels, and his two rowers. One of the bandits is knowledgeable about boats and uses this to fend off questions: e.g. "With the waters so low its unwise to overfill her", "No, the crosswinds make using the sails difficult when the waters are this low. Better to row".

Vance takes a keen interest in the characters, plying them with questions about their travels, and perhaps even going so far as to take a "liking" to them and offering to row them a free return trip should they need it. This is a ruse: a successful DC 15 passive or active Wisdom (Insight) check sees through it, but only to the extent that Vance is insincere.

VANCE'S PLAN

Vance's preferred method of robbery is to split the party, and then, when halfway across the river, stop and demand all his passengers' gold or they'll "have to drop them off halfway".

The characters may notice a few telltale signs that not all is right. This information must be cleverly earned, due to the attentive customer service of Vance and his boys.

- **DC 10 Intelligence (Investigation).** A poster on the nearby noticeboard has been recently removed. This was a wanted poster for Vance that is currently neatly folded in his pocket.
- **DC 15 Intelligence (Investigation).** The shutters on the windows of Beryl's Boat are closed and locked, which seems odd for the time of day.
- **DC 18 Intelligence (Investigation).** The main door to Beryl's Boats has a busted lock.

Vance seek to splits the party, taking three across first and returning for the rest. He's apologetic about this and may even offer a discount to persuade those who must wait.

THE ROBBERY

Once the boat is halfway across the channel (1,500 feet from shore) Vance reins in the oars and demands that his passengers hand over their gold. If they can't or won't pay, he happily throws them overboard.

- Vance is a **bandit captain**.
- The two oarsmen on the boat are **bandits**.

Meanwhile, back at Beryl's Boats, any characters who succeed on a DC 12 Wisdom (Perception) check spot that something untoward is happening on the boat. The oarsman with them makes up a wild excuse: "They've probably seen some Quippers. Nasty things Quippers. Vance hates Quippers he does." Characters who succeed on a DC 10 Wisdom (Insight) check can tell he's lying. If they push the point, the oarsman sets his dog on them and attacks.

- The oarsman is a **bandit**.
- The dog is a **mastiff**.

Run the encounter as a normal combat using the same order of initiative, jumping cinematically between both groups to build up tension. Combat on the boat is constrained by the size of the keelboat: a ten-foot by forty-foot single-mast vessel (see chapter 5 of the *Dungeon Master's Guide*). This can be a deadly fight for those characters trapped on the boat but Vance has no interest in killing them: he would rather rob them and ransom them to their friends

and factions. Likewise, Vance has no interest in dying either. If things go badly for him, as a final resort, Vance begs for his life with the promise of much more gold (the hidden Nado haul) - but once onshore he tries to run away.

The keelboat isn't the only vessel on the shoreline. A smaller wooden rowboat (in need of repair - only 35 hit points left) could be used in an emergency. It is long way to the river center, but creative use of strength checks (rowing/poling), dash actions and backgrounds (sailor etc.) can be used to build tension so the shore bound characters arrive in time to be useful.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are substitutions to the normal encounter set up.

- **Very Weak:** All combatants are **bandits**, including Vance. The mastiff flees at the start of combat.
- **Weak:** All combatants are **bandits**, apart from the **mastiff**.
- **Strong:** Replace two of the bandits with **thugs** (one on the shore, one on the boat).
- **Very strong:** Replace all the bandits with **thugs**.



TREASURE

The bandits carry 25 gp between them. Vance has 75 gp, a *potion of healing*, and a small bag of silver dust (50 gp) stolen from the strong box in Beryl's Boathouse. He also has a wanted poster of himself neatly folded inside his pocket. Inside the boathouse is the forced-open strongbox and a half-eaten pot of buttered trout.

ADVENTURERS LEAGUE SEASON 8 REWARDS

For Adventurers League play, explain that the bandits carry a small amount of gold that is factored into the characters' next treasure checkpoint. One character in the group can claim the *healing potion*.

PART 2. A NIGHT IN BUTTERGROVES

Estimated Duration: 1 hour.

Entering Buttergroves, the characters meet the locals and learn about the disruption to the fish supplies and the missing boys. When the characters ford the river, read:

A rutted cart track leads up from the landing point, before crossing a rise and descending into the rimwood of the Cormanthor Forest. As you follow the trail, the trees part to reveal a well-tended swath of meadow with a single, gnarled oak at its center. Simple wooden huts surround this greensward, adorned with rambling roses, planted flower tubs and florid window boxes.

Several ruddy-faced men and woman are busily shelling nuts, churning butter, and cutting and drying herbs while goats and pigs wander around leisurely.

"Hello, travelers" says a strong, robust middle-aged man. Wiping his hands on his leather apron, he offers a friendly palm in a manner of a hand shake.

"Stow your weapons: you won't be needing them here. We've nothing worth stealing, unless it's a barrel of barley stout that takes your fancy. The name's Cenric. Welcome to Buttergroves. What brings you to our humble little home?"

Village carpenter Cenric leads the characters to a shaded patch of apple trees by his hut to offer them each a cup of cider. "My own brew. The apples around here make the most rounded cider I've ever tasted". Nearby are the tools and supplies of his trade, with half-finished crates and boxes stacked beside his house. If the players make general chatter, Cenric happily tells them about his village.

If the characters capture and bring the bandits to the hamlet, Cenric summons Ned who offers to look

after them and send word to the local lord, Bourne of Candles (who features in later adventures).

BUTTERGROVES

The hamlet of Buttergroves boasts nothing the characters could recognize as shops or inns. It's more akin to a worker collective, with everyone sharing the labors and rewards of their efforts.

Geography: Buttergroves spreads across a sheltered grove of butternut trees and apple orchards a half-mile inland from the River Duathamper. The Cormanthor Forest surrounds the settlement on all sides.

Governance: Like all settlements in the estuary region, Buttergroves pays tithes to Bourne of Candles, a reclusive lord whose estate lies some thirty miles away.

Weather. The Moonsea region is wracked by bitter winds sweeping in from the badlands of Thar. Winters here are harsh and the summers cool and showery. Buttergroves sits in a hollow sheltered from the prevailing winds, making it surprisingly warm and dry most of the year.

MEETING THE LOCALS

After sharing a drink, Cenric leads the characters on a tour of the hamlet. Use the descriptions in the "Village Locals" sidebar to bring the place to life. Once you're ready to move on, read:

Cenric sighs as he gazes around the hamlet. "We're a simple place. We're not big enough to have the troubles that Elventree and Elmwood have. We live simple lives here. We all have our roles to do, and our income covers our needs – or at least, it used to."

If asked about this, Cenric smiles and says, "I assumed that's why you were sent here, no? But I'll let Mother Strala explain." He leads the characters away from the village and out towards a grove of trees with bright, white bark, the palest green leaves, and the small brown butternuts the characters have seen being worked around the village. A flock of emerald-throated canaries flutter between the trees.

As Cenric leads them through the glade, several canaries chirp loudly and settle on the shoulders of any characters who belong to the Emerald Enclave. If no such faction members are present, Cenric instead holds out a handful of apple peelings and the birds settle on his outstretched palm to nibble at the fruit. At this, a gentle melodic voice with an accent difficult to place is heard singing nearby. Following the singing, Cenric leads the characters to Mother Strala (see below).

VILLAGE LOCALS

If you wish, Cenric can introduce the characters to some of the other faces around Buttergroves. These include:

Mildred and Ned. A married couple who tend the goats and pigs. Their sons Dickon and Kester are missing, as the characters soon learn.

Leofric. Mildred's father, the village herbalist.

Teddy Tun Tatta. A chubby, jovial fellow who loads the butternuts into large mortar-and-pestles, where a handful of men and woman take turns mashing them into a thick, buttery paste. These are the butternuts that give the hamlet its name.

MEETING MOTHER STRALA

When the characters meet Mother Strala, read:

Mother Strala is a half-elf of advanced years. She wears flowing green robes and adorns her body with bead necklaces and bangles displaying mysterious elven symbols. As you approach, she stops singing and smiles at the canaries fluttering around you.

"Such gentle creatures, and they seem pleased to see you. As are we. I told you there was nothing to worry about, Cenric. The Hexad would never let us down. You must have questions my friends, please follow me "

Characters who succeed on a DC 15 Intelligence (Religion or Nature) check recall that the Hexad are a collection of old nature gods, including Silvanus and Chauntea. Elves have advantage on this check. If a character succeeds on a DC 20 check, they also recall that the Hexad includes the gods Mielikki, Eldath, Aerdrie Faenya, and Rillifane Rallathil. **See Appendix 4: "The Hexad" for more information.**

Strala leads the characters to a large tent at the side of the grove. Cenric goes off to invite a few other people, and before long the characters find themselves amid a village gathering as the tent fills with people.

THE VILLAGE MEETING

The villagers do their best to answer the characters' questions over a communal feast. Use the various voices of the village - Strala, Cenric, Teddy Tun Tatta and Leofric - to outline the following information.

- During the summer months, the villagers trawl the river with nets and tide traps for silver trout. As the channels narrow, it's easy to stand on the riverbank and haul bucket-after-bucket of fish from the water, which the villagers dry, smoke, and blend with the nut butter from their trees to form butter-spiced trout.

- A few weeks ago, the fish supply began to dry up. This coincided with a strange and plaintive howling coming from way up river. It could only be heard on the stillest of nights - or when the wind blew from the South - but those who heard it said it made their blood run cold, whilst others said it had a sadness that just about broke their hearts.
- Mother Strala trusted that the Hexad would protect them, and fish would start swarming again. When this didn't happen, two of the youngest villagers, Dickon and Kester, took it on themselves to go investigate. ("much against my better judgement" says Mother Strala). That was two nights ago, and they haven't been seen since.
- The boys' parents implore the strangers to find their sons, who told them they wouldn't explore further than the riverbend to the south. Mother Strala tells them the village isn't rich by any means, so any help the characters can offer would be gratefully received.
- The boy's grandfather Leofric tells them to come to him for supplies before they leave (see "Further Questions").

It's late, so the characters have the evening to ask questions and look around. Mother Strala offers them her tent to rest in overnight.

FURTHER QUESTIONS

Encourage the players to question the villagers and explore the hamlet. The characters detect no trickery, as everyone from the smallest child to the oldest grandfather regards them as divinely sent to help.

- Characters who examine the gnarled oak at the center of the village find a small carving of canary, a symbol holy to Rillifane Rallathil. The original settlers saw this as a sign this was a good place to make their home.
- **Mildred and Ned.** Dickon, 14, is often led astray by his older brother Kester, 17, but remains the more sensible of the two. They're adventurous boys who know how to survive in the wild. They both carry knives, and they left home with walking sticks and blue and green knapsacks filled with bread, cheese and butterpaste (although only enough for a day or two).
- **Cenric.** The woods south of Buttergroves are old: very old. Strange things stir up there that are best avoided. To get upriver means following the deer trails though the forest, over Moonrise Ridge, and down towards the spawning shoals.

- **Teddy Tun Tatta.** Teddy is fond of telling tall tales of pixies and fairy folk that live in the woods. He's full of sagely advice such as "never make a bargain with the little people", and "always wear your coat inside out to avoid being pixie led", and "keep a lookout for a piskie pole (a found walking stick) - it may save your life one day!".
- **Mother Strala.** Mother Strala reveals that the village founder, Mother Audrea, taught them to worship the Hexad: a pantheon of gods consisting of Chauntea, Silvanus, Mielikki, and the lesser-known gods Eldath, Aerdrie Faenya, and Rillifane Rallathil, whose symbol is an oak tree.
- **Leofric.** The boys' grandfather offers the characters the following supplies to help rescue his grandchildren: a healer's kit, and a bag of specially-prepared dried butternut husks. The dried husks act as *Dust of Dryness* (see "Rewards").

ADVENTURERS LEAGUE SEASON 8 REWARDS

Characters who complete this adventure unlock *Dust of Dryness* for purchase using treasure checkpoints. The players can use the item during the adventure without needing to purchase it at the end.

STORY TELLING

When the characters lay down to rest, read the following:

Mother Strala's voice drifts through the night air. Through the trees, you hear her telling a bedtime story to some of the younger children.

"Long ago, when the world was younger even than you, and the sky still hadn't decided what color it wanted to be, the gods saw troubles brewing between human and beast.

"We must protect the animals from men", said Silvanus of the Woods. "We must protect men from your animals", said Chauntea of the Fields. "We must protect them both from each other" said the old elven god Rillifane Rallathil.

"And so, the gods put their heads together and thought and thought, until an idea came to them and together they began to weave powerful magics.

"I will hide the beasts", said Silvanus, and the woodland trails became confusing to humans who from that day forward could easily become lost. "And I shall protect my fields", said Chauntea, and the flowing rivers rose up cutting off the old woods. The waters became talismans against woodland folk, as iron nails are to witches. No fairy folk can cross running water.

"And so, it's said to this day, that "a man can find his way in a wood as easily as beast can cross a river". Over time, human and beast learned to respect each other's ways, and help each other where they can.

"So, if you're ever lost in a wood, look for a deer trail, and follow it towards the sun. And if you ever see a creature in need, think favorably towards it, for it may even be the deer that will lead you out of the woods"



MOVING ON

The characters can rest and replenish their supplies before setting off at first light. If they leave on good terms, they take the blessing of the Hexad with them: award inspiration to any player who roleplayed their character well during the evening.

PART 3. WOODLAND WAYS

Estimated Duration: 75 minutes

A twenty-mile journey lies ahead as the characters follow the trail of Dickon and Kester. When they're ready to set off, read:

You leave Buttergroves and head south along the woodland trail used by the boys. It isn't long before the apple and butternut trees give way to the taller pines that form the edge of the rimwood. These in turn give way to a diverse mix of older, thicker-boughed oaks, ashes, and beech trees that mark the start of the midwood. Seldom-trodden paths and deer trails crisscross each other in a tangled maze. The forest canopy overhead becomes a dense mass of foliage and branches, and the world descends into darkness...

Play up the mysterious and enchanted nature of the woods. It takes the characters the best part of a day to traverse the forest to the river bend, during which time they have the following two encounters. They reach the river bend at sundown.

THE CORMANTHOR FOREST

Most people believe that Cormanthor stretches from Harrowdale in the east to Shadowdale in the west, and from Hillsfar in the north to Essembra in the south. In fact, it is made up of four forests, with Buttergroves situated on the edge of the northeastern one: The Elven Court.

Weather: Cormanthor Forest seems a season apart from Buttergroves. Fall is in full swing here, and it's noticeably cooler under the older, taller trees.

Light: The thick leaf canopy masks the forest floor in perpetual shade. Occasionally a shaft of bright sunlight pierces the gloom, with motes of pollen swirling in a timeless dance as tiny insects flitter by.

Sounds and Smells: The damp smells of fall are in the air: rotting wood, peeling bark, and thick banks of festering leaf mold. Sound seems to be muffled, yet a snapped twig underfoot sends a sharp, echoing report through the trees, startling unseen woodland creatures.

Fauna and Flora: Animals are often heard but not seen: the sudden flap of feathered wings from the canopy above, the rustle of leaves as small mammals scurry through the undergrowth, or the hoot of an unseen owl.

ENCOUNTER 1. BLOOD AND BOOTS

After an hour or two on the trail, the path suddenly dips sharply downwards. Read:

What should be a tranquil scene of arboreal delight somehow drips with menace. You can't put your finger on it, but you can't shake the feeling you're being watched. Several times you stop to listen and look around, but each time - nothing.

You must be on the correct track though, as propped up against a tree ahead you see a single walking stick with a blue and green knapsack tied to the end.

The knapsack matches the description of those carried by Dickon and Kester. If the characters act cautiously, they can attempt a DC 14 Wisdom (Perception) check to notice Grizlink, a **redcap**, digging a small pit trap further down the trail. Characters who succeed on the same check at DC 19 also spot Stab, a **thorny** vegpeygmy, keeping watch nearby. Neither creature has noticed the characters.

The pair know the boys are in the woods but have so far been unable to capture them. Grizlink has set a trap for when they return, using the knapsack as bait. If Stab spots the group approaching, he hisses a warning to Grizlink. Characters with a passive Wisdom (Perception) of 15 or more hear the click of Grizlink's steel boots ahead and see a splash of fresh blood dripping down the trunk of a tree (the redcap's hat as he dives for cover).



ROLEPLAYING GRIZLINK AND STAB

Grizlink is mean and vicious, especially to Stab. He'll mock, taunt and jibe his enemies when he thinks he has the upper hand. Stab is a coward who communicates with clicks and hisses that somehow Grizlink can understand. He's frightened of the redcap and tries to flee if Grizlink is defeated.

Quotes: "Down on luck and down and out. These heavy boots will sort you out." "Click! Click!"

THE AMBUSH

If the ambushers remain hidden, the first character to walk down the path risks falling into the leaf pit. If the character has a passive Wisdom (Perception) of 14 or more, they spot the pit before they step onto it. If not, the character falls prone inside the shallow pit (taking no damage) and the redcap jumps into action. Grizlink attacks the fallen character, and Stab leaps out to attack the character at the rear of the group. Both ambushers attack with surprise.

Depending on how initiative goes, the Redcap may have two consecutive rounds of attacks on the same character. This could be deadly! The idea here isn't to kill the characters outright, but to capture them alive if necessary. Once a character is unconscious, redirect the redcap's attacks onto another character.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are cumulative.

- **Very weak:** Grizlink is nearing the end of his life and needs blood badly! He has the poisoned condition. Stab runs away as soon as combat begins.
- **Weak:** As above, but Grizlink is not poisoned.
- **Strong:** Add 3 **thorny** vegepygmies: making Stab the leader of a small clan of moldies.
- **Very Strong:** Add second **Redcap** to the above: Grizlink's horrid wife Hettle.

DEVELOPMENT

If the characters capture Grizlink alive, he reveals the following information.

- Two boys passed this way a couple of days ago. Grizlink chased them and says he would have captured them if "the tree" hadn't got in his way.
- This forest isn't fair to redcaps, the trees move around at night (this isn't true: Grizlink saw a dryad and mistook it for a treant).
- He won't go near the river. It's not a nice place for woodland folk. The waters are enchanted.

Stab can reveal the same information, but only if the characters use magic to communicate with him. If

the characters let either creature go, they thank them profusely and slope away into the trees.

If Grizzlink captures the characters, he uses them as a lure to find the boys. He tells the characters to venture on, but remains close by, spying on them. When they encounter the boys, he leaps out to attack!

Characters who search the area around the knapsack notice the footprints of two boys running off further south. This trail leads them to the Dryad Tree (see below).

ENCOUNTER 2. THE DRYAD TREE

When the characters follow the footprints, read:

A small grove of silver birch trees stretches before you. Dappled sunlight scatters through the branches, and the aroma of honeysuckle drifts by on the passing breeze. Rabbits hop lazily past, and the melodic chorus of blackbirds' drifts from the branches above.

As you search around for the footprints, a burst of warm laughter fills the air. Looking up, you see a beautiful female face peering at you from behind a tree. She ducks away as soon as you cast eyes on her.

The **dryad** Betula is the last of her kind in this part of the Cormanthor forest. Two days ago, she happened upon Kester and his brother Dickon, both heavily wounded and being chased by the redcap. She slowed the redcap with her Entangle ability, and then used Pass Without Trace to hide the boys. When the danger passed, Betula tended to their wounds, and in doing so fell head-over-heels in love with Kester. She had no need to use her magic on him, as the attraction was mutual. Kester remained here while his brother scouted ahead to discover the cause of the missing fish.

If any character disturbs the dryad, Kester steps out of hiding. Read the following:

A young man in his late teens steps out from behind the shadow of a birch tree. His shirt is unbuttoned to the waist, and his hair is tousled.

"Begone from here. None shall harm my love, Betula."

ROLEPLAYING BETULA

Betula once guarded the fey crossing that linked the Elven Court to the feywild: a portal that gave its name to Mother's Crossing (which many now assume is named after the river). When the elves left, Betula was all but forgotten. Even in her loneliness she never forgot how to love and prayed that one day she would find the right person to share her dreams. She now believes Kester is that man.

Quote: *"I've waited so long for love, I'll not let him slip away like water through my fingers."*

ROLEPLAYING KESTER

Kester has always been the wilder of the two brothers: first to swing on the rope, first to dive the stream, first to bite the fruit. Kester has never met anyone as beautiful and as sad as Betula, and his heart yearns to please her.

Quote: *"She's everything I've dreamed of and more."*

DEALING WITH THE LOVERS

This is intended to be a purely social encounter that rewards the players with valuable information. If they insist on a fight, Betula repeats the tactics she used on the redcap and together with Kester disappears into the woods. Kester has the statistics of a **commoner**.

Characters who succeed on a DC 10 Intelligence (Nature) check can tell that Betula is indeed a dryad. If a character succeeds on a DC 12 Wisdom (Insight) check, they also sense there is true love between the pair that's not caused by magic.

If the characters act reasonably, Kester reveals the following information:

- Betula saved the lives of himself and his brother after they were attacked by a vicious gnome-like creature wearing heavy boots.
- Betula nursed Kester and his brother back to health. When Dickon was able, he moved on to investigate the strange noises.
- Dickon discovered that the roaring comes from some strange animal trapped in the waters. He's by the river now, keeping an eye on this creature.
- The creature seems to call out in frustration. Last night, they heard something calling back from within the woods. It sounded much stronger than the call from the river.

Betula knows or suspects the following:

- The animal is a gorgon. Wild herds used to wander the northern reaches of the forest in times past, protecting the elves from orc and goblin attacks.
- The gorgons were dangerous beasts whose breath could turn a creature of flesh-and-blood to stone, only to be trampled into rubble by its iron hooves.

- To stop the gorgons leaving the forest, Rillifane Rallathil enchanted the waters of the Elvenflow so that any gorgon submerged in them would turn to stone. As the river dries up, this petrified gorgon is clearly awakening again.

Kester is reluctant to leave Betula's side, but if the characters succeed on a DC 15 Charisma (Persuasion) check he agrees to return with them to his village. Characters who mention they've been sent by his worried parents gain advantage on this check.

Betula makes one last appeal for Kester to stay, this time using Fey Charm. If he fails the saving throw, the characters must bargain with Betula to release him. This also requires success on a DC 15 Charisma (Persuasion) check. If a character shames the dryad by pointing out she needed magic to win Kester's heart, they gain advantage on this check.

PART 4. A FRIEND IN NEED

Estimated Duration: 45 minutes

Appendix 5 includes a map of this area. The characters arrive at the river to find a large, metallic monster trapped in the drying mudbanks. As it tries to free itself, it bellows hauntingly.

The woodlands open on to the grassy banks of the Duathamper River. What should be a strong water course between steep banks has been reduced to a shallow, sluggish flow. Ahead of you, trapped thigh-deep in a drying mudbank, is a magnificent, large metallic bull, its iron-plated hide gleaming in the summer sun. It lets out a sad, plaintive roar, and exhales green vapor from its nostrils. Further along the bank you hear someone chopping wood.

The **gorgon** is 35 feet away from the bank. When characters arrive, Dickon is busily working to fashion a crude walkway to reach the monster and free it from the mud. He clearly hasn't thought the plan through. If the characters investigate the sound of chopping wood, read:

A partially-built walkway extends over the mud from the grassy bank towards the trapped bull. As you approach, a young, teenage boy emerges from the woodland nearby, carrying a bundle of chopped wood. Startled by your presence, he drops the wood at his feet.

If Kester is with the characters, Dickon is surprised to see him. There's obviously some tension between the boys, and Dickon intends to rescue the beast with or without his brother's help.

ROLEPLAYING DICKON

Dickon is the more sensible of the two brothers and the most caring. The sight of the trapped magic bull has pulled on his heartstrings, and he's willing to risk his life to rescue it. His brother's love for the dryad makes Dickon feel uncomfortable and awkward. He worries they won't play together any more.

Quote: "We've got to get it out. We must!"

THE TRAPPED GORGON

The gorgon is panicked and unleashes its Petrifying Breath on any creature that comes close. Betula warned Dickon about the danger, but he naively believes the creature won't breathe on him if he's trying to help it.

The mud around the monster counts as difficult terrain, and anyone who starts their turn there must succeed on a DC 10 Strength saving throw or become restrained in the sludge. As an action, a character can attempt a DC 15 Strength check to pull themselves free.

If the characters haven't already identified the monster, they can do so with a successful DC 18 Intelligence (Nature) check. Once identified, a successful DC 15 Intelligence (History) check reveals that gorgons are native guardians of this elven wood.

Any character approaching the mudbank notices piles of fish heaped around the gorgon, but they've all been turned to stone! Characters who succeed on a DC 10 Wisdom (Animal Handling) check recognize the monster's bellowing as a call for help. It's clearly weak and may not survive longer without assistance. If they listen carefully, they hear a series of similar calls coming from deep in the woods to the southwest.

DEALING WITH THE MONSTER

The gorgon is a dangerous monster, but a drove of them is even more deadly. It's obvious the gorgon is calling for help, and more gorgons are on the way. The characters have a choice - silence the monster once and for all, or free it before help arrives and they're overrun by gorgons.

Kester wants to rescue the gorgon, but Dickon won't hear of it:

Dickon gestures impatiently at the trapped monster.

"Silvanus told us 'we must protect the animals from men!'", he cries. "We must free it!"

His brother shakes his head.

"And Chauntea said 'we must protect men from your animals.'"

If a character quotes the words of Rillifane Rallathil - "We must protect them both from each other" - grant them inspiration. The brothers look sheepish and agree to follow that character's lead. Otherwise, Dickon runs out onto the walkway and tries to help the gorgon.

OPTION A: KILL THE MONSTER

The simplest approach is to kill the beast with ranged attacks. However, on each of the gorgon's turns after taking damage, it can attempt a DC 15 strength check to pull itself free. Fortunately for the characters, every time it starts its turn in the mud, it must succeed on a DC 10 Strength saving throw or become stuck again. Once freed, it charges the characters and chases them until it's killed one of them. After this, it only continues its attack if it takes damage again.

If the characters kill the monster, read:

The gorgon crashes to the ground, its final bellow cut short by a peal of thunder breaking overhead. The skies darken, and within minutes you find yourself in a downpour of epic proportions. Rain batters the trees around you and the river begins to swell. Betula steps from a tree beside you.

"What have you done? You've killed a sacred guardian of the forest! Get out of my woods now!"

If Kester is present, read:

"Perhaps I was wrong to embrace you, Kester. You're little more than a murderer, just like all your kind! You don't deserve my protection. Now go!"

The thunder echoes around you, and Betula is gone.

If the redcap is still alive, feel free to have it attack the characters on their way home.

OPTION B: RESCUE THE MONSTER

Rescuing the monster is trickier. Allow the players to come up with creative solutions to avoid its breath. For example, the waters of the Elvenflow are magical, and if splashed on the beast's face they'll harden it to stone and prevent it from using its

breath weapon. The use of ropes, animal handling, and magic can all help to free and calm the beast.

Use initiative to track actions. Rather than free the beast immediately, each successful use of a skill, spell or class feature should go some way toward releasing it. After eight such successes, the monster is free.

On its turn, the gorgon uses its Petrifying Breath to keep the characters at bay or tries to free itself by making a DC 15 Strength check. Unsure whether the characters are friends or foes, the gorgon requires three successful checks to haul itself from the mud. If the characters use ropes to help it out, it has advantage on these checks. Sprinkling *dust of dryness* around the Gorgon also grants advantage on all checks to free itself.

If the characters free the monster, read:

The gorgon gallops away but turns to acknowledge you as it reaches the edge of the woods. With a regal bearing, it bends a knee and bows, before turning and galloping off into the dark forest. The sound of its heavy iron hooves echoes long after it's vanished from sight. A tiny, emerald-throated canary flutters down from nowhere and settles on your shoulder.

CONCLUSION

When the characters return to Buttergroves, the silver trout are once again splashing in the waters of the Duathamper River. The reception the characters receive depends on whether the boys are returned alive, and whether the gorgon was released or killed.

If both boys returned, their parents are overjoyed to have them both back. Leofric replenishes any *dust of dryness* the characters may have used, and the community amasses 50 gp as a reward. If the characters refuse this money, they gain the “Blessing of the Hexad” story award (see “Rewards”).

If the characters killed the gorgon, Mother Strala is very concerned. Since the gorgon's death the rains have been constant, and the noises they heard coming from the river have been heard further inland, deep in the forest. If the gorgon died, the villagers don't offer the characters any reward for saving the boys.

Either way, the merchants of Mulmaster are happy with the outcome. As butter-spiced trout returns to the markets, and the characters can claim a reward of 250 gp. Characters who report the death of Vance Stonegaze earn an additional 50 gp from the city authorities.

ADVENTURERS LEAGUE SEASON 8 REWARDS

Give the players the “Blessing of the Hexad” story award if both boys return alive. Inform the players that the merchants of Mulmaster reward them for their efforts with coin that is incorporated into their next treasure checkpoint.

LINK TO CCC-UK-2: *THE WAYWARD WIVES*

When the characters tell Mother Strala about the bandits at “Beryl's Boats”, she expresses her concern about the disappearance of the ferry folk. If Beryl fled the bandits, she most likely headed to the nearby village of Wayward on the eastern bank of the Elvenflow. Now the bandits are gone, Mother Strala appeals to the characters to head for the village and inform Beryl that the danger has passed. This forms the adventure hook into CCC-UK2: *The Wayward Wives*.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Bandit	25
Bandit Captain	450
Dryad	200
Gorgon	1,800*
Mastiff	25
Redcap	700
Stirge	25
Thorny	200

* Only award 200 XP if the gorgon is killed from afar while trapped in the mud.

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Rescue Dickon	75
Rescue Kester	75
Free Thorny	25
Discover Grizlink's Trap	25
Deal peacefully with Betula	50
Free the Gorgon	100

The **minimum** total award for each character participating in this adventure is 225 **experience points**.

The **maximum** total award for each character participating in this adventure is 375 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Merchants' Reward	250
Bandits' treasure	150
Buttergroves Reward	50
Bounty on Vance	50

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

DUST OF DRYNESS

Wondrous Item, uncommon

This hessian pouch contains powdered butternut husks from the hamlet of Buttergroves. As you open the pouch, the mouthwatering aroma of fried fish fills the air around you. This item is detailed in the *Dungeon Master's Guide*. **Give Player Handout 2 to whoever receives this item.**

STORY AWARDS

During this adventure, the characters may earn the following story award:

Blessing of the Hexad. Your kind and considerate treatment of those less fortunate than you have earned you the blessing of the Hexad. You can draw a line through this award when playing CCC-UK2: *The Wayward Wives* to gain inspiration. **Give Player Handout 1 to whoever receives this award.**

RENOWN

Each character receives **one renown** at the end of this adventure. **Members of the Emerald Enclave or Harpers** who rescued both boys earn **one additional renown point**.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

ADVENTURERS LEAGUE SEASON 8 REWARDS

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for completing this adventure. In addition, they unlock *Dust of Dryness*.

APPENDIX 1. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

DENIZENS OF MOTHER'S CROSSING

Vance Stonegaze. Cruel bandit leader of the “Nado Gang”.

DENIZENS OF BUTTERGROVES

Kester and Dickon. Teenage brothers who went missing after investigating the strange disappearance of the fish from the river.

Mildred and Ned. Parents of Dickon and Kester.

Leofric (Lee-OFF-ric). Herbalist and grandfather of Dickon and Kester.

Mother Strala (STRAH-la). Community leader of the hamlet.

Cenric (SEN-rick). Carpenter and village elder.

Teddy Tun Tatta. Jovial butter maker and amateur folklorist.

DENIZENS OF THE WOODS

Betula (Bet-YOU-la). A lovesick dryad

Grizlink (GRIZ-link). A vengeful redcap

Stab. Grizlink's long-suffering sidekick.

Hettle. Grizlink's hateful wife.

APPENDIX 2. MONSTER/NPC STATISTICS

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

COMMONER

Medium humanoid (any race), any alignment

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)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

GORGON

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Condition Immunities petrified

Senses darkvision 60 ft, passive Perception 14

Languages —

Challenge 5 (1 800 XP)

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits with its gore attack on the same turn the target must succeed on a DC 16 Strength saving throw or be knocked prone. If

the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (recharges 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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, passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap had 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.

THORNY

Medium plant, neutral

Armor Class 14 (Natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (–4)	10 (+0)	6 (–2)

Skills Perception +4, Stealth +3

Damage Resistances lightning, piercing

Senses darkvision 60 ft, passive Perception 14

Languages —

Challenge 1 (200 XP)

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The Thorny regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

Thorny Body. At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

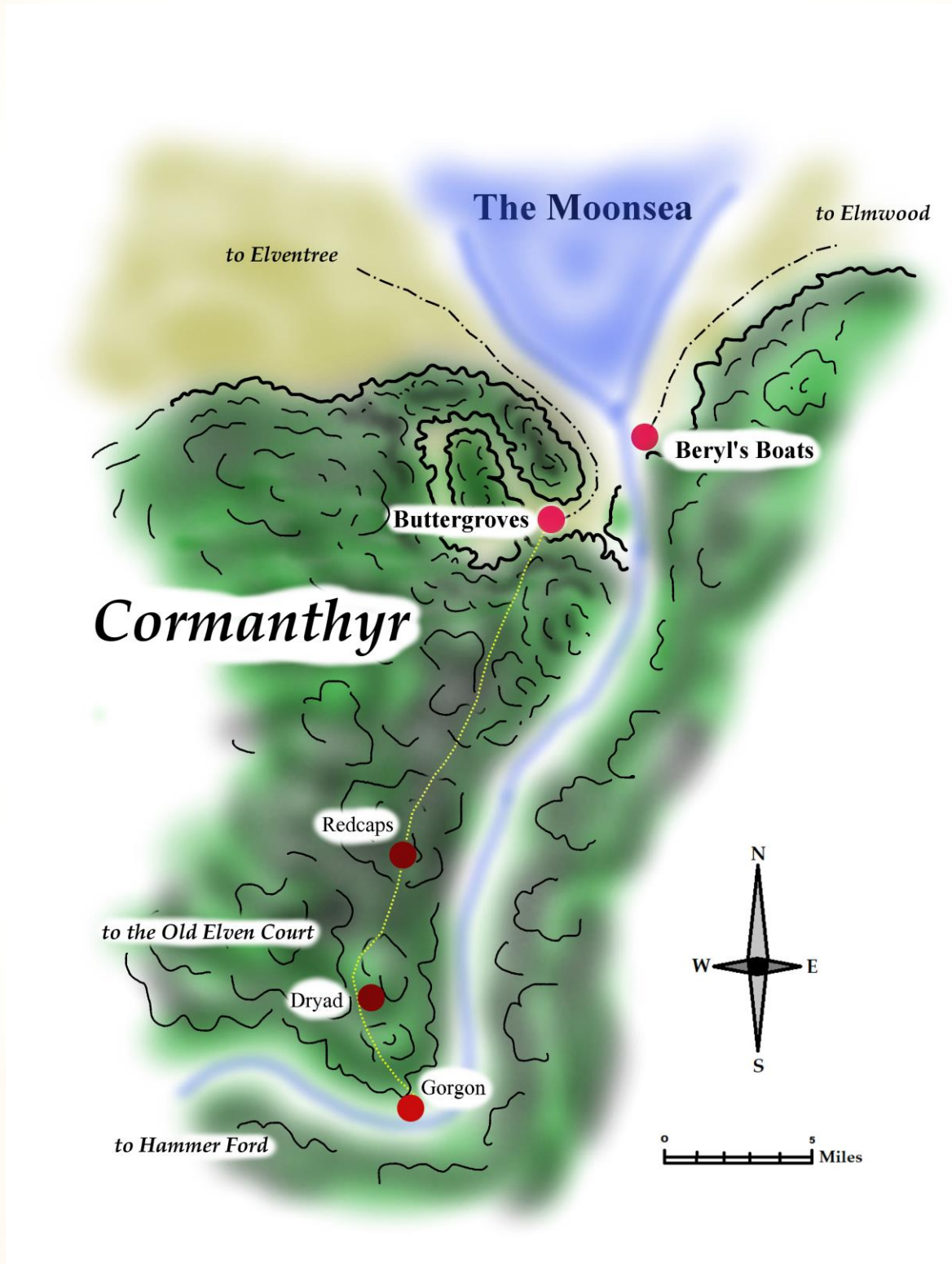
ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

APPENDIX 3. MAP OF THE AREA



APPENDIX 4. THE HEXAD

"My mother took a broader view. She worshiped the Sacred Hexad - my mother's term - of Rillifane Rallathil, the Great Mother Chauntea, Silvanus of the Wilderness, Mielikki, the Lady of the Forest, Eldath the Quiet One, and Aerdrie Faenya, goddess of the air. I still worship the Hexad today, fervently and passionately."

- Lyra Sunrose, Letter from an Old Friend (from "Elminster's Ecologies")

Eldath. Also called "The Quiet One", Eldath is a goddess of springs, pools, streams, and quiet places. She is a protector of druid groves.

Aerdrie Faenya. Queen of the Avariel, an elven goddess of the Seldarine. Bringer of unpredictable weather and severe thunderstorms.

Mielikki. The Forest Queen, neutral good goddess of autumn, druids, dryads, forests, forest creatures and rangers.

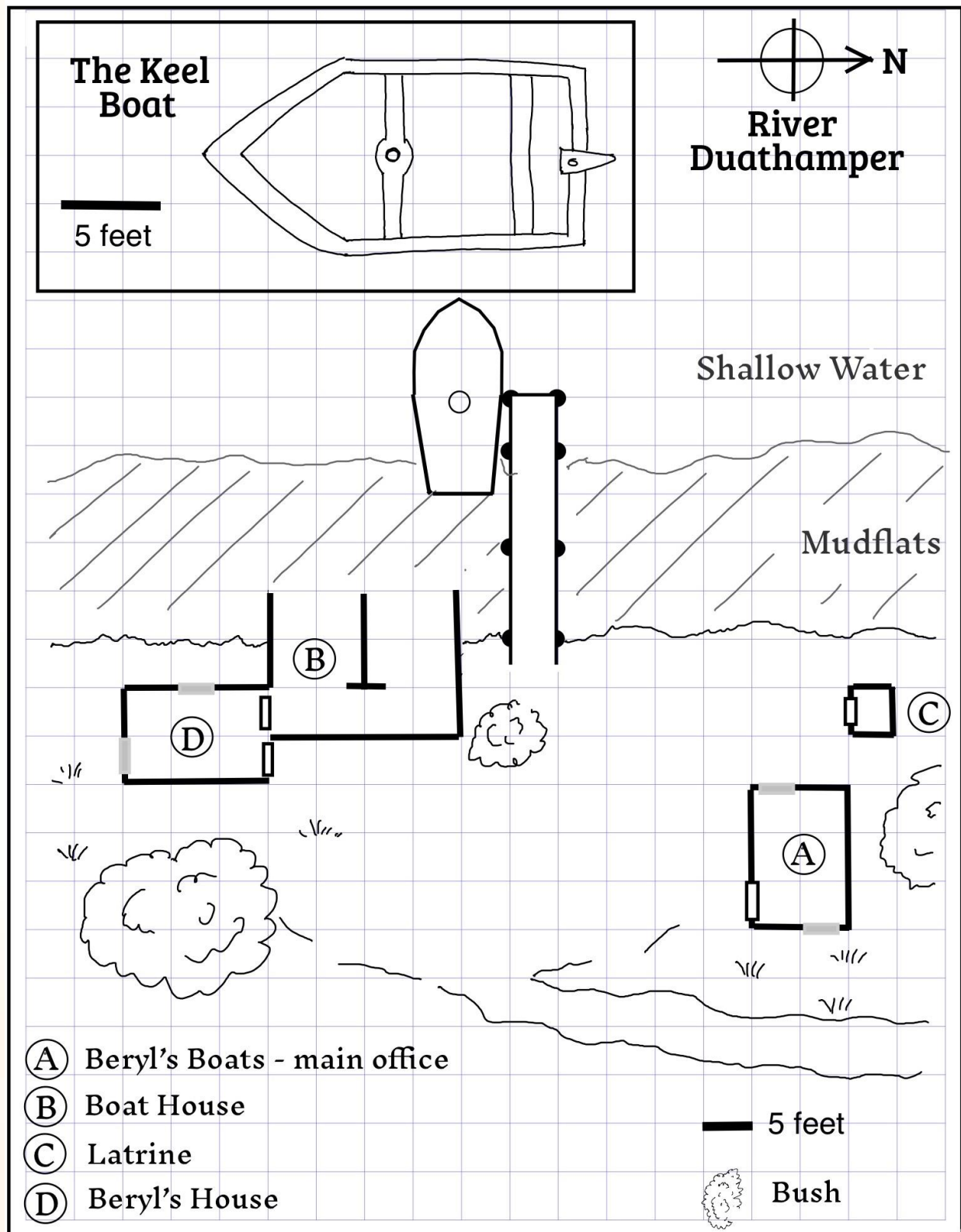
Silvanus. The Forest Father, god of wild nature and druids. His worshipers protect the natural places from the infection of civilization.

Chauntea. The Great Mother, goddess of cultivation and all things agricultural. Loved by farmers, gardeners and growers of all types. The domesticated aspect of Silvanus.

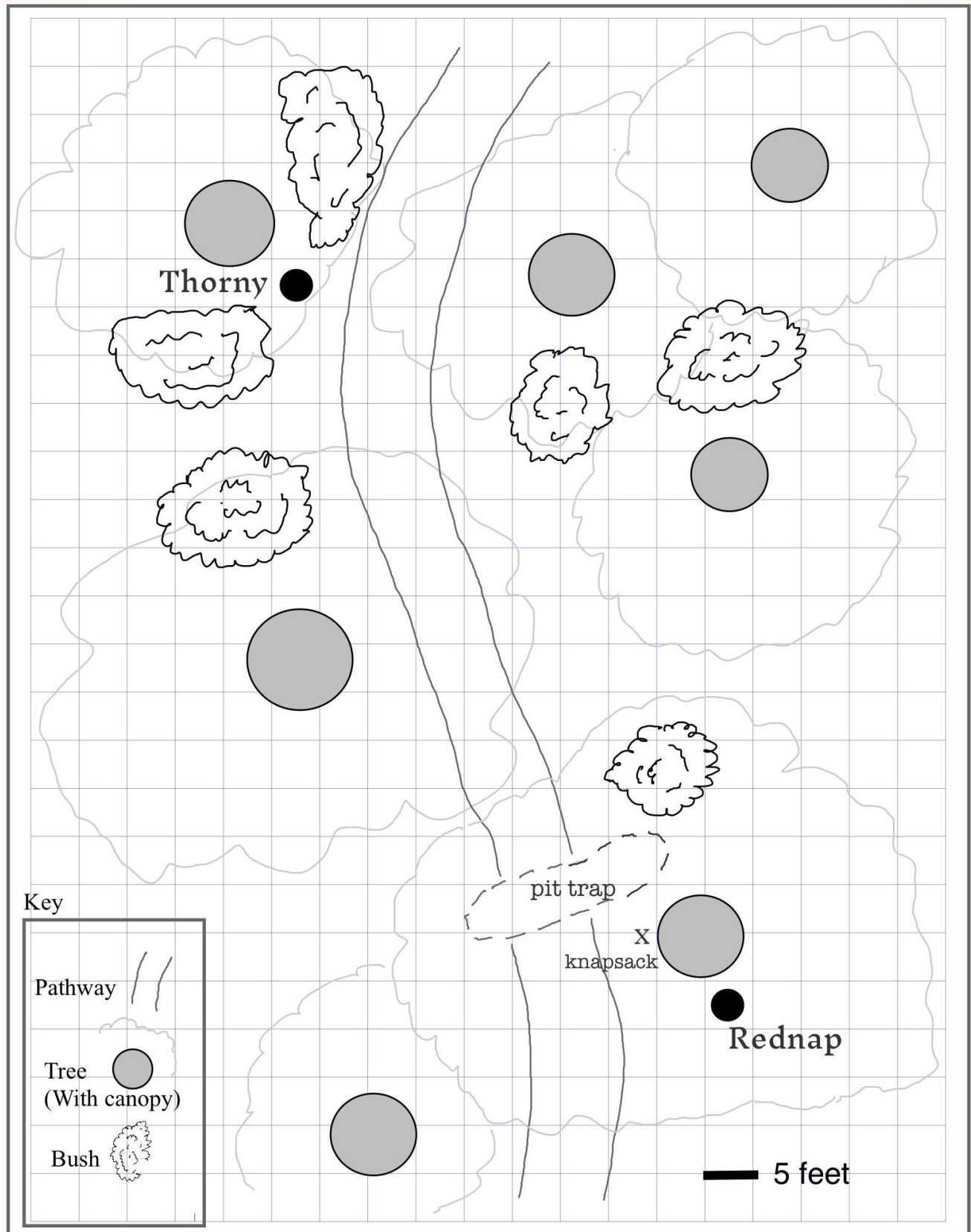
Rillifane Rallathil. The Leaf Lord is the elven god of protection of woodlands and the guardian of the harmony of nature. His followers liken him to a giant oak tree so huge that its roots mingle with every other plant in the forest. He rarely makes himself known, but he constantly guards the forests.

APPENDIX 5. MAPS

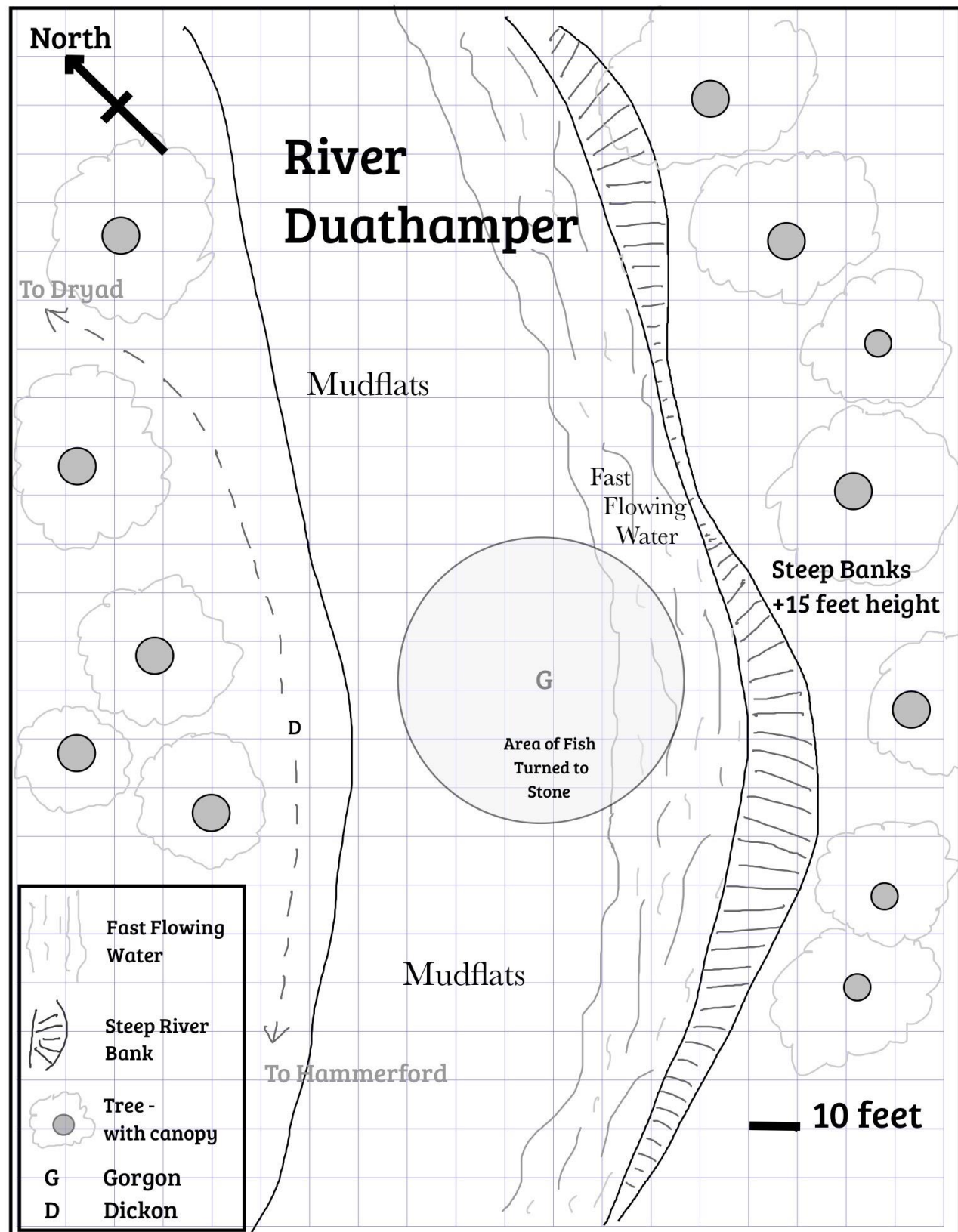
BERYL'S BOATS



GRIZLINK'S TRAP



TRAPPED GORGON



PLAYER HANDOUT 1. STORY AWARD

During this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

BLESSED OF THE HEXAD

Your kind and considerate treatment of those less fortunate than you have earned you the blessing of the Hexad. You can draw a line through this award when playing CCC-UK-2: *The Wayward Wives* to gain inspiration.

PLAYER HANDOUT 2. MAGIC ITEM

During this adventure, the characters may unlock the following permanent magic item:

DUST OF DRYNESS

Wondrous Item, uncommon

This hessian pouch contains powdered butternut husks from the hamlet of Buttergroves. As you open the pouch, the mouthwatering aroma of fried fish fills the air around you. This item is detailed in the *Dungeon Master's Guide*.