



ADVENTURERS LEAGUE

THE WAYWARD WIVES

by Will Doyle



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

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INTRODUCTION

Welcome to *The Wayward Wives*, 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 3**. 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 to 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 4	Weak
5 characters, APL equivalent to 4	Average
5 characters, APL greater than 4	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 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 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. Familiar 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

*"Wouldst thou like the taste of butter? A pretty dress?
Wouldst thou like to live deliciously?"*

- Black Phillip, *The Witch* (2015)

ADVENTURE BACKGROUND

Fifteen years ago, clerics from Mulmaster chased a coven of hags to the remote village of Wayward. They burned two at the stake, but the third hag, Drowned Sal, transformed into a peddler girl and seduced a local landowner, Lord Ethelred. He hid her in the woods of his estate, far from the clerics, his bondservants, and his wife.

When Ethelred's wife bore him a daughter, the hag persuaded him to bring her the child so "she could see her pretty face". Ethelred loaned baby Zora to his lover overnight on the promise she'd return her before dawn. On the ride home, he realized he'd left his hunting horn at her caravan, and turned back to retrieve it. As he approached, he saw a horrid sight through the caravan window: Drowned Sal swallowing his infant daughter whole!

Lord Ethelred fled in fear, but found baby Zora asleep in her cot the following morning. Convinced she was a changeling, he grew mad and unstable. Finally, he snapped, bolting himself in the manor with his family and setting fire to the building. Ethelred and his wife died, but against all odds, a local woodsman succeeded in plucking baby Zora from the flames. He raised her alone in his cottage, and never breathed a word to her of her true heritage.

That was twelve years ago, and Zora is soon to undergo an unwitting transformation into a hag. She'll join Drowned Sal in the woods, and devour an infant to produce her own cuckoo child: the third and final member of their coven. Everything's ready: Drowned Sal's returned to town as the peddler girl, and has already selected a baby to claim for her daughter's feast. Who could possibly stop them now?

ADVENTURE OVERVIEW

The characters enter a backwater village on the brink of catastrophe: with the wives preparing to murder their husbands for their rampant infidelity. In defusing the problem, the characters uncover a hag coven in-the-making. The adventure is broken into five parts, which can play out in different order:

Part 1: The Fall. The characters encounter a young mother just as she tries to take her own life. If they save her, she reveals that her husband is

cheating on her with a girl from the local tavern, the Hearthstone.

Part 2: Wayward Village. The characters uncover the fishwives' plot to burn down the Hearthstone tavern and perhaps uncover the dark history of the Ethelred estate.

Part 3: Alone in the Woods. On route to the tavern, the characters save a young woodsman's daughter from wolves and discover she harbors a terrible secret.

Part 4: The Hearthstone. The characters infiltrate a tavern that only allows entry to men and learn of a local peddler girl who's bewitched the fishermen.

Part 5: Peddler's Caravan. The characters confront the peddler in the woods and expose her as a meddling green hag.



LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Benneth Loach. Cruel matron of the village fishwives.

Ewella and Jory Ros. Troubled village couple at the heart of the mystery.

Ned Pasco. Misguided proprietor of the local tavern.

Old Salma. Village herbalist who fears the worst.

Petaluna. A pretty peddler girl, the disguised form of the green hag Drowned Sal.

Zora Marrak. The woodsman's daughter, soon to transform into a green hag.

ADVENTURE HOOKS

Use one of the following hooks to draw the characters into the adventure.

Inheritors. You've uncovered a blood tie to the House of Ethelred; a family of landowners based in the village of Wayward. As potential heir to the estate, you've persuaded your companions to escort you to the manor and meet your relatives.

Investigators. If you've played CCC-UK-1: *Call of the Elvenflow*, you can follow up Mother Strala's lead to investigate the missing ferrymen from Mother's Crossing. The closest settlement to the ferry crossing is the village of Wayward, situated on the eastern bank of the Duathamper River.

Order of the Gauntlet (Faction Assignment).

Long ago, clerics from Mulmaster executed a coven of hags in the swamps outside Wayward. The clerics' leader, Bors Storvald, died during the operation and was buried in the village graveyard. Your superiors have sent you to exhume Storvald's remains and return them to Mulmaster for ceremonial burial in the temple grounds.

PART 1. THE FALL

Estimated Duration: 30 minutes

The characters encounter a young mother just as she tries to take her own life. If they save her, she reveals her husband is cheating on her with a girl from the local tavern, the Hearthstone.

SUICIDE AT THE FALLS

The characters begin this part on the road to Wayward village. Read the following:

Mist laces the chill, morning air as a lone crow swoops down the Elf Road towards Wayward village. As the crow flutters past, a figure emerges from the gloom...

Turn to the player on your left and ask them to describe their character emerging from the mist. Proceed around the table, asking each player to narrate their character's entrance. Then read the following:

The crow soars to the head of a waterfall overlooking the road, where a young woman stands barefooted on the edge of the precipice. She clutches a newborn child and wears a white dress that snaps in the morning breeze. Eyes closed, she extends her foot to step off the cliff...

The characters have just moments to prevent the woman from jumping. Roll initiative, and then give each player one turn to act. At the end of the round, the woman jumps.

COLD STONE CREEK

The Elf Road meanders alongside Cold Stone Creek as it tumbles down to join the Duathamper River. Here the creek crashes between four swirling rock pools.

Terrain. Each pool is separated by twenty feet of sheer, mossy rock face. A character must scale these cliffs to traverse the pools, requiring success on a DC 12 Strength (Athletics) check for each leg of the journey.

Weather. Mist swirls through the woods, granting disadvantage on Wisdom (Perception) checks that rely on sight.

Light. Grey daylight.

Smells and Sounds. The startled cry of the crow, the scent of water and wet moss, the thunder of the falls, the croak of wood pigeons.

PREVENTING THE SUICIDE

To stall the woman for a round, a character must succeed on a DC 14 Charisma (Persuasion) check. If they succeed in making her talk, the woman can reveal the following:

- Her name is Ewella Ros, a fishwife from the nearby village of Wayward.
- Her husband Jory is cheating on her with a barmaid from the local tavern, the Hearthstone. Ewella doesn't know which barmaid: it could be any one of Ned Pasco's three harlot daughters.
- Ewella would rather that her daughter Ezra perished than be raised without a father.

Don't make it too hard for players to improvise a rescue, but also don't be afraid to make Ewella jump! If she jumps, she tumbles between four churning rockpools. At the end of each of her turns, Ewella takes 2 (1d4) bludgeoning damage as she crashes into the pool below her. If any of these falls result in her losing all her hit points, she breaks her neck and

dies. Regardless of whether Ewella lives or dies, she clutches her daughter Ezra tightly to her breast. **The characters always succeed in rescuing the baby.**

QUESTIONING THE WOMAN

The young woman is heartbroken and deeply distressed. If questioned, she reveals the information listed above under “Preventing the Suicide”. If the characters press her for more, she begins weeping inconsolably.

ROLEPLAYING EWELLA ROS

Ewella Ros was born and raised in Wayward village, and hasn’t ventured more than five miles from home in her life. She’s deeply superstitious, faithful to Selûne (who she prays to as “the Moonmaiden”), and hopelessly smitten with her husband Jory, her first love.

Quote: “This child ain’t got no future here, not with me an’ Jory! Can’t you scent it? There’s an evil come to this town, and it’s brought damnation to our doors.”

DEVELOPMENT

A signpost on the road ahead points to two separate trails: one marked “Wayward” and the other marked “Tavern.” From here, the characters can proceed to Wayward village (Part 2), or the Hearthstone tavern (Part 4). The players only learn the name of the Hearthstone if they question Ewella. If they head for the tavern, they have an encounter in the woods on route (Part 3).

XP AWARD

If the players rescue the woman from her attempted suicide, award each character 100 XP. If they learn about the Hearthstone, award them an additional 50 XP.

PART 2. WAYWARD VILLAGE

Estimated Duration: 1 hour 30 minutes.

The characters uncover the fishwives’ plot to burn down the Hearthstone tavern and perhaps uncover the dark history of the Ethelred estate.

ARRIVING IN WAYWARD

When the characters arrive in Wayward, read the following:

Poor houses cling to the bank of the Elvenflow Estuary. They cluster around a crooked boathouse and are wreathed in a haze of wood smoke. Crows wheel overhead, and the ruins of an old manor peek through the woods overlooking the village. Everything seems unusually quiet, with not a soul in sight.

Appendix 5 contains a map of Wayward. The players can explore as they please. If they’re unsure where to go, guide them to the Fishery (area 1).

WAYWARD VILLAGE

Wayward is built on the confluence of Cold Stone Creek and the Elvenflow Estuary. Just over two dozen families reside here in humble stone huts scattered around the Fishery, a boathouse on the bank of the estuary.

Geography: Forested hills hug the village on its landward side, while the lapping waters of the estuary extend to the west. Bull rushes grow in abundance on the marshy shore.

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

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. Wayward is sheltered in the crook of the hills, but chilled by the fog billowing off the river.

1: THE FISHERY

The villagers owe their livelihood to a communal fishing enterprise: the women mend nets, gut fish, and craft tackle, while the men take to the water.

This rambling boathouse is old but sturdy. Fishing nets are draped over the dock alongside worn crab pots and lines. Muffled women’s voices drift from within the building, as though a meeting were in progress.

The fishwives are holding a secret meeting inside the Fishery. Meanwhile, their sons and husbands are out on the water, or drinking in the Hearthstone tavern (see Part 4).

THE MEETING

Driven to despair by their errant husbands, the women debate how to restore order to the village. The matron of the Fishery, Benneth Loach, urges them to take desperate measures: burn down the Hearthstone tavern and drive their rivals away. She’s opposed by village herbalist Old Salma, who argues for a peaceful solution.

Any characters approaching the Fishery overhear the following information:

- Benneth says the fishwives can’t go living on this way! They need to take matters into their own hands.
- Old Salma says they should pay Ned Pasco to leave town with his three daughters.

- Much disagreement follows. The fishwives say Ned never leaves the Hearthstone tavern and refuses to allow women inside.
- Benneth says they should go there this evening and burn the tavern to the ground! That'll sort it!
- Old Salma's protests are drowned out and the fishwives agree to Benneth's plan.

INTERRUPTING THE MEETING

If the characters interrupt the meeting, Benneth orders three burly fishwives to seize them "for spying on them." Use the statistics of **thugs**, but inform the players that the women clearly don't have murder in mind. Characters who succeed on a DC 12 Charisma (Persuasion or Intimidation) check can negotiate a parley, but grant disadvantage to any male characters attempting the check. If Ewella is present, grant advantage.

Whether the characters are arrested, force a parley, or resist arrest, Benneth presents her plans for burning down the Fishery. She reveals the following information:

- Five months ago, outsider Ned Pasco opened a tavern called the Hearthstone on the riverside a couple of miles out of town.
- Ned has a strict policy of "no women allowed". The only females present are his three lustful teenaged daughters, who cook and serve tables.
- The men insist on drinking at the tavern, despite their wives' complaints. Their cagey behavior has led the fishwives to believe Ned's daughters are offering them more than just mead...

Characters who offer to investigate Ned are given until midnight to find a solution. Those who don't offer to help are asked join Benneth in burning down the tavern (see "Development"). If the characters refuse or insult Benneth, she orders her thugs to hold them prisoner in the Fishery (see "Development").

ROLEPLAYING BENNETH LOACH

Tough as old nails with a personality to match, Benneth is over six-feet tall, heavily-built, and fiercely protective of "her girls". She knew Ned Pasco was trouble the moment she laid eyes on him, and secretly plans to lock him and his daughters inside the tavern when they burn it down.

Quote: "We don't need you, see? We can handle things ourselves."

CHASING UP ADVENTURE HOOKS

Characters who enquire about Bors Storvald's grave or the missing ferrymen are told to speak to Old Salma (area 3). Those who claim to be inheritors of

the Ethelred estate are mockingly told they're "welcome to it", and directed to the blackened ruin at the far end of town (area 5). The villagers reveal that mad Lord Ethelred locked himself in the manor fifteen years ago, and burned it to the ground with his family inside.

DEVELOPMENT

Ewella and Ezra, if they're present, are placed under Old Salma's care. **Before she leaves, Old Salma furtively whispers for the characters to join her at her cottage (area 3).**

After the meeting, the fishwives resume their work in the Fishery or return to their cottages. The characters can now seek out Old Salma, explore the rest of the village, or head to the Hearthstone tavern (see Part 4).

At midnight, Benneth (a **veteran**), three **thugs**, and fifteen **commoner** fishwives take up weapons and torches and march to the Hearthstone tavern. For further details, see "The Raid" in Part 4.

If the characters were arrested by Benneth's thugs, the fishwives lash their wrists with line and herd them onto a dingy tied up at the dock. The three **thugs** watch over them, but it shouldn't be hard to escape as they're easily distracted. If the characters kill any fishwives, Benneth sounds the Fishery bell to summon the fishermen from the estuary. The characters must convince the villagers that their actions were justified, or they're no longer welcome in Wayward.

XP AWARD

If the characters negotiate a parley with the fishwives, award them 100 XP each. Award 100 XP to any character who is arrested and escapes without harming any villagers.

2: EWELLA'S COTTAGE

If the players escort Ewella back to her cottage, read:

Ewella's cottage stands beside the boughs of a gnarled hawthorn tree. A rocking cradle rests on the porch, creaking slightly in the breeze. To the rear of the cottage, chickens peck in the mud beside a simple vegetable plot.

Heartbroken, Ewella collapses on her bed and falls into a troubled slumber, leaving the characters with her baby. After a few minutes, Old Salma visits from next door (see "Developments").

Characters who explore the cottage discover that not all is well. The vegetables are blighted, and the milk in the pail is soured. A rat's corpse sprawls

under the rocking cradle, oddly undisturbed by flies or grubs. Characters who succeed on a DC 10 Intelligence (Religion) check recognize these as signs of devilry or witchcraft. As Ewella's husband Jory falls deeper under the hag's spell, her foul influence taints his home...

DEVELOPMENT

If the characters haven't already visited the Fishery, Old Salma visits soon after they arrive here. When she finds out what's happened to Ewella, she offers to move the mother and child into her own cottage for safekeeping (area 3). If the characters show Old Salma the signs of witchcraft, she performs a strange, six-part gesture and tells them to follow her, as "this confirms her fears".

Ewella's husband Jory plans to return to the cottage just after nightfall, with the intention of taking his baby to Petraluna's caravan (Part 5). Whether he turns up depends on the outcome of the fishwives' plan to burn down the Hearthstone tavern. For more details on Jory, see Part 4.

3: OLD SALMA'S COTTAGE

Old Salma is the village herbalist. When the characters approach her cottage, read:

Wild roses creep up the walls of this cottage and the garden overflows with herbs. A sign at the gate reads "Herbalist", with a painted image of a snowflake formed from thorns.

Characters who succeed on a DC 12 Intelligence (Religion) check recognize the symbol of the Hexad: a pantheon of gods consisting of Chauntea, Silvanus, Mielikki, and the lesser-known gods Eldath, Aerdrie Faenya, and Rillifane Rallathil. The village herbalist is a devotee of this ancient faith. **For more details, refer to Appendix 4: "The Hexad".**

Old Salma is troubled by recent events in Wayward and thinks the villagers are suffering under a hag's curse. If the characters enquire after the ferrymen from Mother's Crossing, Old Salma reveals the following:

- Recently, a group of refugees from the ferryboat station at Mother's Crossing passed by the village. They claimed a sodden crone had emerged from the river and driven them from their homes.
- The refugees were on their way to report the crime to the local lord, Bourne of Candles, whose castle lies some thirty miles away. They should be back in a few days: perhaps with soldiers in tow.
- Salma believes this hag has now crept into Wayward.

If the characters agree to listen to her story, she reveals the following information:

- Fifteen years ago, witch-hunters from Mulmaster chased a hag coven to the village. They butchered two of the hags, but the third escaped unharmed.
- The coven's evil tainted the town. For years afterwards, marriages broke up, crops failed, and animals sickened. The malady reached its peak twelve years ago, when the local landowner, Lord Ethelred, burned down his manor with himself and his family inside.
- Old Salma believes the third hag has now returned to Wayward. The men don't tend to their wives, the animals are sick, and the fish have stopped spawning.
- She thinks the proprietor of the Hearthstone tavern and his daughters are innocent: but there's something odd going on up there.
- Old Salma is reluctant to share her worries with her neighbors for fear she'll spread panic - or draw the hag's ire!

Old Salma beseeches the characters to rid her village of the hag's curse. She has little coin to offer, but promises each character a *potion of healing* if they succeed.



ROLEPLAYING OLD SALMA

Old Salma is a kindly soul who's lived much of her life among the elves of Cormanthor Forest. They converted her to their faith and taught her their woodland ways. Sadly, the elves rarely visit nowadays, and Salma fears that something evil in the village is keeping them at bay. Something they may soon come tiptoeing up to her own window...

Quote: "Those woods are old and full of secrets."

CHASING UP ADVENTURE HOOKS

If the characters enquire after the ferrymen from Mother's Crossing, Old Salma beseeches the group to stay overnight and help with the village's problems.

Characters enquiring after Bors Storvald's grave are directed to the village graveyard at the bottom of a nearby clover field (area 4). Old Salma tends to the graves and is willing to excavate the knight's body if the characters seem honorable. After they've convinced her, she leads them to the graveyard.

ACQUIRING SUPPLIES

Old Salma sells herbalist's supplies, *healing potions*, and healing kits for the prices listed in the player's handbook. **Old Salma willingly cures the characters of any infection picked up from the death dogs in area 5.**

XP AWARD

If the character hear Salma's story, award them 50 XP each.

4: GRAVEYARD

When the characters approach the graveyard, read:

The village graveyard lurks in a boggy hollow at the foot of a clover field. There are no headstones here: just a pile of rocks to mark each grave. Trinkets hang from the branches of a nearby willow tree: bones wrapped in human hair, fishhooks, and scraps of faded cloth.

Old Salma buries the dead in reverence of the Hexad. No coffins are used, so the roots of the willow tree are free to worm inside the corpses and draw each soul into the afterlife. Bereaved relatives hang trinkets from the tree's branches for the dead to take with them on their journeys.

BORS STORVALD'S GRAVE

If Old Salma is present, she leads the characters to Bors Storvald's grave. An iron horseshoe is buried under the rocks: a charm to ward hags that

Storvald's companions planted here to protect his body.

Old Salma offers to help the characters excavate the muddy grave, but after fifteen years in the mud, she warns there'll be few remains left to intern. Bors was buried in his armor though, so the characters should be able to recover that at least.

A maximum of three characters can work within the grave at a time. Ask the players to decide who's digging, and then read:

Due to the boggy ground, you soon find yourselves waist-deep in mud. The ground is honeycombed with holes, making the slippery ditch prone to collapse.

As you toil away, one of you spots a scarlet serpent slither out of the loam and plop into the water. Moments later, dozens more snakes emerge from the mud!

Roll initiative. The characters digging in the pit are attacked by two **swarms of poisonous snakes**.

Anyone who succeeds on a DC 10 Intelligence (Nature) check can discern that the snakes are behaving unnaturally. As each serpent dies, it turns into a mangled earthworm.

Once the snakes are defeated, Old Salma makes the sign of the Hexad and warns the characters that the hag must have summoned the snakes. If the characters carry on digging for Stovald's corpse, the muddy ground beneath them subsides and they plunge into filthy water of indeterminate depth. Old Salma is baffled by the presence of this underground mere.

Players who excavate the other graves discover that the foundations of the whole graveyard have slipped away into the murk. This revelation terrifies Old Salma if she's present, and she hurries back to her cottage to pray.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not cumulative.

- **Very Weak:** Remove one **swarm of poisonous snakes**, and lower the DC of the Constitution saving throw to resist the swarm's poison to DC 8. If the target fails the save, they take 7 (2d6) poison damage.
- **Weak:** Remove one **swarm of poisonous snakes**.
- **Strong:** Add one **swarm of poisonous snakes**.
- **Very strong:** Add two **swarm of poisonous snakes**.

5: RUINED MANOR

If the players choose to explore the manor, read:

The skeleton of an old manor house throws its blackened bones toward the sky. Thorns strangle the ruins and the earth underfoot is begrimed with ash. Hundreds of crows roost in the surrounding trees.

Appendix 5 contains a map of the ruined manor. Old Salma, if she's present, refuses to explore this location. The following descriptions correspond to areas marked on the map.

A: RUINED COACH HOUSE

The roof of this coach house has collapsed and only one door hangs from a rusty hinge. An animal stench wafts from within, accompanied by slobbering, gnawing sounds.

Four **death dogs** loyal to Drowned Sal lurk inside the ruined coach house, gnawing on the bones of woodsman Jago Marrek. The animals ambushed Jago on the road and dragged his corpse here to devour. If Jago's adopted daughter Zora is present (see Part 3), she's horrified to learn of her father's death. The hounds attack intruders on sight.

Jago's corpse carries a bloodied letter addressed to local lord Bourne of Candles, confirming an arranged marriage between his daughter and a relative in Mulmaster. **Give the players Handout 1: the woodsman's letter.** If the letter is shown to a villager, they recognize Zora as the woodsman's daughter and direct the characters to the cottage she shares with her father (see Part 3). The letter also identifies Zora as an orphan, which nobody is aware of (including Zora)

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not cumulative.

- **Very Weak:** Remove two death dogs.
- **Weak:** Remove one death dog.
- **Strong:** Add two death dogs.
- **Very strong:** Add four death dogs.

B: RUINED ENTRY HALL

This grand entry hall stands open to the sky, with crumbling walls pock-marked by crows' nests. Brambles tear through the flagstones underfoot. Opposite the entrance, a carving depicts a simple pastoral scene: fishermen on the river, and workers in the field. A thick growth of moss obscures much of the carving.

Characters who peel away the moss reveal the full carving: Lord Ethelred with his wife and newborn child, surrounded by their working serfs. Characters who study the carving and succeed on a DC 11 Intelligence (Investigation) check notice odd details: young boys chasing a two-headed hare, dead fish floating in the river, and a woman breastfeeding a goat. A covered wagon hides in the woods behind the lord's mansion, its canvases decorated with the image of a crescent moon.

C: RUINED LIBRARY

This room must have once been a library. The bookshelves are now overgrown with vines and a pool of stagnant water has spread over the floor. Flies buzz everywhere.

The books stored here are beyond saving. However, the stagnant decay highlights a single, undamaged tome on the northeastern bookshelf: a disguised metal lever. When pulled, one of the bookshelves pops open to reveal a spiral staircase leading down to area D.



D: SECRET ROOM

This small chamber is draped in dust and cobwebs, yet otherwise seems undamaged by the years. A writing desk leans against one wall and a bed is propped on another. A musty journal rests on the desk, its pages torn and scattered over the dusty surface.

Like many lords, Ethelred kept a hidden chamber to hide his family in case of uprising or war. In the months before his demise, he brought the peddler girl here to indulge in her pleasures.

The journal on the desk describes the Lord's descent into madness. **If anyone examines it, give them Handout 2: Ethelred's Journal.** The journal reveals:

- Lord Ethelred sheltered a pretty peddler girl, Lenaputra, from fanatical witch hunters. He fell in love with her, and hid her caravan on the grounds of his estate.
- When Ethelred's wife gave birth to a daughter, Lenaputra asked if she could see the child. Ethelred smuggled baby Zora out while his wife was sleeping, and agreed to leave the child with Lenaputra overnight on the condition she returned her before dawn.
- On the way back from her caravan, Ethelred realized he'd left his hunting horn behind and returned to collect it. On arrival, he glimpsed Lenaputra devouring his infant daughter.
- Ethelred fled in terror but awoke the next day to find his daughter safely asleep in her cot. He became convinced she was a changeling, and vowed to end the evil he had brought down upon his house.

Players who read this should now recognize that Jago Marrek's daughter and Zora are one and the same: a hag child. If Zora is present, she flees into the woods.

TREASURE

One of the desk drawers holds a pouch containing three moonstones (50 gp each).

ADVENTURERS LEAGUE SEASON 8 REWARDS

Remove this treasure for Adventurers League play.

XP AWARD

Award 50 XP to each character if they find Ethelred's journal.

PART 3: ALONE IN THE WOODS

Estimated Duration: 30 minutes

On route to the tavern, the characters save a young woodsman's daughter from wolves and discover she harbors a terrible secret.

THE WOLF PACK

When the characters first head for the tavern, they encounter some trouble on the trail. Read the following:

Mist curls through the woods on either side of the track. Wolves are howling nearby. Peering through the gloom, you spot a young peasant girl stumbling through the undergrowth. A pack of snarling wolves are close on her heels!

This is the woodsman's daughter, Zora Marrek. She has the statistics of a **commoner**, and is being chased by six **wolves**. The wolves attack anyone who strays into their path, but retreat if at least two thirds of their number are defeated. Characters who succeed on a DC 12 Intelligence (Nature) check can discern that the wolves are behaving uncommonly aggressively.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not cumulative.

- **Very Weak:** Remove three **wolves**.
- **Weak:** Remove two **wolves**.
- **Strong:** Add three **wolves**.
- **Very strong:** Add six **wolves**.



SPEAKING TO THE GIRL

If Zora survives, she nervously thanks her rescuers. Assuming they seem kind, she asks them to escort her home to her cottage. Characters who succeed on a DC 12 Wisdom (Insight) can tell she's not quite herself (see the "Roleplaying Zora Marrak" sidebar).

- Zora says she was gathering mushrooms in the woods when the wolves attacked her.
- She claims she lives alone with her father in a nearby cottage. He's just left for Elmwood, trying to sell their wood for the winter.
- She fears she's coming down with a fever.

Zora's cottage is a short distance away. Characters who escort her home notice strange occurrences on the trail: birds fall silent as Zora approaches, a flower wilts as she brushes past it, and the goats in the paddock stare unnervingly at her. Any animal companions that the characters have growl and hiss at Zora relentlessly.

ROLEPLAYING ZORA MARRAK

Zora is a peasant girl of twelve years with a shock of tousled red hair and a scattering of freckles. When the characters meet her, her skin is clammy and she has dark rings under her eyes. She thinks she's coming down with a fever, but secretly suspects something far worse is happening: animals have started to behave oddly around her, and she feels like she's being watched. Deep down, she knows she's cursed.

Quote: "There's something wrong with me, I know it. I feel all squirmy inside."

DEVELOPMENT

Zora is about to unwittingly transform into a **green hag**. Characters who searched the ruined manor in Part 2 may have uncovered the truth about her fate. Even if not, they can attempt a DC 12 Intelligence (Arcana) check to recall that a hag cuckoo transforms into a hag when the child turns thirteen. If asked, Zora reveals that her thirteenth birthday is tomorrow. She is devastated to learn of her affliction and begs the group to help her.

Characters who succeed on a DC 12 Intelligence (Religion or Arcana) check know that a *remove curse* spell could prevent the transformation. Sadly, such magic is probably beyond their grasp at this level. Ned Pasco, proprietor of the Hearthstone tavern, has a scroll of *remove curse*, but is dead set on using it on himself (see Part 4: "The Hearthstone").

If the characters can't find a way to save Zora, she transforms at midnight, shedding her skin and emerging as the hideous "Lilly Coffinbox". Once the transformation is complete, she turns invisible and

creeps off to meet Drowned Sal (see Part 5: "Peddler's Caravan").

XP AWARD

If the characters free Zora from her horrid fate, award each character 400 XP.

PART 4. THE HEARTHSTONE

Estimated Duration: 1 hour

The characters infiltrate a tavern that only allows entry to men and learn of a local peddler girl who's bewitched the fishermen.

THE HEARTHSTONE TAVERN

The first time the characters approach the tavern, read:

The Hearthstone tavern stands on the bank of the estuary at the edge of the woods. It's recently built, but leans against a boulder marked with carvings from a bygone age. Smoke coils lazily from the chimney. Outside the tavern, a wooden sign reads "NO WIMMIN ALLOWED".

Ned Pasco settled here recently with his three daughters: Mona, Flyss, and Kora. He only allows men inside the tavern, or people with no clear gender. Women are banned: ostensibly because "their nagging drives a man to madness". Ned's daughters are his family, so he says they're exempted from his ire.

TAVERN FEATURES

The Hearthstone tavern is a two-story timber frame hall with a thatched roof. The ground floor contains a spit-and-sawdust common room and kitchen, while the upper floor contains spartan quarters for Ned and his family. The structure is sheltered by an ancient milestone carved by giants.

Ceilings. Ceilings stand 15-feet-high on the ground floor and 10-feet-high on the upper floor.

Lighting. The slatted windows on the upper floor provide scant illumination, so the inn is generally gloomy. Candles set on the tables shed wan light across the common room.

Lodging. No guest rooms are available, but Ned allows guests to sleep on the common room floor for 2 sp a night.

Smells and Sounds. The stench of tallow candles, the crackle of the log fire, and the murmur of conversation.

GETTING INSIDE

When the characters enter the common room, read:

A layer of straw covers the floor of this gloomy taproom. Sputtering tallow candles illuminate a gathering of weary fishermen, who wince at the light as you open the door. Three gorgeous barmaids glide between their tables, carrying trays of drink and food.

Men are welcome inside, but Ned's daughters insist any women stay outside. Those who refuse find themselves beaten away with broomsticks, drenched with buckets of kitchen slop, or screamed at until they leave. If the females insist on remaining onsite, they find themselves struck down by a magical affliction (see "Ned's Curse", below). Ned's daughters are well trained in forestry, and have the statistics of **scouts**.

Jory Ros, Ewella's bewitched husband, is present at all hours today (see "Meeting Jory Ros", below). If the characters arrive during the day, the tavern entertains 1d6 **commoner** fishermen taking a break from work. During the evening, there are 12+1d20 **commoners** present here. Ned, a **bandit captain**, stays upstairs for the most part, studying his scroll.

Each night before the fishermen leave, they draw lots to see who'll visit the peddler girl in the woods (see "A Game of Fishhooks", below). Ned and his family know of the game, but don't think the fishermen are bewitched: they just think they're being unfaithful to their wives with a local strumpet in camping out in the woods. They haven't listened too closely to what the fishermen are discussing.

ROLEPLAYING NED'S DAUGHTERS

Ned's daughters Mona, Flyss, and Kora are aged sixteen, eighteen, and nineteen, but look almost identical. Working taverns all their lives has given them sharp tongues and quick wits. Under the surface they have little time for village folk and want nothing more than to return to the city and set up their own tavern.

Quote: "No, you ninny. I'm Mona, she's Kora."

A GAME OF FISHHOOKS

The fishermen of Wayward have a secret. The peddler girl in the woods, Petraluna, offers more than just clothes pegs and pans: if you ask her right, she'll find treasured belongings you lost, ensure your next catch is plentiful, or heal your gammy leg. For some, she'll even be their lover. There's a cost, but it always seems inconsequential: a lock of hair, a kiss, or a secret never to be told.

The fishermen only speak of Petraluna in whispers and are sworn to secrecy about her. They all draw lots at nightfall to see who'll visit her caravan. The game is played as follows:

- Over the course of the evening, each fisherman slips a fishhook marked with their own lure into a bucket by the bar. The fisherman who last visited Petraluna is not allowed to play.
- At nightfall, the fisherman who last visited Petraluna draws a lure from the bucket at random.
- The chosen fisherman then crosses the woods to Petraluna's caravan (see Part 5: "Peddler's Caravan"). The rest of the fishermen head home.

If confronted about what's happening, the fishermen tell the strangers to mind their own business. Characters who succeed on a DC 12 Charisma (Persuasion) check can learn the truth, and if they're friendly, may even get an invite to join the game.

MEETING JORY ROS

Jory Ros has chosen to spend the day in the tavern, building up the courage to deliver his newborn daughter to the peddler girl at midnight. Jory hopes he and Petraluna will run away together, but the truth is far darker. Deep down, Jory knows there's something evil about Petraluna but he remains bewitched by her beauty.

Jory is shocked to hear of his wife's attempted suicide (or her death!), and immediately enquires about the health of his daughter. Characters who succeed on a DC 15 Wisdom (Insight) check discern that Jory's inquiry has an ulterior, perhaps sinister, motive. If the characters bring the babe to him, he insists on watching over her until nightfall. Presented with his wife, Jory flies into a rage and demands she returns home.

Characters who speak to Jory learn that his relationship with his wife has soured, but he can't really explain why. On a successful DC 12 Intelligence (Arcana) check, a character discerns that Jory may be under the effects of a curse or *geas* spell. If befriended, Jory may succumb to the counsel of strangers and reveal what's truly happening in his life. Jory has the statistics of a **commoner**.

Regardless of what happens, Jory tries to kidnap his daughter and take her to Petraluna. If the characters make no effort to stop him, he succeeds. When Zora transforms into a hag, she heads to the caravan and devours Jory's daughter (see Part 5: "Peddler's Caravan").

DEVELOPMENT

If the characters free Jory from his curse, he's heartbroken and terrified by his actions. He directs the characters to Petraluna's caravan and beseeches them to destroy her. If needed, he'll come with them to see an end to the thing.

XP AWARD

If the players find a way to remove Jory's curse, award each character 100 XP.

JORY ROS

Jory Ros knew he'd marry Ewella from the moment he saw her. Folk say their marriage was written in the stars and Jory wouldn't deny it. Yet some wild part of him, buried deep in his breast, always yearned for more than Wayward. When he stared into Petraluna's eyes, he saw that path unfurl before him.

Quote: "Got business tonight. Ain't got time to waste jawin' with you."

NED'S CURSE

Ned comes across as a misogynist, but the truth is somewhat different. Two years ago, he stole from a shrine of Beshaba to buy gifts for his many female lovers. As punishment, the goddess cursed him so that any women apart from his own flesh-and-blood would choke in his presence. Reluctant to admit his crime or endanger any more women, Ned moved into the wilds and began researching a cure to his curse.

Any female characters who remain in Ned's presence for five minutes or more begin to suffocate (see chapter 8 of the *Player's Handbook*). Moving more than a hundred feet away from Ned restores the character's breath. None of the patrons are aware of the curse, so it causes some panic when it happens. If any afflicted characters survive, Ned or one of his daughters summons the group to a private meeting to explain Ned's troubled history.

Ned reveals he recently acquired a *spell scroll of remove curse*, and spends most hours struggling to decipher its use. Alas, Ned is no scholar, and doesn't stand a chance of succeeding. He tries to persuade any divine spellcasters to cast the spell over him. If they agree, he insists they perform the scroll's ritual at midnight: it's the full moon tonight, when the connection between this world and Tymora's palace in the Gates of the Moon are strongest. Ned figures he needs all the luck he can get. If the characters free Ned from his curse, he agrees to close the tavern and move back to the city with his daughters.

Of course, Ned's scroll could remove the curse on Zora, or even on Jory. Persuading Ned to part with the scroll is difficult, and requires success on a DC 18 Charisma (Persuasion) check. Grant advantage on this check if the players roleplay the interaction well or tug on Ned's heartstrings. If they really try hard, let them succeed on the check without rolling.

XP AWARD

If a player uses the scroll to remove Ned's curse, award each character 100 XP. If they persuade Ned to part with his scroll, award each character 200 XP.

ROLEPLAYING NED PASCO

Ned is a burly, ruddy-skinned man in his forties, with greying hair tied back in ponytail and cheap rings on his fingers. His dour demeanor suggests he carries a weight on his shoulders.

Ned originally hails from Mulmaster, where he spent his life as a tavern keeper. He was also a philanderer: a flaw that led to him stealing from the shrine of Beshaba. His three daughters were born to his second wife, who is now long-dead. The girls are the apples of his eye and he treats them kindly.

Quote: "I've learned to do things my way, son. And in here, it's my way or the highway."



THE RAID

At nightfall, Benneth's fishwives arrive with burning torches to set fire to the tavern. Their party consists of:

- Benneth (a **veteran**)
- Three **thugs**
- Fifteen **commoner** fishwives

On arrival at the tavern, Benneth calls out for Ned to come out and face her. When he appears at the front door, she orders him to leave the Elvenflow Estuary at once or face the consequences. Ned responds by telling his daughters to grab their bows and defend their home. The following forces defend the tavern:

- Benneth (a **bandit captain**)
- Three **scouts**

Unless the characters intervene, Benneth orders her thugs to set fire to the tavern. The fishermen inside flee the premises, while Ned and his family try to fight back. Run this as a combat if the players get involved, but don't get bogged down with dice rolling when resolving conflicts between NPCs: just handwave whichever result feels most dramatic. If the fishwives lose more than half their number, they retreat to the village to lick their wounds.

If the players let things run their course, the women find themselves afflicted by Ned's Curse and are forced to flee in fear or die choking. Benneth and her fishwives retreat to the village.

RESOLVING THE CONFLICT

This is a difficult situation to resolve.

- Benneth won't back down until Ned and his daughters have left the region.
- Ned won't leave under duress, even if his curse has been lifted.

Using force to defeat either side is the simplest solution. Characters who've unraveled the true plot could force a truce by revealing the presence of a hag in the woods. Doing so requires success on a DC 15 Charisma (Persuasion) check, with advantage on the check if compelling evidence is presented. If they believe the group, both sides retreat indoors and nail their shutters. Nobody wants to cross a hag, so the characters are on their own.

XP AWARD

If the group resolve the conflict without bloodshed, award each character 250 XP.

PART 5. PEDDLER'S CARAVAN

Estimated Duration: 30 minutes

The characters confront the peddler girl in the wood and expose her as a meddling green hag.

FINDING THE CARAVAN

Many leads can point the players to the caravan:

- The group could follow a fisherman here from the Hearthstone tavern at nightfall or tail Jory Ross when he delivers his baby to the hag.
- Jory Ros could confess, and reveal to the characters where Petraluna's caravan resides.
- A character could win the game of fishhooks and be given directions to the caravan.
- The group could search the woods after finding clues in the village (e.g. the carving in the ruined manor).

THE WOODS

The woods are ancient and laced with mist. It's easy for the unwary to get lost, especially at night.

Terrain. Prickly hawthorns press closely against oaks and ashes, and the forest floor is choked by brambles. Off the trail, it's difficult terrain throughout.

Weather. Mist swirls through the woods, granting disadvantage on Wisdom (Perception) checks that rely on sight.

Light. Grey daylight, or blackest night.

Smells and Sounds. The moaning of the wind and the rustle of branches. The loamy air is thick with the stench of leaf rot.

PETRALUNA'S CARAVAN

When the characters arrive at the caravan, read:

A covered wagon hides in the woodland ahead, its blue sails painted with the image of a crescent moon. A campfire crackles nearby, casting a warm glow over scores of tiny, wrapped presents hanging from the nearby tree branches. As you approach, a raven-haired woman emerges from the wagon.

"Welcome", she purrs. "What are your desires?"

This is Petraluna: the human form of the **green hag** Drowned Sal. Characters who succeed on a DC 20 Wisdom (Perception) check notice that Petraluna's shadow flits about weirdly in the firelight, shifting between her own form and that of a stooped crone.

THE HAG'S BARGAIN

Petaluna offers the characters their heart's desire in return for a simple offering: perhaps a prick of blood from their finger, a lace from their boot, or a glimpse of their reflection in a pail of water.

If a character agrees to the terms, Petraluna gives them one of her presents and they fall under the hag's spell. The character becomes convinced that Petraluna has granted their wish or at least offered profound guidance on how to achieve it. Nothing can convince the character of the truth, and only a *remove curse* spell or the hag's demise can restore their faculties. While cursed, the character won't willingly harm the hag.

The presents hanging from the trees are illusory: they are in fact gruesome body parts unearthed from the nearby graveyard.

THE HAG REVEALED

If the characters attack Petraluna or confront her with their suspicions, she sheds her skin and reveals herself as the **green hag** Drowned Sal (see "Roleplaying the Hags", below). With a snap of her gnarled fingers, Sal causes the covered wagon to shudder into life behind her. It attacks the group using the statistics of an **animated table**, with the following adjustments:

- It is a Huge creature.
- While it is motionless, it is indistinguishable from a covered wagon.

If Drowned Sal feels overwhelmed, she uses her *flying broomstick* to take to the air and assail the characters from afar with *vicious mockery*.

Lair actions. While the hag is fighting inside her clearing, the body parts hanging from the trees jerk to life and fly through the air to beat and strangle her enemies. On initiative count 20 (losing initiative ties), the hag can take one **lair action** to cause one of the following effects:

- The hag snatches a rotten heart as it sweeps past her, and devours it to heal 16 (3d8+3) hit points.
- Crawling claws overwhelm enemy creatures in a 15-foot radius area from a point within sight of the hag. Each enemy inside this area must succeed on a DC 15 Strength saving throw or be knocked prone. Enemies that fail by 5 or more are also grappled (escape DC 13).
- Rotten skulls bite and head-butt an enemy within 20 feet of the hag that she can see. The target must succeed on a DC 10 Dexterity saving throw or take 7 (2d6) bludgeoning damage.

The body parts are too numerous to target. If the hag is defeated, the body parts flop inertly to the ground.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not cumulative.

- **Very Weak:** The wagon does not come to life.
- **Weak:** The wagon has half its normal hit points.
- **Strong:** Add two **death dogs**.
- **Very strong:** Add four **death dogs**.

THE HAG'S DAUGHTER

If Zora Marrek transforms into a hag, she arrives late that night to claim her first feast. Drowned Sal greets the new member of her coven and names her "Lilly Coffinbox". Together they wait for Jory to arrive with his newborn daughter.

Characters who failed to prevent Zora's transformation may find themselves facing two hags when they arrive! During parleys, Lilly Coffinbox assumes the form of another beautiful maiden, who lazes on the back of the caravan while Petraluna greets her visitors. The maiden looks eerily similar to Zora, just older.

Alternatively, you could have Lilly Coffinbox turn up as the characters are fighting Drowned Sal, with Zora's skin hanging in tatters from her limbs. Either way, Zora Coffinbox has the statistics of a **green hag**, with the following adjustments:

- Lilly has half her normal hit points.
- Her claw attacks deal half the normal damage.

ROLEPLAYING THE HAGS

In her true form, Drowned Sal appears as a withered crone whose deathly-pale green skin oozes with filth. When she speaks, she belches up swamp water. Beetles scuttle through her sodden hair and her rotten eyes bulge from their sockets.

Lilly Coffinbox is stick thin and wears a scorched wicker cloak. Dozens of rusty mousetraps cling to her saggy skin and her eyes are permanently crossed. When she cackles, her eyeballs rotate wildly in her skull.

Both hags are thoroughly evil.

Quote: "Naughty boys don't get pudding!"

TREASURE

If the characters defeat Drowned Sal here, they can claim her *broom of flying*. A search of her caravan reveals 250 gp and a random trinket for each character.

Characters looking for Bors Storvald's remains discover scraps of his rusted armor among the body



parts. Gathered together, these relics are enough to fulfil their faction assignment.

ADVENTURERS LEAGUE SEASON 8 REWARDS

Defeating the hag unlocks the *broom of flying*. The players each receive a trinket, but no gold.

STORY AWARD

Characters who defeat Drowned Sal or Lilly Coffinbox gain the “Witchfinder” story award. **Give these players Handout 3.**

CONCLUSION

Slaying Drowned Sal ends her bewitchment of the Wayward fishermen. As they realize her “gifts” are little more than rotten corpse meat, they hurry back to their wives and beg for forgiveness. The characters are hailed as saviors, but the villagers remain shaken by events.

There may be loose ends to chase up. If Zora hasn’t yet transformed, the characters may have time to save her. Alternatively, they may wish to help Ned Pasco rid himself of his own curse. Such denouements are best wrapped up in a simple epilogue, unless the players wish to delve further into the dark mysteries of Wayward.

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
Animated Table	450
Death Dog	200
Thug	100
Swarm of Poisonous Snakes	450
Green Hag*	700

*award half XP for Lilly Coffinbox.

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Stop Ewella taking her own life	100
Learn about the tavern from Ewella	50
Negotiate a parley with the fishwives	100
Escape captivity without harming anyone	100
Hear Salma's story	50
Find Lord Ethelred's journal	50
Use the scroll to remove Ned's curse	100
Use the scroll to remove Jory's curse	100
Persuade Ned to part with his scroll	200
Free Zora from the hag's curse	400
Defuse the tavern raid without bloodshed	250

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,200 **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
-----------	----------

Gems from secret room in manor	150
Ned's reward for using the scroll on him	100
Treasure from peddler's caravan	250

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*.

BROOM OF FLYING

Wondrous Item, uncommon

Drowned Sal's flying broomstick is covered in wet moss that magically regrows each morning. When you carry it on your person, you suffer the uncomfortable side effect of occasionally belching up swamp water. This item is detailed in the *Dungeon Master's Guide*. **Give Player Handout 2 to whoever receives this item.**

STORY AWARDS

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

Witchfinder. You rid the village of Wayward of a troublesome hag. If you report your triumph to the local lord, Bourne of Candles, you may acquire a reward. **Give Player Handout 3 to whoever receives this award.**

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Members of Order of the Gauntlet who recover Bors Storvald's remains 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 the *Broom of Flying*.

APPENDIX 1. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

DENIZENS OF WAYWARD

Benneth Loach. Cruel matron of the village fishwives.

Ewella and Jory Ros (YOO-ella and JAW-ree ROZ) Troubled village couple at the heart of the mystery. Their infant daughter is called Ezra.

Old Salma. Village herbalist who fears the worst. Worships a pantheon of gods called the Hexad.

DENIZENS OF THE TAVERN

Ned Pasco. Grumpy proprietor of the local tavern, who suffers from a divine curse.

Mona, Flyss, and Kora Pasco. Ned's three beautiful daughters.

DENIZENS OF THE WOODS

Jago Marrak (JAY-go). A woodsman, who rescued the infant daughter of the local lord from a fire and raised her as his own.

Petraluna. A pretty peddler girl, the disguised form of the green hag Drowned Sal.

Zora Marrak. The woodsman's daughter, soon to transform into the green hag Lilly Coffinbox.

APPENDIX 2. MONSTER/NPC STATISTICS

ANIMATED TABLE

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The table is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the table must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the table remains motionless, it is indistinguishable from a normal table.

Charge. If the table moves at least 20 feet straight towards a target and then hits it with a ram attack on its turn, the target takes an additional 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning 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.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)



Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if

the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SWARM OF POISONOUS SNAKES

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (3d8)

Speed 30 ft., swim 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blightsight 10 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

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.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

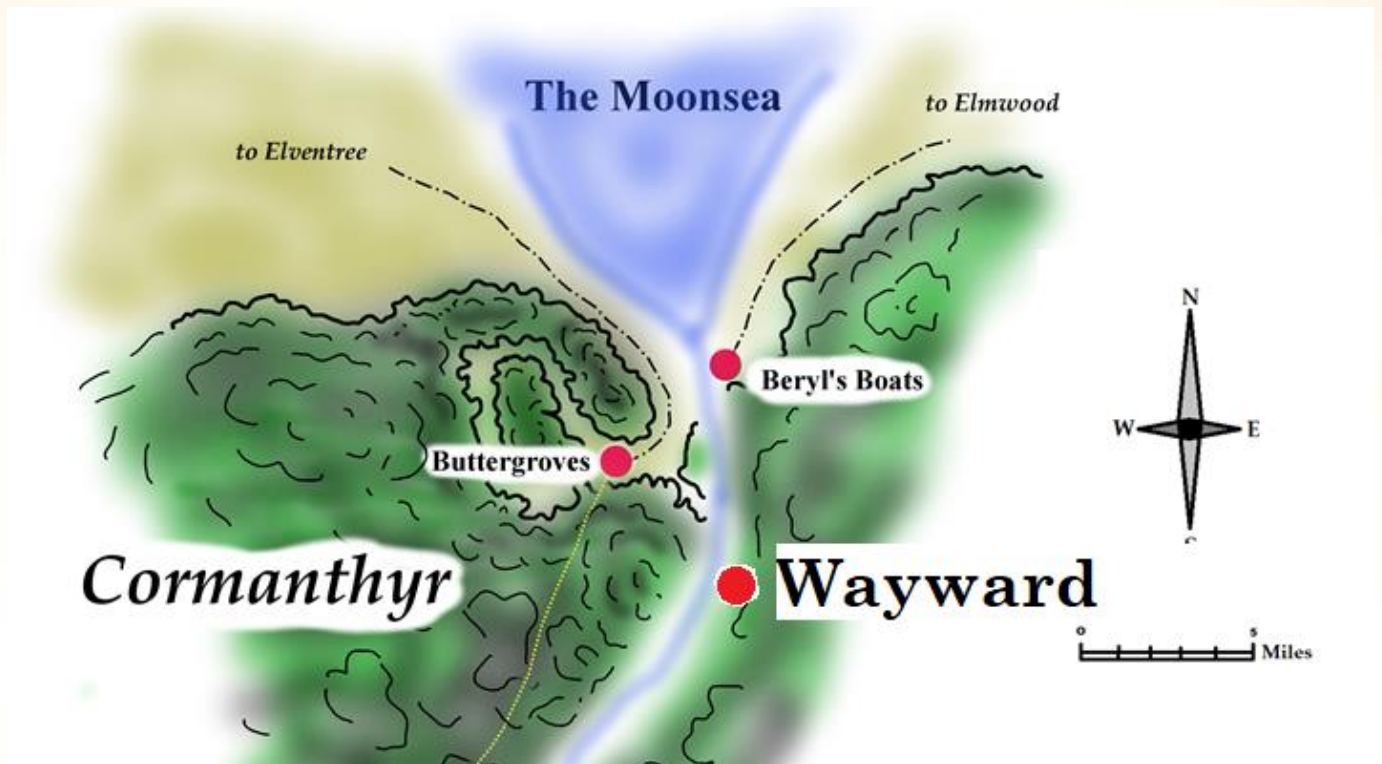
Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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.

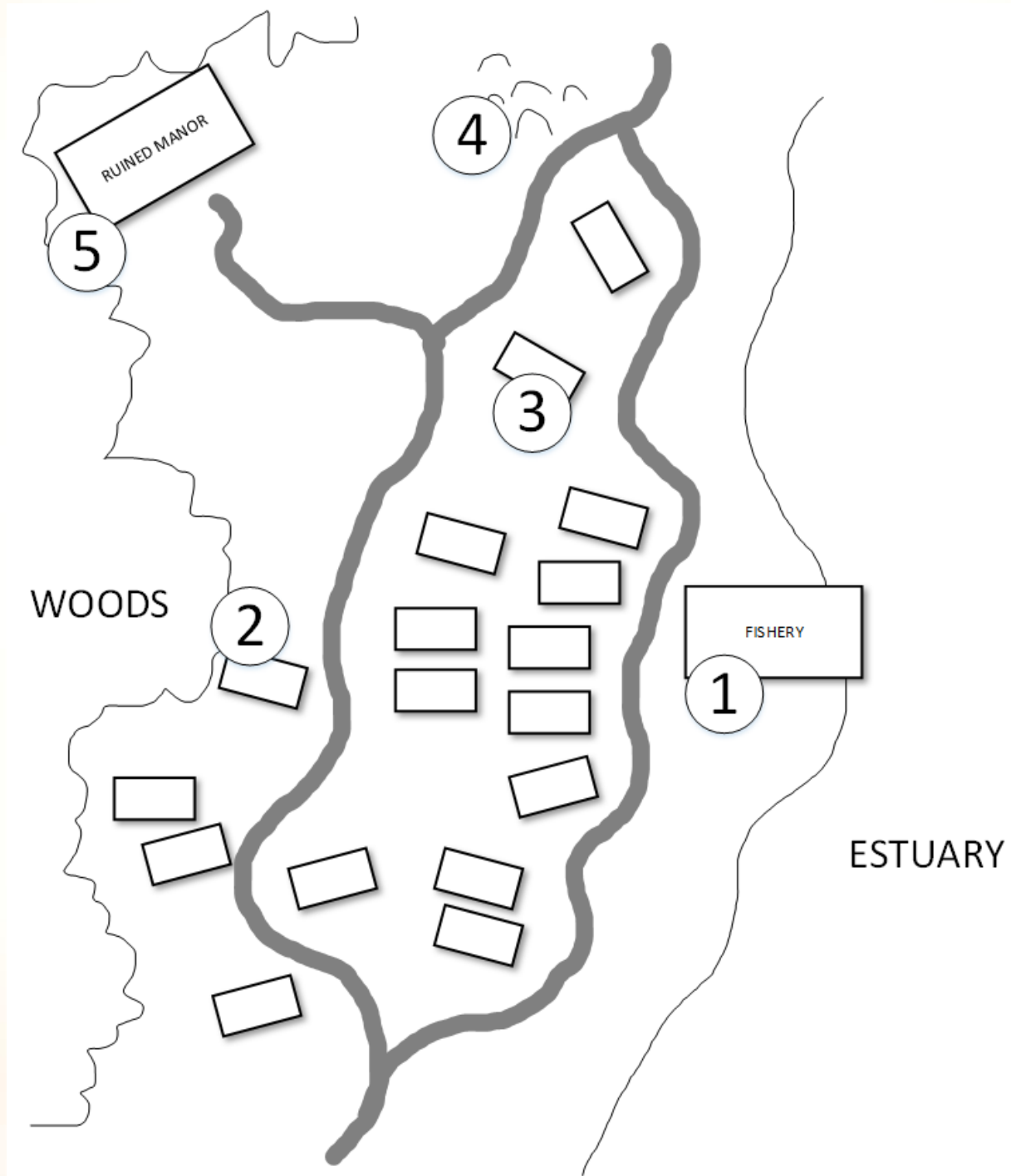
Silvanus. The Forest Father, god of wild nature and druids. His worshipers protect the natural places from the infection of civilization.

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.

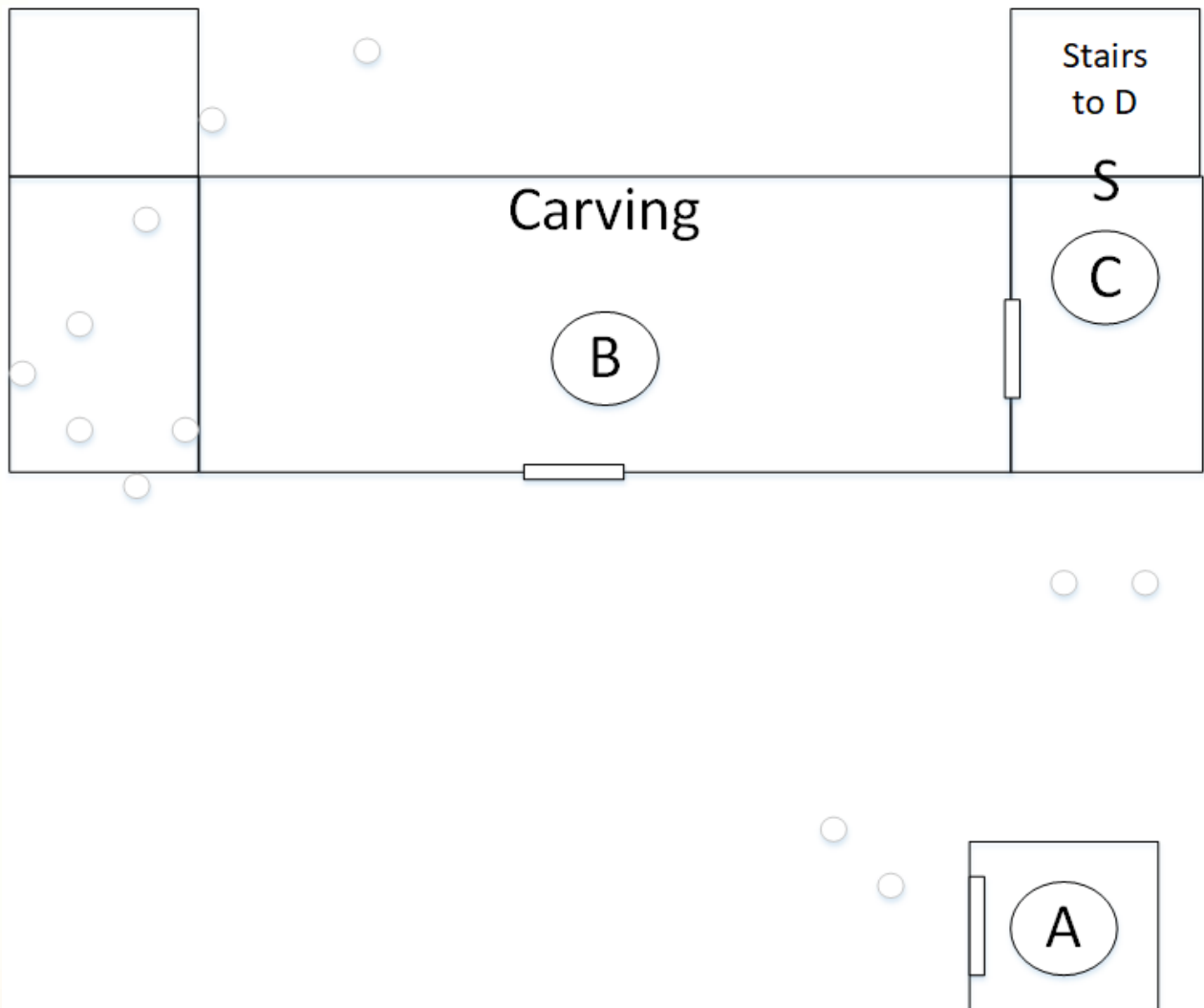
Rillifane Rallathil. The Leaf Lord is the elven god of protection of woodlands and the guardian of the harmony of nature. His followers liken him to a giant oak tree so huge that its roots mingle with every other plant in the forest. He rarely makes himself known, but he constantly guards the forests.

APPENDIX 5. MAPS

WAYWARD VILLAGE



RUINED MANOR HOUSE



PLAYER HANDOUT 1. WOODSMAN'S LETTER

To Bourne of Candles, Lord of the Elvenflow Estuary.

My lord,

I write to inform you that I have arranged marriage for my adopted daughter of nearly thirteen years, Zora, to a cousin of mine in Mulmaster. He is a baker, and a good man, and will care well for her in the city. He has agreed to pay a sum in coin of 200 gold pieces, which shall surely acquit you of any loss of earnings for her bonded service over years to come. I travel now to collect this pay, after which I shall return for Zora.

I regret, my lord, to inform you of this after the deed is done. In truth, the girl is not well and I hope a spell away from this village will do her good. Since the day I plucked her as an infant from the fires of that manor, she has remained unaware of her true heritage, and now never shall. I remember, when we last spoke, you were most insistent that the line of Ethelred should end for what the lord had done. Now it shall.

Your loyal servant,

Jago

PLAYER HANDOUT 2. LORD ETHELRED'S JOURNAL

Witch hunters have come from Mulmaster. A thuggish lot, who drove a coven of hags before them. They burned the witches on the banks of the estuary, but then turned their ire to the local folk, thinking one of the hags was still at large. A young peddler girl passing through, Lenapatra, got caught up in their hunt and threw herself at my mercy to evade them. I hid her caravan on the woods of the estate. For our own safety, I thought it best not to tell Bess of this, nor the servants. When all is well, the girl can move on.

Oh, sweet, sweet Lenapatra. These last two years, with all their secrecy, have worn heavily on my heart. Bess gave birth this morning - a girl! - and I could not help but wish it were Lenapatra in that bed. Bess is tired now, and Lenapatra has asked to see Zora's little face. I'll take her to her while Bess is sleeping. Nobody shall know.

I can barely write. The world has become a horror, and all I hold dear has fallen into nightmare. I left Zora with Lenapatra on the promise she'd return her to us by dawn. On my ride home, I realized I'd left my hunting horn behind, and turned around to retrieve it. When I got to her caravan, I saw Lenapatra... I cannot say it. Zora is no more.

Yet the babe was in her cot this morning when I awoke! I swear it was not a dream, so there is only one answer - that is not my daughter. Lenapatra - the hag! - has swapped Zora with one of her own offspring, I know it. Oh gods, what have I done??

I can live no longer with that babe in my house. I have cursed this valley, and cursed my father's line with my foolish infidelity. No more. This will be my last entry. Tonight, I shall lock the door of the manor and set a fire within. We shall all burn, and let the gods judge us in the afterlife.

PLAYER HANDOUT 3. STORY AWARD

During the course of 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:

WITCHFINDER

You rid the village of Wayward of a troublesome hag. If you report your triumph to the local lord, Bourne of Candles, you may acquire a reward.

PLAYER HANDOUT 4. MAGIC ITEM

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

BROOM OF FLYING

Wondrous Item, uncommon

Drowned Sal's flying broomstick is covered in wet moss that magically regrows each morning. When you carry it on your person, you suffer the uncomfortable side effect of occasionally belching up swamp water. This item is detailed in the *Dungeon Master's Guide*.