



A Momentary Lapse of Reason

A 1d4Con Adventure



With the fall of Mulmaster during the Red War, the Moonsea region has never been so depressed. The churches of Milil and Lliira think they have a solution – a festival of music culminating in an epic, *Battle of the Bards*. Can you help raise the spirits of the people? Do you have what it takes to rock the people of Mulmaster with music, not elemental devastation?

Part 1 of the Return of Revelry Series.

A Two/Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3.



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Adventure Primer

"Fame is like a shaved pig with a greased tail, and it is only after it has slipped through the hands of some thousands, that some fellow, by mere chance, holds on to it."

-Davy Crockett

Background

The recent history of the **Moonsea** has been bleak - rampaging dragons, demon uprisings, and now the fall of **Mulmaster**. Everyone seems to be in a malaise, a sense of hopelessness that chills one to the core. Something needs to be done to restore hope.

The Churches of Milil and Lliira have come together with a plan - a festival of music and song designed to raise spirits and coin for the commoners of the Moonsea. To bring the best to the region, the festival includes a contest for entertainers, culminating in the *Battle of the Bards* in the refugee camp in Elmwood.

Meanwhile, **Blade Cora Peytir**, a former Zora of Mulmaster, seeks to keep members of the Northeastern Forest Council of Cormanthor as allies, since Mulmaster is going to need all the help they can get. One condition of the treaty was to escort **Maedcoh**, a male **satyr** on a music tour around the Moonsea. Blade Cora Peytir intends to use the festival to fulfill that term of the contract. She enlists the help of the adventurers to see that Maedcoh has a good time; thus, keeping the satyr and his friends as allies.

Episodes

The adventure's story is spread over **three story episodes** that take approximately **two hours** to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: A Satyr without a Band.** The characters are recruited to compete in the contest as part of Maedcoh's troupe. They run into the main rivals and antagonists - *Hillsfar's Nightmare Band*. This is the **Call to Action**.
- **Episode 2: Folkfest.** The characters travel to Phlan to participate in *Folkfest* - a folk music festival, as practice and to start to build a fan base. However, they quickly learn that fame comes with some

downsides - groupies. **Story Objective A** is to participate in the *Folkfest* competition while ensuring Maedcoh has a good time.

- **Episode 3: Battle of the Bards.** The characters return to the Mulmaster Refugee Camp in Elmwood to perform in the *Battle of the Bards*. They are waylaid on route, rush to perform on time, and then deal with their rivals. **Story Objective B** is to participate in the Battle of the Bards while ensuring Maedcoh has a good time.

Bonus Objectives

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Nightmare's Motives.** The characters investigate and discover Hillsfar's Nightmare Band's true motives for participating in the contest - to rebuild the Cult of Graz'zt. This bonus objective is found in **Appendix # 11**.
- **Bonus Objective B: Darkside of Selune.** To get additional practice and fame, the characters travel to Elventree to participate in the *Darkside of Selune* contest - storytelling through music and lights. This bonus objective is found in **Appendix # 12**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

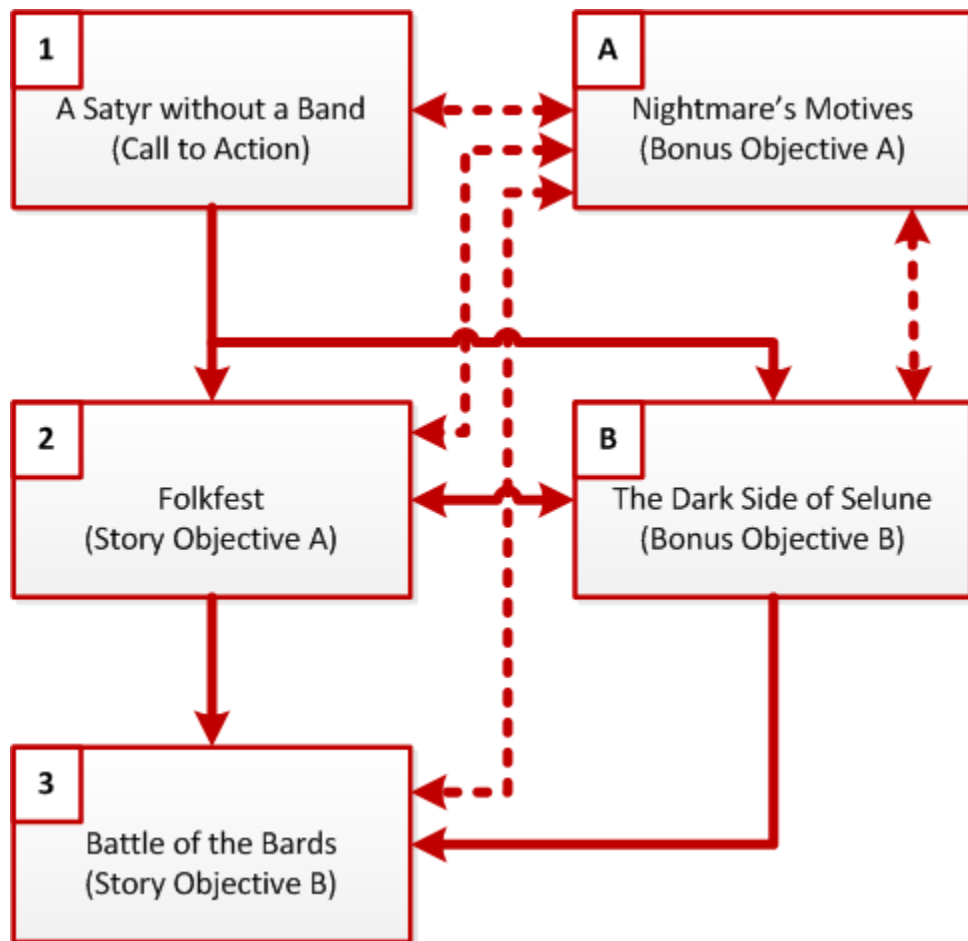
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **two hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. Bonus Objective A can be played any time after Episode 1 and before Episode 3. Bonus Objective B can be started and completed any time with opportunities to further the objective throughout Episodes 1, 2, and 3.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: A Satyr without a Band (Call to Action)

Estimated Duration: 20 minutes

Scene A. Lavish Tent in a Sea of Mud

In this section, the adventurers register to participate in the festival contest in a troupe with the Maedcoh the Satyr. Give the adventurers Player Handout 1 - Fame Mechanic (Appendix 13), Player Handout 2 - Fame Tracker (Appendix 14), and Player Handout 3 - Rules of the Festival (Appendix 15).

The adventure begins with the characters gathering in the lavish tent of Blade Cora Peytir. She tells the story of the treaty with the Eastern Forest Council and the agreement to send Maedoch on tour. The festival would be an ideal opportunity to fulfill that term of the treaty.

For the last few weeks, Cora Peytir has been sending out feelers for adventurers she can persuade to accompany Maedcoh. Based on the character backstories, they have all answered this call, for their own reasons.

Treaty with the Northeastern Forest Council

CCC-ODFC02-03 Nights Bright Dawning. During this Tier 3 adventure, characters from Mulmaster negotiate a treaty with a group of fey and other forest creatures that would allow Mulmaster to harvest a large amount of lumber to help rebuilding efforts after the Devastation Orb explosion. One term of the treaty is that a Nobel of Mulmaster needs to sponsor a tour for Maedcoh to ensure his vote to ratify the treaty as the representative of the Satyrs of Cormanthor.

While the specifics of the treaty focus on sustainable harvesting of wood, ensuring good relations with allies among the fey and forest denizens is of great importance if Mulmaster is ever to be freed again.

Area Information

This area features:

Dimensions & Terrain. The Mulmaster Refugee Camp in Elmwood is wet and muddy place, full of displaced, disheartened people. The characters arrive at a lavish tent, obviously of former Mulmaster nobility.

Lighting. The day is overcast and drizzly. Inside the tent several *continual flame* braziers light the interior but provide no warmth.

Creatures/NPCs

Blade Cora Peytir is a former Zora of Mulmaster. Maedcoh, a male **satyr**, sits on a three-legged stool in the corner looking excited, nervous, and shy all at the same time.

Objectives/Goals. Blade Cora Peytir's goals are to take back her home by any means. She looks to shore up allies before finding new ones. She needs the Forest Council's support and knows a happy Maedcoh will go a long way. Maedcoh, on the other hand, has little interest in Mulmaster affairs. He yearns to perform in front of adoring fans and to share his talents with the world.

What Do They Know? Blade Cora Peytir is familiar with the rules of the contest and the general state of affairs of the Moonsea. Maedcoh is much more knowledgeable about music, performances, and notable **bards** and troupes in the area. If asked, he will be very excited to perform for several notable musicians of the land including **Maestro Tarl Desanea II** of Phlan and **Elanil Ellassidil**, the **Moonsilver Herald** leader of Elventree.

Treasure & Rewards

This adventure offers no monetary rewards, especially since this is a benefit contest. However, Blade Cora Peytir has planned for the use of a trading vessel, the *S.S. Juniper* and for places to stay on the tour. She will also arrange for the purchase of instruments for the characters' use, but they are to be donated to the refugees after the conclusion of the contest. Finally, she gives the party a common magic item for the contest, an *Instrument of Illusions*.

- **Instrument of Illusions.** This silver pan flute is carved with the phases of the moon. Instead of butterflies, it produces images of Luna moths.

Call to Action

When a disaster befalls the land, all people must do their part to help recover. Some join armies, some tend to physical wounds, while others tend to emotional ones. Here the adventurers have a chance to help raise spirits, coin, and solidify an ally.

- The objective of this adventure is to entertain the masses around the Moonsea and ensure Maedoch has a good time doing it.
- The first part of the adventure helps the adventures come together as a troupe, get to know Maedoch, and start to build a fan base.
- The second objective is to participate in the *Battle of the Bards* and bring some joy to the hearts of the displaced people of Mulmaster.

Scene B. Hillsfar's Nightmare Band

In this section, the adventurers meet their principle rivals in the tournament – Hillsfar's Nightmare Band (HNB for short).

As they approach the Elmwood docks to board the *S.S. Juniper*, they “run” into members of the Hillsfar's Nightmare Band, who immediately begin to tease, taunt, and jeer at Maedcoh and the party. HNB is heading to their ship too, a very nice, private yawl called the *S.S. Party Boat*. This is not intended to be anything more than an introduction to HNB.

Area Information

This area features:

Dimensions & Terrain. The Elmwood docks are busy and crowded, more boats and ships are using the port than it was ever intended to accommodate.

Lighting. The weather is overcast and just starting to rain in earnest.

Creatures/NPCs

Details for Hillsfar's Nightmare Band can be found in Appendix 1. In summary:

- **Chass.** Front man and leader. **Incubus** trapped in the form of a male gold dwarf.
- **The Harlot.** Dancer, back-up singer, and girlfriend of Chass. a female gold dwarf **Noble**.
- **Fang, Coil, and Sludge.** Instrumentalists and general nuisances. Male gold dwarf **Commoner** followers of Graz'zt.

Objectives/Goals. Chass is cursed, locked into gold dwarf form until he can “build a following worthy of Graz'zt.” His goal is to win the contest at all costs, so he can break the curse. The Harlot's goal is to help him break the curse. Fang, Coil, and Sludge are in it for the booze and debauchery that accompanies a music career.

What Do They Know? All members of the HNB know Maedcoh and his devotion to his music. They see him as the most direct threat to them winning the contest. Chass and The Harlot also know Maedcoh's dark secret – his fear, inexperience, and underperformance with matters of love and lust.

If things start to get out of hand...

This scene is intended to be a non-combat, social interaction to set up the competitive rivalry. However, some play styles are more aggressive. If the adventurers' initiate combat with Hillsfar's Nightmare Band, then proceed as follows:

- Members of HNB will call for help. Chass enters the ethereal plane on his turn. The rest take the dodge action.
- Within a round a **dozen** of heavily armed former members of the Hawks of Mulmaster will show up and demand the violence stop.
- If the party does not capitulate, the next round a former member of the Cloaks of Mulmaster shows up and casts a “warning” **fireball** directly above the heads of the adventurers.
- Two warnings are all they get. The Hawks and the Cloak attack the following round, attempting to subdue, but have no qualms about killing. For the purposes of this combat, Hawks use the **Bandit Captain** stat block. The Cloak uses the **Illusionist** stat block – it was an **illusionary fireball** cast with *major image*.
- HNB all attempt to flee.
- The adventurers can surrender at any time. If they do not, they will be defeated.
- Apply the following repercussions for inciting combat in the Mulmaster Refugee Camp:
 - If the party surrenders after the Hawks and Cloak engage in open combat, immediate **-5 to Fame**.
 - If the party kills any member of the Hawks or the Cloak, or fights to the bitter end, then **they fail this adventure**. Blade Cora Peytir takes back her gift. They get nothing but an escort out of the Mulmaster Refugee Camp.

Episode 2: *Folkfest* (Story Objective A)

Estimated Duration: 40 minutes

Setting Description

This episode takes place entirely within the city of Phlan. The adventurers arrive two days before they are required to perform at *Folkfest*. In anticipation, Cora Peytir has arranged accommodations at **Madame Freona's Tea Kettle** by renting out the common room for their private use. If any characters have played **DDEX1-1 Defiance in Phlan**, then they have been to Madame Freona's Tea Kettle several times and have met Freona and her five daughters.

The performance stage is built in the middle of the main marketplace. The afterparty is in a tavern. See various published works on descriptions of the city, its inhabitants, etc. to enliven the description.

Prerequisites

The adventurers arrive by ship from either the Mulmaster Refugee Camp (**EPISODE 1**) or from Elventree (**BONUS OBJECTIVE A**).

Story Objective A

Folkfest is a folk music event taking place in Phlan as part of the Moonsea Music Festival. The contest objective is to compose and perform an original work of music in a folk style indicative of the Moonsea region. This is the warm-up before the main event, *Battle of the Bards*.

Area Information

This area features:

Dimensions & Terrain. Phlan is a city of nearly 20,000 residents. The main stage is in the open-air marketplace. **Madame Freona's Tea Kettle** is considered a haven in Phlan, a place that adventurers can find rest and respite, so long as they behave themselves. It is rare that someone rents out the common room but not unheard of.

Lighting. *Folkfest* is seeing very good weather. Cool and sunny. The performance venue is outside and during the afternoon. The tavern scene will happen at night but inside with torch light.

Scene A. Surprise from a Friend?

The characters should spend whatever time they need to prepare for *Folkfest* performance. This scene takes place on the day of their performance.

Freona approaches the party during morning breakfast. She tells them that a crate arrived for them early this morning. She had it delivered to their room. After breakfast, Reece follows them back to the common room to see what is in the crate.

Area Information

This area features:

Dimensions & Terrain. The common room is large, clean, bare of amenities save several chamber pots in the corner and a privacy screen – adventurers normally travel with their own bunk rolls.

Lighting. The common room is lit by torches in sconces along one wall. There are two windows facing the street that provide light during the day and bright, direct sunlight in the mornings.

Creatures/NPCs

Madame Freona, a stout and officious halfling who runs the establishment with her five daughters, has proven an excellent hostess. She does not pry and delights in hearing the troupe practice.

Objectives/Goals. Freona's relationship with Cora Peytir goes back decades, and she wants to take good care of Cora's guests. Reece, one of Freona's daughters, often asks if she can sit and watch. Reece has plans to become a bard one day.

What Does He Know? A large crate arrived in the early morning on the day of the performance with instructions to be delivered to the adventurers.

The Crate

The crate is not from Cora Peytir. It is from Hillsfar's Nightmare Band, specifically a surprise from Chass, who has decided to share his petrification fetish with them via his latest brood of three (3) **cockatrices**. Reece (female halfling **commoner**) will be standing on a chair looking into the crate with anticipation when it is opened.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two (2) **cockatrices**.
- **Weak:** Remove one (1) **cockatrice**.
- **Strong:** Add one (1) **cockatrice**.
- **Very Strong:** Add two (2) **cockatrices**.

A Note about Reece

Reece is considered a combatant in this combat; however, she is unlikely to take offensive action. The DM is encouraged to have her take actions like Dodge, Disengage, or Help. Additionally, it would be appropriate to allow **Reece** to make death saving throws if she drops to zero (0) hit points.

Treasure & Rewards

If the characters defeat the **cockatrices** and Reece survives, Madame Freona is exceptionally grateful. She rewards them with two (2) *Potions of Greater Healing*. They earn **+1 Fame** for their heroism, as Madame Freona everyone she meets today.

Playing the Pillars

COMBAT

If opened without any suspicion or caution, the party is **surprised** as the **cockatrices** immediately fly into the face of the character(s) that opened the crate and attack.

EXPLORATION

DC 12 strength (Athletics) check to open the large crate. **DC 16 wisdom (Perception)** reveals something alive is inside. **DC 13 intelligence (Investigation)** reveals that it does not have the normal import-export markings, a sign that it may not be from Cora Peytir Those with the Guild Artisan, Guild Merchant, Sailor, Pirate, or similar backgrounds have advantage.

SOCIAL

Reece will be talking up a storm to whomever will listen. She is exceptionally excited to see what is in the crate. She will shadow the character with the highest charisma.

Scene B. Folkfest

The contest is to compose and perform an original piece of music in a folk music style. As an option, each troupe may submit the composition the day of the performance to the judges.

If this is the first contest, explain the Fame Mechanic and how this will work in the adventure. Have the players discuss roles and what they can do to improve the overall performance. Have them develop a plan of action and then act upon it. If they are having trouble coming up with roles and activities, encourage them to examine their various skills, tools, and background features. Appendix 8 Running the Contests has some universal role suggestions. Below are some special roles specific to this contest that the characters may think to do.

- **Folk Music of Phlan and the Moonsea.** This is a folk music competition, learning what the folk music is like in Phlan and the Moonsea would be helpful. Consider Intelligence (History) or Intelligence (Religion) to know something useful about folk music. Success with this task awards +2 to the Star Performer, instead of the normal +1.
- **Submitting to the Judges.** Composition implies writing. Consider Dexterity (Performance) or Charisma (Calligrapher's Tools). Success with this task awards +2 to the Star Performer, instead of the normal +1.
- **Know your audience.** Citizens of Phlan have been through a lot lately. To learn about the mood and desires of the people, consider Charisma (Investigation), Intelligence (Investigation), or Charisma (Persuasion) to learn from the people of Phlan. Success with this task awards +2 to the Star Performer, instead of the normal +1.

Creatures/NPCs

The adventurers could interact with a very wide variety of people – **commoners**, **nobles**, **bards**, and many others. They will have a chance to meet the judges. The core judges are **Felratha**, human priestess of Lliira; **Maestro Tarl Desanea II**, half-elf priest of Milil; and **Cloak Dabbledob**

Humblebump, male forest gnome illusionist. The guest judge for *Folkfest* is **Chancellor Calypso**.

Objectives/Goals. During the festival, the overall motivation of the people is to have fun and forget their woes for a bit. **Commoners** are the best opportunity for information and help. The judges want to ensure that *Folkfest* goes well. Phlan could use the boost in trade and morale, so **Chancellor Calypso** is hoping to congratulate the winners of *Folkfest* personally on stage.

What Does He Know? Commoners know information about the town, its recent history, and popular culture. **Nobles** know more history, what the upper classes are interested in, etc. The judges know the overall rules of the contests and much about their respective fields. They will not aid any troupe but will hear formal protests or questions of rules violations.

Scene C. A Momentary Lapse of Reason

The adventurers have completed the *Folkfest* contest and have retired to the afterparty in a modestly priced tavern to rest, reflect, and enjoy the night.

Unbeknownst to them, Chass has other plans. He has charmed a new member of the “Maedcoh Fan Club” and asked her to gather up as many of her friends as she can and try to get autographs, and perhaps a kiss or two, from Maedcoh. The fan club would like nothing more than to drag him off to a private room.

Change of Venue

It is possible that characters believe it is safer for Maedcoh to rest in the *S.S. Juniper* or retire to Madame Freona’s Tea Kettle the rather than come to the tavern. If this happens, move the venue of this encounter as needed.

Area Information

This area features:

Dimensions & Terrain. A modest tavern with a sawdust covered floor, tables, chairs, and a stage for performers.

Lighting. It is dark outside, but comfortably lit inside the tavern.

Creatures/NPCs

Twelve (12) **commoner** groupies (both male and female) come into the tavern intending to get Maedcoh’s attention. In addition, there are other **commoner** patrons, and a local **bard** in the corner.

Objectives/Goals. The **commoner** groupies want to get to Maedcoh, tackle him, and drag him off. The other **commoners** want nothing to do with this and

just want to finish their drinks. The **bard** finds this very amusing. Chass mentally sends commands to the one charmed commoner to keep her on-task and a general nuisance, whose name is **Trudy**.

What Does He Know? The **commoner** groupies know Maedcoh is awesome and that **satyrs** are known for all forms of hedonistic activities!

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Remove three (3) **commoners**
- **Strong or Very Strong:** Add three (3) **commoners**

What Just Happened?

Characters have wide latitude with this scene, including combat, running, and talking. Allow them to approach as they see fit. Some possible repercussions of their actions are as follows:

- **Not my problem.** Party sits back and lets them drag Maedcoh upstairs. Given Maedcoh’s shyness, this outcome disturbs him and his morale is shaken. He has a **-5 penalty to his next performance check**.
- **Breaking shyness.** The characters may find a way to allow Maedcoh to interact positively with the crowd. If this is the case, then Maedcoh feels exceptionally good about this interaction, so much so that his improved morale gives him a **+5 to his next performance check**.
- **Battle.** Party decides that the best way to diffuse the situation is to knock out the groupies. The groupies will fight back, of course non-lethally. Beating up fans is not good public relations. Take a **-2 to Fame**. Outright killing fans is even worse. For each **commoner** killed, take **-5 to Fame**.

Playing the Pillars

COMBAT

Commoner groupie tactics are simple. Punch, grapple, knockdown, drag away. They are not looking to kill, just get at Maedcoh.

EXPLORATION

DC 12 intelligence (Arcana) check will verify that Trudy was *charmed*. As soon as Chass realizes that she is talking, he breaks the charm. *Detect Magic* cast within a minute will reveal lingering magic of the enchantment school.

SOCIAL

Three (3) successful **DC 12 Charisma** checks diffuse the situation without violence. If interrogated at the end of this scene, Trudy can explain that it seemed like Chass was “speaking to her in her head.”

Episode 3: Battle of the Bards (Story Objective B)

Estimated Duration: 1 hour

Setting Description

This episode takes place across three scenes. The first is aboard the *S.S. Juniper* on the way back to the Refugee Camp in Elmwood. The second is the performance stage at *Battle of the Bards*. The third is in an empty cross path in the refugee camp.

Prerequisites

To enter this episode, the adventures must explicitly be returning to Elmwood for the *Battle of the Bards*. Once this Episode starts, they cannot go back.

Story Objective A

The objective of this Episode is to complete the Moonsea Music Festival contest by participating in the *Battle of the Bards* and ensure Maedco is happy with the results – win or lose.

Area Information

This area features:

Dimensions & Terrain. The Moonsea is relatively calm and foggy. Cool mists persist into the *Battle of the Bards* competition in the Refugee Camp. A large stage and open area have been prepared for the final contest. It is crowded and noisy.

Lighting. All parts of the Episode happen during overcast skies - not in direct sunlight. It is foggy on the water, but not so much that it creates any level of cover. Visibility is limited to one mile. The performance happens at dusk under cloudy skies. The final scene happens in the dark of night. Torchlight and lamplight illuminate the area unless otherwise stated.

Scene A. The Sea is Against Us.

The scene opens at the break of dawn on the day of the *Battle of Bards*. The troupe has been enjoying rest and some basic practice on the ship as it makes its way back to Elmwood. At present speed, they should make it back with about **two (2) hours** to spare before the performance.

Chass has prepared a delay for the characters, or perhaps even a sinking of the *S.S. Juniper*. He charmed a follower of Umberlee (**kraken priest**) and ordered him to sink the ship.

Incubus Charm and the Kraken Priest

Incubus's charm ability is potent but has one drawback in combat situations. "If the target suffers **any harm or receives a suicidal command**, it can repeat the saving throw, ending the effect on a success."

Creatures/NPCs

The *S.S. Juniper*'s crew consists of the captain (**bandit captain**), the navigator (**commoner** with proficiency in Navigator's Tools and Water Vehicles), and thirty (30) oarsmen (**commoners** with access to

slings with which they are considered proficient). The **kraken priest** has come to intercept them. He has cast *water walk* and approaches head-on over the sea.

Objectives/Goals. The *Juniper*'s crew want to escape with their lives and are noticeably afraid. The **kraken priest** gets instructions from Chass to sink, stop, or kill as many on board as possible.

What Does He Know? Kraken priest knows that a ship the size of the *Juniper* cannot be capsized by the tidal wave from *control water*.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak: Kraken Priest** has 40 hit points.
- **Weak: Kraken Priest** has 55 hit points.
- **Strong: Kraken Priest** has 85 hit points.
- **Very Strong: Kraken Priest** has 95 hit points.

Kraken Priest is a standard human and speaks common and abyssal.

Playing the Pillars

COMBAT

Kraken Priest focuses on killing crewmembers as the easiest way to disable an oar-powered vessel. If Hillsfar's Nightmare Band was disqualified, then he focuses on Maedcoh. If asked, up to 10 oarsmen engage with slings. **Bandit Captain** will only fight if the ship is boarded.

EXPLORATION

DC 12 wisdom (Insight) check is needed to realize a change in the Kraken Priest's demeanor after breaking the charm. Also, players may attempt to outrun the **Kraken Priest** altogether. Doing so requires **three (3) successful DC 15 group ability checks**.

SOCIAL

If the charm is broken on the **Kraken Priest**, he may be engaged in conversation before departing, telling the story of being charmed by Chass.

Scene B. Battle of the Bards

The scene opens immediately after the end of the previous scene. Regardless of the outcome, the party quickly realizes that they need to rush to make it to the performance in time.

Once they make it to Elmwood, they must run to get to the stage, quickly figure out the performance roles, and perform.

This scene is intended to be full of adrenalin, urgency, and risk. Do not give players long to think, consult, or plan. They should act.

Creatures/NPCs

The *Juniper's* crew consists of whomever is left. As the party rushes through the crowd, they can encounter other **commoners**, **nobles**, vendors, security, and other entertainers (**bards**). As usual, the three Judges are present along with **Blade Amal Jabour** a former Zora of Mulmaster.

Objectives/Goals. The *Juniper's* crew want to help get the players to port. They will ask for aid in the form of rowing, sailing, or other strenuous activity, but they are open to other suggestions. Blade Amal Jabour is interested in having the *Battle of the Bards* go off without incident, but secretly, she has planted herself as a judge to help Maedcoh. She and Blade Peytir see it as in their best interests to keep the alliance with the Forest Council. While she does not give direct aid, she is differential and will side with others if it will help Maedcoh.

What Does He Know? Blade Amal Jabour knows little of Hillsfar's Nightmare Band.

Treasure & Rewards

If the character's troupe wins the overall competition after completing the *Battle of the Bards*, then they earn the **Champion of the Displaced** story award.

Racing to Port

Characters must help the crew if they are to get to Elmwood in time. Have the players pick what they will do to help, with the two obvious choices being rowing and sailing. If they are to make it, everyone needs to pitch in. This is an "all-hands on deck" situation, literally.

The work is very hard and non-stop. When the *Juniper* reaches port, have all characters make a **DC 12 Constitution save** or gain one (1) level of exhaustion. Use discretion here. Players may resolve the above scene with the Kraken Priest quickly and without requiring strenuous activity. If so, then there is no need for the check.

Running on Stage

The announcer is just issuing the last call for performers when they arrive. They must quickly take the stage or be disqualified. They are to race through the crowd to get to the stage, which requires a **DC 12 group Dexterity (Acrobatics) or Dexterity (Athletics) check**. If any character has the City Streets background feature (Urchin), they automatically make the group check. If they are successful, give the players one (1) minute of real time to prepare for the performance. If they fail, give them thirty (30) seconds of real time to prepare. Supporting activities that take a long time cannot be done (e.g., Building a set, making and distributing cider for the crowd, etc.), unless they have had the foresight to do those things while on board the *S.S. Juniper* prior to the arrival of the Kraken Priest.

Below are some ideas for supporting activities for *Battle of the Bards*.

- **What did others do?** They are last up. It would not be good if they repeated a performance another troupe did. Asking what the other performers did can help. Consider Investigation or Persuasion.
- **Buying things.** The characters may need to purchase things. Spending at least 5 GP would be considered an automatic success for that character's supporting activity. This benefit can only be used by one (1) character.

And the Winner Is...

The party performs, the crowd goes wild, and the scores are tallied. All of troupes are invited up to the stage to hear the results of one of three possible outcomes:

- Maedoch and the Adventurers have won
- Hillsfar's Nightmare Band has won
- Someone else has won

No matter the outcome, Maedoch is simply thrilled at the experience. Blade Cora Peytir approaches, thanking them for their work, and invites them back to her tent for a post-performance drink, discussion, and rest. She then excuses herself to prepare.

Scene C. To Gloat

This scene takes place between the *Battle of the Bards* contest venue and Blade Cora Peytir's tent. The adventurers find Chass waiting for them in a deserted path intersection in the refugee camp.

Prerequisites

To enter this scene, the Hillsfar's Nightmare Band must have won the *Battle of the Bards*. If Hillsfar's Nightmare Band lost, proceed to Scene D. To Gut.

Area Information

This area features:

Dimensions & Terrain. The two paths cross in a wide intersection flanked on all sides by various tents, makeshift stables, and the like. The area is absent bystanders.

Lighting. This scene happens at night. The area is only dimly lit by some distant lanterns. Chass is immediately seen. He is smoking a large cigar, which gives off light equal to a candle.

Creatures/NPCs

Chass is present in his **incubus** form. The Harlot is present. The other members of the band - Fang, Coil, and Sludge, may be present based on party strength.

Objectives/Goals. Chass's goal is simple, gloat about winning. Others are itching for a fight but will not attack unless provoked.

What Does He Know? Chass knows the state of his curse.

Treasure & Rewards

To Gloat includes one magic item unlock.

- **Mithral Scale Mail Armor.** Each scale of this armor is made with small, 1-inch mithral spikes, and it includes a neck piece resembling a spiked dog collar. Each spike is carved with abyssal runes for carousing, celebration, and drink. The wearer develops a desire to party all night and sleep all day.

Hillsfar's Nightmare Band has won the *Battle of the Bards*, lifting Chass's curse. He can finally remove his *Mithral Scale Mail Armor*, which he will toss to the ground at the start of the scene. Fang and Coil have come to gloat as well (i.e., average strength party.)

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove Fang and Coil (**commoners**)
- **Weak:** Remove Coil (**commoner**)
- **Strong:** Add Sludge (**commoner**)
- **Very Strong:** Add Sludge and all **commoners** begin with 8 hit points.

Stat Block Adjustments

Incubus (Chass) has Demonic Boons from Graz'zt as per *Mordenkainen's Tome of Foes*

- **Joy from Pain.** Whenever this creature suffers a critical hit, it can make one melee weapon attack as a reaction.
- **Master of Pleasures.** As a reaction when this creature takes damage, it can magically grant 5 temporary hit points to itself and up to three allies within 30 feet of it.

Playing the Pillars

COMBAT

While Chass does want to gloat, he has no intention of dying. If he **drops below 20 hit points**, his next action is to go Ethereal and leave.

EXPLORATION

There are no exploration elements.

SOCIAL

Chass begins the scene with a series of rude, mocking remarks. He explains his true motives. He would prefer goading the adventurers to start the fight.

Scene D. To Gut

This scene takes place between the *Battle of the Bards* contest venue and Blade Cora Peytir's tent. The adventurers find Chass waiting for them in a deserted path interaction in the refugee camp.

Prerequisites

To enter this scene, the Hillsfar's Nightmare Band must have lost the *Battle of the Bards*. If Hillsfar's Nightmare Band won, skip this scene.

Area Information

This area features:

Dimensions & Terrain. The two paths cross in a wide intersection flanked on all sides by various tents, makeshift stables, and the like. The area is absent bystanders.

Lighting. This scene happens at night. The area is only dimly lit by some distant lanterns. Chass is immediately seen. He is smoking a large cigar, which gives off light equal to a candle.

Creatures/NPCs

Chass is present in either his dwarf form. The Harlot is present.

Objectives/Goals. Chass's goal is simple, murder. The Harlot is also motivated to kill, but she also wants to hurt them and has brought one vial of acid to throw in the face of the party member with the highest Charisma.

What Does He Know? Chass knows they prevented him from getting his curse lifted.

Treasure & Rewards

To Gut includes one magic item unlock.

- **Mithral Scale Mail Armor.** Each scale of this armor is made with 1-inch mithral spikes, and includes a neck piece resembling a spiked dog collar. Each spike is carved with abyssal runes for carousing, celebration, and drink. The wearer develops a desire to party all night and sleep all day.

Hillsfar's Nightmare Band lost. The other dwarves stole the *S.S. Party Boat* and left Chass with The Harlot and two (2) pet **cockatrices**.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two (2) **cockatrices**.
- **Weak:** Remove one (1) **cockatrice**.
- **Strong:** Add one (1) **cockatrice**.
- **Very Strong:** Add one (1) **cockatrice**, and The Harlot (**noble**) begins with 16 hit points.

Stat Block Adjustments

Incubus (Chass) Still cursed by Graz'zt.

- **Armor Class** 16 (*Mithral Scale Mail Armor*)
- **Speed** 25 ft., no fly speed
- **Shapechanger** feature is not available
- **Note:** Chass is *not proficient* with scale mail and is stuck in the form of a gold dwarf.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage. (PHB pg. 148)

Playing the Pillars

COMBAT

The Harlot will attempt to throw a vial of acid into the face of the character with the highest Charisma. Chass focuses on charm and help actions. If Chass **drops below 20 hit points**, he tries to leave. Before he can, Graz'zt appears behind him, says, "We need to talk" in Abyssal. They disappear leaving behind a smoking suit of armor.

EXPLORATION

DC 13 passive Perception is needed to notice the **cockatrices** hiding in the tree.

SOCIAL

Chass openly blames the group for the failure to remove his curse. While he will be belligerent with them, he really intends to fight.

Wrap-Up: Concluding the Adventure

After the fight with Hillsfar's Nightmare Band, the adventurers and Maedcoh retire to Blade Cora Peytir's tent. They bind their wounds, rest, relax, and feel comfort in having helped raise the spirits of the people and some coin.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **story objective** that they complete, as follows:

- **Story Objective A:** Competing in *Folkfest* contest.
- **Story Objective B:** Competing in *Battle of the Bards* and ensuring Maedcoth is happy.

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Uncovering Hillsfar's Nightmare band's motive to gain followers for Graz'zt and reporting the info to any authority.
- **Bonus Objective B:** Competing in *Dark Side of Selune* contest.

Player Rewards

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

Magic Item Unlock

Characters completing the adventure unlock:

Mithral Scale Mail Armor. Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

Each scale of this armor is made with small, 1-inch mithral spikes, and it includes a neck piece resembling a spiked dog collar. Each spike is carved with abyssal runes for carousing, celebration, and drink. The wearer develops a desire to party all night and sleep all day.

Instrument of Illusions. While you are playing this musical instrument, you can create harmless, illusory visual effects within a 5-foot radius of the instrument. If you are a bard, the radius increases to 15 feet. Sample visual effects include luminous

musical notes, a spectral dancer, butterflies, and gently falling snow. The magical effects have neither substance nor sound, and they are obviously illusory. The effects end when you stop playing. This item is found in *Xanathar's Guide to Everything*.

This silver pan flute is carved with the phases of the moon. Instead of butterflies, it produces images of Luna moths.

Consumable Magic Items

Characters who saved Reece during Episode 2 Scene A received and unlocked the following:

Potion of Greater Healing (2). You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated. This item is found on **Magic Item Table A** in the *Dungeon Master's Guide*.

Story Awards

Characters who won the knowledge context against Astarlax Bonus Objective B earn:

The Respect of Astarlax. Your knowledge of the obscure has impressed Astarlax. Whenever you cast *Contact Other Plane*, *Commune*, or *Legend Lore*, Astarlax will be the source of your information as either the mysterious entity from another plane, divine proxy, or simply a knowledgeable muse, respectively.

Characters who won the overall contest earn:

Champion of the Displaced. For winning the *Battle of the Bards*, you have become a hero to refugees and displaced persons around the Moonsea. Unless you act in a destructive or hostile manner, refugees around the Moonsea will be friendly to you.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Chass (CHAZ).** Appearing as a male gold dwarf in his youth, Chass is Hillsfar's Nightmare Band's front man, lead vocalist, and lute player. The one thing Chass likes more than anything else is the feeling of becoming petrified. He has taken to raising **cockatrices** to indulge himself in temporary petrification fetish.

Chass is not a dwarf but an **incubus**. During the Rage of Demons, Graz'zt gave him the mission of building cults in the Moonsea - a task for which Chass failed miserably. In frustration, Graz'zt cursed Chass - forcing him to shapechange into a gold dwarf and locking him in that form until he can "build a following worthy of Graz'zt." The curse also binds him to a suit of *mithral scale mail armor*, that he cannot remove and in which he is not proficient. Chass sees the Moonsea Music Festival contest as a way to build the following he needs to break the curse.

Personality: *I'm a lover, not a fighter...really.*

Ideal: *Life without debauchery is no life at all.*

Bond: *Graz'zt is my master. I live to serve.*

Flaw: *If only I could party all night and sleep all day*

- **The Harlot (THEE HAR lut).** The Harlot is Hillsfar's Nightmare Band's back-up singer, dancer, and girlfriend of Chass. She dresses in scantily clad outfits, often depicting different professions, but in a distorted, dark style. Priests, blacksmiths, and seamstresses are some past trends. Her current favorite outfit is a seamstress in a metal corset and carrying a giant-sized needle that she can wield as a rapier.

Personality: *Sweetie, come get a piece of this.*

Ideal: *Lets party, drink, and dance the night away.*

Bond: *She is bound to Chass's fate, in life and death.*

Flaw: *She is masochistic and puts herself into positions to be harmed.*

- **Blade Cora Peytir (BLADE KOR a PAY tear).** Blade Cora Peytir is former Mulmaster noble. A female human of Calishite descent in her early 50s. She has almond colored eyes, bronze skin, and black hair starting to turn white in spots.

Cora rose to be the matriarch of the family after the devastation orb exploded, killing her parents and grandparents. She has vowed to

rebuild and hold fast to her family's ideals and wealth.

Personality: *She proceeds toward her goals with patience, deliberation, and long-term thinking.*

Ideal: *The roots of prosperity come from political stability and predictability.*

Bond: *Her family name and business is her life.*

Flaw: *She suffers from survivors' guilt.*

- **Maedcoh (MADE Koh).** For a **satyr**, Maedcoh is shy and reserved, but very interested in talking about music, and will offer to play for the party if given any opening to do so (forgetting not to use his magic while doing so in his excitement).

Personality: *I'd rather be jamming.*

Ideal: *The notes of creation run through all.*

Bond: *Music is my passion.*

Flaw: *Despite rumors of satyrs' legendary prowess, Maedcoh has a problem with functionality.*

- **Astarlax (AST ar LAKS) and Duurth (DERTH).**

Astarlax is a **berbalang**, an aberrant creature originating in the astral plane. He has recently taken an interest in the early elven diaspora and has come to the prime material plane to find information in the ruins of Myth Drannor. He was attracted to the activities of the *Darkside of Selune* festival and made a stop to watch.

He travels with his companion and light source, Duurth, a **will-o'-wisp**. Duurth was once a githyanki in life and traveled with Astarlax extensively until the day he was burned to death.

Their previous research interests include:

- The Causes of the Blood War.
- Biography of Marrake al-Sidan al-Hariq ben Lazan, the Grand Sultan of the City of Brass. The project in which Duurth died.
- Final resting place of Gilgeam, Unther God of battle, slain by Tiamat.
- Apotheosis of Zagyg and Iuz.

Personality: *Quiet, introspective, dedicated, and not easily impressed.*

Ideal: *Knowledge is power.*

Bond: *Nothing matters except my current knowledge quest.*

Flaw: *Overconfident and arrogant.*

- **Cloak Dabbledob Humplebump (CLOAK DAB bell DAUB HUM bul BUM bell).** The male forest gnome **illusionist** was recently promoted in the

cloaks organization when the events of the Red War fell upon Mulmaster. Dabbledob was selected to be one of the three judges for the Moonsea Music Festival – an assignment for which he begrudgingly agreed to undertake.

Personality: *The world is a miraculous place, and he is fascinated by everything in it.*

Ideal: *Helpfulness. Whether a broken contraption or a broken heart, he tries to fix it.*

Bond: *He is willing to take risks others do not.*

Flaw: *There is no difference between what he thinks and what he says.*

- **Felratha (FEL ra tha).** A human priestess of Lliira from the Hillsfar region of the Moonsea. Felratha has a kind heart and was worried about the nonhumans' plight in Hillsfar, so she helped in any way she could. Now that the Red War has come to Mulmaster, she was a strong proponent of the Moonsea Music Festival. Subsequently, she was assigned to be one of the judges.

Personality: *She can find common ground with even the fiercest of enemies.*

Ideal: *All deserve happiness and joy.*

Bond: *She is concerned for everyone, humans and non-humans alike.*

Flaw: *She can be gullible when it comes to non-humans. She assumes they mean good, always.*

- **Maestro Tarl Desanea II.** (TAR el DES an ea) A half-elf priest of Milil. Tarl Desanea II is the great, great, grandson of his namesake and House Desanea is well known throughout the region. He retired to a small fishing village outside of Phlan to retire and teach other musicians. Both his connection to Phlan and to Milil made him an idea choice as a judge for the Moonsea Music Festival.

Personality: *Learn the basics, practice often, and be ready to perform anytime.*

Ideal: *There isn't a wrong in the world that cannot be righted by music.*

Bond: *Seeing the smiling faces on the audience, no matter if it is my performance or one of my students.*

Flaw: *He suffers from narcolepsy and can often be found sleeping at the most inopportune times.*

- **S.S. Juniper (ES ES ju NI per).** The SS Juniper is an old, decommissioned military transport ship from the Mulmaster Navy. The Jabour family purchased it nearly two decades ago and converted it into a cargo ship. Over 90 feet long and 15 feet wide, the ship is a penteconter that relies more on oarsmen than sails.

Personality: *I've seen more than my fair share of battle. I am glad to only be transporting goods.*

Ideal: *Slow and steady gets you to where you want to go.*

Bond: *I have a home with trading fleet.*

Flaw: *I do not turn as well as I used to.*

- **Mulmaster Refugee Camp:** The Mulmaster Refugee Camp is situated on the outskirts of Elmwood. It is wet, muddy, smelly place, full of displaced, disheartened people. The camp has many tents, hovels, and ramshackle huts constructed with whatever the residents of Mulmaster could find. Even some old ships were pulled ashore and converted into housing.

Personality: *Look down upon what we have become.*

Ideal: *Even a thread can hold a people together.*

Bond: *We must stick together if we are to survive.*

Flaw: *The Zhent Ghettos were better than this.*

Appendix 2: Creature Statistics

Bandit Captain

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

Armor Class 15 (studded leather armor)

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:* +3 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.

Berbalang

Medium aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 38 (11d8 - 11)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	9 (-1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Dex +5, Int +5

Skills Arcana +5, History +5, Insight +2, Perception +2, Religion +5

Senses truesight 120 ft., passive Perception 12

Languages all, but rarely speaks

Challenge 2 (450 XP)

Spectral duplicate (Recharges after a short or long rest)

As a bonus action, the berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, the berbalang is unconscious. A berbalang can have only one duplicate at a time. The duplicate disappears when it or the berbalang drops to 0 hit points or when the berbalang dismisses it (no action required).

The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. All damage dealt by the duplicate's attacks is psychic damage.

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

At will: *Speak with dead*

1/day: *Plane shift* (self only)

Actions

Multiattack. The berbalang makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Cockatrice

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-4)	12 (+1)	12(+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically Petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

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.

Illusionist

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*, * *disguise self*, * *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, * *mirror image*, * *phantasmal force**

3rd level (3 slots): *major image*, * *phantom steed**

4th level (1 slot): *phantasmal killer**

Displacement (Recharges after the illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands

Incubus

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses Darkvision 60 ft., passive Perception 15;

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond: The fiend ignores the range restriction on its telepathy when communicating with a creature it has Charmed. The two don't even need to be on the same plane of existence.

Shapechanger: The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Claw (Fiend form only). *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the

damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Kraken Priest

Medium humanoid (any race), any evil alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting: The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1 /day each: *call lightning*, *Evard's black tentacles*

Actions

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Noble

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+2)	12 (+1)	11 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

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

Satyr

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Panpipes. The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby. Any creature

within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

Charming Melody. The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.

Frightening Strain. The creature is frightened for 1 minute.

Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-1)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

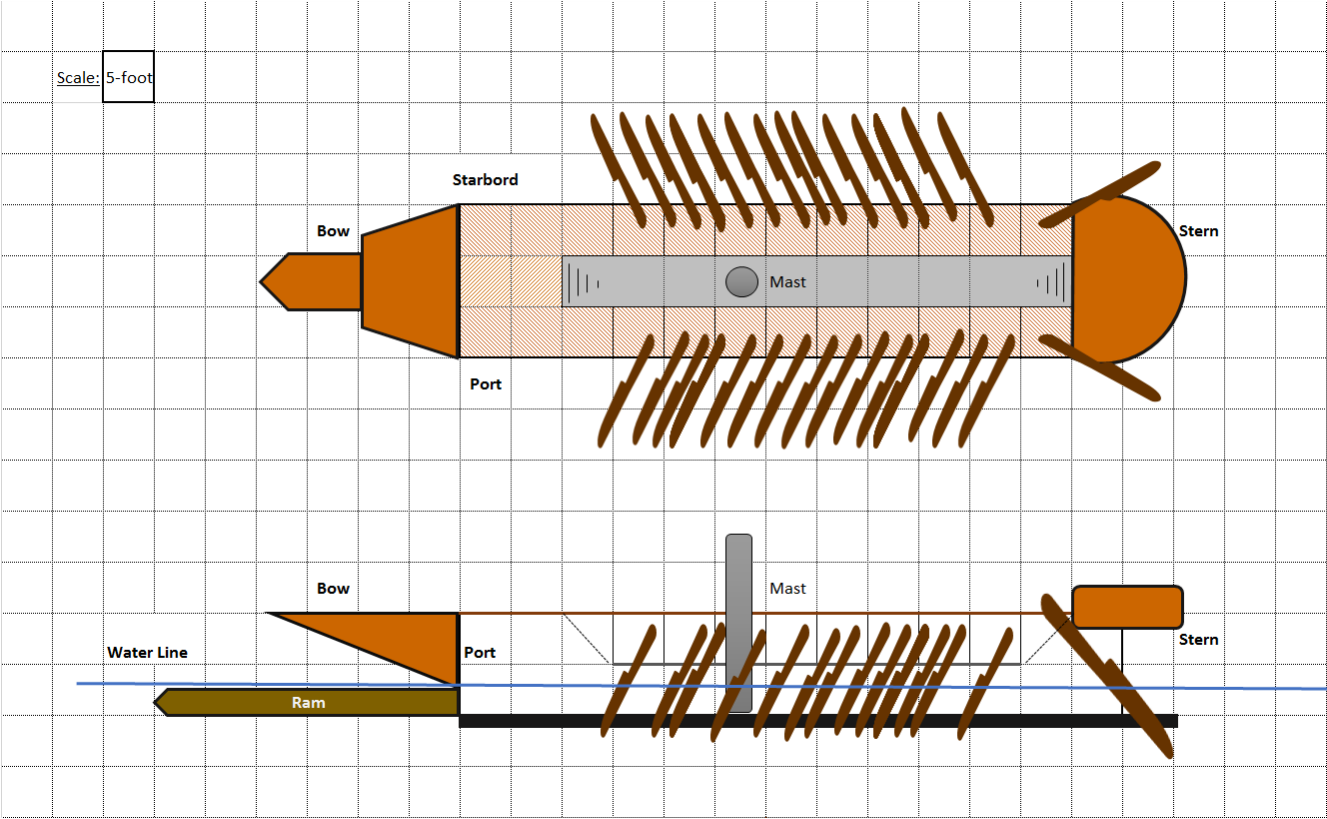
Variable illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

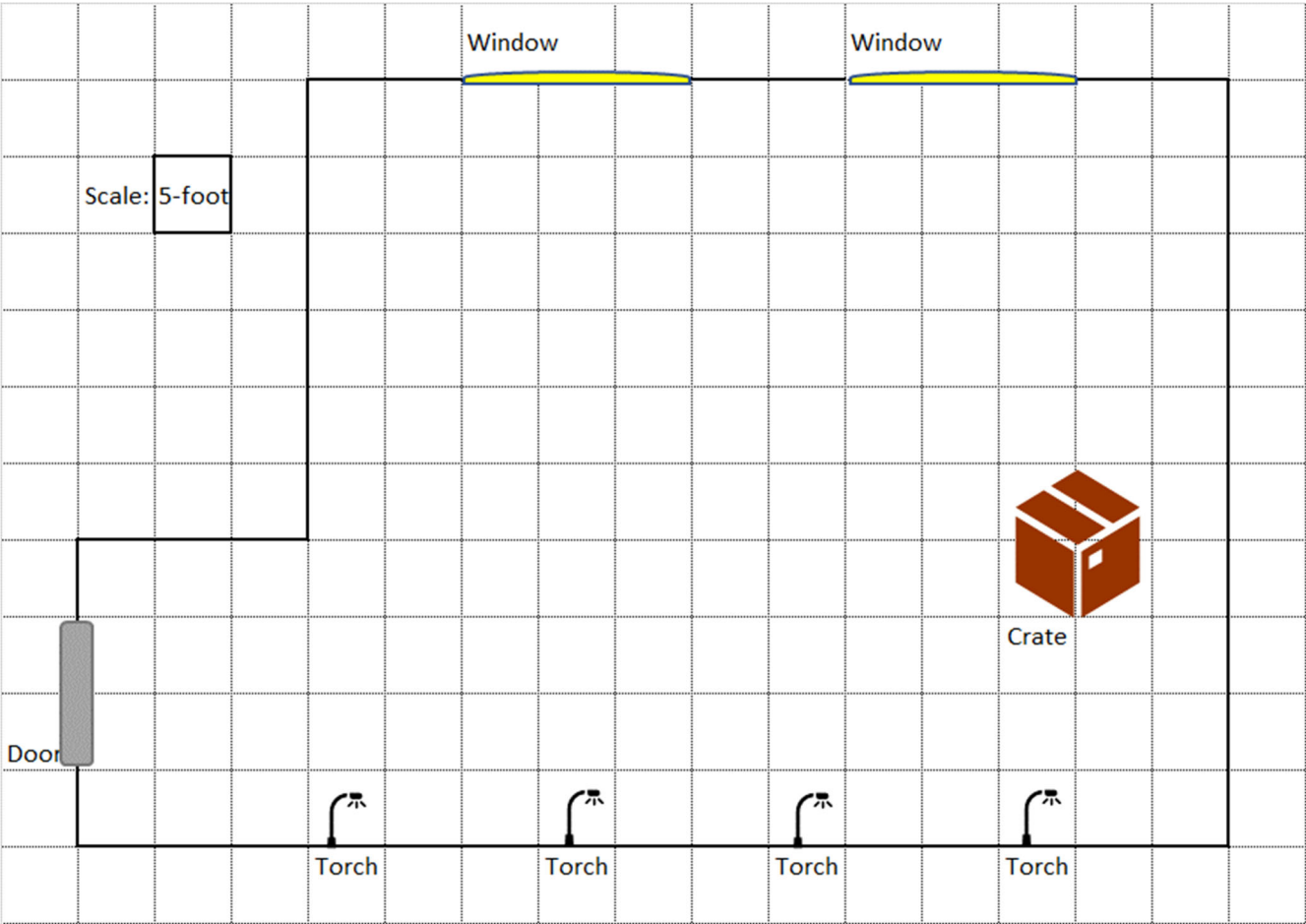
Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become Invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

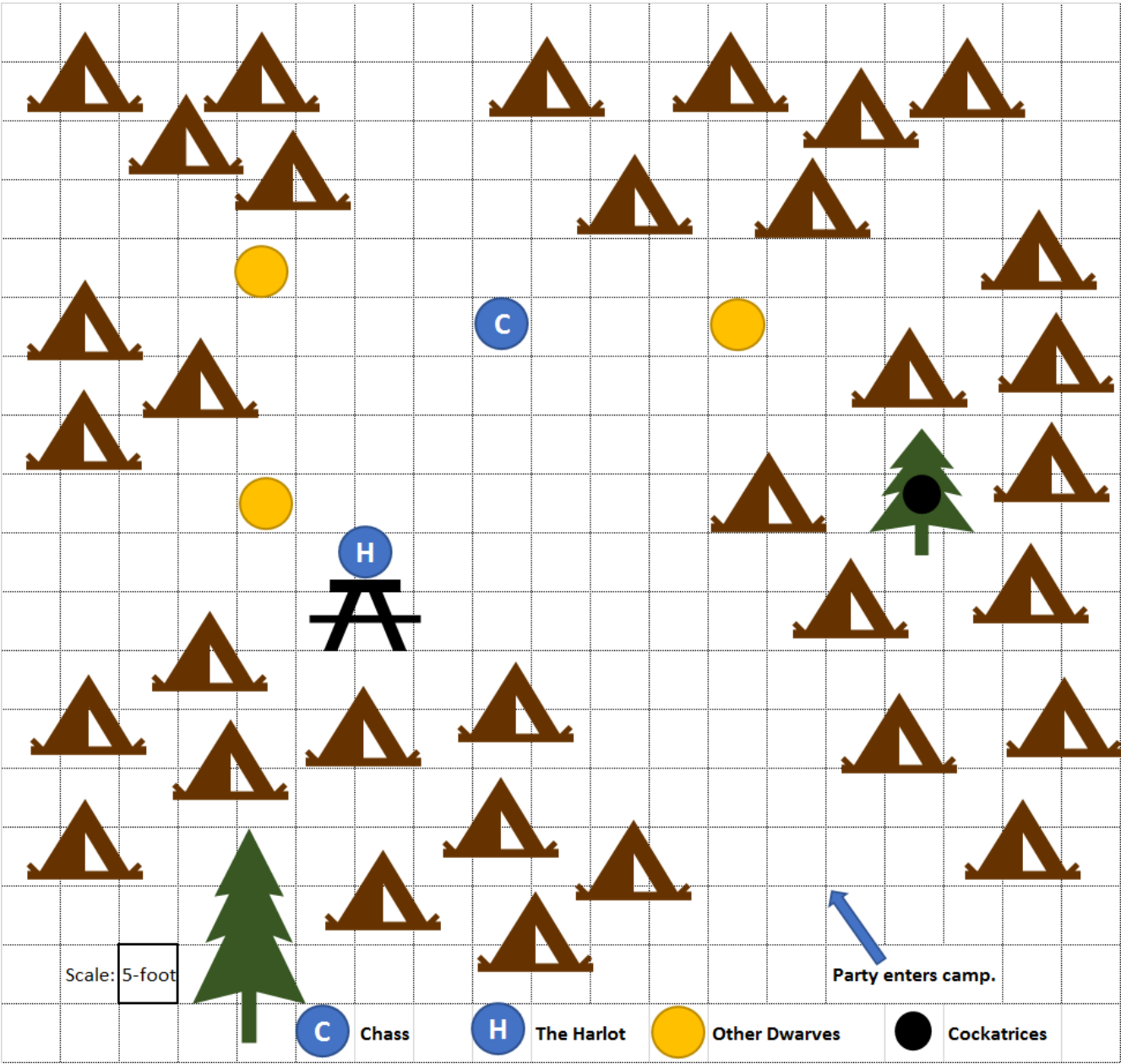
Appendix 3: S.S. Juniper Map



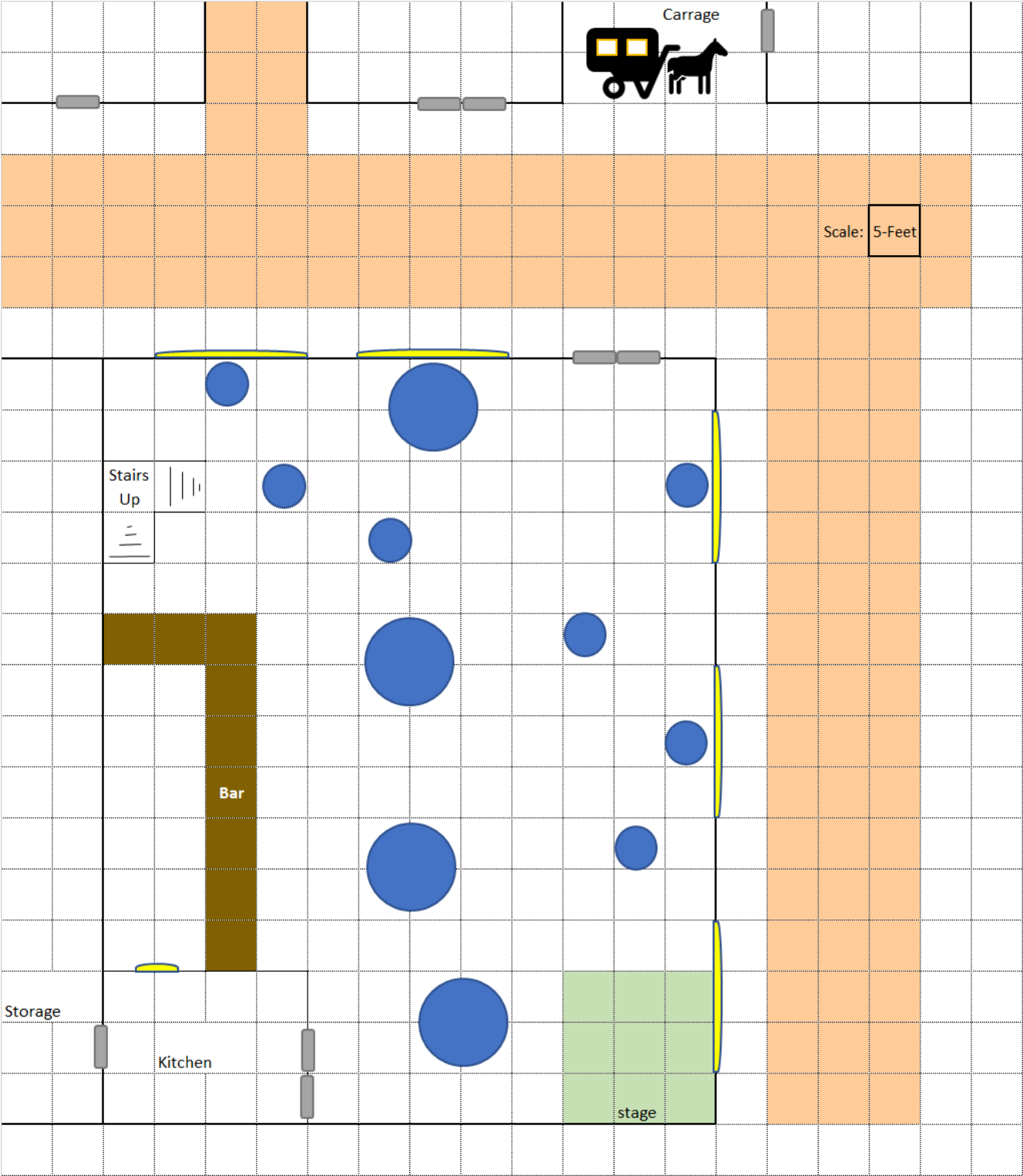
Appendix 4: Madame Freona’s Tea Kettle Common Room



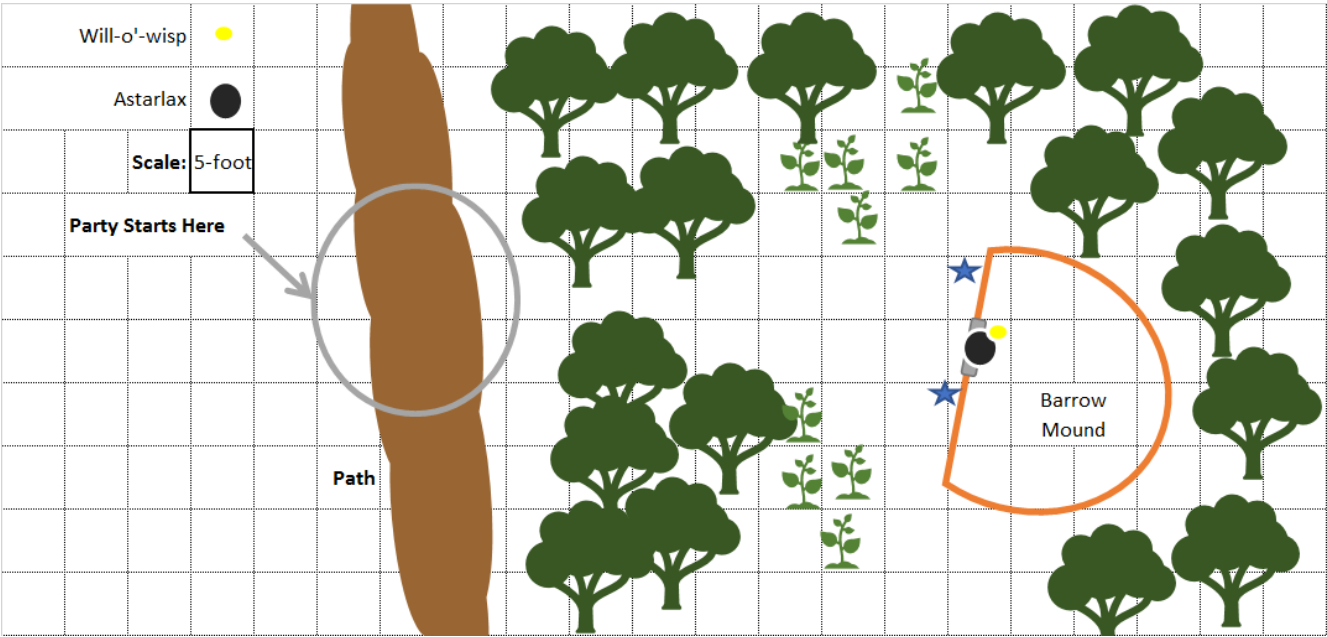
Appendix 5: Refugee Camp Map



Appendix 6: Tavern in Phlan Map



Appendix 7: A Voice in the Dark



Appendix 8: Running the Contests

The contests consist of several skill checks made by all those who elect to participate. Players can opt out of a contest and have no impact – neither positive nor negative, on the results. The steps are as follows:

1. **Identify the Star Performer.** Who is the focal point of the performance? Only one person per troupe. Maedcoh is the default option. This can change for each performance.
2. **Everyone else decides how to help.** On-stage or Off-stage, everyone has an opportunity to help make the performance a success.
3. **Supporting Skill Checks.** All supporters make **DC 12 skill check each**. All successes grant a cumulative +1 to the Star Performer – unless otherwise specified in specific contests. All failures where the result is 5 or less impose a -1 to the Star Performer. Sum all bonuses and penalties.
4. **Star Performer's Time to Shine.** Star Performer makes a **DC 15 skill check** modified by the sum of the supporting bonuses or penalties.
5. **Determine Fame.** A result above 15 earns positive Fame, up to a maximum of +10. All results less than 11 earns negative Fame. Results from 11 to 15 are neutral. No change in Fame.
6. **Total Fame.** Record the results on the Fame Tracker.

Universal activities for supporting the Star Performer.

While the focus of each performance varies, there are several universal activities that characters may do to help the Star Performer. Some are as follows:

- **Back-up performer.** This is a group effort. Singing harmony, laying down a baseline, backup dancing, etc.
- **Plants in the crowd.** While this may seem somewhat underhanded, it is a viable option. Quietly going around in the crowd and “acting” like the performance is great can influence the mood of the crowd. *Note that it is expressly against the rules to use any magic to influence the minds of the crowd or the judges. Doing so is grounds for immediate disqualification.*
- **Being a bodyguard.** Famous people have bodyguards, right? Sure, they do! Visibly acting in the role of bodyguard for the crowd can impress them.
- **Coaching.** Every performer needs a coach. Assuming there is sufficient time before the event, a party member may act as a coach to the Star Performer.
- **Special effects.** Magic used to influence the minds of the audience may be forbidden, but special effects - magical or otherwise, are not.

Fame Quick Reference Table

Star Performer's Check Result	Troupe's Change in Fame
Less than 1	-10
1	-10
2	-9
3	-8
4	-7
5	-6
6	-5
7	-4
8	-3
9	-2
10	-1
11 to 15	0
16	+1
17	+2
18	+3
19	+4
20	+5
21	+6
22	+7
23	+8
24	+9
25	+10
More than 25	+10

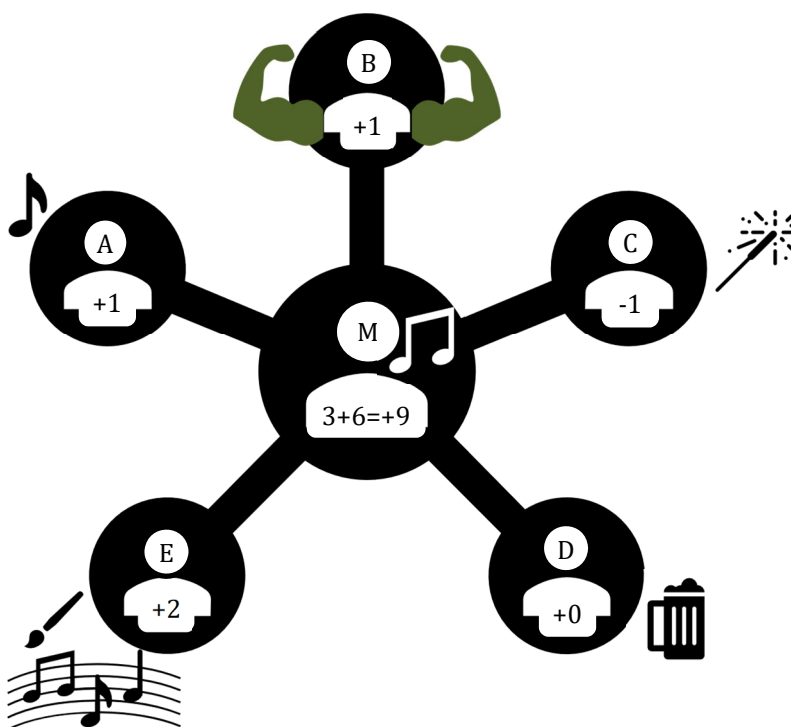
Example Contest.

A group of five adventurers plus Maedcoh create a blue grass song about Asmodeus losing a head-to-head lute competition to a poor boy from Daggerdale. They do the following:

- A. Dude Bro (Human Bard) plays the part of Asmodeus. Charisma (Performance). Rolls 13. Success (+1).
- B. Uskoth (Lizardman Barbarian) is a bodyguard. Strength (Intimidation). Rolls 18. Success (+1).
- C. Sister Cindy (Tiefling Cleric). Casts *thaumaturgy* to add earth tremors and quaking in time to the music. Dex (Arcana). Rolls 4. Failure. (-1).
- D. Feldspar (Dwarf Ranger). Brews and distributes to the crowd a drink he calls “Satyr Sarsaparilla.” Wisdom (Brewer’s supplies) Rolls a 10. No impact. (+0).
- E. Phineas Templeton III (Human Wizard). Illuminates the original music score and submits it to the judges. Charisma (Calligrapher’s Tools). Rolls 14. Success with special bonus (+2). See Episode 2, Scene B, page 9 for details.

The party has given Maedcoh an additional +3 to his Charisma (Performance) Check (+1+1-1+0+2=+3). His static bonus is +6, so his total bonus to this Charism (Performance) check is at +9. The DM rolls a $12 + 9 = 21$.

The performance was a hit, the DM describes the reaction of the crowd and judges and awards the troupe a +6 to their Fame for this contest (21 is 6 more than the DC 15).



Appendix 9: Default Contest Results and Songs of the Realms

Default Contest Results.

Below is a pre-generated set of fame results for each default troupe – both support and Star Performer rolls. The numbers were determined randomly using the default troupe stat blocks. Hillsfar's Nightmare Band's support rolls were determined randomly, but Chass's Star Performer roll was left unrolled with the assumption the DM would like to do this roll live during the game. Chass's +5 to Charisma (Performance) is included.

Troup Name	<i>Folkfest</i> (Story Objective 1)	<i>Battle of the Bards</i> (Story Objective 2)	<i>Dark Side of Selune *</i> (Bonus Objective B)	Total Fame
Hillsfar's Nightmare Band	Chass's Roll (1d20 + 6)	Chass's Roll (1d20 + 8)	Chass's Roll (1d20 + 4)	
Team A	4	0	10	
Team B	1	2	10	
Team C	0	5	-2	
Team D	0	8	8	
Team E	6	-2	7	
Team F	9	0	0	

* Only include if the adventurers have chosen to do Bonus Objective B.

Appendix 10: Other Contest Troupes and Songs of the Realms

The Other Troupes.

Eight troupes in total are competing in the festival contest. Hillsfar's Nightmare Band is the only troupe whose members are detailed in this module. You are free to expand on the other troupes if you wish. The default make-up of all other troupes are as follows: one (1) Star Performer (**bard**) plus five (5) supporting members (**commoners**).

Random Troupe Names.

If you wish, feel free to use the table below to randomly create Troupe Names.

Random Troupe Names

Beginning (d6)	Middle (d6)	End (d6)
Grandeur	and the	Engineers
Rusty	of the	Dancers
Codex	Black	Phantoms
Elminster	Green	Gravy
Diamond	<None>	Autopsy
<None>	<None>	Fish

Songs of the Realms.

Below are some song titles that may be heard during the various music festival contests:

- *The Staring of the Cows*
- *Moradin's Stout*
- *The Funky Hinn*
- *Highsun in the Year of Summer Frosts*
- *Puppet Master of Daggerford*
- *Steamy Chult*
- *The Lay of the Seven Sisters*
- *Spellplague Rhapsody*
- *Dance like the Mulhorandi*
- *My Moonshae Girl*
- *Cricket and the Barbarian*
- *The Temples of Silvanus*
- *Waterdeep in Springtime*
- *Lost in Luskan*
- *Elminster's Rhyme (a.k.a., Witchy Weave Worker)*

Appendix 11: Nightmare Motives (Bonus Objective A.)

Estimated Duration: +1 hour

Setting Description

This bonus episode occurs as additional exploration and social activities across the entire adventure, including Bonus Objective B. **For details on the additional exploration and social elements, see Appendix 16.**

Scene A below is optional, depending on if this objective is to be introduced immediately.

Prerequisites

Character must have started on this bonus objective before either Episode 3, Scene C. To Gloat or Episode 3, Scene D. To Gut. Otherwise, it can be introduced at any time, including as a story hook for certain characters.

Story Objective A

The objective is to uncover Hillsfar's Nightmare Band's motive for participating in the Moonsea Music Festival – to rebuild the cult of Graz'zt in the region. The objective is considered complete if the characters come to the correct conclusion and expose Hillsfar's Nightmare Band to some authority figure.

Area Information

This area features:

Dimensions & Terrain. See the other area descriptions.

Lighting. See the other area lighting entries.

Scenes and character-driven conclusions

This objective should feel natural for the characters to pursue. Feel free to drop hints to get the characters started on this objective. If the characters choose not to pursue this objective, that is their choice. They can also decide that they have enough evidence to confront Hillsfar's Nightmare Band or report to various authorities at any time.

Scene A. Additional Calls to Action

If planning on doing Bonus Objective A from the beginning, the following additional calls to action can serve as bonus objective hooks.

Prerequisites

The party cannot have progressed beyond Episode 1.

Area Information

This area features:

Dimensions & Terrain. The Mulmaster Refugee Camp in Elmwood is wet and muddy place, full of displaced, disheartened people.

Lighting. The day is overcast and drizzly.

Creatures/NPCs

Depending on the various additional call to action scenario, character may interact with members of the cloaks, factions, nobility, clergy, etc.

Objectives/Goals. The goals of the bonus objective givers are to learn information that can help them intercede on threats to the displaced people of Mulmaster – or make some coin.

What Do They Know? They know nothing beyond what is described about current events. If questioned, contacts would know about past events impacting Mulmaster and the Moonsea region.

Call to Action

If planning on doing this Bonus Objective from the beginning, the following adventure hooks are added to the opening scene.

- **Cloaks of Mulmaster.** Any adventurers who are members of the Cloaks are given a special assignment by their most recent Cloak contact.

With the fall of Mulmaster, the Cloaks are concerned that the one or more of the Elemental Cults will take advantage to gain a foothold. They are asked to keep an eye out of any cult activity during their travels and report suspected activity to the Cloaks.

- **Acolytes be alert.** Characters with the Acolyte, Faction Agent (Order of the Gauntlet), or similar backgrounds are contacted by their church or faction that there is a rumor that certain demon cults are known to be gaining followers among the refugees. They are asked to keep alert and report suspected activity to the church.
- **Opportunity for coin.** Characters with the Guild Artisan, Guild Merchant, Criminal, Faction Agent (Zhentarim), or similar backgrounds have heard that there may be opportunities to gain trade alliances with new groups that have started to gain followings among the refugees.
- **Undead in the forest.** Characters with the Outlander, Hermit, Faction Agent (Emerald Enclave) or similar backgrounds have heard rumors of a strange undead creature found in the Cormanthor – one that seems to be animated by some strange worm infestation. Be vigilant.
- **Nobles hear many things.** Characters with the Noble, Waterdavian Noble, Faction Agent (Lords Alliance), Faction Agent (Harpers), or similar backgrounds have heard rumors that one or more of the Elemental Cults may see the fall of Mulmaster as an opportunity to gain influence.

Blade Cora Peytir can provide this rumor, if no characters' background fits. As a Noble of Mulmaster, she would be interested in trouble makers. She emphasizes the priority of the main quest over this bonus objective. That trumps all others in her mind.

Playing the Pillars

COMBAT

No combat options.

EXPLORATION

With this hook in place, characters may want to conduct information gathering activities to get more information.

SOCIAL

There are no significant social interactions beyond what is described.

Appendix 12: Dark Side of Selune (Bonus Objective B.)

Estimated Duration: 1 hour

Setting Description

This bonus episode takes place in the town of Elventree along the coast of the Moonsea. Many forms of entertainment have been included in the Moonsea Music Festival. The organizers chose Elventree as a location for a competition of synchronized light and music under the moonless sky. This is another opportunity for the adventurers to earn some Fame before the *Battle of the Bards*.

Prerequisites

Characters must have completed Episode 1 *a Satyr without a Band* to be able to start this Bonus Objective. In addition, they must not yet have started Episode 3 *Battle of the Bands*. This bonus objective can be done at any time in between, including between scenes during Episode 2 *Folkfest*.

Story Objective A

The objective is to compete in the *Darkside of Selune* contest.

Area Information

This area features:

Dimensions & Terrain. Normally, the town of Elventree is a small, mostly elven village outside of Hillsfar. For the Moonsea Music Festival, it has been transformed – seas of tents, revelers, bonfires, and merchants. It looks as if most of the Elven Court has come, a truly great achievement for the organizers.

Lighting. In general, the day is bright, and the night is mysteriously lit by magical lanterns. Both scenes take place at night.

Scene A. Dark Side of Selune

They have two days to prepare. Unlike other locations, there simply are not sufficient rooms for everyone to stay in an inn. The adventures will need to set up camp along with the crew of the *Juniper*.

This contest is a choreographed display of music and light. Allow the players to plan how they are going to put on a dazzling show. The light does not need to be magical; mundane options are open to them. Encourage creativity in coming up with how and what to display.

Area Information

This area features:

Dimensions & Terrain. The contest takes place in a wide glade to the east of the main festival camp. The night is completely clear, cool, and dry.

Lighting. During the contest, the onlookers want to see the displays, therefore, only a few candles can be seen in the crowd. Otherwise it is dimly lit by starlight.

Creatures/NPCs

The three main judges are present as usual for a contest. The guest judge for this contest is none other than **Elanil Elassidil, the Moonsilver Herald** herself. A female elf bard, Elanil has been the de facto leader of Elventree for more than a century. She is clever, generous, and kind to those who would be her friends. Elanil is largely responsible for Elventree's peace and safety, even as chaos spreads in the outside world.

Objectives/Goals. Elanil wants nothing more than to ensure the *Dark Side of Selune* is a fantastic show, possibly even better than the *Battle of the Bards*. She used her extensive network of contacts to ensure as many as possible attend. She personally recognizes the winners of the *Dark Side of Selune* and offers to them her council if they need it – after the competition, of course.

What Does She Know? Elanil is a wealth of information about the affairs of the Moonsea region. She is also a world-renown bard and can help in many ways associated with lore, music, etc.

Scene B. A Voice in the Dark

The evening of light and music has been a fantastic hit. The laughter, music, and light displays have attracted some unusual attention. A **berbalang** by the name of Astarlax was on his way to the ruins of Myth Drannor in his never-ending quest for knowledge – which is currently focused on the early elven diaspora. Never one to let some bit of information slip away, he visited an old elven barrow mound to “dig up” some knowledge.

Area Information

This area features:

Dimensions & Terrain. The adventurers are returning from participating in the *Darkside of Selune*. They are walking along a path at the edge of a glade and the forest. The forest area is difficult terrain with thick undergrowth, briars, etc.

Lighting. It is late at night. The only natural light is starlight. The characters see light emanating from the barrow mound opening through the trees.

Creatures/NPCs

Astarlax the **berbalang** is present along with his companion and light source Duurth (**will-o'-wisp**).

Objectives/Goals. Astarlax's and Duurth's objective is to increase their knowledge.

What Does He Know? Astarlax knows a lot of lore, including Graz'zt's current political objectives for Faerun. He will not part with any information easily.

Treasure & Rewards

If the character's win the knowledge contest with Astarlax, they earn the **Respect of Astarlax** story award.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Astarlax and Duurth leave after taking a combined total of 20 hit points of damage.

- **Strong or Very Strong:** Astarlax and Duurth leave after taking a combined total of 40 hit points of damage.

A Voice in the Dark

As the characters are walking down a dark path, they hear a voice come through the trees and light filtering through the branches.

The characters arrive outside the barrow mound just as Astarlax and Duurth enter the doorway. At which point, Astarlax casually tosses an elven skull he was talking to over his shoulder, crosses his arms, and casually says, “And what do you want?”

If the characters engage him in conversation, he does his best to give simple answers in whatever language he thinks is their native tongue.

Astarlax offers a trade of information, so not to make this side trip a complete waste of time. He gives them three (3) chances to beat him in a test of knowledge. If they succeed, he will give them some useful information. If the characters fail, he and Duurth fly away immediately.

Astarlax will only accept information from one person in a try. Characters can pick Intelligence (Arcana), Intelligence (History), or Intelligence (Religion). They roll an opposed check against Astarlax. If they win, then they can tell him something he does not already know and cares about knowing.

Characters with the Researcher background feature (from Sage) may have advantage on the checks. Characters with the Discovery background feature (from Hermit) can automatically win the contest if they tell Astarlax their Discovery.

Knowledge of Astarlax

If you are running Bonus Objective A, then Astarlax tells the characters something useful for that objective. See Appendix 11 (Nightmare Motives). If not, then feel free to use this as an opportunity for a hook for future adventures.

Playing the Pillars

COMBAT

Astarlax and Duurth will only engage in combat if openly harmed or threatened. They will defend themselves but leave after taking a combined total of 30 hit points of damage between them. **However, if either is killed, then the other fights to the death.**

EXPLORATION

Anyone with a Passive Perception of at least 13 can make out the words. They hear in Elven, “So you do not know anything about the first elves to inhabit this place from the Feywild. You call yourself a priest of Labelas!?”

SOCIAL

Astarlax and Duurth begin this encounter neutral with regard to their interaction with the group. They can be swayed to become friendly to the group via the knowledge contest.

Appendix 13: Fame Mechanic (Player Handout 1)

The operative mechanic of this adventure is the concept of **Fame**. **Fame** is earned by putting on an outstanding performance that the public enjoys or doing something particularly noteworthy. In the reverse, **infamy** happens when you put on a poor performance or do something distasteful to the public.

In this adventure, the characters start out in a neutral (unknown position) with **zero (0) Fame**. If at least one person in the party has the “Back by Popular Demand” background feature, the troupe starts with **one (1) Fame**. The troupe with the highest **Fame** at the end of the competition wins.

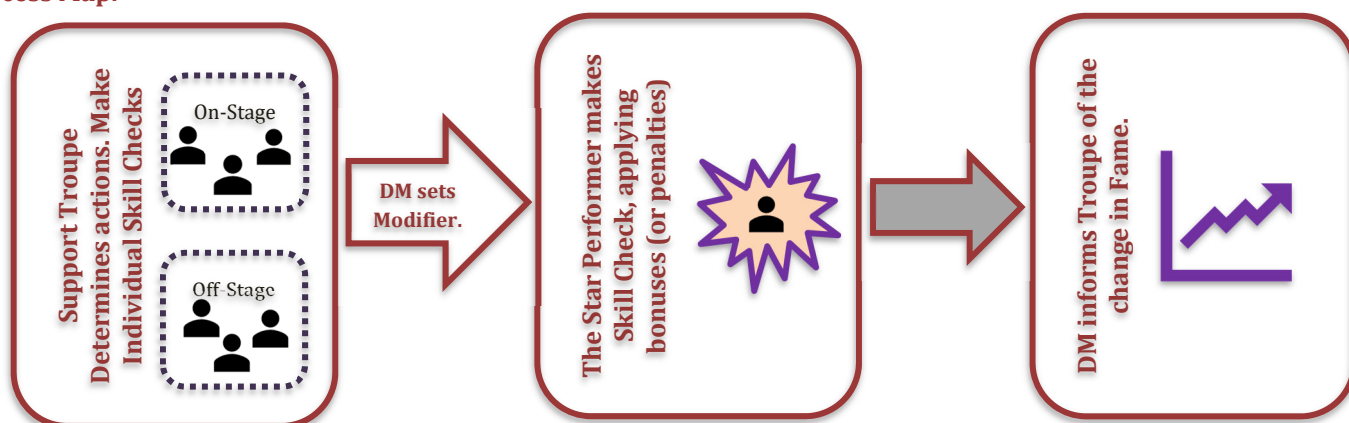
Earning Fame.

In each stage of the competition, an individual performer - known as the Star Performer, will make a skill check, while the rest of the troupe decides how to support the Star Performer. The Star Performer’s skill check results in either an increase, a decrease, or no movement on the group’s Fame. Anyone in the party can be the Star Performer if they qualify as per the Rules of the Festival. Maedcoh is the default option. He will always be willing to show off his musical talents.

Supporting the Star Performer.

Players decide what they will do to increase the chances of the performance going well. This is accomplished via one skill check per supporting person. Players are encouraged to use their imaginations and creativity in coming up with activities. The DM will determine the appropriate skill and ability score for each activity.

Process Map.



Appendix 14: Fame Tracker (Player Handout 2)

Troup Name	<i>Folkfest</i> (Story Objective 1)	<i>Battle of the Bards</i> (Story Objective 2)	<i>Dark Side of Selune *</i> (Bonus Objective B)	Total Fame
Hillsfar's Nightmare Band				
Team A				
Team B				
Team C				
Team D				
Team E				
Team F				

* Only include if the adventurers have chosen to do Bonus Objective B.

Appendix 15: Contest Rules (Player Handout 3)

1. *Registration*
 - 1.1. All troupes must be registered with the Moonsea Music Festival Committee. Registration consists of the troupe name and the names of all on-stage performers and off-stage supporters.
 - 1.2. Members of the Church of Milil and the Church of Liira are barred from participating as **on-stage performers**.
 - 1.3. No substitutions or additions of individuals in a troupe can be made after registration.
 - 1.4. Individuals need not participate in every contest.
2. *Minimum Participation*
 - 2.1. Each troupe **must** consist of at least four (4) individuals.
 - 2.2. Each troupe **must** participate in the *Folkfest* and *Battle of the Bards*.
3. *Maximum Participation*
 - 3.1. Each troupe cannot exceed eight (8) individuals.
 - 3.2. Troupes may participate in all contests.
4. *Judging*
 - 4.1. The contest judges will award points considering their expert opinion **and** the reaction of the crowd to each performance.
 - 4.2. *Appeals and Complaints*
 - 4.2.1. If, for any reason, a registered troupe believes that the score **they received** is in error, they may appeal the scoring decision to the judges within **1 hour** of the conclusion of the performance. The troupe must appeal in person however, only one member of the troupe is required to be present.
 - 4.2.2. If a registered troupe believes that a **competing troupe** has violated the rules of the contest, they may alert the judges of the potential infraction within **1 day** of the conclusion of the contest. The troupe must inform the judges in person followed by a written statement of violation.
 - 4.3. **Judges' rulings are final.**
5. *Magic*
 - 5.1. The use of magic – both arcane and divine, to influence the minds or mental state of the judges or the crowd is strictly prohibited. **Violators will be immediately disqualified from the tournament.**
 - 5.2. If any magic is used that brings harm to the audience or the judges (i.e., does damage), the **offending troupe will be disqualified from the individual contest in which it occurred.**
 - 5.3. Visional affect magics – both arcane and divine, may be used to enhance the performances.
6. *Contests*
 - 6.1. *Folkfest* (Phlan) – Original folk music composition and performance.
 - 6.2. *Darkside of Selune* (Elventree) – Special effects display set to music.
 - 6.3. *Battle of the Bards* (Mulmaster Refugee Camp in Elmwood) – Finale music performance.
7. *Definitions*
 - 7.1. **On-stage performer** – Defined as any individual appearing to the public on stage during a performance.
 - 7.2. **Off-stage supporter** – All members of a registered troupe not performing on stage.
 - 7.3. **Member of a Church** – Clerics or anyone with the Shelter of the Faithful background feature (Acolyte).

Appendix 16: Exploration and Social Elements for Bonus Objective A

Additional Elements

Name	Pillar	Description	When does it apply?
Astarlax affirms.	Social	He says, “The Dark Prince seeks followers around the Moonsea once again.” DC 15 Intelligence (Arcana) or Intelligence (History) can identify the “Dark Prince” as the Demon Lord Graz’zt.	If the characters won the knowledge contest in Bonus Objective B.
Chass the charmer.	Social	DC 15 Wisdom (Insight) check reveals that Chass did something to a fan while performing. Trudy’s face goes blank for a second. Then she moves away. <i>Detect Magic</i> spell reveals that she is under the effects of magic, but she disappears before the school can be discerned.	During HNB’s performance at <i>Folkfest</i> .
Chicken lizards.	Exploration	Intelligence (Nature) check of the dead cockatrices: DC 10 Cockatrice petrification last 24 hours. DC 13 Breed is not native to either the Moonsea or Sword Coast. DC 17 Breed is extraplanar in origin.	After defeating one of Chass’s pets.
Familiar feathers.	Exploration	DC 15 Wisdom (Perception) will notice Chass has cockatrice feathers attached to the end of his lute. Anyone with the Keen Mind feat will notice this automatically.	Anytime they see Chass with his lute after killing the cockatrices.
First impressions.	Social	DC 15 Wisdom (Insight) senses that HNB is more than merely focused on winning. They clearly have motives beyond the contest.	When party first meets HNB.
Indoctrinations.	Exploration	DC 15 Intelligence (Religion) check recognizes movements and actions that HBR’s fans emulate are similar rites of religious initiation. Grant advantage on repeated observations. Acolytes get a +5 to the check.	When observing HNB’s performance and looking at the crowd. <i>Folkfest</i> and/or <i>Darkside of Selune</i> .
Is that summoning?!	Exploration	DC 15 Intelligence (Arcana) check recognizes lyrics associated with summoning magics. However, no spells are cast. Grant advantage on repeated observations.	When observing HNB perform. <i>Folkfest</i> , <i>Dark Side of Selune</i> , and/or spying on their rehearsals.
Kraken coercion.	Social	His departing comments are that Chass, a dwarven cult leader of Graz’zt, sent him to kill them.	The charm must be broken and a DC 15 Charisma (Persuasion) or a DC 17 Charisma (Intimidation) check is made as an action.
Moonsilver’s Mood.	Social	Elanil Elassidil is visibly upset after the contest. If they can arrange a meeting, she tells them that she doesn’t like HNB. She noticed that they were wearing symbols associated with Graz’zt – for whom she has a special enmity.	If the characters won the <i>Dark Side of Selune</i> , they can speak to her at the award ceremony. Otherwise, DC 13 Charisma (Persuasion or Deception) check is needed to convince her guards to allow them to talk to her. Intimidation always fails.

Name	Pillar	Description	When does it apply?
Strange style.	Exploration	DC 15 <i>Intelligence (Investigation)</i> check reveals HNB wears symbols associated with Loviatar, the Goddess of Pain. However, DC 17 <i>Intelligence (Religion)</i> check knows that the symbols are distorted and sacrilegious to Loviatar. Any Acolyte, Cleric, Paladin, or Zealot Barbarian devoted to Loviatar automatically makes both checks.	When observing HNB.
Trudy fruity.	Social	DC 12 <i>Charisma (Persuasion)</i> check is needed to learn Chass talked in her head for hours, promising, “All the pleasures she could ever want.” Then <i>Intelligence (Arcana)</i> check: DC 10 It’s <i>charm</i> magic. DC 13 Telepathic communication is not part of spells like <i>Suggestion</i> or <i>Geas</i> . DC 15 Some creatures have innate charm and telepathy. DC 17 Most common creature with both innate charm and telepathy is the <i>succubus/incubus</i> .	Episode 2, Scene C A Momentary Lapse of Reason

Appendix 17 A: Magic Item Unlock – Mithral Scale Mail

Mithral Scale Mail Armor (Table B)

Armor (medium or heavy, but not hide), uncommon

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

Each scale of this armor is made with small, 1-inch mithral spikes, and it includes a neck piece resembling a spiked dog collar. Each spike is carved with abyssal runes for carousing, celebration, and drink. The wearer develops a desire to party all night and sleep all day.

Appendix 17 B: Magic Item Unlock – Instrument of Illusions

Instrument of Illusions

Wonderous Item, Common (Requires Attunement)

While you are playing this musical instrument, you can create harmless, illusory visual effects within a 5-foot radius of the instrument. If you are a bard, the radius increases to 15 feet. Sample visual effects include luminous musical notes, a spectral dancer, butterflies, and gently falling snow. The magical effects have neither substance nor sound, and they are obviously illusory. The effects end when you stop playing. This item can be found in *Xanathar's Guide to Everything*.

This silver pan flute is carved with the phases of the moon. Instead of butterflies, it produces images of Luna moths.

Appendix 17 C: Story Award – Respect of Astarlax

The Respect of Astarlax Story Award

Winning the knowledge contest in Bonus Objective B, Scene B. A Voice on the Dark

Your knowledge of the obscure has impressed Astarlax the Berbalang. Whenever you cast *Contact Other Plane*, *Commune*, or *Legend Lore*, Astarlax will be the source of your information as either the mysterious entity from another plane, divine proxy, or simply a knowledgeable muse, respectively.

Appendix 17 D: Story Award – Champion of the Displaced

Champion of the Displaced Story Award

Winning the overall contest.

You have become famous and a hero to refugees and displaced persons around the Moonsea. Unless you act in a destructive or hostile manner, refugees around the Moonsea will be friendly to you.

Appendix 18: Dungeon Master Tips

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.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. 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.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate log sheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

Determining Party Strength

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