

D&D ADVENTURERS LEAGUE



An Adventuring Party Walks Into a Bar...

There have been strange accounts from several of the heavier drinkers in Hillsfar; all are reports of monsters plaguing the woods near the city. Are these simply the ravings of those who have overindulged... or is there a more sinister plot to uncover? Your party is hired to go on a pub crawl and uncover any mischievous mixologists or spiteful servers in order to get to the bottom of these claims.

There is no better drink than that of justice served!

But adventurers should probably try them all, just to be sure... this is a pub crawl after all.

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

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CCC – ELF – 02 An Adventuring Party Walks Into a Bar...

Introduction

Welcome to *An Adventuring Party Walks Into a Bar...*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and a module written for Extra Life in Fresno, California.

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.

This adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Hillsfar, and is designed to just be a fun night for all. Laughter and jokes are encouraged!

*If you are playing with younger adventurers, find out what their favorite beverages are. We had a quite fun game with everyone indulging on soda.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Adventure Background

The struggles of Hillsfar quiet for a moment, and with that quiet comes celebration. The city enjoys a brief respite, but there is still work to be done and coin to earn.

The bar scene of Hillsfar has been growing, and adventurers from all over come to have a few pints and enjoy themselves.

Adventure Overview

In the *Introduction*, the characters find their way to Hillsfar in any number of ways. Once they are in the city they are called upon by a local senate member, Lux Feraelnes, who handles the distribution of alcohol to the city's bar-like establishments. At the local temple of Lliira, The House of Happiness, Lux is helping set up for an upcoming play. She tells the party of a few reports she has received from concerned drinkers. Three of her best patrons have seen horrifying visions in the forest. She is sure that they have simply been poisoned either from drinking too much or from something the local bars have been illegally adding to their drinks. Unfortunately, due to her strong constitution, Lux can't investigate much further on her own. She hopes the adventurers can search for clues and bring back any information possible about the matter, even if that means drinking through the whole night! They are then tasked with a pub crawl for justice.

In *Part One*, characters begin to investigate the matter. They question the patrons affected, and visit the local bars to gather their evidence, most of which requires indulging in drinks at least one of the three primary establishments. Each location has its own information to be uncovered, as well as its own signature drink to test. Characters are encouraged to role play and interact with the vast cast of characters the city offers. When the night winds down, the bartender at the Rusty Nail steps outside briefly and then runs back in. He tasks the adventurers with going into the woods and bringing the acting troupe back into town, claiming that he heard the sounds of beasts loud from the forest only moments ago. He is sure those creative types aren't ready for a fight, they are just actors, support classes at best!

In *Part Two*, characters go on one of two journeys, chosen at the DM's discretion.

In one case, the intoxicated party comes across what appears to be a horrifying scene. There are monsters cavorting in what appears to be the actors' rehearsal space. In reality, these monsters are just the actors rehearsing their roles, but due to the party's impairment, the adventurers view the actors as monstrous foes.

If the DM chooses, the party comes across a truly horrific scene. The bards, now on their last legs in terms of hit points, have been fighting off several monsters. The party comes in and can rescue them from their dark fate, saving the acting troupe and becoming the heroes in this adventure.

In the *Conclusion*, there are a few ways things can go. If the illusionary battle occurred, Lux may reward the players with a token of her thanks, or nothing at all if they foolishly attacked innocent artists. If the real battle took place, Lux will reward them for their bravery. There are several places throughout this module where unwarranted violence is punished with those characters being arrested, and the module ending for that adventurer as well.

Adventure Hooks

An Adventuring Party Walks Into a Bar... is closely associated with several other CCCs written by Fresno's Adventure League CCC writers. It is encouraged to explore several of those offerings, and allow players to watch the story unfold over time and get to know a whole web of NPCs in a story arc that is sure to be compelling and challenging. This particular module can be run at any time, as it is simply a fun stand-alone adventure. This module also works wonderfully after an adventuring party has just accomplished a big mission, as a way to blow off steam and decompress for a session.

Story Hooks. There are multiple story hooks for *An Adventuring Party Walks Into a Bar...*

Mercenaries: There is coin to be made in Hillsfar, and this is one of several jobs available. Although can a night of rowdy drinking really be considered a job? You know what they say, if you love what you do, you'll never have to work a day in your life.

Celebration: There are millions of reasons for an adventurer to celebrate. And better yet, how about celebrating while making a few coins!

Free Drinks!

Introduction: The Assignment

Estimated Duration: 20 Minutes

Entering Town

You find yourselves in Hillsfar, walking through the town with no real direction until you see a tall and quasi-rotund ginger man in a lavender suit. As he walks down the street he rings a hand bell and calls out, "Investigators wanted! Fair compensation and as many drinks as you can swallow! Inquiries go to the House of Happiness and speak to Senate Member Feraelnes.... Investigators wanted! Fair compensations and as many drinks as you can swallow! Inquiries..."

He continues ringing his hand bell and calling out the job posting as he moves down the street.

In the early evening, the adventure opens as the party is called to the Lliira temple of Hillsfar, the House of Happiness. The building has been decorated with flower arrangements and a poster sign saying,

"Opening Tomorrow Night...
The Silverymoon Company Players present...
A Tale of Two-Faced Monsters."

The adventurers are looking for a local senate member, a young half-elf by the name of Lady Lux Feraelnes. Once inside the House, she is easy to spot. She is wearing vaguely elvish noble attire and a cloak that appears to be made of fall leaves clasped together by a symbol of Lliira. Lux is currently helping a group putting set decorations into place on the stage. The tables of the establishment have been rearranged to accommodate the play, with room for a large audience. There also seems to be an air of excitement and panic in the room.

Other notable people here are a group a ways away from the stage, a wood elf male with a dark hood drawn up and leather armor, a half-orc woman who those who have been in Hillsfar a while might recognize as Senate Member Kiga the Half-Orc, who also owns a shop of trinkets in town called The Little Spoon. With them is a half-elf with cloudy white eyes and a mischievous smile, wearing similar clothes to the performers setting up the stage, perhaps a performer or something.

The House of Happiness

When the party is ready, read or paraphrase:

Your eyes are briefly drawn to the corner of the room where a trio is talking. It's an odd sight to be sure: a half-elf, a wood elf, and a half-orc. They appear to be catching up like old acquaintances, but before you can make out anything they are saying the half-elf reaches into her bag and produces a stuffed animal Sphinx, causing an eruption of laughter from the group that fades with a nostalgic sigh.

"Hey, are you guys here for the job?" Your eavesdropping is cut off, and before you stands a different half-elf with a huge smile, and the faintest air of stress about her. "I suppose I should tell you all about the assignment, so you can get to it. No time to waste..."

Lady Lux goes on to give the players the following information:

- There have been reports from her more frequent patrons. These reports are of outlandish sightings in the forest.
- She quickly disregards the idea that something is actually happening in the forest, as it is safe enough that the Silverymoon Company Players have been rehearsing there without incident for over a tenday.
- She thinks that one of the local bars may be putting something extra in their drinks, which is dangerous and must be discovered and remedied right away.
- She suggests talking to the three "witnesses" and trying to figure out where they might have went during the nights in question. This might narrow down the potential suspects.
- Thurtharm Dirgeburge, Lilith Merwood, and Miller Haus are the three who reported the instances. Thurtharm can be found at the Arena, and he might know where the others can be found tonight, so she tells the group to start there.
- She awards each party member with a small rectangular bit of wood that she calls an I.D. card, which stands for "I paiD." Some of the towns' better clients have them, including the three "witnesses." This will also allow them to drink for free for the night. She quickly stamps each of them with the date and passes them out.
- She reminds them that no job is worth doing if you don't have fun doing it, and encourages them to try the offerings at each place in order to thoroughly inspect everything. As long as

the job gets done, there is no need to not enjoy a night of libations. Praise be to Lliira.

- Finally, she encourages them all to stay hydrated and to drink responsibly before she returns to help with the stage dressing.
- She will pay them 50 gold pieces per character when they discover who is responsible and what exactly is happening to her best customers.

Roleplaying Lady Lux Feraelnes

A paladin of Lliira, Lady Lux is a party paladin at heart. She takes her vow of being the light and spreading the light very seriously, and because of that she has an easy-going demeanor, smiling whenever others are present and not being one for formalities as others of her social standing might be.

In times of stress, there are small ripples that disrupt her calm exterior, but generally she tries to laugh off the bad, is quick to joke, and quicker to change the subject.

Though she is the main proprietor of alcohol in Hillsfar, owning several of the taverns and supplying the bulk of the alcohol into the city, she believes in moderation and safety, which she encourages in every patron she comes into contact with.

Lady Lux cares about people to a fault. This fact makes her very keen on helping Hillsfar remain a place for all races. She is ever-diligent in ensuring the safety of her fellow non-humans. If characters display any amount of racism in front of her, she will ignore that character completely.

Though she has retired from adventuring, she still retains purpose, and hopes to encourage new adventurers to follow in her footsteps and spread as much light as they can to combat the growing darkness, and maybe even convince a few to join the Paladin Order of Lliira in the process.

Quotes: "Live your truth, dude."

"Don't let your dreams be dreams."

shop in Hillsfar compared to her past experiences in the city. Her and the cloudy-eyed half-elf, whose name is quickly discovered to be Lou, talk about that time they both took the same job over at The Stop (a nearby waystation) and how much the area has changed since then. They then discuss their time in Mulmaster with Ajahad (the wood elf male with them) and how he didn't take two steps into town before casting a spell and being fined. Lou laughs about the time with the vampires, saying to Ajahad, "I hope you've become more careful about going into basements since then." Ajahad discusses his new position within a guild in Hillsfar and how stressful it can get working for someone like Ro.

Eavesdropping on the trio produces no information pertinent to the case. It appears that it is simply old adventuring companions happy to see one another.

If the party wishes to stick around a bit and investigate their employer or the acting troupe, they hear laughs with grumbles sprinkled in as they work at preparing for the play. They also hear the actors joke about how spooky the forest is at night, and joke with Lux about how she should come protect them.

Adventurers may wish to investigate the people inside The House of Happiness, predominantly the two main groups. The first is Senate Member Kiga and her compatriots. The second is their employer, Lux, and the acting troupe. To properly eavesdrop in this setting the following checks must be made: **Charisma (Deception) check at DC 10 and Wisdom (Perception) check at DC 5.** Neither group is being secretive, but eavesdropping is still impolite, so they must be decent at appearing as though they aren't listening.

If the party wishes to investigate the group in the corner, they hear Kiga discussing her shop, The Little Spoon, and how she prefers owning a

Part 1: The Investigation

Estimated Duration: 2 Hours and 30 Minutes

Over the course of the investigation, characters should indulge in a drink or two, or ten. For the purposes of this module, use the guide to determine the characters' impairment status.

After each drink, the characters must make a **Constitution Save**, with the DC increasing by the drink, though do not inform the players of the DC changes. Dwarves and similar races with resistances to poisons (Yuan-Ti included) gain advantage on the save, and also award advantage if they drink responsibly by coupling drinks with water or food, etc.

Inform players of their effects roughly every hour or location.

**For the purposes of this module, the only cure for their drunkenness is a Greater Restoration or long rest, and the module does not permit a long rest.*

A tracking graph is included as **Appendix B** to help maintain a hold on the state of the party and allow for more immersion. Don't forget to get their passive scores as well, as they might come up later in the module.

All locations serve ale, mead, chardonnay, and a fruity rosé. Even the lower end drinks are high in quality. All bartenders encourage responsible drinking and hydration. They will cut off a character if they have more than 4 signature drinks at a single location.

Intoxication Guide			
Drink Number	Constitution Save DC	Drink Number	Constitution Save DC
1	5/6	4	14/15
2	7/8	5	17/18
3	11/12	6-7	22/23

On the 8th drink the DC becomes impossible, and characters, regardless of how many fails or passes they might have, black out. The player continues to function normally, but they will have no recollection of the events the next day.

Alcohol Effects Table	
Roll a d10 to determine how they feel when drinking.	
You are encouraged to add any character relevant or group relevant effects as well to tailor it to your party.	

They Feel...

1	Courageous!	6	Like they should thank all their friends for their support, and tell them how much they love them.
2	Relaxed.	7	Like everyone is being hostile to them.
3	Emotional.	8	That life would be great if we were all just nicer to each other for a change.
4	Pretty Good.	9	Like their character flaw is more prevalent and more difficult to stay in control of.
5	Hungry for Greasy Food.	0	Like they are an amazing dancer, and that dancing is the solution to most problems.

At 4 Successful Saves, the first three players earn the **Wooden Leg Legend** "benefit."

At 4 Failed Saves, during Part 2 of the adventure, the first three players gain the **Three Sheets, Billowing Boldly** "benefit."

If players wish to investigate their drinks for poison, they must drink them or be given vague and unhelpful information.

Drinking a location's signature drink increases the save DC by 1, as indicated in the table, with the base DC being for well drinks like ales and wines.

The first three characters that pass the first four saving throws (even if they fail the rest, assuming they drink that much) earn the **Wooden Leg Legend** benefit upon their fourth save, and give that player a high-five, if appropriate.

The first three characters that fail four saving throws earns the **Three Sheets, Boldly Billowing** benefit at the start of the final combat.

Theoretically, a player can gain both story rewards in one session. **Handout 2** provides descriptions for players to remember their "benefit."

Finally, regardless of saves, characters black out at eight drinks in the hopes to discourage binge drinking practices. While blacked out, characters act as normal, only they will not remember anything after that point in the morning.

Random Encounter: Food Cart Edition

At any point before reaching The Rusty Nail, players may encounter a food cart. This cart is run by an elderly couple, two half-elves by the names of Agre (M) and Boula (F) (Chaotic Good **Nobles**). Their cart serves a variety of foods, from greasy turkey legs to fresh cheddar biscuits (or most things players request so long as it isn't evil in nature). They roam the streets at night offering their goods in return for a few pieces of silver. They are trying to raise additional funds to fund improvements to the slums of Hillsfar. The area is mainly for the civilians of Hillsfar who are afflicted with being fiendishly tainted in their appearance. The couple has met many kind people in that community, and hope to help raise funds to improve the ghetto where those people are forced to live. Any **Wisdom (Insight) check** confirms their motives are pure, although the character may be skeptical if throwing money at a problem will do much to solve anything if they roll a **DC 15** or higher.

If players spend more than five gold pieces here, either buying food or donating to the cause, then they earn the **Friend to the Afflicted** Story Award.

The Arena

Before entering The Arena, characters must first undergo a trial of sorts. As they wait in their first line of the night to go into the main bar of The Arena, they see a group of young men already deep into "celebrations" for the night.

Unfortunately for the party, Bromeyer's nickname is Bromeyer the Queasy, and he has just failed his own constitution save; randomly choose two player characters in line to make the following checks as the drunken gnome loses his lunch in their general direction:

- **Flat Dexterity Check at DC 10:** to jump out of the "splash zone."
- **Flat Constitution Check at DC 10:** to avoid joining old Bromeyer in vomiting.

And with that, the first trial is done. If the players choose not to intervene themselves, a halfling in Bromeyer's group will sigh a casual laugh, give a temporary goodbye to his friends, and help Bromeyer off to find a nice glass of water, a comfy bed, and a healer just in case, promising to return to his friends when the gnome is situated and safe for the night.

If the players try to assist Bromeyer with either a **Wisdom (Medicine) check at DC 10** or a **restorative spell or ability**, then Bromeyer rallies and invites the whole party to join them. They are celebrating because Rex Aaron III is on the senate and they are just glad that someone cares about their interests. All of these NPCs are non-human farmers and if they end up joining the characters, they constantly toast every inane thing, racking up a tab and jollily drinking into the night while encouraging the adventurers to do the same.

When the party is ready, read or paraphrase the following:

When you enter the bar area of the old Arena you are overcome by myriad of voices and the scent of ale, but mostly you smell the musky scent of the wooden furniture and fixtures. The walls are wood, the seats are wood, the floors are planked in wood; it's a druid's nightmare. While the tables appear to be overstuffed with groups of patrons, there seems to be a lull happening at the bar, and ample room for your party to pull up to the bartender and have a word or a pint, or both.

When players finally join the festivities inside the main bar of the Arena, they find that the former "gladiator ring" has less bloodthirsty uses

now, though the clientele is rougher than ever. Everywhere the characters look, they see patrons that are built like brick houses or heavily scarred, implying they have been in many brawls and survived.

The main bartender, a Human **Veteran** by the name of Stan Derwin, appears to have just finished pouring a large round of drinks that a barmaid takes to one of the more intimidating tables comprised of a Shou man with red hair and a wood elf wearing a robe with a pattern of eyes stitched in. The players may overhear them talking about faction business. (This is Karl Davion and Captain Tanheel, NPCs located in the “NPCs of Hillsfar” Document found on the DMs Guild.)

When Stan Derwin sees the party enter, he calls them over, checks to see their “I.D” cards, and asks them what they would like, encouraging them to try his new signature drink, The Bloody Merrow. If there are members of the party that don’t accept, he will offer them something less strong like an ale, potentially insulting their weakness in the process, but in a playful manner. It is meant to be a situation that mimics peer pressure to test the resolve of the more reserved characters. Stan Derwin presses the issue only slightly, but then laughs it off. He is also happy to point out Thurtham Dirgeburge to the party should they ask.

Thurtham Dirgeburge is easily found at the end of the bar. He is a Hill Dwarf, a young 52 year old with brown ear hair so long that he braids it. When the characters find him he is in low spirits, paled by the things he claims to have seen in the woods. When questioned, he gives the players the following information:

- His account is that he was outside the city taking an evening stroll to get some fresh air when he heard a mighty roar coming from the tree line about a quarter of a mile away from town.
- While talking to the adventurers he will repeatedly tell them that he both has excellent hearing, pointing to his hairy ears, and that he is extremely strong.
- When he rushed to investigate the sound he saw a woman swooning on the ground at the feet of an honest-to-goodness werewolf!
- The werewolf seemed to have special abilities, because he would surely have fought the monster off and saved the woman, but it used some sort of magic on him that made him run back to town. At this point he also claims to be a very fast runner.

That is all the information that can be gleamed from Thurtham before he loses himself in his cup.

If the characters choose to investigate their drinks have them make an **Intelligence (Investigation) check**. They are essentially looking for poison or anything out of the ordinary most likely. If they have proficiency in herbalism kits, brewers’ supplies, or poisoners’ kits (or have any racial bonuses to this sort of thing) they make the check with advantage.

Here’s what they learn at each DC interval:

- **DC 5** - The Bloody Merrow smells delicious.
- **DC 10** - It sure does taste good.
- **DC 15** - It looks like tomato juice, and lots of spices. Smells strong. You figure it’s worth a silver at least, maybe more.
- **DC 20** - You think putting some celery in it might be a good idea, maybe having it in the morning with brunch would be lovely.

*If they ask to do a **Wisdom (Medicine) check** on the drink, any roll tells them the drink could be used as a mild pain killer.*

After questioning Thurtham and investigating the drinks, an altercation happens between two of the bigger men in the bar area.

When the party is ready, read or paraphrase the following:

The general hum of voices in the bar breaks, giving way to two gruff tones that stand out.

“Don’t you talk about my mother like that!”

“She’s my mother too, you stupid git!”

Two men of staggering size stand up from a nearby table, their chairs scraping against the floorboards, one toppling backwards in a clatter. One is a broad shouldered human, while the other looks vaguely similar, save for the tusks and green skin that define him as a half-orc. Before anyone else can act, the human smashes his pint into the other’s face.

The Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Two **Veterans**
(Starting HP at 30)
- **Weak:** Two **Veterans**
(Starting HP at 40)
- **Average:** Two **Veterans**
- **Strong:** Two **Gladiators**
(Starting HP at 65 and no Parry Reaction)
- **Very Strong:** Two **Gladiators**
(Starting HP at 75 and no Parry Reaction)

**Both men are considered Large for all Grappling purposes and use only their unarmed attacks in this circumstance.*

At this point the party can either intervene or not. If any of them go for a ranged weapon, or something what would do lethal damage to the men, then an onlooker tells them the following: "Stop that! The guards will be here any minute. This isn't the first time that Brett and Rhett have had a go after too many pints." Whether or not they heed that advice is up to the players.

If a player intervenes and does end up seriously injuring someone (a "foe" drops below half their hit points), then that character is arrested at the end of that round and the module ends for that character.

Players can try to calm the brothers, which can be done through nonmagical or magical means (both brothers have disadvantage on any mental saves due to their impaired state). Players can also calm them through applicable **Charisma (Persuasion) or (Deception) checks at DC 10 for convincing roleplaying. If the players argument is inadequate, the DC increases to 15.** *Charisma (Intimidation)* checks only incite the brothers, and cause them to fight the party instead for 1d4 rounds before the guards and bouncers step in. Players are not jailed, so long as they adequately justify their actions to the guards or bouncers.

After the fight, players get a tip from Thurtham. He says that the old wood elf, Lilith Merwood also saw something in the woods, and that she's probably over at the Hydra's Den. Harpers know this is a local Harper hangout.

The Hydra's Den

Whatever happens at The Arena, the night in Hillsfar is in full swing, and the Hydra's Den appears to be a very popular place, with the line to get in going around a corner or two. At this locale, their first queueing trial is that the legs begin to fatigue for the two drunkest characters. Have whichever two that failed the most drinking Constitution Saving Throws make a **Strength (Athletics) check at DC 10**, or fall momentarily prone [if no one has failed a check, or there is a tie, chose players with the lowest Strength (Athletics) scores]. If either of them fall prone, then they see a shadowy figure at the end of an alley for a moment, before the figure darts away, unable to be followed.

If characters pursue the shadowy figure, and run down the alley, they can make an **Intelligence (Investigation) or Wisdom (Perception) at a DC 12**. A successful Wisdom (Perception) check determines that the figure is gone without a trace,

and a successful Intelligence (Investigation) check finds something on the ground at the end of the alley. If players inspect, they find a dead fish cast off on the ground, a red herring.

The second trial here is that the line they are in is actually a strange collaboration of two lines. One line is going into the Hydra's Den, while the other stops before that and enters into the nearby potion shop of Bert the Goblin, another senate member who owns the local potion shop and definitely does not sell weapons illegally out of it. The players can notice this one of two ways. First, have them make a **Flat Intelligence check at DC 10**. If they make it, then they notice that about half the people in the line are rather dangerous looking non-humans, wearing dark clothes, with hoods up that cast shadows over their faces. If they investigate further, they may make an **Intelligence (Investigation) check at DC 15** to notice these people go into a different building than the rest.

If no one passes the check, or does anything to investigate this information further, they end up being pushed into Bert's Potion Shop.

You find yourselves not in a bar, but in a shop of some sort. Behind the counter is a small man with orange skin, Senate Member Bert the Goblin.

When you look around you see shelves filled with potions and potion components.

Before you have a chance to take in any more Bert quickly surveys your group, eyes narrowing for a moment in observation. "Out for a pub crawl, eh? I've got just the thing for you." He turns, grabbing a crystal decanter filled with a black liquid. He places a small shot glass on the counter for each of you, pouring the liquid evenly into each one. As the liquid falls, the light catches it, and you see an iridescent quality to it now. It's not just black, no, it's purple, and blue, and green... every color is swirling around in that decanter. "I call it, A B-12 Shot, because it's my twelfth version of the potion. It's a silver a piece."

If the players ask what the liquid is, he will say it is a potion. If they ask what kind of potion, he will say that it is the sort that makes pub crawls far more enjoyable. If they ask what that means, then he says not to worry about it. If they press him further, he will say it is a hangover cure. If players ask to, they can make a **Wisdom (Insight) check at a DC 11** to determine that he is telling the truth. If they beat a **DC 16**, they know that he is withholding some information. If pressed, he will tell them that he is still working on the formula for this potion, and sometimes it has unexpected

effects in addition to making the following mornings less rough after a pub crawl.

Players may choose to inspect the drink before accepting. The drink smells refreshing, like lemonade with mint leaves muddled into it.

If players choose to drink the beta-testing B-12 Shot potion, roll a d10 to determine what effect the drink has for the character, or feel free to improvise.

Bert's Hangover Cure Side Effects Table	
Roll	Effect: Lasts Until the End of Next Long Rest
1:	The character's skin now appears to have a coat of iridescent glitter on it.
2:	The character grows a reptilian tail that they have no control of, and they screech when aggravated.
3:	The character's nose doubles in size.
4:	The character burps bubbles of all colors.
5:	The character grows 1d10 inches taller.
6:	The character grows a glorious handlebar mustache.
7:	The character becomes incredibly gassy, but all belches and flatulence smell minty.
8:	The character grows a golden unicorn horn that glows faintly when in darkness.
9:	The character's hair, if not already long, grows to waist-length and then appears as though it is being blown back by a majestic wind for the duration.
10:	The character now has a compulsion to mention Bert's wonderful Potion Shop, now selling even less weapons than before, which was zero to start with.

After they finish their drinks and pay him, he shoos them away for the night. He states that he would join them, but he has business to take care of, stating "these *potions* aren't going to sell themselves. It would be nice if they did though."

When the party is ready, read or paraphrase the following:

Upon entering the Hydra's Den you are overcome with warmth, much like coming home after a long day and curling up in a blanket. The colors in here are earth tones: burgundies, deep brown leather on the stools, dark wool draping the chairs by the fireplace. Now that you're inside you realize how cold it had gotten outside, and how lovely it is in here, albeit crowded. But the crowd isn't overwhelming. No, it feels like having friends over for a meal. As you look around you see only smiling faces, relaxation and laughter, that is until you see a rather dour elderly wood elf woman sitting in one of the chairs by the fire. She has a tankard in her hand that's shaking, and she stares up at the Hydra head trophy above the fire with fear in her eyes.

If the characters go straight over to Lilith Merwood (a Wood Elf **Noble**), she looks down at

her empty tankard and asks if they would be dears and get her another Mulled Mead to help calm her nerves, and then she can tell them everything.

She will tell them the following information, speaking in the tones of a kindly grandmother so long as her cup is full.

- She saw ghostly figures moving towards the woods, glowing in the moonlight. They entranced her, so she felt as though she had to follow.
- Eventually she must have caught up to them without realizing it, because as soon as she got close they started to run towards her. They chased her, and she only escaped due to her quick feet.
- As she tells her story, she often gets distracted by the Hydra trophy or the fire, snapping back when the players get her attention, and jumping at the sounds of the dartboard across on the other side of the fireplace.
- If any of the characters attempt to empathize with her, she takes a sip of her drink and advises them to drink the Mulled Mead, claiming it is likely how she survived seeing the horrifying visages of those awful ghosts.

She offers little else once her story is done, turning her gaze to the two young men playing darts.

If and when the players go to the bar, they meet a busy halfling barmaid with bright red curls bouncing as she scurries back and forth behind the bar. If players investigate the area, they see that she has narrow planks positioned along the bar, allowing her to look at most guests eye-to-eye, and making it easier for her to serve her patrons.

Hildi (Halfling **Bard**) winks at any Harpers present, as this is a haven for Harpers. She asks for the "I.D." cards and without questioning what they would like, pours each party member a Mulled Mead. If the players decline, or ask for something else, she will suggest they give it a try, as it is their most popular drink and everyone who comes in seems to enjoy them. Hildi will also comment that she has been working extra shifts for Brendon Tamesford, the owner of the bar, for the last few months, complaining causally to anyone who will listen.

If the characters choose to investigate their drinks have them make an **Intelligence (Investigation) check**. They are essentially looking for poison or anything out of the ordinary most likely. If they have proficiency in herbalism kits, brewers' supplies, or poisoners' kits (or have

any racial bonuses to this sort of thing) they make the check with advantage.

What they learn at each DC interval:

- **DC 5** - The Mulled Mead smells like berries.
- **DC 10** - One more drink couldn't hurt, right? And this is really good.
- **DC 15** - It looks like your average mead, but it is somewhat purple/green now and has a distinct blackberry taste to it.
- **DC 20** - You think that having a salty snack, or maybe just some bread, would be a perfect pairing. Maybe a cheese would be nice, something like a brie?

If they ask to do a **Medicine (Wisdom) check** on the drink, any roll tells them the drink could be used as a mild pain killer.

Once their investigation is finished, the two dart players approach the group. They are a human named Russel and a half-elf who the other refers to as Crow. Russel has the **Archer** stat block, while Crow is a Half-Elf **Commoner** with a Dexterity score of 18. They are both noticeably adolescents, with cracking voices and acne on their faces. They are cousins who have grown closer ever since Russel's dad, Kurt, and both Crow's parents died fighting against a recent demon assault near the town. Their background can only be discovered if they directly and discretely ask Hildi about the boys.

The boys challenge the group to a dart contest, wagering their purse, which noticeably jingles. The buy in is only one gold for each contestant. Russel does most, if not all, of the talking for the pair, while Crow hunches behind him, shy and reserved.

The game is easy enough. The person with the most precise shot wins (highest roll to hit after modifiers, regardless of critical rolls). These are all ranged dart attacks (darts provided), so most classes can get in on the action with some level of proficiency. They will insist on a best out of three rounds situation, with Russel using his Archer's Eye ability in the first three rounds. If it looks like they will lose, they will urge for best out of five, seven, and so on, but they don't really care much, because they are just trying to have fun, although it is important to note that one gold would likely do a lot to change their lives.

If the adventurers win, the boys toss them their coin purse and sprint out of the door, running back to their home in the ghetto of Hillsfar. Their purse has 40 copper in it, much less than the one gold buy in they requested.

If the party chooses to chase after them, they must succeed in a **Wisdom (Perception) check**

and beat a **DC 12** to find them out in the street. If the party debates pursuing the boys at all, they are encouraged by Hildi to let it go and have another Mulled Mead. She will explain their situation to the characters if they did not already ask. If the characters wish to be generous, and donate gold to their cause, Hildi assures them she will get the donation to Cobain, Russel's mother, the next day. Any **Wisdom (Insight) check** assures the party that she is telling the truth.

A Note on Tactics: If the players still choose to pursue and fight these children, the young men use their actions to run away and hide, refusing to fight as their mother/aunt would be livid with them if they accosted random strangers in the streets. If players do end up seriously injuring (dropping their hit points to below half their maximum) these boys the offending player characters are immediately jailed and the module is over for them. Guards intervene before the adventurers can kill them.

The Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** One **Archer** and One **Commoner** (AC 14, wearing worn common clothes, the Commoner has a +4 modifier to his Dex)
- **Weak:** One **Archer** and One **Commoner** (AC 14, wearing worn common clothes, the Commoner has a +4 modifier to his Dex)
- **Average:** One **Archer** and One **Commoner** (AC 14, wearing worn common clothes, the Commoner has a +4 modifier to his Dex)
- **Strong:** One **Archer** and One **Commoner** (AC 14, wearing worn common clothes, the Commoner has a +4 modifier to his Dex. Both have their Speed increased to 35')
- **Very Strong:** One **Archer** and One **Commoner** (AC 14, wearing worn common clothes, the Commoner has a +4 modifier to his Dex. Both the option to Dash as a Bonus Action)

After this encounter the adventurers are pointed to one last bar and one last witness to conclude their investigation and hopefully get to the bottom of what has happened. Their final location is The Rusty Nail, located outside of the wall and near the docks. There they will find Miller Haus, a human with a streak of blue in his hair, and a penchant for pants that are a bit too short for him.

The Rusty Nail

As they near the Rusty Nail the night grows impossibly quiet save for the soft rustle of waves lapping at the dock and shoreline. A figure emerges from the establishment ahead and heads towards town, using an *Alter Self spell* to transform from their current form of a gruff looking human into that of waiflike moon elf. The figure doesn't pay any mind to the characters, busy with their own work. Zhentarim characters can make a **Wisdom (Perception) check or Intelligence (History) with advantage at DC 10** to recognize this as the local Zhentarim faction contact called "Zhent," found in the "NPCs of Hillsfar" Document found on the DMs Guild. Little is known about the figure outside of their penchant for mimicking the appearance of others in order to mess with them. If players try to talk to "Zhent," he transforms into whoever initiates the conversation. If they ask his name, he replies with the name of that character and messes with them for a few moments before leaving to go about faction business.

There is no line to get into the Rusty Nail.

When the party is ready, read or paraphrase the following:

When you enter the Rusty Nail you hear a crunch under your feet. The floor is littered with the shells of nuts and stale pretzels; the floor is completely covered with them.

The bar proper is a polished dark wood, and behind it are shelves filled with bottles of liquor, the top ones slightly dusty. At the end of the walkway behind the bar are stairs that lead up to a door that can only be accessed from behind the bar, and through the ceiling you can hear muffled voices and movement from upstairs.

It is easy to spot Miller Haus, the blue streak in his hair standing out against the dark palate of the establishment. He is the only person here downstairs other than the bartender, the latter of which, a one armed human man with sunken eyes, perks up when you enter.

"Oi! What can I get you folks?" He picks up a glass and begins wiping it with his rag. "Got one of 'em 'I.D.' cards the half-elf is shelling out? Or are you paying with coppers tonight?"

Characters who try to sneak upstairs can make **Dexterity (Stealth) checks at disadvantage**. The stairs are squeaky and the ground is littered with peanut shells, almost as though the people who do business out of this location do not want anyone to sneak up on them. If the characters beat a **DC 25** they find the door upstairs locked. The door is locked by magical means and anything

short of a *Knock spell* or *Dispel Magic spell* (base level) does not work. If either spell is not cast subtly, the door opens and they are met with the equivalent of two enforcers (**Human Master Thieves**), and behind them they can see a meeting happening, but they only get a glimpse. The enforcers do not fight, nor do not let the characters into the meeting, regardless of if they are Zhentarim or not. If the characters try to fight them, the guards arrive in one round and all fighting player characters are jailed. A **Wisdom (Perception) or Insight check at DC 5** makes it clear that it is not a fight the party can win.

The bartender here is Bart, a human **Assassin** with one arm, a passive perception of 25, and no desire to fight a bunch of little adventurers. All he wants is to give them their drinks and be left alone. Frankly, they can eat his shorts for all he cares. He offers them the specialty of the house, which is ironically not a Rusty Nail. It is instead a Sidecarriage. When Bart mentions the Sidecarriage to the party, Miller perks up from his seat at the bar and beckons Bart over to pour him another.

If the characters choose to investigate their drinks have them make an **Intelligence (Investigation) check**. They are essentially looking for poison or anything out of the ordinary most likely. If they have proficiency in herbalism kits, brewers' supplies, or poisoners' kits (or have any racial bonuses to this sort of thing) they make the check with advantage.

What they learn at each DC interval:

- **DC 5** - The Sidecarriage smells like oranges and alcohol. It appears to be a heavy pour.
- **DC 10** - It looks like some nice quality brandy with fresh citrus juices.
- **DC 15** - For such a shady location, it is actually quite a nice drink.
- **DC 20** - You think having one of these while sitting by a fireplace would be a nice way to end any day.

*If they ask to do a **Wisdom (Medicine) check** on the drink, any roll tells them the drink could be used as a mild pain killer.*

When the party begins to speak with Miller, the bartender pops outside for some fresh air. A **Passive Perception of 21** notices him leaving, but it is unlikely to occur, because of the potential intoxication of the group, and therefore penalties to their perception scores.

Miller Haus isn't still spooked like Lilith was, as his self-medication seems to be working for him. His face has a calm, albeit unfriendly, expression as he tells his story to the adventurers.

- He saw all sorts of monsters out in the woods. That's where monsters like to be, out in the woods.
- He saw some sort of half-man/half-wolf thing, and a figure in tattered white robes that shrieked. That's the last thing he remembers is the shriek. Then he must have passed out from the banshee wail, because the next thing he remembers is waking up outside the wall near the main gate.

Your Side-Quest, Should You Choose To Accept It

Once Miller is finished with his story, Bart the bartender returns from his break, rushing inside the bar.

When the party is ready, read or paraphrase the following:

The door crashes open and Bart sprints inside, sliding to a stop in front of you with style and aplomb.

"You's adventurers right?" He doesn't wait for their answer before he continues, "I heard some terrible sounds coming from them woods. I seen that stupid acting troupe go out there earlier t'night. You've gotta go check on 'em. Bring 'em back to town. They's just fancy folk; they ain't gonna be able ta handle themselves in a real fight!"

Through his winded huffs it's very clear that the bartender is genuinely concerned for the performers, and that time is of the essence.

If asked why he can't go help, he motions to the space where his second arm should be and says the "damned demons got 'im," before urging them to hurry again. This is a lie in that he could probably assist, still being a formidable assassin even with the loss of his arm, but the Zhentarim have tasked him with making sure their meeting goes uninterrupted, so he cannot leave the bar at this time save for the occasional five minute break in adherence with occupational standards.

If the adventurers choose to sober up and don't hurry to the aid of the actors, then they are too late and the actors are saved by the townsguard, Lady Lux, and a slew of other NPCs found in the "NPCs of Hillsfar" Document found on the DMs Guild. The characters do not collect their reward, and only get a stern talking to from Lady Lux at the end of their rest before she dismisses herself to care for the injured actors. This scenario ends the module for all involved.

Part 2: Beyond the Pale Moonlight

Estimated Duration: 1 Hour

This section of the adventure can be run one of two ways, both of which consist of combat encounters and both moving towards the similar conclusions. Due to the option for characters to not drink, they can find themselves either a real fight or something more theatrical, and the choice is entirely at the DM's discretion. If players rushed through the initial investigation, you can also run both encounters with Option 1 happening first, and then transitioning to the point in Option 2 where the real monsters arrive in order to keep the runtime at 4 hours.

If your player characters haven't been drinking, then Option 2 is probably the encounter you should run. If they have been, run Option 2.

At this point, before any **Initiative** rolls, award the **Three Sheets, Boldly Billowing** benefit if applicable to anyone who has earned it.

Option 1: Aah, Fake Monsters!

When the party is ready, read or paraphrase the following:

The moonlight trickles down to the forest floor and the mist that has pooled there. From between the trees you begin to make out figures, and the closer you get the more illuminated they become.

Beasts!

As you scan the area you see a cart, and beside it you see clothes on the ground that vaguely resemble those of the acting troupe from earlier in the day. Nearby there is a humanoid figure, the grotesque features of its face distorting in the moonlight, a necromancer surely, spellbook out, reciting something you can't understand.

Before the necromancer, emerging from the mist are his allies, a pair of ghosts, a werewolf... just like Miller told you about, and a banshee!

They must have attacked the actors, you think as you take in the scene.

You must act quickly!

Have players roll **Initiative** at this point.

Before the round begins, hand the player character who has been drinking most responsibly, who has passed the most checks, or who is simply the most coherent Handout 1.

As you approach through the forest, being mindful to carefully scan the area for danger, you

see a small clearing. The moon shines on a scene which you can only assume is the rehearsal sight for the Silverymoon Company Players. You see four actors in full dress, depicting various monsters, as well as their director, who is at the moment giving them notes on their last take and glancing down at what appears to be a script. At the director's feet is a dog, who seems to notice you all as you approach.

Those who passed can try to convince their allies that their eyes deceive them, breaking the illusion brought on by such wonderful acting. To do so they can **use their action to try to communicate to one of their allies at a time** (or of course they can use magical means to calm them *so long as it doesn't do damage to a fellow party member*). As a bonus action on the chosen ally's turn, the player makes a **Flat Intelligence or Wisdom check** in order to understand what the other person is trying to say. If two players try to convince the same person, the check is made with advantage. The DC for this check is based off of how many drinks the confused character has had as follows (note that there is a swift curve):

- 1 Drink = **DC 5**
- 2 Drinks = **DC 7**
- 3 Drinks = **DC 11**
- 4 Drinks = **DC 16**
- 5 Drinks and up = **DC 20**

As it is in life, it will become nearly impossible to make the check if the character partied too hard, at that point the other party members will have to use other means to help their friends see what's really happening. Grappling their allies is an option during this encounter.

If no one has passed this check, feel free to reveal the true nature of their "enemies" at the end of the fight.

Notes on Tactics:

Actors don't love violence; they love the theatre! They use their actions in any battle to try to calm and incapacitate their foes, maybe Viciously Mocking or Taunting anyone who is being exceptionally rude or hurtful. Characters who fail their perception checks view them as strangely behaving monsters, unable to see past the makeup and costumes. Please describe them as such, perhaps giving the "monsters" lines like, "Good gracious, man, get ahold of yourself," or "Watch yourself now, chap, this is quite uncouth behavior." They speak eloquently as they are learned folks.

If any of the actors or the director is injured or attacked, the mastiff runs towards town to get

assistance. He returns two rounds after the end of combat with a confused Lady Lux Feraelnes and towns' guard members who quickly tend to the wounded actors and adventurers.

It is also important to note that if the actors get very low on hit points, they can and will pretend to die as a reaction to any damage, so long as their performance or deception rolls beat the player characters' **Passive Wisdom (Insight)** scores the characters believe the act.

When the actors "die" in this way you have the option of having them say a line at their time of "death." Here are some options and examples:

- I am slain!
- Et tu, adventurer?
- My spirit now goes, I can carry on no longer.
- Cruel steel, you have extinguished my spark!
- The fates conspire one last time...
- I left a chest filled with gold forty paces west of the...
- Tell my wife... she wasn't as pretty as her sister...

Basically, the actors will say something vaguely dramatic before they pretend to die, as in all good plays. Have fun with it, and put on a bit of a show if you feel inclined to do so.

The Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:**
Three *Bards*, Two *Commoners*, and 1 *Mastiff*
- **Weak:**
One *Illusionist*, Three *Bards*,
One *Commoner*, One *Mastiff*
- **Average:**
One *Illusionist*, Four *Bards*, One *Mastiff*
- **Strong:**
Two *Illusionists*, Three *Bards*, One *Mastiff*
- **Very Strong:**
One *Illusionist*, One *Warlock of the Archfey*,
Three *Bards*, One *Mastiff*

It is assumed that the drunken characters who do not use spells or ranged attacks are using non-lethal damage. If it looks like the actors will die, Guard Captain Jason Lee Scott (Warlord with Luck Feat**) and three Guards (**Champions**), arrive and pacify the group after 10 rounds of combat (or sooner if necessary). The party is escorted to jail where an angry Lady Lux Feraelnes awaits their arrival. She chastises them, reminding them that she told them to drink responsibly, sighing under*

her breath, "No one ever listens to me. I give great advice and no one ever listens to me." She then leaves to heal the actors and cleans up their mess, reminding the group that they owe her one once they get out of the drunk tank.

Option 2: Violent Ends

If the bulk of the party isn't drinking, or is drinking responsibly, it might be a good idea to give them a real fight instead. In that case they fight real monsters, and get to save the day.

When the party is ready, read or paraphrase the following:

As you progress into the woods, you hear the sounds of battle, seeing flashes of light in the distance. As you approach you see a mastiff run past you and towards town, barking at you as he passes.

The scene before you is grizzly. You see the Silverymoon Company Players in various states of injury and incapacitation, costumes in tatters and makeup smeared from sweat and blood, nearly unrecognizable. Their attackers loom nearby, a collection of horrors like out of a book.

At this point have the party roll **Initiative**, taking into account any impairment they might have. It is best to let the players know any ill effects their drinking has caused them at this point, as this fight could be deadly without that knowledge. Call it a brief moment of "sobering up," as they at least realize how impaired they are now.

The monsters have sustained some damage during their encounter with the bards, but should still be threatening to the party, so adjust hit points as needed to give the players a fun and challenging fight. In this instance, all five of the Silverymoon Company Players are considered **Bards**, and if a total party wipe is imminent, the actors occasionally break out of being incapacitated on the ground and cast the *Healing Word spell* at first level, targeting the characters that are closest to death. They try to keep it light, even though things are looking rough. They say things like, "Perk up, my good man," "Hey now, you're an all-star, chap," "You're a treasure," and to tieflings they will comment, "You're an absolute angel!" This occurs at *Initiative 20* as a lair action, and that is the only action the bards can take.

The Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Two **Ghasts** (both at 20 HP)
- **Weak:** Two **Ghasts** (Both at 20 HP) and
Two **Ghouls** (Both at 15 HP)
- **Average:** One **Wight** (At 30 HP) and
Two **Ghasts** (Both at 30 HP)
- **Strong:** One **Wight** (At 35 HP) and
Three **Ghasts** (At 25 HP)
- **Very Strong:** One **Banshee** (At 50 HP) and
Two **Wights** (At 30 HP)

Conclusion

Estimated Duration: 10 minutes

All's well that ends well...

There are a few paths that lead to this point, and the outcomes of the other parts of the module determine which ending is most applicable to the session, so use your best judgement if players went off book.

Option 1: The Finest Actors in Faerun

If the characters were incapacitated by the Silverymoon Company Players during the fake fight in Option 1, read or paraphrase the following:

You wake up to the sight of the moon through the treetops. Whatever alcohol had been in your blood before seems far less potent and you hear the sound of voices nearby.

"We'll have to make sure not to over-serve the audience, I guess. Don't want people to be fighting you when you're on stage, thinking you're a real banshee." You hear a somewhat familiar laugh as you look over to see the woman who hired you standing beside a banshee.

A banshee!

No, no it's just a costume. Just costumes. A sharp pain cuts through your head, and you remember the bars, the beverages.

It was all just costumes, just actors.

"Looks like they're waking up," the necromancer states.

No.

Just a director.

It's getting clearer now.

At this point Lady Lux Feraelnes comes over to the adventurers and invites them back to the House of Happiness for a late night meal to help clear their heads. Once there she gives the group free tickets to the upcoming play with the condition that they don't storm the stage and try killing the stars of the show, no matter how good they are at acting. The players can sit down to a good meal and a nice cold glass of water. She gives them access to a **Tankard of Sobriety (Unlock Handout)**, and as this completes their assignment she gives them each their 50 gold piece payment.

Players who accepted Bert's B-12 Shot potion find the next morning as glorious as ever, while those who didn't fell run down and groggy. All effects of the potion are gone upon waking up.

Option 1: Heroes' Breakfast

If the characters rescued the Silverymoon Company Players from the clutches of real monsters, then when the fight concludes, the mastiff returns with Lux Feraelnes and the towns' guard. She thanks the adventurers for going above and beyond in their task. She asks for their help getting the Silverymoon Company Players back into town to be healed.

Players who accepted Bert's B-12 Shot potion find the morning as glorious as ever, while those who didn't fell run down and groggy. All effects of the potion are gone.

When the players are ready, read or paraphrase the following:

When you return to town you find a warm meal and a place to lay your head. In the morning you are thanked by the Silverymoon Company Players, who show you your reserved seats for the opening show, and extend their gratitude, but not before claiming that the fight last night will only add to the artistic integrity of their characters.

After your breakfast with your employer, you each get a pouch containing 50 gold from the half-elf. "Hold on one moment, I have something for you guys," Lux says before darting through a door to a back room of some kind.

She quickly returns with a silver tankard, which she tosses to whoever seems to have had the most problems drinking the night before.

"Hopefully this will come in handy down the line, and don't forget, if you ever feel like becoming a paladin of Lliira, you know where to find me. Now, I'd better go talk to some people about over-serving. Maybe I'll help Lil, Mill, and Dirgeburge learn to incorporate water into their libations."

The players are awarded with access to a **Tankard of Sobriety (Unlock Handout)** for protecting the actors. Lady Lux relays that this is a cherished item, passed to her from her grandmother when she was old enough to start drinking.

Though it is unclear whether or not these monsters are the true cause of the witnesses' visions, the woods near Hillsfar are a little safer now thanks to the adventurers. And all while having a fun night out, not the worst nights' work.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Noble	25
Warlord	8,400
Champion	5,000
Veteran	700
Gladiator	1,800
Archer	700
Assassin	3,900
Master Thief	1,800
Mastiff	25
Commoner	10
Bard	450
Illusionist	700
Warlock of the Archfey	1,100
Ghast	450
Ghoul	200
Wight	700
Banshee	1,100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Stop the Fight of the Brett and Rhett	250
Participate in the Dart Contest	250

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

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

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

Treasure

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

Treasure Awards

Item Name	GP Value
Lady Lux Feraelnes’s Payment	50 per character

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

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

Tankard of Sobriety

Wondrous item, common

This tankard has a stern face sculpted into one side. You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated. The tankard has no effect on magical liquids of harmful substances such as poison.

The stern face on this tankard depicts a woman of elven ancestry nearly resembling your employer, Lux Feraelnes, but different enough to where you think it might be a relative of hers.

The tankard is a polished silver, and as it gleams in the light, occasionally you can see the elven woman’s face break from its disapproval, cracking into a wide Feraelnes smile, an eye winking playfully before the light shifts again and her face returns to a stern expression.

Story Award

Friend to the Afflicted

Your kindness and generosity towards the residents of the Hillsfar ghetto has not gone unnoticed. Though throwing money at the problem may not produce lasting changes for the slums, your desire to help is appreciated.

Renown

Each character receives **one renown** at the conclusion of this adventure for completing the main objective.

DM Reward

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

Appendix A. Monster/NPC Statistics

Food Cart Owners

Noble

Medium humanoid (any race), any alignment

Armor Class 11 (no armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Senses passive Perception 10

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.

Town's Guard:

Captain Jason Lee Scott

Warlord

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point, but fewer than half its hit point maximum.

Actions

Multiattack. The gladiator makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

Legendary Actions

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

Captain Jason Lee Scott Stat Block Modification:

Lucky (3/Day). Guard Captain Scott has the Lucky feat, therefore he may reroll any roll on a d20 three times a day, or have an attacker reroll, choosing which roll is taken.

Guards

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14(+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The gladiator makes three attacks with its greatsword or its crossbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 +2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

The Arena:

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 7 (1d8 + 3) slashing damage, or 8 (1d10 +3) slashing damage if used with two hands.

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

Heavy Crossbow *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Veteran Stat Block Modifications:

Armor Class 11 (common clothes)

Actions:

Unarmed Strike *Melee Attack:* +5 to hit, reach 5 ft., one target. Hit 5 (1d4 + 3) bludgeoning damage.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 12 (no armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave: The gladiator has advantage on saving throws against being frightened.

Brute: A melee attack deals one extra die of its damage when the gladiator hits (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage or 13 (2d8 +4) piercing damage if used with two hands to make a melee attack.

Shield Bash *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Gladiator Stat Block Modifications:

Armor Class 12 (common clothes)

Actions:

Unarmed Strike *Melee Attack:* +7 to hit, reach 5 ft., one target. Hit 6 (2d4 + 4) bludgeoning damage.

The Hydra's Den:

Russel

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (Studded Leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow, shortbow, or dart.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Russel Stat Block Modifications:

Armor Class 14 (clothing)

Actions:

Dart Ranged Weapon Attack: +6 to hit, range 20.60ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Crow

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

Challenge 0 (10 XP)

Actions

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

Crow Stat Block Modifications:

Armor Class 14 (worn clothing)

Dexterity: 18 (+4)

Languages common, elvish, sylvan

Actions:

Dart Ranged Weapon Attack: +6 to hit, range 20.60ft., one target. *Hit:* 6 (1d4+4) piercing damage.

The Rusty Nail:

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The archer makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 +4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attacker that hits it. The thief must be able to see the attacker.

Bart

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+1)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages any two languages, plus thieves' cant

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The archer makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 +3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bart Stat Block Modifications:

Dexterity: 18 (+4)

Wisdom: 20 (+5)

Skills: Perception +15, Stealth +11

Passive Perception: 25

Ahh! Fake Monsters:

Mastiff

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages ---

Challenge 1/8 (25 XP)

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

Actions

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

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 (XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

Actor

Bard

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +2

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The actor is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 for spell attack bonus). It knows the following bard spells:

Cantrips (at will): friends, mage hand, vicious mockery

1st Level (4 slots): charm person, healing word, heroism, sleep, thunderwave

2nd Level (3 slots): invisibility, shatter

Healing Performance. The actor can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends an Hit Dice to regain hit points at the end of that rest. The actor can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the actor, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the actor's next turn.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Actor Stat Block Modifications:

Charisma: 17 (+3)

Skills: Deceptions +7, Performance +7

Spell Save DC: 13

Spell Attacks: +5

Cantrips (at will): friends, mage hand, vicious mockery

1st Level (4 slots): charm person, healing word, sleep, disguise self, Tasha's Hideous Laughter

2nd Level (3 slots): invisibility, enthrall

Reactions:

To Die, To Sleep. As a reaction to taking any kind of damage, the Actor (Bard Variant) can roll a Performance (Charisma) check against the "audience's" passive insight scores, falling prone in the process, in order to put on the act of being slain.

Director

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 actor is a 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 for spell attack bonus). 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**

**Illusion Spell of 1st Level or Higher*

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.

Director Stat Block Modifications:

Charisma: 15 (+2)

Skills: *Performance* +6

Cantrips (at will): *dancing lights, mage hand, minor illusion, fire bolt*

1st Level (4 slots): *Tasha's hideous laughter, mage armor, shield, charm person*

2nd Level (3 slots): *invisibility, * blindness/deafness, suggestion*

3rd Level (3 slots): *major image, * hypnotic pattern**

4th Level (1 slot): *hallucinatory terrain**

**Illusion Spell of 1st Level or Higher*

Reactions:

To Die, To Sleep. As a reaction to taking any kind of damage, the Director (illusionist Variant) can roll a Performance (Charisma) check against the “audience’s” passive insight scores, falling prone in the process, in order to put on the act of being slain.

Lead Actor

Warlock of the Archfey

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13(+1)	11 (+0)	11 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Performance +6, Arcana +2, Deception +6, Persuasion +6

Condition Immunities charmed

Senses passive Perception 11

Languages any two languages (usually Sylvan)

Challenge 4 (1,100 XP)

Innate Spellcasting. The lead actor's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no components.

At will: *disguise self*, *mage armor (self only)*, *silent image*, *speak with animals*.

1/day: *conjure fey*

Spellcasting. The lead actor is an 11th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st – 5th Level (3 5th level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the Lead Actor turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Lead Actor Stat Block Modifications:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*, *eldritch blast*
1st – 5th Level (3 5th level slots): *charm person*, *enthrall*, *mirror image*, *hold person*, *dispel magic*, *tongues*, *dimension door*, *hallucinatory terrain*, *hold monster*

Reactions:

To Die, To Sleep. As a reaction to taking any kind of damage, the Lead Actor (Warlock of the Archfey) can roll a Performance (Charisma) check against the "audience's" passive insight scores, falling prone in the process, in order to put on the act of being slain.

Violent Ends:

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 +2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defense. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 +3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its 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.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* 4 to hit, reach 5 ft., one target. Hit 76(1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Banshee

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in, but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each on-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit point. On a success, a creature takes 10 (3d6) psychic damage.

Bard

Humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +2

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The actor is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 for spell attack bonus). It knows the following bard spells:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st Level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd Level (3 slots): *invisibility, shatter*

Healing Performance. The actor can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends and Hit Dice to regain hit points at the end of that rest. The actor can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the actor, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the actor's next turn.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bard Stat Block Modifications:

Charisma: 17 (+3)

Skills: *Deceptions +7, Performance +7*

Spell Save DC: 13

Spell Attacks: +5

Cantrips (at will): *friends, mage hand, vicious mockery*

1st Level (4 slots): *charm person, healing word, sleep, disguise self, Tasha's Hideous Laughter*

2nd Level (3 slots): *invisibility, enthrall*

Appendix B: Character Drunkenness Tracker

Character Name:	Number of Drinks	Number of Passes	Number of Failures	Wisdom	Intelligence
	0000 0000	0000	0000 0000	P-P: _____ P. Ins: _____	P-I: _____
	0000 0000	0000	0000 0000	P-P: _____ P. Ins: _____	P-I: _____
	0000 0000	0000	0000 0000	P-P: _____ P. Ins: _____	P-I: _____
	0000 0000	0000	0000 0000	P-P: _____ P. Ins: _____	P-I: _____
	0000 0000	0000	0000 0000	P-P: _____ P. Ins: _____	P-I: _____
	0000 0000	0000	0000 0000	P-P: _____ P. Ins: _____	P-I: _____
	0000 0000	0000	0000 0000	P-P: _____ P. Ins: _____	P-I: _____

Appendix C:

Intoxication Guide			
Drink Number	Constitution Save DC	Drink Number	Constitution Save DC
1	5/6	4	14/15
2	7/8	5	17/18
3	11/12	6-7	22/23

On the 8th drink the DC becomes impossible, and characters, regardless of how many fails or passes they might have, black out. The player continues to function normally, but they will have no recollection of the events the next day.

<u>Alcohol Effects Table</u>	
Roll a d10 to determine how they feel when drinking.	
You are encouraged to add any character relevant or group relevant effects as well to tailor it to your party.	

They Feel...

1	Courageous!	6	Like they should thank all their friends for their support, and tell them how much they love them.
2	Relaxed.	7	Like everyone is being hostile to them.
3	Emotional.	8	That life would be great if we were all just nicer to each other for a change.
4	Pretty Good.	9	Like their character flaw is more prevalent and more difficult to stay in control of.
5	Hungry for Greasy Food.	0	Like they are an amazing dancer, and that dancing is the solution to most problems.

At 4 Successful Saves, the first three players earn the **Wooden Leg Legend** “benefit.”

Wooden Leg Legend:

Your drinking prowess has quickly become the stuff of legend over the course of tonight’s pub crawl. For the rest of this adventure, while in and around the main city of Hillsfar (not in the woods), the locals celebrate your ability to drink copious amounts of alcohol and remain reasonably composed. This means they constantly cheer to you, send toasts your way, and give you high-fives whenever the opportunity arises, shoot you ye ol’ finger guns.

Gain inspiration, as you feel inspired by the positivity and praise being sent your way. In addition, you also gain inspiration whenever you have a drink and succeed on the saving throw for the rest of the module.

At 4 Failed Saves, during Part 2 of the adventure, the first three player gain the **Three Sheets, Billowing Boldly** “benefit.”

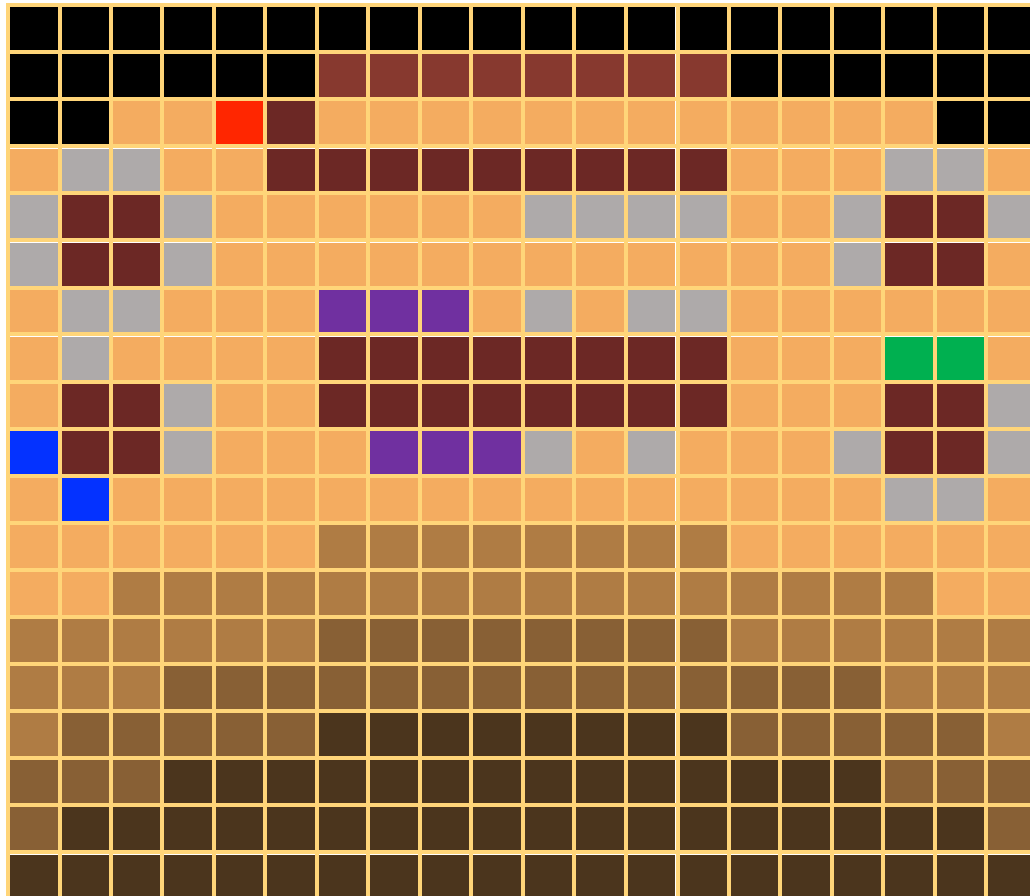
Three Sheets, Boldly Billowing:

Praise be to Lliira, you are a lightweight. Tonight you have her blessing to help you through your bacchanal. For the rest of this adventure, whenever you roll a one on a d20 roll, you may re-roll that die once and take the second roll. If you already have this feature, you also gain a +1 to the outcome of the second roll.

Whenever this happens, your character burps, hiccups, vomits, or otherwise relieves itself in order to refocus on the task at hand.

Appendix D: Maps

The Arena:

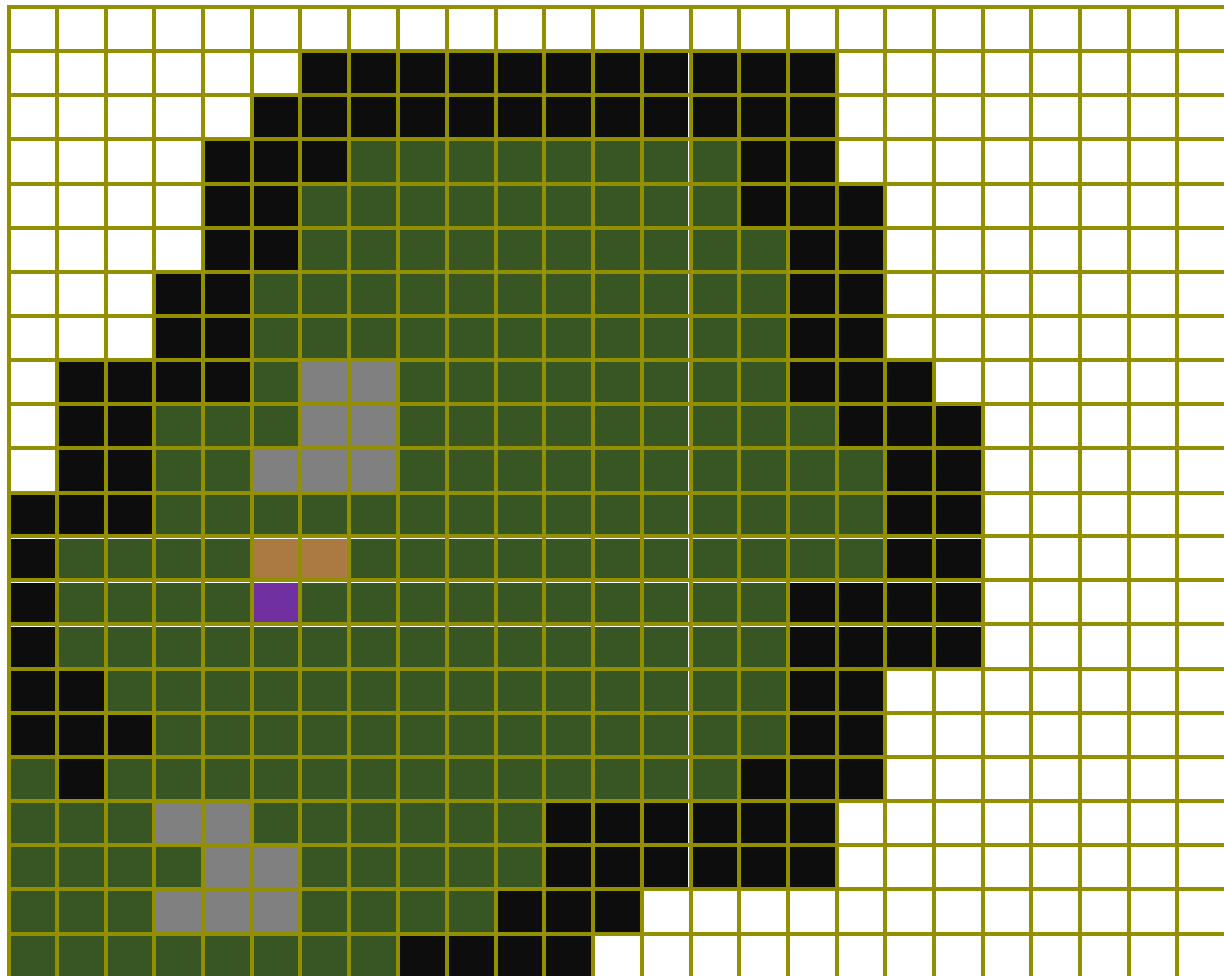


- Brown Squares = Tables and bar surfaces where characters can sit and drink.
- Red Square = Location of Thurtharm Dirgeburge
- Blue Squares = Karl Davion and Captain Tanheel
- Purple Squares = Bromeyer's Group
- Grey Squares = Unnamed NPCs
- Green Squares = Brett and Rhett

Three barmaids also circulate throughout.

The darker brown squares indicate the layers of the Arena, with the bottom being the main fighting area.

The Woods:



White Squares (Deep Forest) =	Provides $\frac{3}{4}$ cover from ranged attacks (both ways). Considered darkness. Considered rough terrain. Increases the DC of any perception or investigation checks by 5.
Black Squares (Tree Line) =	Provides $\frac{1}{2}$ cover from ranged attacks (both ways). Considered darkness.
Light Green Squares (Clearing)=	Considered Dim Light
Gray Squares (Rocks) =	Provides benefits of being mounted and provides $\frac{1}{2}$ cover.
Brown Squares (Cart) =	Ducking behind provides $\frac{1}{2}$ cover from ranged attacks.
Purple Square (Acting Troupe's Clothing and Supplies)	

Handout 1: Scene Description for The Most Sober Character

For your eyes only...

"As you approach through the forest, being mindful to carefully scan the area for danger, you see a small clearing. The moon shines on a scene which you can only assume is the rehearsal sight for the Silverymoon Company Players. You see four actors in full dress, depicting various monsters, as well as their director, who is at the moment giving them notes on their last take and glancing down at what appears to be a script. At the director's feet is a dog, who seems to notice you all as you approach."

You may use your action on your turn to try to communicate with one ally at a time in order to help them understand what is really happening.

On their turn, that ally can use a bonus action to make a Flat Intelligence or Wisdom check in order to understand what is happening.

If two people try to help the same ally, that check is made with advantage.

Handout 2: Intoxication “Benefits”

Wooden Leg Legend: <i>Your drinking prowess has quickly become the stuff of legend over the course of tonight’s pub crawl. For the rest of this adventure, while in and around the main city of Hillsfar (not in the woods), the locals celebrate your ability to drink copious amounts of alcohol and remain reasonably composed. This means they constantly cheer to you, send toasts your way, and give you high-fives whenever the opportunity arises, shoot you ye ol’ finger guns.</i> <i>Gain inspiration, as you feel inspired by the positivity and praise being sent your way. In addition, you also gain inspiration whenever you have a drink and succeed on the saving throw for the rest of the module.</i>	Wooden Leg Legend: <i>Your drinking prowess has quickly become the stuff of legend over the course of tonight’s pub crawl. For the rest of this adventure, while in and around the main city of Hillsfar (not in the woods), the locals celebrate your ability to drink copious amounts of alcohol and remain reasonably composed. This means they constantly cheer to you, send toasts your way, and give you high-fives whenever the opportunity arises, shoot you ye ol’ finger guns.</i> <i>Gain inspiration, as you feel inspired by the positivity and praise being sent your way. In addition, you also gain inspiration whenever you have a drink and succeed on the saving throw for the rest of the module.</i>	Wooden Leg Legend: <i>Your drinking prowess has quickly become the stuff of legend over the course of tonight’s pub crawl. For the rest of this adventure, while in and around the main city of Hillsfar (not in the woods), the locals celebrate your ability to drink copious amounts of alcohol and remain reasonably composed. This means they constantly cheer to you, send toasts your way, and give you high-fives whenever the opportunity arises, shoot you ye ol’ finger guns.</i> <i>Gain inspiration, as you feel inspired by the positivity and praise being sent your way. In addition, you also gain inspiration whenever you have a drink and succeed on the saving throw for the rest of the module.</i>
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Tankard of Sobriety - Wondrous item, common

This tankard has a stern face sculpted into one side. You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated. The tankard has no effect on magical liquids of harmful substances such as poison.

The stern face on this tankard depicts a woman of elven ancestry nearly resembling your employer, Lux Feraelnes, but different enough to where you think it might be a relative of hers.

The tankard is a polished silver, and as it gleams in the light, occasionally you can see the elven woman's face break from its disapproval, cracking into a wide Feraelnes smile, an eye winking playfully before the light shifts again and her face returns to a stern expression.

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