



Winter nights crawl. Cold settles. On this solstice, people complete their final harvesting; anything left unprepared is one less necessity available in the direst of times. Any remaining conflicts attempt one last push against their enemies. To lift spirits and bring the year to its end, people hold festivals and ceremonies. They tell stories of beloved ancestors, legendary heroes, the Wild Hunt, and community victories. Families recite genealogies and perform rituals honoring their dead and celebrating life. Feast of the Moon eve is a moment to sing, give gifts, and reminisce before the quiet of winter sets in.

Wandering Monsters Wave 4

D&D Adventurers League Holiday Events, like Feast of the Moon, are ways players can immerse themselves in DDAL settings by celebrating their holidays. Wandering Monster Waves are brief encounters, released weekly during the holiday month. For a limited time, Dungeon Masters may insert these encounters into **any** DDAL adventure module or session to add festive fun.

Holiday Event Duration. For Feast of the Moon 2020, four Wandering Monster Waves will be released between December 7th and 28th. They may be played, in any order, through January 4th, 2021. Add an extra 7 days of fun for replaying or catching up on missed waves. To do this, donate (money, time, items, etc.) to a children's hospital, food bank, shelter, mental health nonprofit, or pandemic or hurricane relief; each player and DM donate in some amount.

Adjustments. DMs are empowered to make adjustments to increase the fun. Raise or lower hit points, reskin, be creative in how characters come across the encounter, or adjust for more or less time. Some gaming situations, like online conventions and charity events, might have tight time slots, unable to accommodate Wandering Monsters, and that's OK. Prioritize the overall gaming experience!

Rewards. A Wandering Monster Wave encounter contains at least one reward (examples: trinket, magic item, pet, etc.). Each player and DM earns the rewards listed. The player may play and/or DM the same encounter multiple times and with different player characters, but the player/DM earns the rewards only once. The player character who played the encounter earns the rewards; a DM assigns an encounter's rewards to one of their player characters they choose.

Advancement. The time spent playing Wandering Monster encounters, inserted into an adventure, counts toward character advancement (level, gold, renown, downtime). If played as stand-alone one-shots, players and DMs do not earn advancement but earn the rewards.

Caribou Chaos

The player characters are tasked with investigating and ending strange occurrences on a nearby farmstead.

How to Use This Encounter

Naha is in charge of a local farm, and she approaches the party frazzled, her hair completely disheveled, and her clothes charred and ripped. She tells the adventurers that the caribou in one of her pastures are acting very strangely and exhibiting unbelievable magic abilities. For her well-being, the safety of her other animals, and the success of her ranch, she needs the problem handled.

Duration. The investigation may take between 30 and 90 minutes, depending on how players choose to solve Naha's issues.

Tier. Adjustments are provided to optimize this encounter for any tier.

Setting Information. The caribou are currently foraging in a snowy pasture approximately 75 feet long by 100 feet wide. The pasture is bisected from the northeast corner to the southwest corner by a stream that varies in width from 5 to 15 feet.

Online Play Assets. A grid map is provided at drive.google.com/file/d/1cxD3RBq9QY55f7T8plVyX5qJlv-ynZ5/view

Running the Encounter

Objective. Naha understands that the characters may not be able to return the caribou to their non-magical state; she'd be content to find out what's affecting her creatures and how to keep her other animals safe from it. She'll deal with the rest later.

The Herd. Naha's curious caribou are currently cavorting around their enclosure. The other animals on the farmstead are decidedly avoiding the caribous, for fear of being trod upon, singed, or lectured. One caribou is decidedly blue. Another is huge. One is standing in a patch of melted snow and singed grass. The others appear unremarkable.

Adjusting This Encounter. As the characters investigate the strange occurrences at the farm, they may wish to make various checks. The baseline DCs can accommodate any tier of play by setting them at 10+ (APL/2) of the table; the DM can adjust these DCs as they deem necessary for enjoyment of the table.

Where Did He Learn To Negotiate?

If the caribou are approached directly, one member of the herd steps forward to greet the party.

The caribou, Ivor, has magically increased intelligence and is permanently under the effect of the *Tongues* spell. He has declared himself the leader of the herd, and is willing to negotiate on behalf of the other caribou. Ivor has a list of demands:

- Cease all culling of the herd
- Continued protection from predators
- Regular feedings of only the best feed available
- No more sledge-pulling
- On-demand antler trimming & hoof cleaning

The party can act as mediators between Ivor and Naha, requiring several Charisma checks to get the sides to compromise. The first item on Ivor's list is absolutely non-negotiable, while the last item is something that Naha will never agree to; the party may counter-offer on Naha's behalf. The party must succeed on three checks before they fail three for the negotiation to resolve amicably. If negotiations are successful, the caribou will consent to live their magical lives as wacky but well-behaved attractions on Naha's farm.

Source of the Problem

If the party takes the time to observe the caribou from afar, or during negotiations with Ivor, the character with the highest passive Perception will notice a caribou sprouting wings shortly after drinking from the stream that runs through the pasture. If a character chooses to touch or ingest the stream's water as part of their investigation, roll once on the Wild Magic Surge table.

Characters who follow the stream to where it enters the pasture will need to succeed on checks to safely traverse the rocky terrain to avoid falling into the water. If a player falls into the stream, roll once on the Wild Magic Surge table.

A waterlogged satchel is trapped underneath and between rocks in the middle of the stream, in a section nearly 15 feet wide. Several potion flasks have broken, and others lay half-empty

among the rocks. Additional flasks (some uncorked) and sticky magic items and books remain in the satchel. The characters must devise a way to carefully remove the satchel and its contents from the stream without contaminating the water further. Once removed, the satchel and potions will cause no further anomalies among Naha's herd.

Confronting the Issue Head-On

If the party decides that dispatching the affected caribou is the only way to proceed, Neha will be disappointed to lose a portion of her herd, but understands it may be the best way to keep the rest of her stock safe. However, Ivor does not appreciate the party's intentions, and will rally the other caribou to fight back. The number of caribou that the adventurers face is equal to the number of players plus half that number, rounded up.

Environmental Effects. On Initiative count 20, any creatures standing in the stream are subject to one roll on the Wild Magic Surge table. Naha's caribou do not trigger this effect.

The caribou possess a myriad of enhanced abilities, each unique to that animal. On the table below, each special ability is detailed. Each caribou will have one of these abilities; they are not repeated.

Fire Breath (Recharge 6)	As an action, the caribou exhales fire in a 15-foot cone. Each creature in that area must make a Dexterity saving throw with a DC equal to 10 plus half of the party's APL. On a failed save, the creatures take [3xTIER]d6 fire damage on a failed save, or half as much damage on a successful one. (Example: Tier 1 players are subject to 1d6 of damage, or half on a successful save.)
Svel's Intellect	The caribou has an Intelligence score of 22 and is permanently under the effect of the <i>Tongues</i> spell.
Invisible	The caribou is invisible.

Unexpected Flight	The caribou has a flying speed of 60 feet, and creatures have disadvantage on opportunity attacks against it.
Jaunty	As a bonus action, the caribou can magically shift from the Material Plane to the Ethereal Plane, or vice versa.
Enlarged	The caribou is a huge beast, and it adds [TIER]d6 to all of its attacks. It has an additional [10xTIER] hit points. (Example: Tier 2 players are subject to 2d6 of additional damage; the caribou has 20 additional hit points.)
Mirrored	The caribou is under the effect of the <i>Mirror Image</i> spell. This effect refreshes at dawn each day and lasts until the last duplicate is destroyed or until the effect is refreshed.
Elemental	The caribou's Ram attack also does an additional [TIER]d6 of damage with a type chosen from the following list: thunder, cold, fire, radiant, necrotic, acid, poison, force, lightning. (This ability can be given to multiple caribou, each using a different element.)

Conclusion

When the adventurers return to Naha after dealing with the curious creatures in the fashion of their choosing, she gifts each of them a new pair of boots.

Magic Item

Cariboots.

Wondrous item, common. These boots fit any humanoid, and are finely crafted from caribou pelts and lined with the softest fur. While wearing these boots, you can choose to have them leave tracks like those of a caribou.

Social: Resolutions

When a new year begins, folks may choose to set intentions for themselves, resolve to change a habit, or aim to accomplish a goal. If one of your characters would set a new year's resolution, what would it be? Share them with us on social media and tag them with #DDAL and #FeastOfTheMoon. Everyone who shares their character's approach to the coming year earns 1 *potion of clairvoyance* for one of their characters (1 potion per player only, not per player character).

CARIBOU (TIER 1)

Large beast, unaligned

Armor Class 10 (Natural Armor)

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Charge. If the caribou moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

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

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

CARIBOU (TIER 2)

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 38 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses Passive Perception 11

Languages --

Challenge 2 (450 XP)

Charge. If the caribou moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 11 (3d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

CARIBOU (TIER 3)

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+2)	2 (-4)	14 (+2)	6 (-2)

Senses Passive Perception 12

Languages --

Challenge 4 (1,100 XP)

Charge. If the caribou moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 18 (5d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 26 (6d6 + 5) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. Hit: 32 (6d8 + 5) bludgeoning damage.

CARIBOU (TIER 4)

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 114 (12d10 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (42)	2 (-4)	16 (+3)	6 (-2)

Senses Passive Perception 13

Languages --

Challenge 5 (1,800 XP)

Charge. If the caribou moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 25 (7d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 34 (8d6 + 6) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. Hit: 42 (8d8 + 6) bludgeoning damage.

APPENDIX A: WILD MAGIC SURGE

d100	Effect	d100	Effect
01–02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	19–20	You cast <i>grease</i> centered on yourself.
03–04	For the next minute, you can see any invisible creature if you have line of sight to it.	21–22	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
05–06	A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.	23–24	Your skin turns a vibrant shade of blue. A <i>remove curse</i> spell can end this effect.
07–08	You cast <i>fireball</i> as a 3rd-level spell centered on yourself.	25–26	An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.
09–10	You cast <i>magic missile</i> as a 5th-level spell.	27–28	For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
11–12	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.	29–30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.
13–14	You cast <i>confusion</i> centered on yourself.	31–32	You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
15–16	For the next minute, you regain 5 hit points at the start of each of your turns.	33–34	Maximize the damage of the next damaging spell you cast within the next minute.
17–18	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.		

d100	Effect
35–36	Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.
37–38	1d6 flumphs controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.
39–40	You regain 2d10 hit points.
41–42	You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts.
43–44	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.
45–46	You cast <i>levitate</i> on yourself.
47–48	A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.
49–50	You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.
51–52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to <i>magic missile</i> .

d100	Effect
53–54	You are immune to being intoxicated by alcohol for the next 5d6 days.
55–56	Your hair falls out but grows back within 24 hours.
57–58	For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
59–60	You regain your lowest-level expended spell slot.
61–62	For the next minute, you must shout when you speak.
63–64	You cast <i>fog cloud</i> centered on yourself.
65–66	Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
67–68	You are frightened by the nearest creature until the end of your next turn.
69–70	Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
71–72	You gain resistance to all damage for the next minute.

d100	Effect
73–74	A random creature within 60 feet of you becomes poisoned for 1d4 hours.
75–76	You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
77–78	You cast <i>polymorph</i> on yourself. If you fail the saving throw, you turn into a sheep for the spell's duration.
79–80	Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.
81–82	You can take one additional action immediately.
83–84	Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
85–86	You cast <i>mirror image</i> .

d100	Effect
87–88	You cast <i>fly</i> on a random creature within 60 feet of you.
89–90	You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell.
91–92	If you die within the next minute, you immediately come back to life as if by the <i>reincarnate</i> spell.
93–94	Your size increases by one size category for the next minute.
95–96	You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
97–98	You are surrounded by faint, ethereal music for the next minute.
99–00	You regain all expended sorcery points.