



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 2

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 7<sup>th</sup> and 28<sup>th</sup>. They may be played, in any order, through January 4<sup>th</sup>, 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.

# Ritual of Remembrance

"No one is actually dead until the ripples they cause in the world die away."

Terry Pratchett, *Reaper Man*

During the Feast of the Moon, people gather to honor those they have lost and remember them by telling tales of their heroics.

## How to Use This Encounter

---

In this encounter, each player character is asked to offer remembrances of the ancestor, companion, or other non-PC character of their choosing. They can choose to share a true story from an adventure they've completed previously, or a fictional tale they spin with a dramatic flair.

**Duration.** The ritual will take between 20 and 40 minutes to complete, but may vary depending on the number of players and the length of tales told.

**Tier.** This encounter is appropriate for all tiers of play.

**Setting Information.** The Ritual of Remembrance can be completed anywhere a group of folks gather together, whether that is in the common room of an inn, around a campfire while travelling, or in a place of ritual and worship.

## Begin the Ritual

---

**Objective.** Player characters are invited to add to the legend of fallen friends and family by recounting tales of their heroics, or passing along a story they've learned during their travels featuring another hero.

**Subjects.** Players may choose this as an opportunity to elaborate on the backstory they have created for their character by featuring their predecessors or mentors. Stories may also be told of other dramatic battles and deeds they have encountered during previous Adventurers League sessions.

**Resources.** If a player would like assistance crafting a tale for an ancestor or other companion, they may consult the This Is Your Life tables in *Xanathar's Guide to Everything* for inspiration.

## Conclusion

---

On completion of the storytelling, the characters may choose to honor their fallen companions and each other with a moment of silence,

glasses raised in a toast, or in their individual, personal ways. As they do so, the following magic item appears among their personal items.

## Magic Item

### ***Pipe of Remembrances.***

*Wondrous item, common.* This long, delicate wooden pipe features a bowl made from smooth river stone. When the pipe is lit, smoke exhaled from it does not dissipate, instead lingering around the bearer. After 10 minutes, the smoke forms moving shapes that reenact a scene of the bearer's choosing from the stories it has been told. When this realistic performance is complete, the smoke dissipates. A new story or likeness may be added to the pipe's repertoire if the bearer smokes the pipe while relaying a tale or describing a companion. The pipe can't be used this way again until the next dawn.

## Social: Spread Kindness

---

For Week 2's bonus encounter, we encourage you to (safely) do something kind for your community, whether that's local to your neighborhood in real life or for your adventuring companions and our Adventurers League family.

Ideas include, but are not limited to:

- Donating time or other resources to a local shelter, food pantry, or other community organizations.
- Sending a note or sharing a small gift with your neighbors.
- Teaching someone to build a D&D character or how to use a virtual tabletop (VTT) platform.
- Reviewing an adventure you've purchased on the DMs Guild.
- Reaching out to isolated friends.

If you choose to share your kindness with us via our social media platforms (Twitter, Facebook, etc.), tag them with #DDAL and #FeastOfTheMoon. Everyone who contributes to their community in any way earns 1 scroll of **revivify** for one of their characters (1 scroll per player only, not per player character).