GUILD

PUDDING FAIRE



Defy the workings of a mischievous curse in this adventure for the world's greatest roleplaying game

PUDDING FAIRE

You awaken on the morning of the Pudding Faire: just as you did yesterday... and the day before that... and the day before that! To escape the loop, you must break a curse that strikes to the heart of halfling and gnome lore.

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

Optimized For: APL 3

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Introduction

Welcome to *Pudding Faire,* a D&D 5th edition adventure set in the bucolic halfling village of Honeypuddle in the Forgotten Realms. This adventure showcases the lives of halflings and gnomes as presented in *Mordenkainen's Tome of Foes™*.

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 would find the challenge either too easy or too hard.

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	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.



Adventure Primer

"Well, what if there is no tomorrow? There wasn't one today."

— Groundhog Day (1993)

Adventure Background

The strongheart halfling community of Honeypuddle has always enjoyed good relations with the forest gnomes of Threepenny Wood. On the first day of summer each year, the halflings invite the gnomes to the Pudding Faire; where they cook a giant fruitcake (or "Great Pudding") for their woodland cousins. A grand storytelling session is held, alongside games of "Yondalla's Luck," stone-skipping, and wrestling. Stalls are erected across the green, where the gnomes sell toys to the children in exchange for stories, songs, and dances. The Pudding Faire has been held annually, without trouble or disturbance, for over three centuries.

The Pudding Faire's wellbeing is assured by the halfling deity Cyrrollalee, who visits in disguise to partake of the feast, cherish her worshipers, and protect them from harm. This year the miscreant gnome god Urdlen also tricks his way in to taste the pudding.

As the evening feast approaches, Cyrrollalee corners Urdlen in the woods, and after a loud argument, banishes him from the village. In a fit of rage, Urdlen casts a spell to lock Honeypuddle in a time loop, forcing its inhabitants to repeat the same day until he persuades Cyrrollalee to grant him entry to the feast.

Only a handful of people are aware of the loop: the characters, some visitors from outside the village, and the god Urdlen himself. To break the curse, the characters must help Cyrrollalee scare Urdlen from the valley or persuade her to allow him entry to the feast.

Adventure Overview

The characters enjoy the Pudding Faire but awaken the next morning to find the same day dawning on repeat. Everyone else seems oblivious and relives the day's events with uncanny accuracy. Until Urdlen's curse is broken, the players are doomed to repeat the same recurring day. DMs are encouraged to play the first repeat day in full, and then use a "montage" storytelling device to explore following days.

As the characters explore, they come to realize that they aren't the only ones aware of the loop: a handful of visitors also know what's happening and are exploiting the curse for their own ends. One of them is Urdlen himself, who seeks the words needed to win over Cyrrollalee.

To remove the curse, players must first uncover the presence of Cyrrollalee and Urdlen in the village. The easiest path is to help solve the villager's problems – grave or inconsequential – as doing so earns Cyrrollalee's attention. Once the characters know about Urdlen's curse, they can work with Cyrrollalee or Urdlen to resolve it.

Adventure Structure

There's no fixed path for completing this adventure: characters are free to explore until they hit upon the truth. In total, the adventure should run for three to four hours.

The adventure is comprised of the following parts:

Part 1: Urdlen's Curse. This section details the time loop and provides suggestion for how the curse can be lifted.

Part 2: The Pudding Faire. This section details the many stalls of the Pudding Faire, and the encounters that occur around them.

Part 3: Threepenny Wood. This section details the mysteries of the wood, and the meeting between Urdlen and Cyrrollalee that prompted Urdlen's curse, now replayed each evening at sundown.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Cyrrollalee. The halfling goddess of hearth and home, who embodies the spirit of friendship and hospitality that dwells within all halflings. Cyrrollalee visits the Pudding Faire in the guise of an elderly candy seller named Nanny Cowslip.

Honeypuddle. Strongheart halfling village at the heart of Threepenny Wood. Setting for the annual "Pudding Faire".

Threepenny Wood. Pastoral woodland on the banks of the River Chionthar. Home to a small community of forest gnomes.

Urdlen. The miscreant gnome god of greed, murder, and envy, Urdlen exists to lure his people toward evil deeds. Urdlen poses as a grouchy rock gnome prospector named Patcher Moldwarp.

Adventure Hooks

Use one of the following hooks to draw the characters into the adventure or devise your own.

Messengers. You came to Honeypuddle village to deliver a package to an old halfling friend but ended up staying an extra day for the fair.

Bounty Hunters. You've been hired to arrest the notorious halfling thief Elsie Rumknuckle and deliver her alive to Baldur's Gate for sentencing. You heard she's headed for the Pudding Faire, so you've posed as brewers to get close for the arrest.

Honeypuddle Village

Honeypuddle is a peaceful halfling village nestled in the arms of Threepenny Wood, a narrow swath of woodland on the banks of the River Chionthar, east of Baldur's Gate. Roughly a hundred strongheart halfling families make their homes here, living in burrows in the hillside or in stout cottages along the riverside.

The woodland surrounding the village has many hidden paths into the Feywild and is home to a reclusive community of forest gnomes. Each year, the halflings of Honeypuddle invite their forest cousins into the village for the annual Pudding Faire. As the adventure takes place in and around the village, Honeypuddle can easily be relocated to almost any other location in the Forgotten Realms.

Part 1: Urdlen's Curse



"Ye and all who live in Threepenny Wood are cursed to forget this day and relive it each morn 'til I dine on puddin'!"

— Urdlen

The Time Loop

Urdlen's spell forces the day of the Pudding Faire to play out on repeat. Unless disturbed, the inhabitants of Honeypuddle repeat the same activities each day, and the natural world around them obeys the same routine. The spell's magic even works around minor interruptions to ensure events repeat: for example, Gaffer Hogwaddle always tries to return home to throw turnips at the children stealing his apples, even if his schedule is delayed. At the stroke of midnight, the world resets to seven o'clock in the morning and everyone forgets what happened.

Signature Events

Across the Pudding Faire, the same hopes and rivalries play out between the inhabitants of Honeypuddle village and Threepenny Wood. As the characters explore, they uncover petty disputes, hard luck stories, and moments of unrequited love that are easily "fixed" on repeat days. Helping the villagers is the best way to attract Cyrrollalee's attention and uncover the curse (see "Meeting Cyrrollalee").

A "signature event" occurs whenever the players first encounter a new area. Make a note of the time: on subsequent repeat days, the event occurs at the time you've noted. For example, Gaffer Hogwaddle confronts the apple thieves when the players first visit his yard sale. If you note this down as three o'clock, he always returns home to repeat the event at three.

Although events have an uncanny habit of repeating themselves, the players can create change. As Dungeon Master, you must adlib how the inhabitants react when their routines are interrupted. Those who learn of the loop are terrified by the discovery and try their best to help. Unfortunately, they forget everything when the day comes to its end.

Playing the Time Loop

Play out the first day of the Pudding Faire and the first repeat day in full. Thereafter, start each new day by asking your players what they want to achieve that day. By using "montage" storytelling to skip events, you can cut straight to the important bits. Be aware of the following rules:

Character Death. Anyone who dies during the time loop awakens alive and unharmed on the morning of the next repeat day. The ordeal of dying is traumatic: at your discretion, you can impose the same penalties granted by the *raise dead* spell to any character that recalls their own death.

Treasure and Belongings. Characters wake each morning with the same belongings they had at the start of day one. Any gold spent or won is reset back, and any charged or consumable magic items are restored to their original state.

Experience Points. Players only earn experience points once for defeating foes: they can't "farm" the curse to level up on the cheap. For repeat combats, simply handwave a successful result if the players succeeded on a previous day.

Spell Restrictions. The time loop affects the world in a five-mile radius around Honeypuddle village. Spells have no effect beyond this radius, and anyone who tries to leave gets lost in the woods and wanders back into Honeypuddle with no memory of what happened or why they chose to return. No matter how many days play out on repeat, only a single second passes in the world beyond, so nobody tries to contact the characters from outside.

Urdlen's Influence

As Urdlen's spell wears on, it slowly warps Honeypuddle to reflect the god's malign influence. Creepy figures appear by magic in old carvings, tame animals turn feral, and the villagers start to behave in unpleasant ways. Part Two contains a few examples of this, but feel free to invent your own events. As the day repeats, Honeypuddle should feel spookier by degrees, until Urdlen's influence is undeniable.

One facet of Urdlen's corruption is the growing presence of skulks in the woods. These lost souls are summoned from the Shadowfell as a byproduct of Urdlen's magic. As each skulk arrives, it takes on the form of a creature who died during the time loop. Those who can perceive the skulks see twisted representations of their own friends and relatives – or even themselves! As Dungeon Master, you can throw **skulks** at the players to introduce action into the game if the pace is lagging.

Dealing with Deities

This adventure puts the players in direct contact with two powerful Forgotten Realms deities: Cyrrollalee and Urdlen. To keep things fair, use the following guidance:

- Both gods wish to keep their presence hidden. They stay in disguise and avoid grand displays of power (even Urdlen's Curse is intended to go unnoticed by the populace).
- Since the Sundering, the divine powers prefer to act through intermediaries. Even within the time loop, the gods prefer to enlist the help of mortals to solve their problems.
- The gods never use magic to murder mortals. Urdlen has no qualms about corrupting others to do his dirty work but won't directly turn his magic against the characters.

Both gods have taken mortal forms for their visit. Use the **bard** statistics during play, but be aware that either god could revert to their unstoppable divine form at any time!

The Outsiders

The characters aren't the only ones aware of the time loop: other newcomers to the village awaken each morning with full memory of their repeated days. This is due to the careless wording of Urdlen's curse, which mistakenly didn't mention outsiders. As such, the magic doesn't affect them in quite the same way.

The following "outsiders" were present on the morning of the Pudding Faire, and should become recurrent threats in the adventure:

Elsie Rumknuckle

This halfling **master thief** is wanted across the Sword Coast for horse theft, burglary, and grave robbery. She's decided to lay low at the fair to shake the law. Elsie spends her first day asleep in a haycart but emerges in the evening to join the feast at the Great Pudding Tent (area 1). Due to the late hour, characters who capture Elsie do so after Urdlen has cast his spell and thus can't escape the village.

On repeat days, Elsie decides that her predicament is a trial set by the adventurous halfling god Brandobaris, patron of thieves. To overcome it, she tries to beat every competitive event, deceive as many villagers as possible, burglarize every home, and even steal the Great Pudding. This brings her to Urdlen's attention, and she soon becomes a loyal agent in his plot to trick Cyrrollalee.

If the players get to Elsie first, they can appeal to her good side, especially if they share any knowledge about Cyrrollalee or Urdlen. In this case, Elsie slowly comes to see Urdlen's Curse as her chance for redemption. If she helps Cyrrollalee escape the loop, she gives up thievery forever and joins her clergy.

Roleplaying Elsie Rumknuckle

Lightfoot halfling Elsie Rumknuckle has been on the run all her life: from bounty hunters, the law, her employers, and her own abusive father. She's learned to look over her shoulder and takes a cynical "look after number one" view on life. When Elsie's sister Bless was dying, she made her swear to be good. That promise has troubled her since. Elsie knows she's failing Bless's memory and wants to do her proud, but the world just seems to spin against her somedays.

The Black Iron Gang

These murderous outlaws are hiding in Threepenny Wood following a violent clash with soldiery from Baldur's Gate. One-eyed Uthgardt **bandit captain** Iork Krolsmark leads four human **thugs** – Rourke, Arran, Veera, and Nik Steed – and the mad half-elf **apprentice wizard** Sephi Rattlewyrm. Nik is dying from an infected spear wound, so the group spends the first day tending to him at their camp. Early that morning, Rourke and Veera sneak into Honeypuddle and steal Farmer Butterweed's prize hog for their fire (see area 3). Nik Steed succumbs to his injuries at sundown, and the outlaws cremate his body overnight on a pyre. Of course, they awaken to find Nik alive but dying again!

The outlaws form a divided opinion about what's happening to them. Iork believes that the god Uthgar is granting them a chance to save their dying comrade, so he kidnaps the village herbalist (area 4). Sephi's homespun auguries lead her to believe the villagers are somehow to blame, so she badgers her comrades to burn Honeypuddle to the ground. When the herbalist proves to be a bust, the thugs defect to Sephi's leadership and launch an attack on Honeypuddle. The raid amuses Urdlen, and he soon recruits the Black Iron Gang to his side.

Roleplaying Iork Krolsmark

At age sixteen, Iork was lashed to the prow of a pirate ship and driven through rough seas by his own uncles: a right-of-passage ordeal that caused the loss of his right eye. Iork's spirit is now as cold as the waves that lashed him into manhood. He's merciless and uncaring to all but his own brothers-in-arms, who he'd gladly sacrifice his own life to protect. Watching Nik die on every repeat day drives Iork further and further into grief and madness.

Meeting Cyrrollalee

Each year, Cyrrollalee visits the Pudding Faire disguised as the kindly old candy seller "Nanny Cowslip." Nanny is as old as the hills: even Honeypuddle's eldest residents can't remember her being young. Only Urdlen knows her true divine nature. Despite her power, Cyrrollalee falls under Urdlen's spell along with the villagers and awakens each morning blissfully unaware of the curse. Her goals are to protect the locals from harm, aid those who please her, and keep her identity hidden.



Cyrrollalee's Routine

Nanny Cowslip rolls up on the eve of the Pudding Faire as she always has done: on a gaily-painted halfling chariot pulled by three *enlarged* kittens named Snap, Crackle, and Pop. She sells candies from her chariot, which is parked at area 6.

Cyrrollalee learns of Urdlen's meddling after he transforms Mayor Barleydew into a toad (see area 1). The goddess tracks Urdlen into the woods at sundown and tries to banish him, but his magic overcomes her, turning her to stone for the remainder of the evening. This event replays every day as Urdlen experiments with different arguments to win his pudding (see part 3: "Threepenny Wood").

Good Deeds

If the characters exploit the time loop to solve the villagers' problems, Cyrrollalee learns of their exploits and seeks them out. Keep a record of how many good deeds from part 2 the characters perform on a single day: when this exceeds five good deeds, Nanny Cowslip approaches the group for a chat.

- Nanny Cowslip is happy that the characters are helping the villagers but wants to know how they're doing so with such uncanny foresight.
- If the characters tell her about the time loop, she seems skeptical but is secretly troubled.
- Characters who prove the existence of the loop earn her trust. She gives a magic berry to each character that grants the effect of an *aid* spell when eaten, and she asks them to search for the cause of the curse. Secretly, she decides to root out the truth herself – and thus falls into Urdlen's trap again.
- Cyrrollalee keeps her identity secret until the characters explain exactly how Urdlen cursed her during their meeting in the woods. At this point, she admits her divinity and proposes a plan to defeat Urdlen.

Cyrrollalee's plan is as follows:

- Cyrrollalee says her magic is not strong enough to dispel Urdlen's Curse outright or beat him in a duel. She needs the characters' help.
- She asks the characters to tail her into the woods without being spotted by Urdlen and then distract him when he's about to renew the curse. She suggests challenging him to a riddle game, trading insults, or performing any other show of bravado.
- If the characters can keep Urdlen distracted for a single minute, Cyrrollalee can cast a spell to banish him from the world and counter his curse. She warns the characters that they'll need to make lots of noise and keep Urdlen distracted for long enough for her spell to succeed.

See part 3: "Threepenny Wood" for further details on how Cyrrollalee's plan plays out.

Roleplaying Nanny Cowslip

Known for the twinkle in her eye and her ever-caring ways, Nanny Cowslip is as much a fixture of the Pudding Faire as the Great Pudding itself: loved by all and respected throughout the fairground. She also loves to gossip, so it doesn't take long for word to reach her about strange goings on..

Meeting Urdlen

Urdlen has assumed the guise of a grouchy rock gnome prospector for his visit to the Pudding Faire. "Patcher Moldwarp" has rolled into the village to dine on pudding but can't resist getting into trouble along the way. While he's out and about at the fairground, he can't help but seed discontent and trouble wherever he goes: it's his nature.

Urdlen's goal is to win Cyrrollalee over and earn his place at the pudding table, but he mistakenly assumes she can be bought, blackmailed, or tricked. Urdlen stubbornly insists on being invited to the feast by Cyrrollalee and wants the whole village to be present when he dines: something Cyrrollalee simply won't allow. Every night when his plans to convince her fail, Urdlen furiously renews his curse.

Urdlen's Routine

Urdlen spends each repeat day cooking up new ways to win over Cyrrollalee, none of which stand much chance of succeeding. He shows up when the characters first visit the Great Pudding Tent (area 1), but you can introduce him into the game at any time. Every day, he purposefully revisits the Great Pudding Tent to transform Mayor Barleydew into a toad and lure Cyrrollalee into the woods.



Evil Deeds

If the characters cause problems in the village, Urdlen senses their mischief and seeks them out. Whenever the players do something cruel or harmful to the denizens of Honeypuddle, mark down one "evil deed" in your notes. If the characters perform five or more evil deeds during their stay, Patcher Moldwarp seeks them out and asks them to come with him to the cider stand.

Patcher Moldwarp tries to figure out what the characters are playing at. If they tell him about the time loop, he smugly reveals his divine nature and explains why he cursed Honeypuddle.

Secretly, Urdlen is furious he forgot to include outsiders in his curse. However, he now sees them as an opportunity.

Urdlen insists that the characters help him. He wants them to trick Cyrrollalee into inviting him to the feast, and suggests they ask around the fair for ways to get one over on her.

From now on, Urdlen is aware of the characters and regularly checks in with them to see how their "mission" is progressing. It's unlikely the players find a way to persuade Cyrrollalee, but Urdlen doesn't know this.

Roleplaying Patcher Moldwarp

Patcher Moldwarp is almost comically cruel: a wild-eyed, soot-covered gnome vagrant who stumbles drunkenly through the fairground cursing and swearing at all he meets. Devilish intelligence sparkles behind his eyes, and those who cross him soon discover he remembers every little insult. His chaotic nature means his stubborn and proud demeanor can change tack in an instant, making his overall manner weird and mercurial.

Lifting the Curse

To lift the curse, the characters must help Cyrrollalee banish Urdlen or convince her to let him stay for the feast. Given Urdlen's chaotic nature, Cyrrollalee is extremely unlikely to allow Urdlen to dine with her people, but as Dungeon Master you should remain open to ideas. If the players invent a great plan, roll with it!





Part 2: The Pudding Faire

"Roll up! Roll up for the Pudding Faire!"

- Town Crier

The Morning Routine

The adventure begins with the characters waking in their room at the Squirrel & Nightjar Inn at seven o'clock on the morning of the Pudding Faire. Read the following aloud:

> The crow of a rooster awakens you from slumber, followed by the sound of a brass band cranking up.
>
> "Roll up! Roll up for the Pudding Faire!" cries a voice from the street below.
>
> Peering out the inn's window, you see a crowd of happy halflings and gnomes bustling toward a fairground on the village green. It is seven o'clock in the morning on the day of the annual Honeypuddle Pudding Faire!.

The characters soon get to know this wake-up routine all too well, as they'll relive it each morning until the curse is lifted! As they head down the street to the Pudding Faire, they witness the following events.

- Giggling children startle a goose. It flutters into a nearby gnome, causing her to drop a tray of cakes.
- A passing jackdaw poops on the bald pate of an aged halfling.
- A nagging gnome tries to sell his soured candied apples to the group.
- A barking dog chases a rat through the crowd, causing the town crier to trip and fall face-first in the mud.

On repeat days, the characters can try to avert the misfortunes listed above. If they succeed in every case, mark one good deed in your notes.

Entering the Faire

The Pudding Faire covers the village green. At the heart of the fairground, the Great Pudding Tent rises above the stalls. Fluttering pennants and lines of rainbow-colored bunting mark out crowded paths across the village green, with stalls selling food and drink and penned-off showgrounds for animals and games.

The **Fairground Map** in Appendix 3 shows the general layout of the Pudding Faire, with numbered areas explained in detail below. Many more stalls are present than are shown, so feel free to invent your own. Due to the crowded conditions, assume that the characters visit one area per hour if they're just wandering around. Outside encounters, their time is spent lining up for refreshments, chatting with locals, or watching fairground entertainers.

Fairground Events

Roll on the "Fairground Events" table to bring life to the Pudding Faire. Players can revisit the same spots on repeat days to catch these events again: if they use this knowledge to avert disaster, you should mark one good deed down in your notes.

Fairground Events

d10	Event
1	A donkey slips its keeper's reins and gallops through the crowd with a panicked halfling child on its back.
2	A mother goose strolls through the fairground with a line of squabbling goslings following behind.
3	A gnome asks a passing halfling to peer into a bowl of milk to glimpse her future.
4	A pancake stall goes up in flames when a pot of butter is accidentally tipped on the cook fire.
5	A gnome on stilts strides through the crowd, tossing candies to the children he passes.
6	An argument breaks out after the winner of a pie-eating contest is found to have crusts in his pockets.
7	A giggling gnome hurls a custard tart at one of the characters.
8	A halfling "tip-pocket" works the crowd, slipping coins into pockets without their owners noticing.
9	Four halflings climb on each other's shoulders to reach a child's kite caught in a tree.
10	A fire juggler accidentally drops his baton down the comically wide pants of a passing clown.

1. Great Pudding Tent

Stout tables and benches radiate around the Great Pudding: a fruitcake almost ten feet in diameter. Feasts are held here throughout the day, with guests coming and going as they please. The Great Pudding remains untouched until sundown, when the villagers bless it with song and slice it up using a two-man saw wielded by a gnome and a halfling. After the feast, the patrons have a grand storytelling session and then pull the tables aside to dance until midnight.

Elsie Visits the Great Pudding Tent (Day One)

Halfling thief Elsie Rumknuckle joins the feast on day one but follows her own path on repeat days, so she may not be present thereafter. Ensure the characters notice her on day one if they visit in the evening.

Yondalla's Luck

Players who hang around the marquee during the day can join in a game of "Yondalla's Luck." In this game, the challenger must leap from table to table until they've crossed from the edge of the marquee to the Great Pudding. The other competitors hurl food at them to distract them or knock them to the floor. Fastest times are logged on a chalkboard, with the winner at the end of the day crowned the "Pudding King" and given first bite of the Great Pudding. Entry is 5 gp per character.

Characters who participate must succeed on five DC 10 Dexterity (Acrobatics) checks to traverse the crowded tables. Before each check, any other characters participating in the group can attempt ranged attacks with improvised weapons to throw them off their game. Hits don't deal damage: instead they grant disadvantage to the challenger's next check. If a competitor misses their throw, the challenger instead gains advantage to the check (which can cancel out any disadvantage gained). All competitors must throw. A challenger falls and is disqualified if they fail any of their checks.

Signature Event

The characters arrive to find a commotion in the Great Pudding Tent, with patrons standing in worried knots to discuss what's just happened. The characters learn that a drunken gnome recently got into an argument with Honeypuddle mayor Mors Barleydew and blew some green powder in his face that turned him into a frog!

- Nobody knows the gnome well, but he's been causing trouble throughout the fairground. His name is Patcher Moldwarp, and he's come to Honeypuddle from the wild hills beyond Threepenny Wood.
- Mayor Barleydew asked the gnome to leave the fairground because he was disturbing the locals with his creepy talk and bad attitude.
- After the gnome transformed Mayor Barleydew into a frog, he stormed off into the woods! Mayor Barleydew's wife now holds her trembling, croaking husband in her hands.

Mayor Barleydew's form can be restored with a *remove curse* or *dispel magic* spell. If the players track Urdlen into the woods, they arrive just after he's confronted Cyrrollalee (see part 3: "Threepenny Wood").

Development

- Urdlen returns to the Great Pudding Tent on each repeat day to transform Mayor Barleydew into a frog, as he knows it'll lure Cyrrollalee into his trap. On repeat visits, Urdlen gets increasingly nonchalant about his work: saying things like "let's get this over with, fatty" or "here we go again."
- If the characters interrupt him, Urdlen deduces they aren't affected by his curse and tries to find out why (see "Meeting Urdlen" in part 1). After trying to recruit the characters, Urdlen finds another way to lure Cyrrollalee to the woods.
- Characters who shadow Urdlen into the woods on a repeat day witness the confrontation between him and Cyrrollalee.

2. Cider Stand

The cider stand does a roaring trade in apple cider and berries from local presses. Patrons sit on wooden tables sheltered by wide, colorful awnings embroidered with smiling faces. A flagon of cider costs two copper pieces, but guests can always ask for a "wee dram" to gauge the quality before buying.



Signature Event

One of the halfling patrons, a young barrel-maker named Wellington Sparrowind, plucks up the courage to ask his beloved Maisie Plumtucker to the dance. Unfortunately, she rejects him and Wellington stumbles away in tears.

Asked why she spurned him, Maisie explains that her protective mother Iris said she could only dance tonight with the "Pudding King" (see the "Yondalla's Luck" game in area 1). Maisie likes Wellington but thinks he's clumsy, so she assumes there's no chance of him winning the crown.

Development

- Mark one good deed if the characters find a way to bring Wellington and Maisie together.
- Urdlen's influence can be felt here on repeat days. At some point during the character's visit, shock and disgust spread among the drinkers as they discover bloated white moles at the bottoms of their cups. Characters who succeed on a DC 15 Intelligence (Religion) check recognize the white mole as the symbol of Urdlen, gnome god of murder and greed.

3. Livestock Pen

The Pudding Faire is also a country show where prize livestock are judged and auctioned off. These proceedings are held at the livestock pen throughout the day.

Signature Event (Day One Only)

Farmer Butterweed's prize hog "Cameron" is hotly favored to win the rosette but was stolen this morning from its pen at his farm. Fuming at his loss, Farmer Butterweed asks the characters to help him track the thieves down. If the characters search Butterweed's farm, they discover two pairs of human-sized boot prints leading to the camp of the Black Iron Gang (see part 3: "Threepenny Wood").

This event only occurs on day one. If the characters visit the livestock pen on a repeat day, they always witness Cameron winning the rosette. This is due to the Black Iron Gang waking up aware of the time loop and no longer visiting Butterweed's farm to steal the hog.

4. Village Herbalist

Gnome herbalist Arabella Dent sells healing potions and herbalist's kits from this wagon for the prices listed in the *Player's Handbook*. The wagon is carved with images of woodland animals, and a painted sign hanging from one of its wheels reads "Free Gift for a Good Trick." Characters who impress Arabella with a feat of skill, cunning, or wit can claim a free potion of healing.

Signature Event

Arabella has caught a young child stealing from her wagon and is holding her by the ear until the fairground overseers arrive to arrest her. Poor Josie Tugget explains that she was trying to "borrow" a balm for a stinging nettle rash she picked up this morning while gathering mushrooms in the woods.

Development

- Mark one good deed if the characters find a way to prevent Josie from stealing from the herbalist.
- Urdlen's influence can be felt here on repeat days. Characters passing by the wagon notice that a creepy, stick-thin horned figure has appeared in the carving on the side of the wagon. On each repeat day, the figure gets closer to the front of the wagon.

Outlaws Kidnap Arabella (Day Three)

After enduring Urdlen's Curse for a day or two, Iork Krolsmark of the Black Iron Gang waylays Arabella's wagon while she's on route to the fairground and kidnaps her to tend to his injured comrade.

On this day, Arabella's wagon simply doesn't arrive in town, and neighboring stallholders speculate that she may have slipped a wheel on her way to the fairground. If the characters search the road, they discover her abandoned wagon and a trail of human-sized boot prints leading through the woods to the outlaw's camp (see part 3: "Threepenny Wood"). This event only occurs on day three, though could be moved later. On other days, the Black Iron Gang try other ways to break the curse, and Arabella reaches the fairground unharmed.

5. Yard Sale

Gaffer Hogwaddle's orchard backs onto the village green, so every year he holds a yard sale at the Pudding Faire to clear out any bric-a-brac he's accumulated. Characters who visit his yard sale can purchase any trinket from the *Player's Handbook* for 1 gp. Gaffer Hogwaddle is a crabby old halfling who has few good words to say about anyone, but he loves collecting things.

Signature Event

Gaffer Hogwaddle returns from a visit to the cider stand to find three young halflings stealing fruit from the apple trees in his yard. When the characters arrive, the angry Gaffer is hurling turnips at the children to scare them away. One of the turnips sails over the head of its intended target and smashes the window of his neighbor's greenhouse.

Development

- Mark one good deed if the characters prevent Gaffer Hogwaddle from smashing his neighbor's greenhouse.
- Urdlen's influence can be felt here on repeat days. Strange objects start to appear among the bric-a-brac on sale: bloody cleavers, handwritten eulogies for villagers who are still alive, and jars of non-lethal but irritating poisons. Gaffer Hogwaddle clearly has no idea how they got there.

6. Nanny Cowslip's Candies

Nanny Cowslip sells candy from the back of a gaily-painted halfling chariot pulled by three *enlarged* kittens named Snap, Crackle, and Pop. A jar of glowing jelly beans labeled "MAGIC CANDY" sits on her counter alongside trays of sherbet lemons, honeycomb toffees, and peppermint bonbons.

Nanny Cowslip's "magic candies" are only available to guests who prove to her that they've done a good deed in the fairground. Each good deed earns one jelly bean, which imparts the following random effect when swallowed.

Magic Candy Events

d6	Candy Effect
1	You gain 10 temporary hit points, which lasts for 24 hours or until you next take a long rest.
2	You turn invisible for one hour.
3	You gain the halfling's "Lucky" trait, which lasts for 24 hours or until you next take a long rest. If you already have the trait, it now triggers on a roll of a 1 or 2.
4	Your base walking speed doubles for 24 hours or until you next take a long rest.
5	You gain advantage on all saving throws for 24 hours or until you next take a long rest.
6	You feel incredibly happy for one hour. If you roleplay this well, your DM should grant you inspiration.

Confronting Cyrrollalee

If the characters confront Nanny Cowslip about her divine identity, she ushers them into woods and, once out of earshot of the fairground, demands to know how they found out. See "Meeting Cyrrollalee" in part 1 for details on how this meeting could play out.

7. Puppet Show

Forest gnome Emery Plumwicket has gathered the children to view his performance of the "Legend of Mystery Hollow" – a beloved halfling folk tale that traditionally changes with every telling. His stall is a painted puppet stage complete with thickly woven curtains. Emery's case contains a cast of puppets carved by his own hand from the gnarled trees of Threepenny Wood. He repeats his show on the hour throughout the day.

Signature Event

The characters arrive to find a worried crowd of gnomes and halflings gathered around Emery's stall. It turns out Emery recently slipped in the mud, and a passing haycart ran over his hand. His fingers are broken and can only be healed with bed rest or a *regeneration* spell.

To avoid disappointing the children, Emery begs for kind characters to perform one last puppet show in his stead.

To perform the show, one or more characters must act as storytellers. Each character behind the curtain can control up to two puppets. As the storytellers weave their tale, the puppeteers must succeed on a group DC 12 Charisma (Performance) check to act out each beat of the story. Grant advantage to these checks if the narrator spins a good tale or the puppeteers describe their actions well, or disadvantage if they hesitate or disappoint the children. Emery calls the show to a close if the players accrue three failed checks before finishing their story.

Development

- Grant the characters inspiration if they perform a good show. They also earn an ally for the day in Emery Plumwicket.
- Mark one good deed if the characters find a way to stop the haycart from crushing Emery's fingers.

8: Potter's Kiln

Halfling potter Janphar Clayfoot sells his wares from a small stall erected next to his kiln. Most every family in the community has one of Janphar's pieces in their home, but they all desire the commemorative plates that he creates for special occasions. With the Pudding Faire being one of the times he makes his special plates, his business has been booming.

Signature Event (Day Three Onwards)

Throughout the day, Janphar's kiln has had a very long line, but this isn't the case the next time the characters walk by. Now Janphar sits next to his kiln, sobbing with his head in his hands. Looking past him, the characters can see why: the stone kiln has shifted off its platform and a large crack has appeared on its side. Janphar reveals what happened.

- A group of "tallfolk" visitors were arguing outside Janphar's kiln, and one of them thought it proper to cast a *thunderwave* spell at her comrades. His kiln was in the blast radius.
- The "tallfolk" were new to the festival and the town. They left the fairground soon after, heading towards the wood. Janphar doesn't know who they were.



Janphar's kiln was damaged during a dispute between members of the Black Iron Gang. The characters can help by getting the kiln back on the platform so Janphar can patch it up with some "mason's mud". The kiln is very heavy and requires success on a DC 12 Strength (Athletics) group check to heft back into place.

Development

- Give the characters inspiration if they successfully return the kiln to its platform.
- This event only occurs just once – on future repeat days – as the outlaws try different tactics to escape the time loop.
- The tracks can be followed all the way to the outlaw's camp (see part 3: "Threepenny Wood"). The argument between the outlaws has simmered down by the time the characters arrive.

9: Archery Contest

This archery contest, run by a gnome named Saziver Gearclick, is attracting a lot of attention because of the grand prize it is flaunting. Saziver offers a beautifully carved cherry wood shortbow with a red stained leather quiver to the person who can score the most points out of 20 shots. A tie-breaking round takes place if necessary at the end of the day. The current high score is 24.

The contestants must shoot at a series of targets both near and far away, using their choice of ranged weapon, which they can switch between shots if they desire. The targets consist of stationary targets in the far distance (80-100 feet) and ten moving targets at close range (30 feet). The targets move by sitting on a belt that is wound and spins for 5 minutes. There are two belts that spin in opposite directions.

Entry to the contest costs 5 gp, and Saziver offers a variety of long and short bows, crossbows, and hand crossbows for contestants to choose from. Each contestant must fire 10 shots from a long distance (80-100 feet) and 10 shots from a short distance (30 feet). Each target has AC 10, and points are awarded according to how well the character does on the attack roll. Hitting AC 10-15 awards 1 point, hitting AC 16-18 awards 2 points, and hitting AC 19+ awards 3 points. At the end of the day, the contestant with the highest score earns the cherry wood shortbow and ornate quiver.



Signature Event

A young halfling girl named Tribi Longbobbin was tied for the high score with Saziver's son and had one shot left. Just as she was about to fire, one of the belts mysteriously stopped moving, making Tribi miss her target. Many onlookers now accuse Saziver of sabotaging the belt so his son can win. Meanwhile, Tribi is devastated and nervous about a tiebreaker round. Characters who investigate the broken belt discover that a mole burrowed up underneath it and jammed the mechanism.

Consequences

- Grant inspiration to any character who wins the contest and passes the prize onto Tribi Longbobbin.
- Mark a good deed if the characters use the time loop to prevent Tribi from missing her final shot.

Treasure

A character who wins the contest can claim the cherry wood shortbow, which has a value of 100 gp. To keep this treasure, they must win the contest on the day they break the curse.

10: "Storm the Castle" Event

The children of Honeypuddle look forward to one event at the Pudding Faire above all others: "Storm the Castle." Two 5-foot-high walls are set up in a large field with a flag on top of each wall. The children are divided into two teams with each having a dual purpose: defend their flag and capture the other team's flag and bring it back to their own wall. Each team member is armed with a brightly-colored bean bag to throw. Any player hit by a bean bag must drop whatever they're carrying and return to their team's wall before they can continue with the game. Bean bags and flags can be picked up by players during play.

Signature Event

Sam and Tam Bottomover, a pair of halfling twin boys, are nothing but trouble. This year they've managed to keep their noses clean for most of the Pudding Faire. Despite the many things that have gone wrong today, they've remained far from any shenanigans. That is, until the "Storm the Castle" event.

The Bottomover twins have made their own bean bags and put rocks in them. They keep the bags hidden until Sam has the opposing team's flag and is running to their own wall. When a rival player tries to stop him, the twins throw their rock-filled bags and knock the boy unconscious.

Consequences

- If the characters succeed on a DC 15 Wisdom (Perception) check before the incident occurs, they notice that the Bottomover twins are hiding bean bags in their shorts. If they report the cheats, the twins are expelled from the game.
- Mark a good deed if the characters use the time loop to stop the Bottomover twins from throwing the rock-filled bags.

11: Stand-Up Comedian

Jester Poppy Lackwit perches on a small wooden stage. She is dressed in bright, mismatched clothing and wears a colorful cap shaped like a pair of donkey ears. As the characters approach, she smiles and nods encouragingly toward a small tin in front of the stage. If anyone puts in a few coppers, her smile broadens, she dances a little jig, and tells some jokes (see "Comedian's Routine" sidebar).

Signature Event

While Poppy is performing her routine, one of the locals begins to heckle her unfunny jokes. This throws her off her game, and she ends up fleeing the stage in tears.

Development

- Mark one good deed if the characters help Poppy complete her routine, perhaps by supplying some decent material ahead of time.
- Urdlen's influence can be felt here on repeat days. When Poppy finishes her routine, she signs off with "May Urdlen the Destroyer be with you! Farewell!" If questioned about this, she insists she called upon Cyrrollalee's blessing.

Comedian's Routine

"I've not always been a jester. I used to work in a bank, but I lost my job: a woman asked me to check her balance and I pushed her over. After that, I went to work at a calendar factory, but I got fired because I missed a few days. Then I got a job at a clock factory, but I got fired after putting in a lot of extra hours.

"I once went for a job interview at a morgue. The mortician said he was looking for someone responsible. I told him that in my last job, whenever anything went wrong, they said I was responsible. I didn't get the job. After that, I started a gym, but it didn't work out. So that's how I became a jester – there was almost nothing else left to try!

"I can't wait to try that pudding! Growing up, we never had decent food. Every evening I'd ask what we were having for dinner, and my pop would said the same thing, "leftovers." Every day it was leftovers! We never found the original meal.

"That's not like the food here, which is delicious. Hey, you know what the best thing to put into a pudding is? Your teeth!

"Anyway, I don't think you'll keep pudding up with me for much longer, so I'll bid you good day. May Cyrrollalee, the god of hospitality, be with you all! Farewell!"



12: Caricaturist

Kohla Reedwright, the town artist of Honeypuddle, spends her days sketching, drawing, and painting the bucolic pastorals of the fields and the majestic landscapes of Threepenny Wood. She earns a good living, selling her work to passing merchants, who in turn profit handsomely by selling those works for a hundredfold profit in the cities of Waterdeep, Neverwinter, and Baldur's Gate.

Kohla sets up a stall during the Pudding Faire, sketching caricatures of fairgoers for a silver piece each. It's much less gripping than her typical work, but it brings joy to the villagers to see themselves on a piece of parchment.

Signature Event

Bertus Flophollow is a particularly vain gnome with a small nose and an exceedingly long chin. These two qualities do not blend well in caricatures. When Kohla draws Bertus with his most notable features accented, he flies into a rage. He knocks down her easel, kicks her pencils and charcoals, and yells rude things about her talent.

Development

- Grant inspiration to the players if the characters intervene on Kohla's behalf, protecting her and her property from the terrible wrath of Bertus. Mark one good deed if they use the time loop to prevent the incident entirely.
- Urdlen's influence can be felt here on repeat days. If the characters get their caricatures drawn, the work takes on sinister aspects, making the characters look demonic. Kohla does not see the drawings as sinister at all.
- Also, Bertus's attack gets more violent as the days repeat, until he physically attacks Kohla, possibly prompting the characters to intercede in a more martial manner. Killing the gnome would be considered an evil act for sure.

13: Eel-Eating Contest

One of the delicacies of the Threepenny Wood is the velduun eel. These small eels taste delicious, even raw, and are considered a wonderful treat by the gnomes. More importantly, they're considered good luck when eaten alive, as the eel has a religious significance, representing Urdlen's banishment into the underworld in his guise as "the Lurker Below."

Therefore, one of the most talked-about (if slightly nauseating) challenges of the Pudding Faire is the eel-eating contest. The affair challenges the participants' hand-eye coordination, stamina, and gag reflexes.

Entry to the contest costs 5 gp. Contestants must first pass a DC 10 Dexterity (Sleight of Hand) check to catch one of the eels swimming in a large vat. Next, the contestant must succeed on a DC 12 Constitution saving throw to swallow whole the small wriggling eel. After swallowing three eels, a participant must succeed on a DC 13 Charisma saving throw to summon the force of will to keep the three eels down, rather than bring them back up in what the local gnomes call "the prismatic Glittergold yawn." A contestant who beats the challenge with fewer than eight checks and manages to hold down the eels earns 20 gp.

Signature Event

Many different trials of the eel-eating contest take place during the day, with different categories of participants. During one of the trials, a foolish young halfling named Porter Sportfort tries to swallow all three eels at once and begins to choke. A DC 10 Wisdom (Medicine) check is needed to intervene and remove the blockage, although magic might also be used (e.g. the grossest *mage hand* ever). Even if saved, poor Porter is left with a damaged windpipe.

Development

- Urdlen is particularly interested in seeing this stall go awry because of the religious significance attached to it. As the days pass, Urdlen's magic turns some of the eels from the harmless velduun variety into a breed with teeth, thus causing problems for those participants.
- Mark one good deed if the characters use the time loop to save Porter Sportfort before any serious damage is done.

Treasure

Any character who wins the eel-eating contest on the same day they break the curse can keep the prize purse of 80 gp.

14: Fool the Psychic

Petunia Peppergrass was an adventurous young halfling who left Honeypuddle for the big city. Five years later she returned, claiming to have gained psychic abilities after a run-in with a devil in Undermountain.

In truth, Petunia is still in Waterdeep, working as an agent for Force Grey. It was a doppelganger called Hanssu that returned to Honeypuddle in Petunia's guise. Hanssu ran afoul of the Xanathar Guild, stealing valuable information from their agents. To escape she took Petunia's identity and fled, having befriended the halfling in the City of Splendors. Now in Petunia's guise the doppelganger earns a living as a psychic, using her ability to read thoughts as a gauge to tell people exactly what they want to hear, or exactly what they fear might happen, depending on her mood.

At the Pudding Faire, "Petunia" turns her skill into a game. Participants pay a silver piece to ask Hanssu a question about themselves, such as how old they are, where they were born, and so forth. They then write the answer in chalk on a slate. Hanssu guesses the answer, and is correct 99% of the time, guessing wrong on purpose occasionally to allay suspicion. If she's wrong, the participant wins a gold coin.

Signature Event (Day Two Onwards)

Elsie Rumknuckle recognizes Petunia from the taverns of Waterdeep, but Hanssu doesn't recognize her. When Elsie gets suspicious, the doppelganger runs away into the woods and hides out for the rest of the day.

Development

- Mark one good deed if the characters uncover Hanssu's secret and persuade her to come clean or leave the village.

15: Oiled Boar Contest

The oiled boar contest is an old gnomish tradition. In this event, a wild boar piglet is lathered with slippery oil, and (mostly drunken) participants chase it around a muddy field, trying to be the first one to catch the boar and hold it for 6 seconds before it can wriggle away.

If any of the characters take part in this contest, they must pay 1 gp and succeed on a series of checks. First, participants must succeed on a DC 10 Dexterity (Acrobatics) check to avoid the other fools slipping in the mud while chasing the piglet. Next, they must succeed on a DC 10 Wisdom (Handle Animal) check to get close to the piglet, then a DC 10 Strength (Athletics) to grab the animal firmly and hold on. If all these checks are passed without failure, the character wins the prize: a free drink at the cider stand (area 2).

Signature Event

During one of the early trials of the event, a **giant eagle** spots the piglet as it's released onto the field, and it swoops down and grabs the prey, carrying away the squealing piglet. Delighted gnome and halfling children are suddenly horrified at the very public death of poor little Oinkers the piglet.

Development

- Urdlen's influence can be felt here on repeat days. As the days pass, Urdlen's magic turns the harmless little boarling into a **boar** (which can be a threat to youngsters) and then into a **giant boar** (which is a threat to anyone).
- Mark one good deed if the characters use the time loop to stop the giant eagle from flying off with little Oinkers the piglet, and then also in subsequent encounters if they save the innocent gnomes and halflings from the more dangerous boars.

16: Wrestling Ring

Throughout the day, halflings and gnomes wrestle each other for a prize pot of 50 gp. The objective of halfling wrestling is simple: pin your opponent for three seconds or push them outside of a circle laid out in corn grains. To win the prize pot, a character must beat three wrestlers in the ring (use **commoner** game statistics with halfling or gnome racial traits and Athletics +4). Entry is 5 gp per character. Each bout is won by the first participant to succeed on three opposed Strength (Athletics) checks. Medium-sized creatures are considered to have an advantage, and so must wrestle with one leg tied up at the knee. This imposes disadvantage on their ability checks.

Signature Event

Gnome master-of-ceremonies Ringo Brackenbom is delivering his signature commentary when the apple crate he's standing on cracks and gives way. Ringo falls to the floor and twists his ankle, and the wrestling is cancelled for the day.

Development

- Mark one good deed if the characters find a way to prevent Ringo from twisting his ankle.
- Urdlen's influence can be felt here on repeat days. Competitors in the wrestling match start to turn nasty: gouging at each other's eyes or biting. One of the wrestlers eventually tries to strangle another. Such fits of anger soon pass, leaving the crowd (and the competitors) shocked at their behavior.



Treasure

Any character who wins the wresting contest on the same day that they break the curse can keep the prize purse of 50 gp.

17: Stone-Skipping Contest

Gnomes and halflings picnicking around the village pond play games of stone-skipping to see who can skip a stone with the most bounces. At the end of the day, the winner of the event is treated to a butter-fried trout plucked from the same pond.

Signature Event

Halfling child Mimsy Rosblow pitches an unbeatable throw, making the pebble skip so many times she faints with excitement. Unfortunately, only one of the characters witnesses the throw, as everyone else – including the judges – becomes distracted by a passing swarm of brightly colored butterflies.

Development

- Mark one good deed if the characters find a way to divert attention back onto Mimsy without putting her off her game.



Part 3: Threepenny Wood

"Oh, Lummy! I see it over there! Why can't you?"

-Josie Tugget, aged 10

The characters are likely to enter Threepenny Wood at some point in the adventure: perhaps to find Patcher Moldwarp or to tail the outlaws back to their camp.

Threepenny Wood

Threepenny Wood stretches for five miles along the banks of the River Chionthar. The wood is sheltered from the wind by low hills, allowing plant and animal life to flourish. Feywild crossings abound, leading to the growth of a reclusive forest gnome community who've built their homes among the tree roots. The halfling village of Honeypuddle lies in a clearing in the middle of the wood.

Normally peaceful and serene, the woods start to warp under the influence of Urdlen's Curse. Trees become gnarled, animals turn rabid, and the woods suffuse with an aura of dread. Each time the characters enter, it should feel creepier and more dangerous than the last.

Entering the Woods

Animal trails crisscross Threepenny Wood, making it easy to navigate. As Urdlen's influence sets in, the woods become increasingly tangled and dangerous.

On the first day, characters should reach their destinations unimpeded by encounters. For each journey thereafter, roll on the "Woodland Encounters" table whenever the characters head into the woods.

Woodland Encounters

d4	Encounter
1	Skulks
2	Ankheg
3	Centaur Patrol
4	Goblin and Snake

Skulks

Young Josie Tugget (see area 4) dashes toward the characters, chased by two invisible **skulks**. She screams at the characters to help her but is baffled when her rescuers can't see the monsters for themselves. If saved, Josie reveals that she entered the woods to pick mushrooms. Characters who succeed on a DC 15 Intelligence (Religion) check recall some lore on skulks and know the methods for seeing through their invisibility.

Ankheg

Forest gnome Flinty Peatpelt and his three daughters Fleecy, Flighty, and Winsome were traveling to the Pudding Faire when an **ankheg** assailed them. The beast decided to save them for later, so he buried their unconscious bodies in loose ground.

The characters spot the faces and limbs of the gnome family just off a path. However, the ankheg is also nearby, and it moves to attack the characters if they help the family.

Treasure. If the characters save the Peatpelt family, Flinty gives them five expertly crafted marionettes that his family specializes in producing. Each is worth 10 gp to a collector.

Centaur Patrol

Alerted by the strange happenings in the woods, a pair of **centaurs** patrols the area looking for trouble. Many adventurers look like trouble.

The mated pair, Delivan and Antropi, can be reasoned with, assuming the characters act in a placid manner. If hostile words are traded, it takes a DC 10 Charisma (Persuasion) check to get the centaurs to stand down. The centaurs won't join the characters on their quests, but they might be able to provide helpful information about the forest or save the characters later if they get in over their heads.

If the situation turns hostile, the centaurs attempt to escape, returning 20 minutes later with 10 more of their herd to drive the adventurers away.

Goblin and Snake

A **goblin** called Drierot was walking through the forest, playing with her pet snake Steevahn, when suddenly the snake grew to an incredible size (use **giant constrictor snake** stats). Immediately Steevahn began crushing Drierot. Luckily, this is when the characters pass by. Drierot, with what little breath she has left, begs the characters to save her without harming the snake, as it's obviously under a magical spell.

If the characters can save Drierot without killing Steevahn, the goblin gives them useful information about the area, including all the strange people who've been wandering around today. Drierot lives alone in a nearby cave.

Black Iron Gang Camp

Characters who follow the outlaws' tracks into the woods soon come across their hideout. The camp is simple: a fire pit with a spit for roasting meat, a bivouac shelter for the outlaws' injured comrade Nik, and scattered bedrolls for the other outlaws. Well-disguised sling traps surround the camp on all sides (see sidebar). The bandits comprise:

- **Bandit captain** Iork Krolsmark
- Four **thugs** Rourke, Arran, Veera, and Nik (1 hp).
- **Apprentice wizard** Sephi Rattlewyrm.

Nik is dying of a mortal spear wound that has ruptured his kidney. Only divine intervention or a *regeneration* or *wish* spell can help him now. Nik dies at eight o'clock in the evening (and subsequent evenings).

Iork Krolsmark and his outlaws are stone-cold killers on the run. They're prepared to parley but attack at the first opportunity, if only to murder and rob the newcomers. On repeat days they're more inclined to capture characters for interrogation: if they find out about Urdlen, they head to the fair to throw themselves at the god's mercy. The outlaws never side with Cyrrollalee.

Sling Traps

A rope noose lies just under the foliage of the woodland floor, with the other end of the rope stretched taut to a bent sapling. If a creature steps onto the noose, the sapling springs to its full height and hoists the target in the air, leaving them hanging upside-down by their ankle.

Detection and Disabling. Characters with a passive Wisdom (Perception) of 16 or higher notice that the leaves are heaped on the ground ahead in a slightly unnatural fashion. Detecting this on a search requires a successful DC 14 Wisdom (Perception) check. Once detected, a character can carefully unthread the rope from the trap's trigger.

Trigger. Stepping inside the noose triggers the trap.

Effect. Creatures who step inside the noose must succeed on a DC 15 Dexterity saving throw or be restrained upside down at a height of eight feet above the ground. Triggering the trap alerts the outlaws camped nearby. A creature can use its action to attempt a DC 14 Strength (Athletics) check to widen the noose and free the restrained creature.

Stolen Hog (Day One)

Characters who trail the stolen hog find it roasting over the outlaw's fire. The outlaws freely admit to their crime and show no remorse. On day one, all they care about is their dying comrade, and they gladly take out their frustrations by attacking the characters.

Kidnapped Herbalist (Day Three)

Characters trailing the kidnapped herbalist find her desperately tending to the injured outlaw on the command of Iork Krolsmark. Nik's condition is beyond her ability to help, and when he dies Iork tosses Arabella onto the pyre to burn with him.

Adjusting this Encounter

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

- **Very Weak:** Replace the **thugs** with **bandits** and replace the **bandit captain** with a **thug**.
- **Weak:** Replace the **thugs** with **bandits**.
- **Strong:** Add two **thugs**: Griff and Mel.
- **Very Strong:** Add two **thugs** – Griff and Mel, and another **apprentice wizard**, Sephi's brother Baddiel.

Treasure

The outlaws carry a sack containing stolen jewelry worth 500 gp. Characters can only claim this treasure permanently if they receive the bag on the same day they undo the curse: otherwise it returns to the outlaws at the dawn of the next repeat day.

The Banishing

The confrontation between Cyrrollalee and Urdlen takes place in an idyllic woodland grove just a mile outside Honeypuddle. Only characters who tail Patcher Moldwarp or Nanny Cowslip into the woods on a repeat day stand a chance of witnessing the event as it plays out again.

Urdlen's Pudding Plots

Urdlen is incapable of doing good and repeatedly fails to understand what would win over Cyrrollalee. Every plan he hatches to gain entry to the feast flops, and he ends up losing his temper and repeating the curse. Here are just a few of his ideas:

- He blackmails Cyrrollalee by promising to reveal her secret identity to her people.
- He kidnaps some village children and promises to kill them front of her unless she invites him to the feast.
- He threatens to burn down the village if he doesn't get his pudding.
- He promises to be good and brings her a posy of "flowers" (thorns and poison ivy).

In each case, Cyrrollalee either fights him and loses or refuses his pleas, both of which cause him to repeat his curse.

Sequence of Events

The characters never witness the confrontation that occurs on day one. For the benefit of your understanding, it plays as follows:



- Nanny Cowslip enters the clearing and demands to know what magic Patcher used to turn Mayor Barleydew into a frog.
- Almost immediately, Urdlen senses that he's in the presence of a fellow divine power. He demands to know who he truly faces.
- Cyrrollalee reveals herself and demands to know why a god has intruded on her festival. Urdlen introduces himself and explains that he just wants to taste the Great Pudding.
- Cyrrollalee refuses Urdlen without hesitation and banishes him from the village.
- In response, Urdlen loses his temper and shrieks the words of his curse: *"Ye and all who live in Threepenny Wood are cursed to forget this day and relive it each morn 'til I dine on puddin'!"*
- Cyrrollalee begins to cast a spell of banishment, but Urdlen is too fast for her and turns her into a statue. He then storms out of the clearing into the woods, shouting obscenities as he goes.

On repeat days, the confrontation occurs broadly as follows:

- Nanny Cowslip enters the clearing to find Urdlen eagerly waiting for her with any minions he's picked up so far (e.g. the Black Iron Gang, Elsie Rumknuckle, maybe even the characters).
- Nanny Cowslip demands to know what magic he used to turn Mayor Barleydew into a frog.
- Urdlen drops any pretense of subterfuge and tells Cyrrollalee that he's finally found a way to earn his seat at the Great Pudding Table. Before Cyrrollalee can reply, Urdlen deploys his latest trick to persuade her (see the "Urdlen's Pudding Plots" sidebar).
- When his plan fails to convince her, Urdlen loses his temper and shrieks the words of his curse: *"Once again, ye and all who live in Threepenny Wood are cursed to forget this day and relive it each morn 'til I dine on puddin'!"*
- Urdlen turns Cyrrollalee into a statue and storms out of the clearing into the woods, shouting obscenities as he goes.

If the characters interrupt the meeting, Urdlen sends his minions into battle. Cyrrollalee uses this distraction to attempt a spell to banish Urdlen (see "Cyrrollalee's Plan" below). The characters face the following foes:

- Four **skulks**.
- The Black Iron Gang if present (a b**andit captain**, three **thugs**, and an **apprentice wizard**).
- Elsie Rumknuckle if present (a **master thief**).

This encounter can be particularly deadly if Urdlen has recruited allies. If so, the skulks hang back and let Urdlen's allies do the heavy lifting.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.See "Black Iron Gang Camp" for suggestions for modifying the outlaws. Modify the skulks as follows:
Very Weak: Remove two **skulks**.
Weak: Remove one **skulk**.
Strong: Add two **skulks**.
Very Strong: Add four **skulks**.

Cyrrollalee's Plan

Once Cyrrollalee knows who she's facing, she attempts a spell to banish Urdlen from the woods and undo the magic of his curse. This spell takes ten rounds to cast and Urdlen must remain in her sight throughout. If Urdlen becomes aware of the casting, he uses his own powerful magic to turn Cyrrollalee into a statue.

To keep Urdlen distracted, the characters can engage him in conversation, challenge him to a duel of wits, or try anything else they think would keep his attention on them. In general, this requires success on a group DC 12 Charisma (Deception) check for every round of distraction. If they fail any of these checks, Urdlen sends his minions into battle to teach the characters a lesson while he watches from the sidelines.

After ten rounds of casting have passed, Cyrrollalee's spell takes effect and banishes Urdlen from the woods! The curse is now undone, and the characters wake the next morning to find that the world has finally moved on to a new day!

Treasure

As reward for distracting Urdlen, Cyrrollalee gifts the characters with a *stone of good luck* carved in the likeness of a beaming halfling face.

Rewards

The adventure provides the following rewards.

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
Ankheg	450
Apprentice Wizard	50
Bandit	25
Bandit Captain	450
Bard	450
Boar	50
Centaur	450
Commoner	10
Giant Boar	450
Giant Constrictor Snake	450
Giant Eagle	200
Goblin	50
Master Thief	1,800
Skulk	100
Thug	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Attract Cyrrollalee's attention through good deeds.	250
End Urdlen's Curse.	500
Curse ends with nobody in Honeypuddle getting harmed.	250

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
Win the archery contest	100 gp
Win the wrestling contest	50 gp
Win the eel-eating contest	80 gp
Save the Peatpelt family from the ankheg	50 gp
Bandit's treasure	500 gp

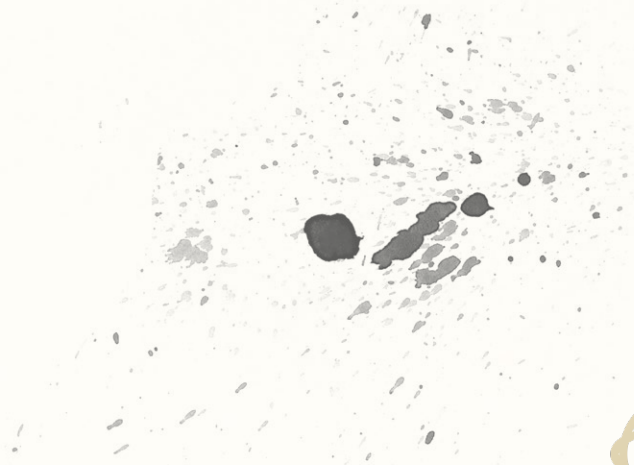
Magic Item

The characters can receive the following magic items during the adventure.

Stone of Good Luck

Wondrous Item, Uncommon

This palm-sized stone is cool to the touch and carved into the likeness of a beaming halfling face. While you hold the stone, you gain advantage on Charisma (Persuasion) checks made against good-aligned halflings. This item is described in full in the *Dungeon Master's Guide*.



Appendix 1. Dramatis Personae

The following NPCs feature in this adventure:

Character Name	Role	Good Deed	Area
Arabella Dent	Officious gnome herbalist kidnapped by the Black Iron Gang to save their dying comrade.	Prevent Josie Tugget from stealing from the herbalist.	4
Bertus Flophollow	Vain gnome with excessively long chin who gets into argument over an unflattering caricature.	Prevent Bertus from trashing Kohla Reedwright's stall.	12
Elsie Rumknuckle	Notorious halfling thief wanted across the Sword Coast for various crimes of thievery.	—	1
Emery Plumwicket	Gnome puppeteer and storyteller.	Prevent the hay cart from crushing Emery's fingers.	7
Farmer Butterweed	Halfling farmer and proud owner of Cameron, the prize hog.	—	3
Gaffer Hogwaddle	Crabby old halfling with few good words to say about anyone, but who loves collecting things.	Prevent Hogwaddle from smashing the greenhouse.	5
Iork Krolsmark	One-eyed Uthgardt outlaw known for his brutality and ruthlessness. Leader of the Black Iron Gang.	—	8
Janphar Clayfoot	Halfling potter and creator of commemorative plates.	—	
Josie Tugget	Lightfoot halfling child (age 10) who prefers to "borrow" rather than buy.	Prevent Josie Tugget from stealing from the herbalist.	4
Kohla Reedwright	Town artist and caricaturist whose pictures are upsold across the Sword Coast.	Prevent Bertus Flophollow from trashing Kohla's stall.	12
Maisie Plumtucker	Halfling milkmaid living in the shadow of her demanding mother Iris.	Sow love between Maisie and Wellington Sparrowind.	2
Mayor Mors Barleydew	Halfling mayor of Honeypuddle Village who is transformed daily into a frog by Patcher Moldwarp.	—	1
Mimsy Rosblow	Halfling child who pitches a once-in-a-lifetime skipping stone throw.	Ensure the judges witness Mimsy's prize throw	17
Nanny Cowslip	Ancient halfling candy seller and all-round do-gooder. The secret identity of Cyrrollalee, halfling goddess of hearth and home.	—	6
Patcher Moldwarp	Crazed gnome drunk obsessed with acquiring an invitation to the Great Pudding feast. The secret identity of Urdlen, gnome god of murder and greed.	—	1
Petunia Peppergrass	Doppelganger posing as adventurous halfling wanderer.	Uncover Elsie's secret and force her to leave the village.	14
Poppy Lackwit	Struggling stand-up comedian.	Help Poppy overcome the heckler.	11
Porter Sportfort	Greedy halfling determined to win the eel-eating contest.	Prevent Porter from choking on eels.	13
Ringo Brackenbom	Gnome master-of-ceremonies for the halfling wrestling contest.	Prevent Ringo from twisting his ankle.	16
Sam and Tam Bottomover	Troublesome halfling twins.	Prevent the twins from cheating at "Storm the Castle".	10
Saziver Gearclick	Gnome bowyer who runs the archery contest. Father to Saziver Gearclick Junior.	Help Tribi Longbobbin win the archery contest.	9
Sephi Rattlewyrm	Crazed half-elf hedge wizard running with the Black Iron Gang.	—	8
Tribi Longbobbin	Aspirant halfling archer pipped at the post from winning the archery contest.	Help Tribi Longbobbin win the archery contest.	9
Wellington Sparrowind	Young halfling barrel-maker trying to pluck up courage to ask Maisie Plumtucker to the dance.	Sow love between Wellington and Maisie Plumtucker.	2

Appendix 2. Monster/NPC Statistics

This appendix provides statistics for monsters that do not appear in the *Monster Manual*.

Apprentice Wizard

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared::

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

Actions

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

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
10 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

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*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard 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 bard, 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 bard'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.

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 thief 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 attack that hits it. The thief must be able to see the attacker.

Skulk

Medium humanoid (any race), any alignment

Armor Class 14
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	10 (+0)	7 (-2)	1 (-5)

Saving Throws Con +2
Skills Stealth +8
Damage Immunities Radiant
Condition Immunities Blinded
Senses Darkvision 120 ft., Passive Perception 8
Languages understands Common but can't speak
Challenge 1/2 (100 XP)

Fallible Invisibility. The skulk is invisible. This invisibility can be circumvented by three things:

- The skulk appears as a drab, smooth-skinned humanoid if its reflection can be seen in a mirror or on another surface.
- The skulk appears as a dim, translucent form in the light of a candle made of fat rendered from a corpse whose identity is unknown.
- Humanoid children, aged 10 and under, can see through this invisibility.

Trackless. The skulk leaves no tracks to indicate where it has been or where it's headed.

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the skulk has advantage on the attack roll, the target also takes 7 (2d6) necrotic damage.

Appendix 3. Map: Fairgrounds



Key

1: Great Pudding Tent
2: Cider Stand
3: Livestock Pen
4: Village Herbalist
5: Yard Sale
6: Nanny Cowslip's Candies
7: Puppet Show
8: Potter's Kiln
9: Archery Contest
10: "Storm the Castle" Event
11: Stand-Up Comedian
12: Caricaturist
13: Eel-Eating Contest
14: Fool the Psychic
15: Oiled-Boar Contest
16: Wrestling Ring
17: Stone-Skipping Contest