



 **MONKEYDM**

A GRAND PERFORMANCE

5TH EDITION ADVENTURE

NAVIGATE THROUGH A BLOODY WEAVE OF LIES AND DECEPTION

A GRAND PERFORMANCE

A GRAND PERFORMANCE IS AN ADVENTURE DESIGNED FOR 3-6 LEVEL 10 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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Plot Hook

The adventurers are traveling through a small town, when a carriage stops in front of them and a door opens, with a beautiful young man poking his head out, asking the famous adventurers to come inside.

CHAPTER 1. THE MISSING GIRL

In which the players try to track down their prize.

1.1. BY WAY OF CARRIAGE

The adventure opens with the parties traveling in quite the opulent, alongside Vladislav Marinus, the young (and quite attractive) butler to famous actor Christian Thirnos. Finding the party in town, Vladislav requested they join in the carriage for a short ride across town. He didn't seem aggressive, but not entirely warm either. If the party doesn't enter right away, he'll mention "His proposition comes with quite the hefty reward".

VLADISLAV MARINUS

Information: The young boy, Vladislav, is a little paler than one might expect, but beautiful aside from that. He is deeply loyal to his master and would risk everything for him. He also fully trusts when his master proclaims his innocence.

Read this:

'As you enter the carriage one by one, the smell is the first thing you notice. The muddy and foggy streets become a memory, as roses overtake your nostrils. The young beautiful man, dressed quite beautifully, looks weirdly simplistic, with his black and white attire, in this carriage full of velvet pillows with golden inlays. He smiles, then begins speaking in a soft voice. "Being adventurers, I assume you've heard your fair share of news coming from Julrin. The town is not far off from here, about one or two hours' travel. In any case... Recently, there have been..." He hesitates, choosing his words with precision. "Disappearances. Young ladies, mostly, who either have up and left the town or, gods beware, worse. These recent events have proved to disturb my master. And he's asked for someone to take care of the job. I presume you are just the bunch for this." He steadies his shirt and knocks on the back of the carriage and it starts moving, as he lies back calmly in the sea of pillows.'

Vladislav will continue to iron out some details, while the carriage slowly takes the adventurers towards Julrin. He'll explain he works for a very popular and very rich actor, Christian Thirnos, who has his mansion built not too far from town. Christian was not bothered by the disappearances, until last week, when a madman by the name of Serio Woodworth attacked him in the street, accusing him of being at fault. Serio has since avoided the authorities, but Christian is sure he is at fault for the disappearances and he is merely passing blame. The party is tasked with finding this hoodlum and disposing of him.

If the players attempt to discern if Vladislav is hiding any information, they'll have to make a **DC 19 (Wisdom) Insight check**. On a success, they'll gather that Vladislav has a particularly strong anger towards Serio.

To convince the party this is the right thing, he'll tell them they will be paid 20,000 gold.

After a little more discussion and an hour or so of travel, the party finally arrives on the paved streets of Julrin. From the outside of the carriage, they can hear commoners shouting in excitement, a little bit of trade going on, but most seem to shout about the carriage, saluting the coachman and debating whether or not Mr. Thirnos is inside.

Read this:

'After a few minutes, you sense the carriage stopping. Vladislav moves the curtains and looks outside. You can just about make out a narrow alley, with just enough room to drop you off unnoticed. Vladislav dusts off his shirt once more, then eyes all of you up and down. "Two more things. If you finish the job in time for tonight, the master is performing a private show at his mansion's theatre. You are very much welcome. Also, I should probably give you a little bit of a lead. Serio's best friend, Angel Hopper, is the town's miller. The mill is not far from here, but the town itself might provide some worthwhile information. Good luck!" Without a second breather, you are dropped onto the streets of Julrin with time until tonight to finish a job and maybe even see a grand show.'

Art by *BlaszczecArt*





1.2. SMALL JULRIN

The adventurers may explore the town.

GM NOTE: While exploring the town is an option that provides additional information (and even some help), it is highly likely that the players simply ignore the town and proceed to the windmill. If they do this, simply skip to the next chapter (1.3). It shouldn't prove too much of an issue.

Read this:

'You exit the small alley only to find yourself in the middle of a plaza. Plaza is much, as it is quite small, with only four roads emerging from it, that you gather makes most, if not the entire town. The fog is surprisingly dense around these parts. In the back, towards the alley you came from, you notice the road continues upwards, towards a high hill, with a giant mansion not too far off, noticeable through the fog like a medieval castle watching over the town. In front of you, in the plaza, a few townsfolk are moving here and there from door to door, with one building emitting particularly bright light and loud music. Another door seems to be guarded by three or four guards and you see plenty of red streaks on that door as well.'

If the players want to find out more about the town, the disappearances or Serio, they can make a **DC 16 (Charisma) Persuasion check** while talking to a townsfolk. They will tell the adventurers that their best shot is either at the Nightwalker Inn, Woodworth's Woodworking Shop, which is the red-streaked door.

In addition, any character with a **passive Perception above 15** will notice plenty of posters with the face of a beautiful young lady with very curly hair. Underneath the portrait it is written "Cordelia - Missing. Any information returned to Woodworth's Woodworking Shop will be rewarded".

AREAS OF JULRIN

Although not mapped out on a map, there are three areas the adventurers can explore while within Julrin, all of which provide additional information regarding the "case".

1 - THE NIGHTWALKER INN

Read this:

'Entering the building that emitted all the light and music, you notice that the atmosphere is not as joyous as it first seemed. Although the band plays a decently alert tune, the people inside look to either be conversing intensely or looking blankly into their cups. At the bar rests a dark-skinned male elf, who seems to be cleaning cups and not paying attention to most of anything.'

If the party approaches any of the patrons, they'll have no new information, nor will they have much to talk about. They will say that they are excited to see tonight's representation of King Learus, as it is a free representation by the "generous Thirnos" in honor of the missing Cordelia. The only person with much to talk about will be the bartender who introduces themselves as Olus Nightwalker.

OLUS NIGHTWALKER

Information: Olus is your typical Drow. He doesn't enjoy sunlight and loves staying up late, the best recipe for an innkeeper. He spends most of his time inside, but sometimes he goes out, as he loves taking walks. But things have been getting odd on his walks lately.

Olus will tell the party openly that lately there've been a lot of bats in the nearby forests and he's also heard plenty of wolf howls. As far as he can remember, this has started as far back as last year, when the disappearances also started. Upon hearing this information, any party member *proficient in the (Intelligence) Religion skill* may make a **DC 18 (Intelligence) Religion check**, recollecting that these could be the effects of a vampire being nearby.

He will also mention that the last girl to have disappeared, Cordelia, was quite the beautiful aspiring actress. If the players mention that Thirnos hired them, Olus will say that it is most likely because of how much he cared for the young Cordelia. He would frequently go to her apartment giving her acting lessons. If the party asks for the apartment's address, he will give it to them. After that, he has no more information to give.



2 - WOODWORTH'S WOODWORKING SHOP

Read this:

'The front door to the woodworking shop seems to be guarded by two well-armed men, both of which are moving their glances intently. The door itself, carved with a beautiful wooden design, is adorned with red writing which spells out words such as "LIAR" "AGGRESSOR" "DEVIL" or "HOW DARE YOU?" It is a harsh sight to say the least.'

The two guards, Emanuel and Silvian (both humans), have been stationed here at the request of Morda Hickers, a halfling woman and leader of the local militia. She has explicitly told them that no one is to go into the house of Serio until she deems it fit, as she is scared townsfolk might destroy evidence before she can investigate it. Weirdly enough, she hasn't sent any investigators at the house for a good week.

If the party wishes to make it inside, they can choose to make a **DC 18 (Charisma) Persuasion, Intimidation or Deception check**. After that, the guards will let them in, although trying to do so stealthily. Alternatively, the party may attempt to charm the guards or even sneak in, both options are valid.

Once the party is inside the house, read this:

'This make-shift woodworking store seems to be left in a perfect condition, apart from an open door that leads to the back and a messed up front counter, filled with all sorts of papers.'

If the party approaches the counter, they may make a **DC 20 (Intelligence) Investigation check**. On a success, they notice a small wooden box, hidden underneath a slab of wood. It is empty, apart from a small note that reads *"The holy water you asked for. You seemed quite desperate. Please do not do anything stupid. - Father Petho."* The papers on the counter are mostly ledgers and nothing important.

The party may also attempt to look about the chamber with a **DC 18 (Wisdom) Perception check**. On a success, they notice that the door frame looks quite odd. Bits of it are torn off and small claw marks adorn it.

As for the back chamber, the adventurers notice it looks like a living room of sorts, with another door on the opposite end that leads directly to a workshop of sorts. A third door, to the left side of the chamber, leads to a bedroom with a desk and bed.

While in this living room, the players may attempt to make a **DC 18 (Wisdom) Survival check**. On a success, they notice footprints. Tracing them back to the main front desk, there are 2 pairs. Within this room, only one pair.

In the bedroom, the players can choose to make a **DC 20 (Intelligence) Investigation check**, which will allow them to notice that underneath the desk, there seems to be a loose plank, almost like a hidden compartment.

They may attempt to remove the plank, but it is trapped. They may remove the trap first by making a **DC 17 Thieves' Tools or Tinker's Tools check**. *If the trap isn't disabled*, the person lifting the plank must make a **DC 18 Dexterity saving throw**. On a fail, an electrical crossbow bolt shoots down from underneath the plank. It deals 1d6 piercing damage, as well as 5d6 lightning damage. The target must also make a **DC 14 Constitution saving throw** or be stunned for 1 minute. On a success, they dodge the bolt.

Underneath the plank rests a stack of letters, all of which are signed Cordelia.

If the players find the letters, read this:

'You find a small stack of 20 or so letters, all of which are written in beautiful calligraphy. As you quickly look through them all one by one, they all are signed with the same name: Cordelia. Reading through them, you see they are addressed to Serio. You also quickly uncover, by a few mentions within the letter, where Cordelia's apartment is. As you continue reading, you also see how she details her love for Christian Thirnos, how much she loves their lessons. You read a part which goes "A teacher should only teach, not ask to get so close. It frightens me, Serio. Surely you, a true friend, would understand such things are... indecent." Then, as you read through later letters, you see they shift in perspective. Cordelia begins responding differently. "I am firmly aware he loves me differently. Differently than he loved all others. He promised me we would perform King Learus together! He even said I was perfect for the role! He said I would perform with him forever. Just he and I, lovers... You should see the dress I made myself for the role! Even dead, I'd still find a way to wear it." Throughout these letters, the girl seems more and more enamoured... The letters abruptly stop.

This is all the party can find within Woodworth's shop.

3 - CORDELIA'S APARTMENT

Read this:

'Using the guidance imparted onto you by other townsfolk, you make your way down one of the main streets, then arrive at a large stone building, with wooden-stairs on the outside, that lead to an upper floor. It is there that you have been told Cordelia resides. You make your way up the stairs and surprisingly, the door is partway ajar. Inside, you see a faint blood splatter. On the ground rest two lifeless guards and everything is disturbed. A single mannequin rests on the opposite side of the room, directly across from the door. It has no clothes on it.'

By performing a **DC 15 (Wisdom) Medicine check** the players can discover that the blood is quite fresh and the guards have only been killed a few hours later, maybe one or two. The room is trashed, but the mannequin seems to be placed back at its original location, almost untouched. The bodies themselves can also be investigated with a **DC 17 (Wisdom) Medicine check** revealing they were thrashed by claws, but also bit on the neck. Once in the room, the party may look for clues by performing a **DC 16 (Intelligence) Investigation check**. On a success, they find small footprints that have bits of wheat and mud on them, indicative of the ground on a warm or windmill. This investigation check will also reveal that all places where one would keep correspondence are empty, as if picked clean. A single letter is left on the desk, with a writing the players haven't matched yet. It simply says *"Meet me at Windmill. Quick. Please."* There is no date or name on the note.

The party may now choose what to do with the bodies, either report them or not, but chances are very high that they will go towards the windmill in hopes of finding more clues. If they do indeed go to the windmill, proceed to the next chapter.

GM NOTE: It is highly unlikely that the party will ignore all hints and choose to not go towards the windmill, but, in case they do, make them run back into Vladislav, who will ask them to go to the Windmill posthaste, saying that he has reason to believe they can find Cordelia's body there and he will meet them later.

1.3. THE WINDMILL

Read this:

'Not too far off from town, yet still within the thick layer of fog that seems to dominate the region, you approach the Windmill and farm of Julrin. Due to the fog, you feel most of the ground stick to you, as it is muddy and intertwined with pieces of withering crop. Come to think of it, you look at the rest of the crop and most of it looks if not withered, in the process of withering.'



AREAS OF THE WINDMILL HILL

1 - THE ENTRANCE

The players may knock on the door. They will hear nothing for a few seconds, then the door will open and out will come Angel Hopper.

ANGEL HOPPER

Information: Angel Hopper is a half-elven girl, with a mop of ginger hair and freckled skin. She has a no-nonsense demeanor and is not very talkative, especially with people she doesn't know.

Angel will ask them what they want and will be very combative. A **DC 16 (Wisdom) Insight check** will reveal she has something to hide and is intent on not letting the adventurers into her home. If any of them mention Serio, she will get even more aggressive, then the party will hear movement on the inside.

If at this point they attack Angel or push themselves into her home, Serio will emerge from the dark and ask them to stop. Otherwise, Angel will close the door in their face. This may prompt them to get inside the house a different way. If instead they decide to leave, Serio will open the door behind them and speak.

Read this:

'You hear a voice from the dark saying "Wait! I don't think you are... If you can enter the house without us inviting you, you're alright." The voice comes from a dwarvish figure, small and stout, with a large braided beard and a neat bun of hair. "I'm Serio. I assume I'm who you are searching for. But I swear, I am NOT responsible for her disappearance. If you just give me time to prove myself, I will!" The figure then lifts their hands in the air in a passive demeanor, but begins stepping towards the outside.'

Serio will argue that he is innocent and that the true devil, the true person at fault for Cordelia's death is Christian. He'll say he even has her diary, alongside a few other belongings that prove his theory, but none of the villagers wanted to believe him.

Serio will then move with the party outside towards area 2. Read this:

'Serio begins guiding you towards the northern side of the farm, moving to a small patch. The moment he notices the dirt is misplaced, he begins looking around panicked. "It was here", he says. "All the proof... You! Are you the ones?" Anger overtakes the dwarf, as he looks at you in desperation, before he turns towards the mill, shouting. "Angel! Close yourself in! We are as good as dead."

2 - DISTURBED PATCH

This small patch of dirt and plants is different from all others, as weirdly enough, a large bit of it seems recently dug out, with bits of wheat spilling onto the ground.

The players may make a **DC 20 (Wisdom) Survival check** to realise that animal footprints lead to this small dig. They can also make a **DC 18 (Intelligence) Investigation check** to look through the dig, noticing a single small letter written in a handwriting identical to the one at Cordelia's apartment. The letter simply writes *"You will be mine in death as you are in life, Cordelia."*

3 - ANIMALS

Read this:

'The few animals in the pen look very disturbed, some of them moving around crazily. Something seems to be off for all of them... As if something is watching from the dark.'

If the players wish, they can make a **DC 17 (Wisdom) Perception check** noticing that there are indeed eyes in the fog, but they quickly move away. If the players successfully see these eyes, the wolves will not get a surprise round in the next chapter.

4 - BAT PATCH

Read this:

'Weirdly enough, you notice plenty of bats resting on bits of patches of cabbage, all of them, although eyeless, seem to be watching you intently.'

If any of the party members attack these, they will begin to fly away. If they are not attacked now, they will be part of the next chapter's combat.

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MAP 1: THE WINDMILL



CHAPTER 2. DECEIT

In which the players figure out they've been tricked and then they figure out a plan.

2.1. SIMPLE BAIT

Read this:

'You watch as almost instantly, Serio begins looking around crazily. He seems scared, and then you begin to hear a distant, yet familiar voice. It is Vladislav. "Thank you, adventurers. It is a pleasure to have you here. The master simply wanted to lure Serio out, as we couldn't enter before that. A problem with our kind. No matter now. He also thought that disposing of nearby adventures will be a good way of removing two issues with a single... sharp... fang. Shall we, then?'

The adventurers must now face Vladislav (vampire spawn). Before their first turn of combat, **Vladislav's 7 dire wolves** will emerge out of the fog and attack the party in a surprise round, which is negated if they saw the eyes before. In case the party did not chase the bats away, the encounter will also have **3 swarms of bats. Serio (commoner)**, will try to avoid conflict as much as possible and the monsters will target the party instead of him, as they are the bigger threat.

After they defeat Vladislav, he will have some final words.

Read this:

'As you bring Vladislav down, you see he smiles widely, then looks at all of you. "You are too late. Tonight's show will end it for all of them." He then closes his eyes... In undeath, as he did in life.'

2.2. BAIT & SWITCH

With Vladislav now dead, the adventurers must make their way to the show, to stop whatever evil plan Christian has. Serio will say that he's been investigating the bastard for a while, as he would never step into his shop. As a vampire enthusiast with a collection of stakes, he thought this might be because his shop was also his home and he never invited anyone in. Was he always paranoid of vampires? ALWAYS.

With that being said, Serio will say that he is deeply disturbed by what could happen, so they **MUST** go towards the mansion and stop the plan. But for this, one of them will need to pose as Vladislav, otherwise Christian will catch on that something is off.

GM NOTE: In this stage, it is time to give creativity to the players! Whether they choose to use a disguise self spell or go on without any of them disguised, the overall idea of this chapter should stay the same. Keep in mind to reward creativity, but the rest should be up to them!

Once the players have made a plan, it is time to make their way toward the mansion.

2.3. ENJOY THE SHOW!

Read this:

'Returning quickly through the town, you make your way in a quickened pace up the path towards Christian's mansion. You arrive shortly thereafter to find the main courtyard filled with plenty of townsfolk dressed in their best possible attires, with tears in their eyes, as they all discuss what is to come. Beautifully-dressed servants move to and fro offering wine to the guests and you mingle with them as best as possible, awaiting the beginning of the show.'

GM NOTE: For this next short portion, improvise some social interactions! Imagine what could make you feel the most awkward at social gatherings and base it off of that. It shouldn't be anything too serious. Whether it is someone who has already drunk too much before the show even started or a stuck-up art critic, give the players some fun moments as a way to calm them before the storm.

Townsfolk and servants will approach the adventurers here and there with questions, not too aggressively, but enough to put some pressure on them. The adventurers who choose to talk must make a **DC 16 (Charisma) Deception check** to pass themselves off as having no ulterior motive or interest but watching the show. If they fail, the staff will become increasingly suspicious of them, handing them spiked wine glasses. Each player that drinks such a glass will have disadvantage on Wisdom saving throws for the rest of the day.

After a little bit of conversation, read this:

'Not too long after your chit-chat, you find yourself ushered into a gigantic theatre hall, yet it is only part of the great mansion. Before you go in, Serio approaches and whispers "Don't rush anything. Wait until the show starts and people are distracted. Otherwise, we'll be mauled by the crowd." You walk in and people take their seat eagerly. You all watch in fear as the stage awaits empty. Unexplainably, a sentiment of excitement takes over for a good bit, as a show always creates a certain atmosphere. You await a brief moment, then, through the curtains, a figure walks out. A spotlight opens on them. The man, beautifully dressed, smiles, and the people begin showering him in applause. He raises his hand and everyone stops. "It is with the utmost joy that I present my play to you tonight... But I must say, it is deeply saddening that I must present it alongside the disappearance of such a bright, young lady. Know I will always miss you... Cor -" Before the man finishes his sentence, you notice another figure step from behind the red curtains. The beautiful face of Cordelia, in a golden dress. The crowd gasps in shock.'

An overacted dialogue begins, with Christian asking how she is alive and if she is a ghost. She says that she attempted to run away, but then she saw he was to act for her, so she returned. They hug and the crowd cheers. Then with a smile, Cordelia asks the crowd to *"Please, look above"*.

As they do, read this:

'You watch as this sinister show of deceit and manipulation takes up the crowd's attention and then... You look up. The large golden dragons that adorn the top of the stage begin to glow. And you feel weirdly... Comforted, welcomed. Which is when Serio approaches you, eyes closed, and begins shaking you. "This is it, he says! This must be what he's planning, look at the crowd!" You look and see how the crowd begins to get lulled, watching the charming effect without a single chance at resisting it, and yet... You can't help but be drawn by the golden dragon too. Then, you hear a voice from the stage. "Ah! If it isn't our friends, the adventurers, attempting to resist... Well then. Shall we have our fun?" The actor laughs loudly, and Cordelia begins to laugh with him, both bearing their vampire teeth.'

The adventurers must now make a **Wisdom saving throw** against the Golden Dragon's effect, which is an amplifier for the Vampire's Charm, thus having the same **DC (17)** and effect. If the entire party is charmed, Serio will take out a special concoction of holy water and save one party member, in order to give the party a chance at fighting.

After this, you may proceed to the next chapter.

CHAPTER 3. LEARUS

In which the party fights these dastardly vampires.

3.1. KING FOR A KING

The party must now battle **Christian (vampire)** and **Cordelia (vampire spawn)**. Unbeknownst to them, Cordelia is also charmed by Christian and at only half of her maximum hit points.

The fight is on. For the duration of the fight, all of the townsfolk will remain catatonic, looking at the dragons, as on stage Cordelia and Christian will urge the adventurers to come and fight them if they can.

3.2. FALLEN KING (END)

Once Christian is defeated, he will fall to the ground in pain. If Cordelia is still alive while this happens, she will break out of his spell and look around confused.

With the vampire defeated, the golden dragons will stop working and the entire town will return to normal, scared of what just transpired. Cordelia, panicked at the fact she is now a vampire, will retreat into a corner and begin to cry, while Serio will attempt to comfort her. After that, she'll begin to run away as fast as possible.

As a sign of thanks for ridding them of a vampire, the town will allow the players to take up the estate and money of the now disgraced actor, in hopes of defending them whenever they are next attacked, and such is the end.

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MAP 2: THE STAGE



THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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All Art inside by Dean Spencer, unless noted otherwise.

Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !



A MASSIVE THANK YOU TO ALL MY PATRONS !