

# PERIL OF THE FAT PRINCE

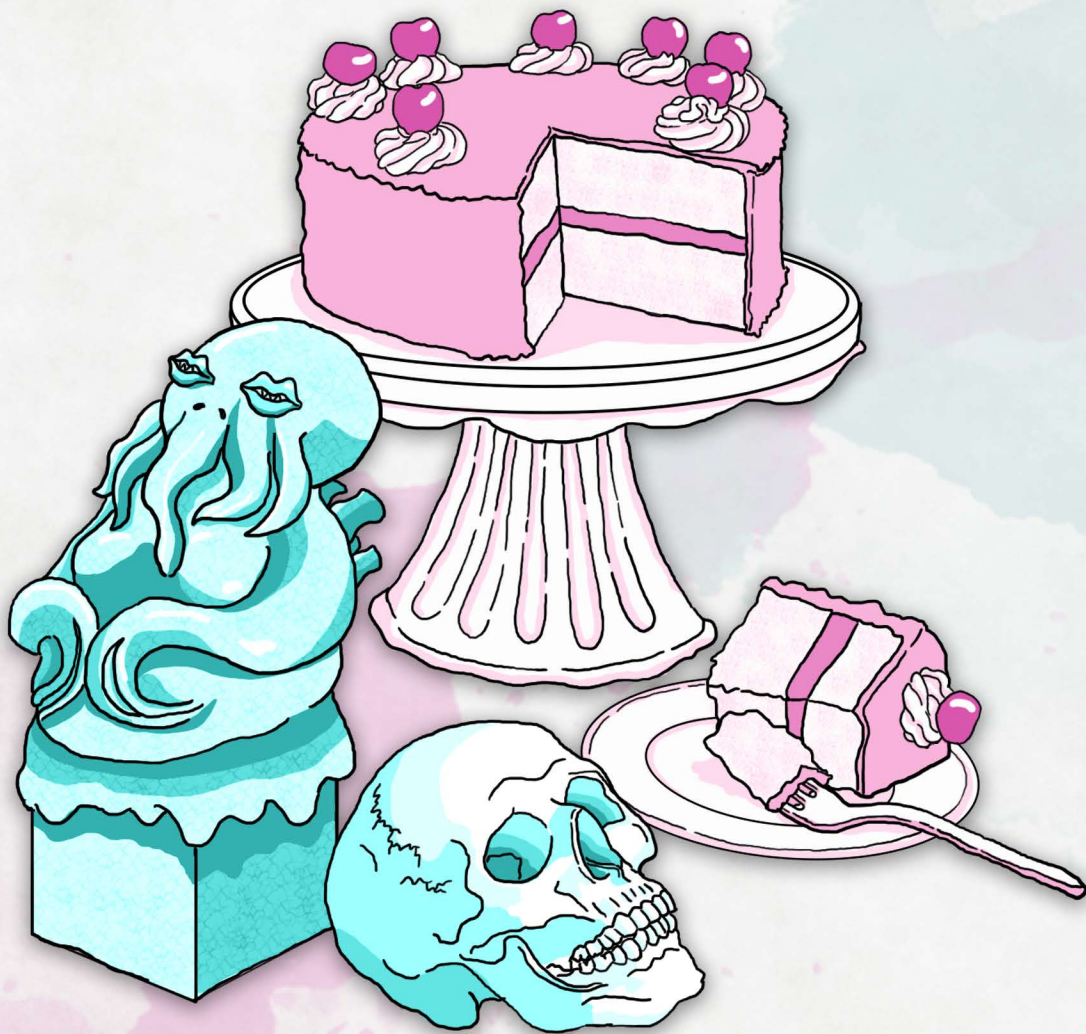


A STARTER ADVENTURE FOR DUNGEONS & DRAGONS FIFTH EDITION

BIRCH + BAT  
STUDIOS



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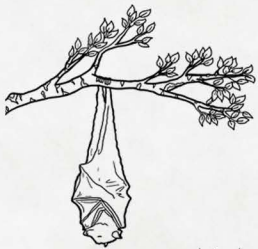
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# FOREWORD

After working on *Waterdeep: Dungeon of the Mad Mage* I wanted to try my hand at writing another fifth edition based adventure set in a big city.

The roleplaying game work I've done thus far that's gotten me acclaim and awards has been about a chocolate factory and maple syrup, respectively. They were treatises on period food production and megalomania.

So here we go again. Before you is a fantasy adventure about cake and madness.

It's also about historical class struggles, kidnapping, the Hexblight, a city-wide investigation, the royal family of Everlund, intrigue, evil romance, and the madness of an alien realm called the Far Beyond.

...but it's mostly about cake. I hope you enjoy!

Kiel Chenier  
June 2019

## ON THE COVER

Arella Prest illustrates an adventuring party escaping using the spell rope trick. The Cult of Abundance's ritual is complete, and what they summoned is beyond mortal comprehension.

*Disclaimer: Birch + Bat cannot be held liable for any side effects caused by magical cake, including but not limited to weight gain, sugar high, cramping, temporary or permanent polymorph, delusions of grandeur, spell scars, cavities, dry mouth, Far Realm induced madness, and the end of the world. If in doubt, make the hirelings eat the cake.*



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# INTRODUCTION

**A** prince of the great and powerful nation of Everlund has gone missing. While his family suspects kidnappers from rival nobility, the truth is far more sinister: a group of non-human cultists kidnapped the prince to sacrifice him to their

otherworldly deity from Far Beyond, an alien realm of madness. If he is not rescued within twelve hours, a terrible fate awaits both the prince and the whole world!

*Peril of the Fat Prince* is a fantasy roleplaying game adventure for four to five characters of 1st level. The adventure is set a short distance away from the city-state of Invincia, though it can be used in just about any fantasy setting you like.

## RUNNING THE ADVENTURE

This adventure can be run as part of an ongoing campaign, over the course of one to two 3-hour sessions. Alternatively, it can be run in a single 3-4 hour session by paraphrasing the adventure hook information to the players and starting with Part 2: The Secret Temple with play beginning at the entrance to the abandoned warehouse. The adventure contains enough encounters and events to bring characters to 3rd level before its conclusion.

If you are in a hurry and want to get to running this adventure as quickly as possible, use the **cheat sheets** on page 55. This two-page guide will fill you in on all the concrete details and statistics.

To run this adventure, you need the fifth edition Core Rulebooks. Alternatively, you can use the fifth edition Basic Rules, which are available for free online.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when they arrive at a location or under a specific circumstance, as described in the text.

All unique monster and NPC stat blocks are provided in appendix B and are indicated as such in the adventure text. When a creature's name appears in bold type, it is a visual cue indicating the creature's stat block is listed in the Core Rulebooks.

## BACKGROUND

The following details the happenings and motivations of the adversaries of this adventure. Various parts of the Background may be revealed or paraphrased as the adventure is played through.

### AN ELDER GOD ARRIVES

Over 1000 years ago an aberrant deity of abundance and gluttony was worshipped in secret in the agrarian districts of the city-state of Invincia. Known as "The Immense Provider" or "Our Lady of Eternal Feasting", this deity's true name is Gullot. She was revered by those who felt abandoned by the world's pantheon of harvest and wellness deities. This small amount of desperate worship was enough to pull Gullot from her home in the alien Far Beyond onto the Prime Material Plane, where she answered her follower's prayers with caustic abundance.

Prayers for healthy crops were answered with startling abundance. Prayers made by the starving were answered with succulent feasts, provided instantly through magic. Those who prayed for power, beauty, and influence were given the robust and full figures of nobles. These gifts seemed miraculous, but those who accepted them soon paid the price. Gullot's gifts were tainted with chaos: the more her followers ate and partook of her gifts, the more Gullot could magically control them. Her followers were like livestock being prepared for slaughter.

Once the goodly powers of the region noticed the changes in their neighbors, they helped put a stop to it. Worship of this outsider deity was banned, and the few utterly in Gullot's thrall were aided with holy magic. Cut off from its worshippers, "The Immense Provider" fell silent, granted no more miracles, and was pushed back into the Far Beyond.





Or rather, she was almost pushed back. All those thoughts and prayers she received on the Prime Material Plane had left Gullot a bit puffy, and she found herself wedged tight in the portal between the planes (Though she swears “the planar portal must have just shrunk. We fit just fine a millennium ago!”).

Stuck between the Far Beyond and the Prime Material Plane, rendered powerless without her followers, Gullot laid dormant for a thousand years, until...

## THE CULT OF ABUNDANCE

One creature began to pray to Gullot again, louder and more fervently than any before.

Lur, a female dragonborn, roused the goddess from its isolated slumber. Lur grew up an urchin on the streets of Invincia. She was a scaly runt among mean-spirited human grifters, hated and teased by everyone. She went hungry, furious at those who had plenty but refused to share.

As Lur grew up, her hatred matured into a cold, calculated dissatisfaction with the status quo. She watched as the lowliest people of the Invincia were made to suffer in poverty and starvation, and this made her despair. “We waste so much!” she cried, “How can some live like kings and queens while others starve in the streets?!” She no longer wanted revenge on those

who had more than her. Now, she dreamt of a world of abundance for all. A world made fat and happy where every person, rich or poor, could eat like royalty.

Lur prayed for this world every night, to any deity who would listen. Gullot heard her prayers and answered them with instructions. Lur was to gather loyal followers: ones like her who wished for abundance for all. Lur was to lead them to a secret place of power where Gullot’s worship could truly begin.

Lur used her streetwise knowhow and newfound cultist powers to get in contact with a motley collection of dissatisfied and disaffected peoples: a halfling barbarian saved from the nobility’s justice, a tiefling rogue and confidence man, a high elf chef cast out by high society, the chef’s undead servant who harbors a crush on her, and a drow witch obsessed with the Arcane Badlands that surround the city. All of them needed something that society couldn’t provide. Something that Lur promised her goddess Gullot could.

Their chosen place of worship was an abandoned storehouse outside of Invincia in the Arcane Badlands. It belonged to a noble family in the city, but it was abandoned after the Hexblight, and arcane natural disaster; its lower floors suffused in chaos magic.



In this 'hexruined' property, Lur and her newly formed Cult of Abundance had its temple...and all the raw arcane energy they'd need.

From there, Lur was taught a ritual that would give the Far Beyond deity the eldritch 'push' it needed to re-enter the Prime Material Plane.

The ritual required a lot of ingredients, an abundance of raw arcane energy...and a prince.

## A PRINCE INDEED

The crown prince of the country of Everlund, one of the city-state's greatest allies, was visiting his relatives in Invincia. While the prince, Fio Oberon, is first in the line of succession to the throne of Everlund, he has little patience for politics and courtly intrigue. His impromptu visit with his great cousins in Invincia was his way of escaping courtly life for a while to take in the sights and thrills of a bustling city (It's no Paris, but what is?).

This proved fortuitous for Lur and her Cult of Abundance.

Through scrying magic, the cult learned of Prince Fio's arrival in Invincia. Five days into his visit, they set a trap for his carriage as it traveled along the roads of the Pauper's Field district. The attendants were killed, and Prince Fio was kidnapped!

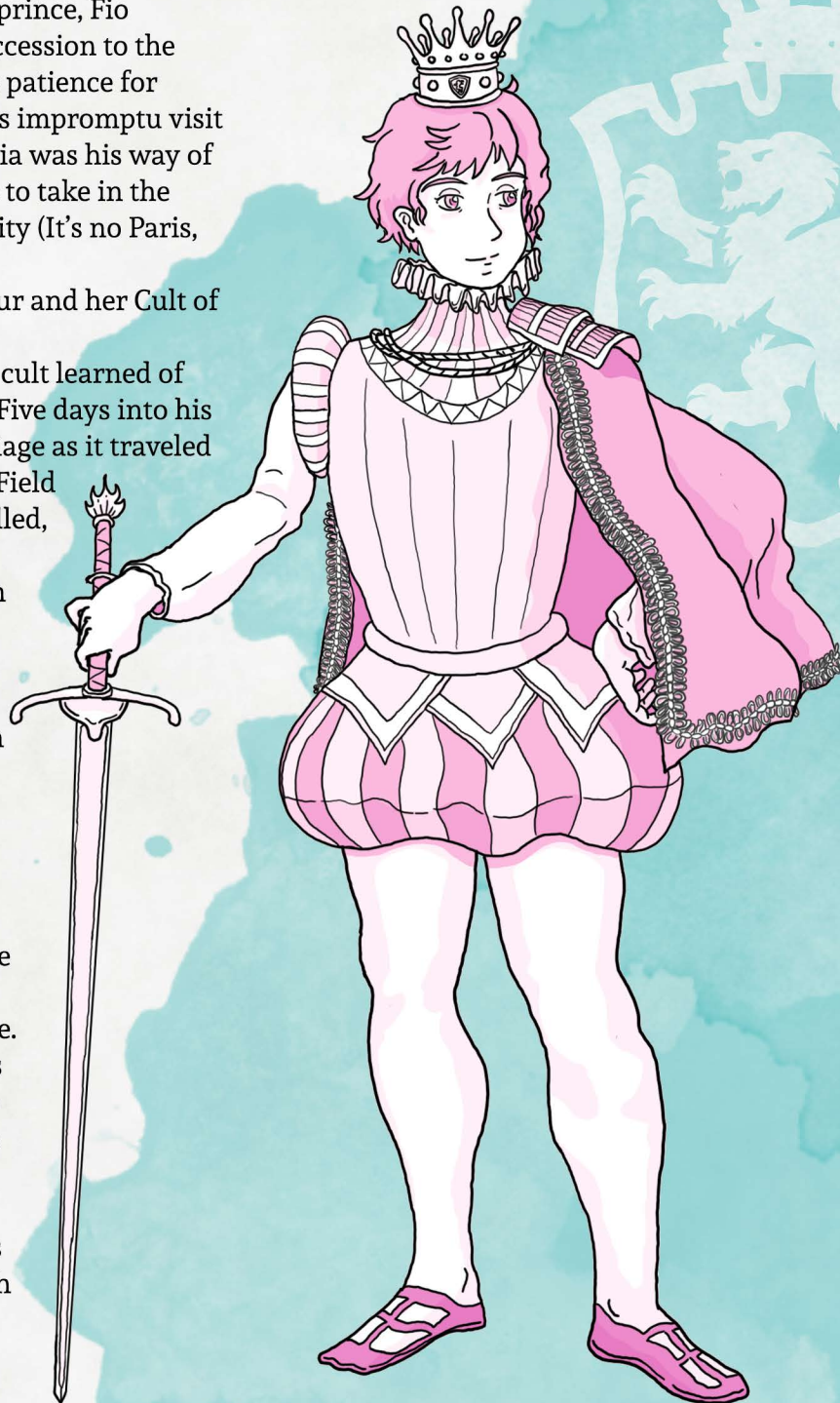
Taken to the lowest sanctum of their temple, Gullot's ritual has been prepared for him. Using chaos magic enchanted baked goods, Lur plans to fatten prince Fio until he's "Worth his weight in gold and splendor". Only then will he be an ideal offering to Lur's outsider deity: the proper metaphysical and literal weight to push Gullot free from her portal and onto the Prime Material Plane once more.

Meanwhile in Invincia, Fio's great cousins are trying to keep the disappearance of the prince as quiet as possible so as not to incite a panic (or let world slip out of their failure as guardians to Fio's mother, Queen Elizabeth Oberon).

The cousins have reached out to their assorted noble contacts, who quietly put the word out to various factions and adventurers:

*"1000 gold pieces to anyone who rescues the missing prince of Everlund, Fio Oberon. For more information, inquire with Orel Drenmark. Discretion and privacy is of the utmost importance".*

This is where the adventure begins.





## ADVENTURE SUMMARY

The adventure is likely to play out as follows:

**Meeting with Orel Drenmark.** The adventurers are brought before Orel Drenmark, the Girdanish noble house's chamberlain. They are informed about Prince Fio's kidnapping and are offered a reward for his safe return (1000 gp). The adventurers can ask as many questions of Orel as they like before being set loose in Invincia to discover where the Prince was taken. From this point, the characters have 12 hours until Lur's ritual is complete and the prince is lost.

**A Taste for Investigation.** The adventurers investigate and question several witnesses to the kidnapping and use their skills to uncover clues and information that leads them to the secret temple. This part of the adventure is very free-form and can be handled entirely through roleplay if the players and Game Master wish.

**The Secret Temple.** The adventurers discover the abandoned warehouse where the Cult of Abundance is based. They delve through five floors of dungeon: fighting, sneaking, charming, or negotiating their way past each floor's resident guardian. Finally, they reach Lur on the lowest floor; her summoning ritual already in progress.

**Conclusion.** If the ritual is stopped and Prince Fio is saved, the characters now must find a way to get him back to Invincia safely and collect their reward. If the ritual is successful, Prince Fio is sacrificed and Gullot is summoned onto the Prime Material Plane. The characters must make the best of a bad situation and try to escape or die trying.

## ADVENTURE HOOKS

If the promise of smiting cultists, rescuing a prince, and 1000 gp isn't enough to motivate them, these additional adventure hooks can be used for one or more of the characters.

### ROYAL CORRESPONDENCE

You've been secret pen pals with a young man from Everlund for over a year now. He's cagey about sharing details from his personal life, but you suspect he's a noble. The two of you decided to meet in person while he's visiting Invincia, but he never arrived at the place you agreed to meet.

Upon hearing of Prince Fio's kidnapping, you suspect he's your noble pen pal. Whether the two of you were romantic or just friends is up to you and your Game Master.

### MY CULTIST FAMILY MEMBER

A prominent member of your family (Mother, father, sibling, child, etc) joined the Cult of Abundance. The family member grew distant over the past few months, finally leaving home and saying that their 'true family' needed them. You know the cult your family member joined has a hideout somewhere outside of the city and you are determined to bring them home. This family member's race and class is up to you and your Game Master (If unsure, they are a commoner). The family member is on the Corrupted Kitchen level of the secret temple, assisting Drusila the Gourmand (See page 37).

### TIME FOR REVENGE

You have a vendetta against one of the main members of the Cult of Abundance, and you will never be at peace while they live and prosper. Roll on the table below to determine who it was and what they did to you to prompt your vengeance. You and your Game Master can improvise a different motivation for revenge that better fits your character if you like:

#### Revenge Table

Roll (2d6)	Result
2-3	<b>Gorgeous the Tiefling.</b> He cheated you in a game of chance, resulting in the loss of your life savings or your most precious possession (which he still has).
4-5	<b>Blossom Bonecrusher.</b> You witnessed her kill a close relative to you during her time as a raiding mercenary. Perhaps she killed your whole family or clan, and you are the sole survivor.
6-7	<b>Sir Marrowhad.</b> You accidentally besmirched the honour of this undead knight on the street one day. As a result you bear a nasty scar from a duel with him (that you lost).
8-9	<b>Xanaphia the Mad.</b> She and a party of drow kidnapped a close friend of yours to experiment upon. That close friend is still in her possession in the form of a polymorphed animal (Roll 1d6: 1. Rat. 2. Toad. 3. Cat. 4. Bird. 5. Possum. 6. Turtle).
10-11	<b>Drusilla the Gourmand.</b> She used her influence to spread a vicious rumour about you and/or your family that is still whispered about today. Your reputation has been severely marred by her.
12	<b>Lur.</b> In her adolescence Lur was adopted into your family/clan. She abused their hospitality, stole their belongings, hurt your feelings, and abandoned you all. The memory of her time in your life still stings.



## RESTING AND LEVELLING UP

Peril of the Fat Prince provides enough encounters to raise characters from 1st to 3rd level before its conclusion is reached. Rather than handle this in between sessions, a quick guide has been provided below for levelling up characters during play.

### SHORT RESTS

Given the shorter nature and the ticking clock dynamic of this adventure, It is encouraged that characters can gain the benefits of a short rest (regaining spells, rolling hit dice, etc) in 10 minutes, rather than 1 hour.

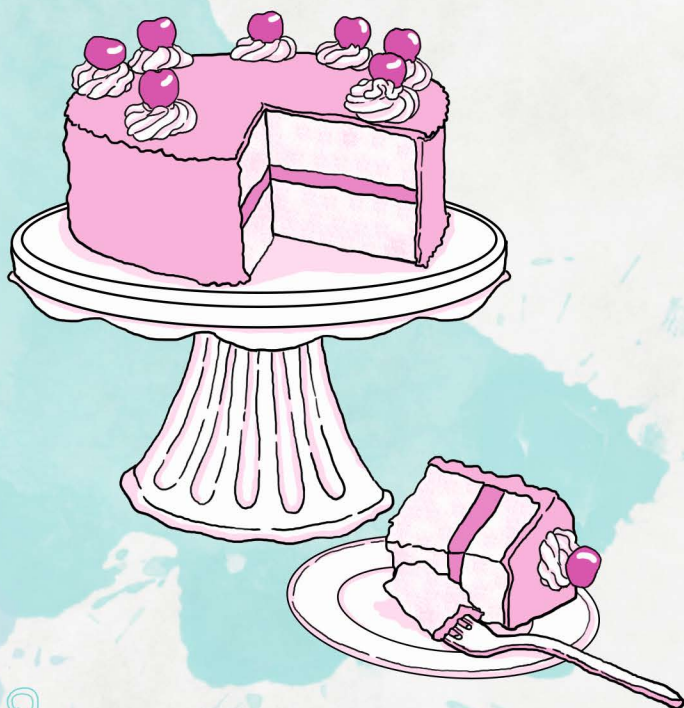
At certain points in the adventure, players can use these short rests to level up their characters.

### REACHING 2ND LEVEL

A party of 4-5 characters should reach 2nd level after completing the investigation, travelling to the abandoned warehouse, and defeating Gorgeous the tiefling and his cultists on Level 1.

### REACHING 3RD LEVEL

A party of 4-5 characters should reach 3rd level after exploring Levels 2, 3, 4 and 5, defeating or bypassing each of the guardian cultists that guard each level. The characters should be 3rd level before facing Lur on Level 6.



## GAINING WEIGHT

Characters in this adventure are likely to put on a few pounds. This unique 'condition' is one that is all but unavoidable during play, but not likely permanent. Before play, players should determine their characters' starting weights and have them written down, as they will become important during play.

Here are the starting weight rules found in the Core Rulebook. If a character is of an exotic race not listed below (Tabaxi, Firbolg, Aasimar, Genasi, etc), use the starting weight for Human.

### Random Starting Weights

Race	Base Weight	Weight Modifier
Human, Half-Elf	110 lb.	2d10 × (2d4) lb.
Dwarf, hill	115 lb.	2d4 × (2d6) lb.
Dwarf, mountain	130 lb.	2d4 × (2d6) lb.
Elf, high	90 lb.	2d10 × (1d4) lb.
Elf, wood	100 lb.	2d10 × (1d4) lb.
Elf, drow	100 lb.	2d8 × (1d4) lb.
Gnome, Halfling	35 lb.	2d4 × 1 lb.
Dragonborn	175 lb.	2d8 × (2d6) lb.
Half-Orc	140 lb.	2d10 × (2d6) lb.
Tiefling	110 lb.	2d8 × (2d4) lb.

### MAGICAL WEIGHT GAIN

The cakes made by Lur and her cultists have been enchanted. A creature who eats even a single bite of this cake instantly gains **1d6 × 10 lbs.** This effect is cumulative. This magical weight gain can impact a creature's Armour Class, Speed, and Attack Rolls.

### TOO FAT FOR ARMOUR

**Double Starting Weight.** When a creature has gained enough to be double their starting weight, any armor that creature is wearing is split apart. The creature no longer gains a bonus to AC from that armor. While the armor can be fixed (such as with a mending cantrip), it cannot be worn by a creature that is too big for it to fit.

**Triple Starting Weight.** When a creature has gained enough to be triple their starting weight, the creature has disadvantage on all rolls involving Strength or Dexterity, including ability checks, saving throws, and attack rolls.



## TOO FAT TO MOVE

**Quadruple Starting Weight.** When a creature has gained enough to be four times their starting weight, the creature's speed is reduced by half.

**Quintuple Starting Weight.** When a creature gains five times their starting weight or more, the sheer girth of their bodies becomes too much to handle. The creature suffers from the Restrained condition. This condition does not end until they become lighter in some way.

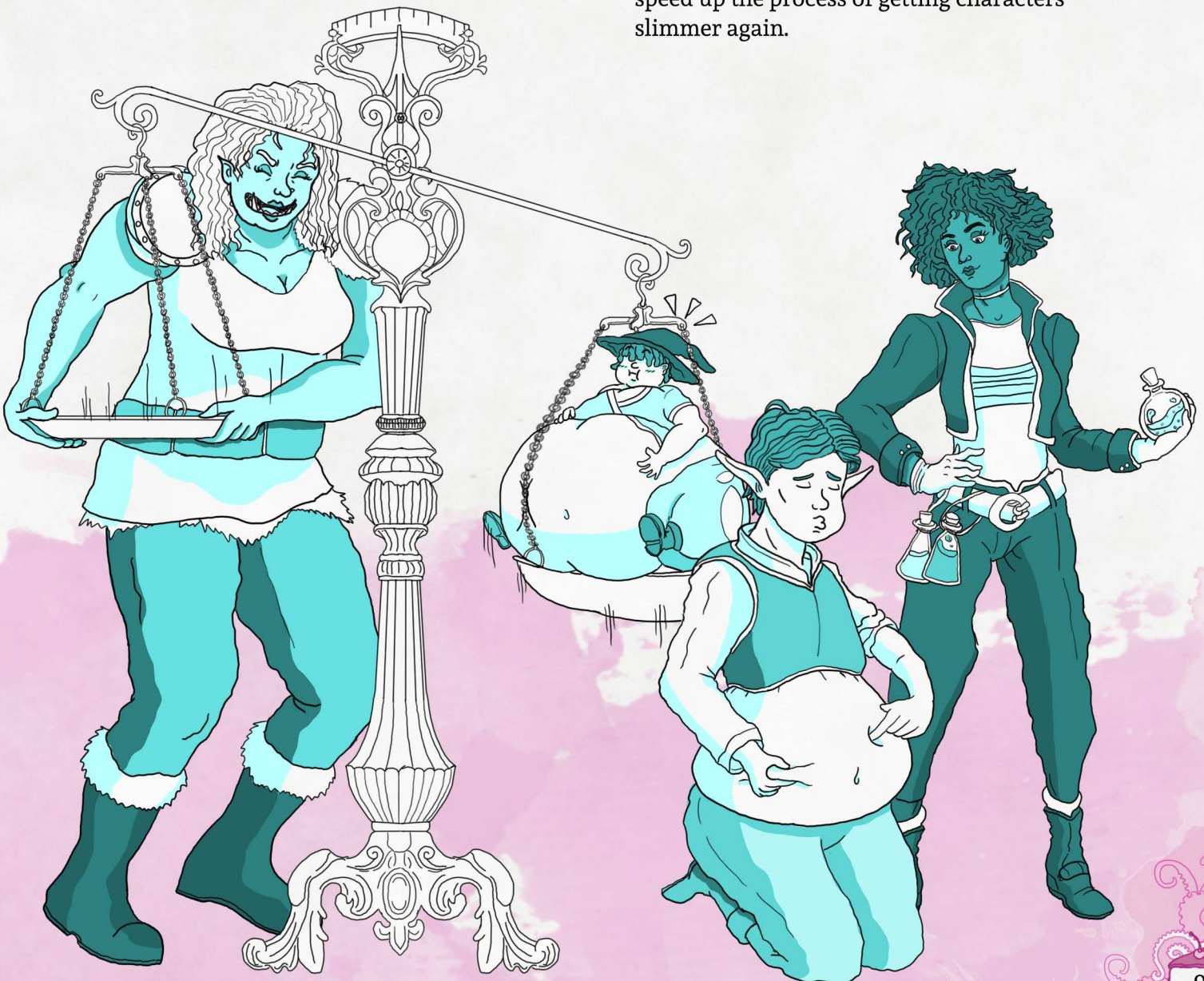
## SLIMMING DOWN

In Lur's secret temple there are three samples of an antidote to the enchanted cake, as well as a potion recipe for brewing the antidote. In addition, magically gained weight can be shed much faster than normal fat, either with exercise and time or by magical means.

- **Downtime Exercise.** A character can spend downtime exercising to lose weight. For every day (minimum of 8 hours) spent exercising, the character must make a Constitution saving throw (DC 10). The character loses a number of pounds equal to  $1d6 +$  their Constitution modifier with a successful save, and half as much on a failed save (a minimum of 1).

- **Spells.** Spells such as lesser restoration and remove curse cause a creature to shed  $2d6 \times 10$  lbs. of magical weight every time the spell is cast upon them. A creature cannot lose weight past its starting weight.

- **Improvising Methods.** Dungeon Masters are encouraged to be open minded about creative weight loss ideas put forward by players. Combinations of spells, innovative physical activities, or unique forms of exercise can help speed up the process of getting characters slimmer again.





## MAKING ADJUSTMENTS FOR LEVEL, TASTE, AND TONE

*Peril of the Fat Prince* is intended to be a lighthearted adventure with a few ghastly or horrific details sprinkled throughout. If there are any aspects of the adventure that you or your players might find distasteful, please feel free to change or adjust the adventure as you see fit. Here are some suggestions to change the tone and feel of it:

### PLAYING AT 5TH LEVEL

Rather than characters beginning play at 2nd level and leveling up as the adventure progresses, *Peril of the Fat Prince* can be run for 5th level characters throughout by making the following adjustments to challenges and rewards:

- The reward for rescuing Prince Fio is 1000 gp per character, rather than 1000 gp split between the characters. The total experience reward for the adventure should be 4500 XP, or 17,500 XP if Gullot is summoned and then defeated.
- All of the cultists have 18 (4d8) hit points and their attacks deal an additional 3 (1d6) damage.
- All of the guardian cultists (Gorgeous, Blossom Bonecrusher, Sir Marrowhad, Xanaphia the Mad Drow, Drusila the Gormand, and Lur) have Lair Actions. These actions are as follows:

#### Lair Actions

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

**Resist.** The cultist can immediately make a saving throw to end any ongoing effect or condition.

**Retaliate.** The cultist makes a melee attack or a cantrip spell attack at the target closest to them.

**Fiendish Prayer (Costs 2 Actions).** The cultist says a prayer to Gullot. Each creature within 15 feet of the cultist must succeed on a DC 15 Wisdom saving throw or have disadvantage on their next ability check, saving throw, or attack roll.

### ALTERING THE MAGICAL CAKE

Having to avoid floating magical cake because it makes you fat is an inherently ridiculous and intentionally humorous concept. Perhaps too ridiculous for some groups. If you or your players find this interaction too silly or bizarre, the cake can be replaced by magic potions (which the cultists brew) that take effect upon contact with skin. In combat, these potions replace the animated cakes (See Appendix B), and Lur tosses them about like grenades.

Alternatively, the effect could be caused by a chaos magic spell which Lur and one or more of her cultists have mastered. This changes the flavor of the magic while retaining its mechanical use and significance to the adventure.

### REMOVING THE INVESTIGATION

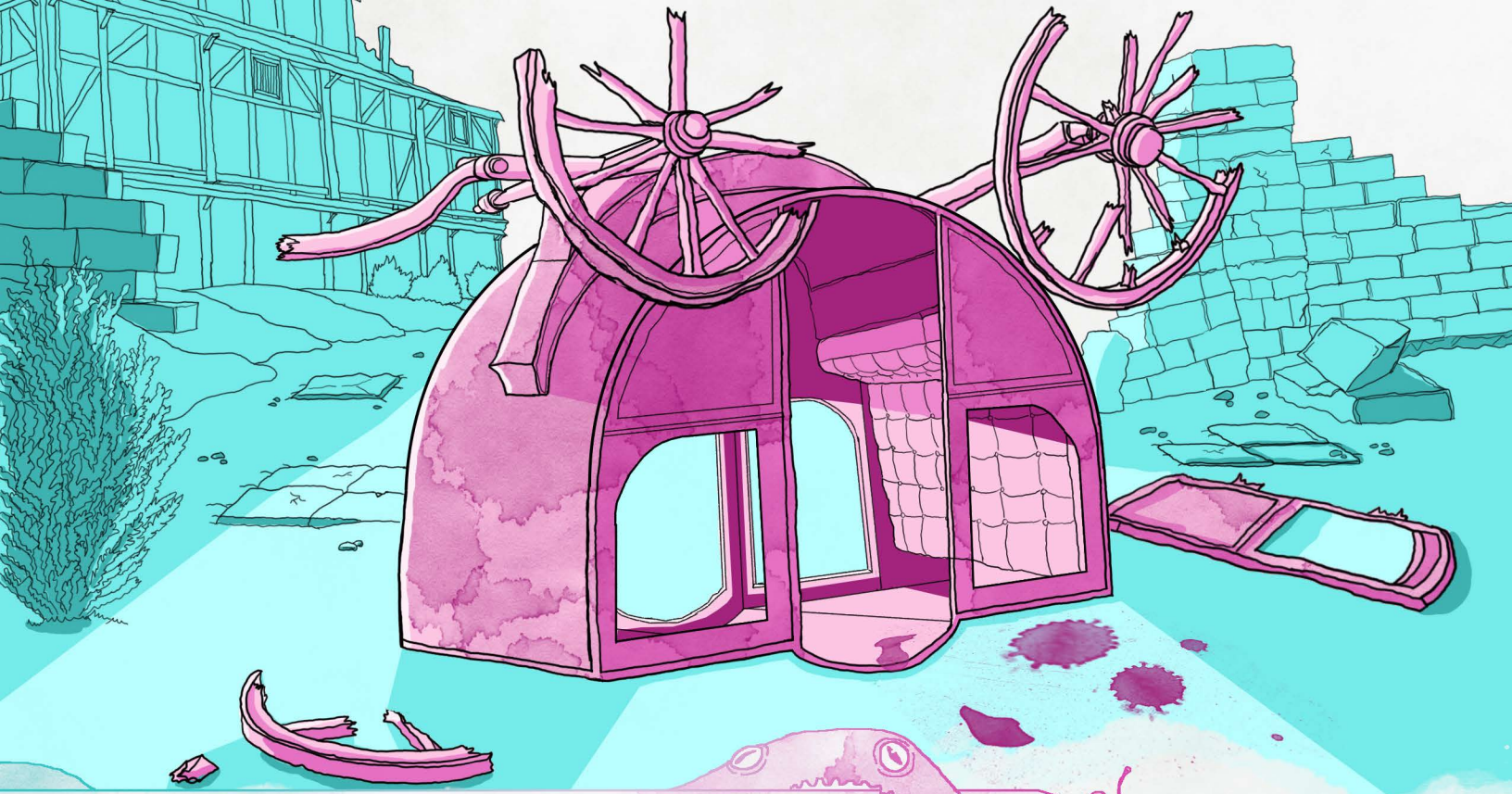
Not every group has the patience or the taste for extended periods of roleplaying with NPCs. If your group favors more straight-forward dungeon-crawl and combat play, feel free to scale back or entirely remove Part 1 of the adventure. Orel Drenmark knows the rough location of where Prince Fio was taken, but not who or why. He points the characters in that direction, and discovering the abandoned storehouse is as simple as two or more successful Perception checks. If more combat is desired, use random encounters with **bandits** or **wolves** to fill this space. Perhaps the bandits know about the location of the secret temple, or the wolves are strangely fat and bloated (test subjects of Lur's magical cake), both providing clues to Part 2 of the adventure.

#### Excerpt from Lur's Notes:

My anger towards the rich has long since cooled. Noble parasites that profit off the labour of the poor are a symptom of a greater disease: a fundamental lack in the nature of reality.

So...I must find a solution beyond reality.





## PART 1: A TASTE FOR INVESTIGATION

Prince Fio Oberon, the crown prince of Everlund, was kidnapped on the streets of Invinicia. His carriage was assaulted, his attendants killed, and he was carried off. This crime was only witnessed by a scant few and discovering the identities and whereabouts of Prince Fio's kidnappers is up to the characters.

Invinicia is a massive city, but neither you or your players need to get bogged down in the minutia of how the city works. The following part of the adventure focusses on questioning witnesses, seeking out characters with inside information, and investigating clues. Roleplaying and successful skill checks should move the investigation forward.

### INVINCIA: THE CITY IN BRIEF

The city-state of Invinicia is the primary setting of this adventure. It's an enormous walled metropolis filled with a diverse and varied

population. With a bit of creativity, any fantasy city setting can be used in Invinicia's place. For those who want to use Invinicia as is, here is some important information about the setting:

### WHAT IS COMMONLY KNOWN

The following six facts about Invinicia are widely known and understood by locals and visitors alike.

#### 1. A SPRAWLING METROPOLIS

Invinicia is the biggest city in the known world, stretching on for hundreds and hundreds of miles in every direction. Within its towering stone walls are a collection of large neighbourhoods called Districts. Each district is large enough to be a city unto itself, and there are over a dozen in Invinicia. Two neighbouring districts are the setting of this adventure: the Garden District and Pauper's Field.



## 2. BIRTHPLACE OF A MIRACLE CURE

The priestesses and sages of Invincia have are known to produce a miraculous elixir: the healing potion. The city-state is considered the birthplace of the modern healing potion, a powerful magical substance that can cure almost any malady and save someone even on the brink of death. People from all over the region come to Invincia seeking these healing potions. Many claim that Invincia's water is what makes their potions so potent, as it's supplied by a vast hidden underground lake. Occultists believe the potions are brewed from the blood of an elder god, kept secret and hidden from the public. No one knows for sure.

## 3. WELCOMING TO ALL

Invincia is home to hundreds of thousands of people from all walks of life, and its gates are always open to newcomers. No matter one's heritage, religion, orientation, or identity, the city welcomes you with open arms and considers you all equal of its care and protection. Conflict and enmity in Invincia is never based on race or gender. Instead, class structure and faction/guild allegiance is what drives conflict in the city.

## 4. GANGS, GUILDS, AND FACTIONS

Invincia is home to more price-fixing guilds, factions, and street gangs than can be easily counted. It's difficult for a single person to rise up in station in the city-state all on their own, so people join these guilds and gangs to work together. Conflict between these organizations is common, ranging from taproom brawls to wars between districts.

## 5. RULE OF THE OVERLORD

Invincia is ruled and governed by a byzantine collection of district mayors, nobles, aristocrats, dignitaries, and politicians, with Invincia Guards upholding the laws. Above all of them is the mysterious Overlord, a seldom seen demi-god who rules from the top of the Infinite Tower, a monster-filled dungeon in the center of the city. The Overlord's image is stamped on all of Invincia's currency, and their booming proclamations shape the course of the city's

history. It is believed that if one ascends the Infinite Tower and bests the Overlord in combat, they will grant one their heart's desire.

## 6. THE ROLE OF MAGIC

Magic was once commonplace in the region. Wizard towers and arcanums dotted the lands outside of the city-state, and most believed that spellcasting was a path to a better future. Then came the Hexblight, an arcane disaster that swept through the region like a wildfire, distorting and mutating reality as it went. Now, magic is treated with caution, and its study is considered taboo. Today, only the brave or the foolish actively seek to become wizards and witches.

## RUNNING INVINCIA

Invincia is so big that one cannot move from one district to another without encountering either something that catches the eye, or some form of resistance: Shopping avenues, marketplaces, farmer's strikes, beggars, pickpockets, uppity aristocrats, festivals, and small disasters. To make things easier for Game Masters, here is a collection of random NPC's, encounters, and travel rates.

### MOVING WITHIN THE CITY

- **Walking within a District.** Getting from one major location to another takes 1 hour. Roll for two random encounters.
- **Walking between Districts.** Getting from one district to a neighbouring district takes 1 hour. Roll for three random encounters.
- **Coach Travel.** Hiring a coach or carriage to travel from one major location to another, or from one district to a neighbouring one, takes 20 minutes and costs 5 cp a trip. No random encounters are rolled.

Excerpt from Lur's Notes:

As loathe as I am to admit it, Invincia can be a beautiful place. It's a carnival of wonders, where even the darkest street corner is filled with stories and songs.



## RANDOM INVINCIA NPC'S

Anytime you need a random character within the city, roll on this table.

### Random Invincia NPC's

Roll (1d20)	Name	Description
1	Petunia	Nearsighted anxious florist
2	Karl	Handsome farmer's child
3	Caillou	Struggling artist and anarchist
4	Risla	Charming pickpocket, half-blind
5	Brom	Street tough, novice bodyguard
6	Gerty	Quirky apprentice potion maker
7	Mac	Hunky district crier, beefcake
8	Mortimer	Street performer, spooky seer
9	Snaps	Doomsayer, Deer-God prophet
10	Knives	Pain-God cultist, monster hunter
11	Throckmorton	Bookish student and wizard
12	Risvalda	Dilettante and champion rider
13	Citrine	Sad, drunken Invincia Guard
14	Renault	Rich noble, notorious gambler
15	Victoria	Chipper Sun-God priestess
16	Wembley	Foppish duke, secret deviant
17	Oxmore	Tired knight who loves plants
18	Gilbert	Famous court musician
19	Thaddeus	Kindly, elderly scholar
20	Morticia	Gravetender and death cultist

## RANDOM ENCOUNTERS IN INVINCIA

These random encounters are meant to serve two purposes: to add some flavour and world building to the city-state, and to serve as distractions or obstacles to the characters. If the characters are in a hurry, they can be bypassed through clever roleplaying or with a successful skill check (DC 15). They should only become a combat encounter if the characters are spoiling for a fight.

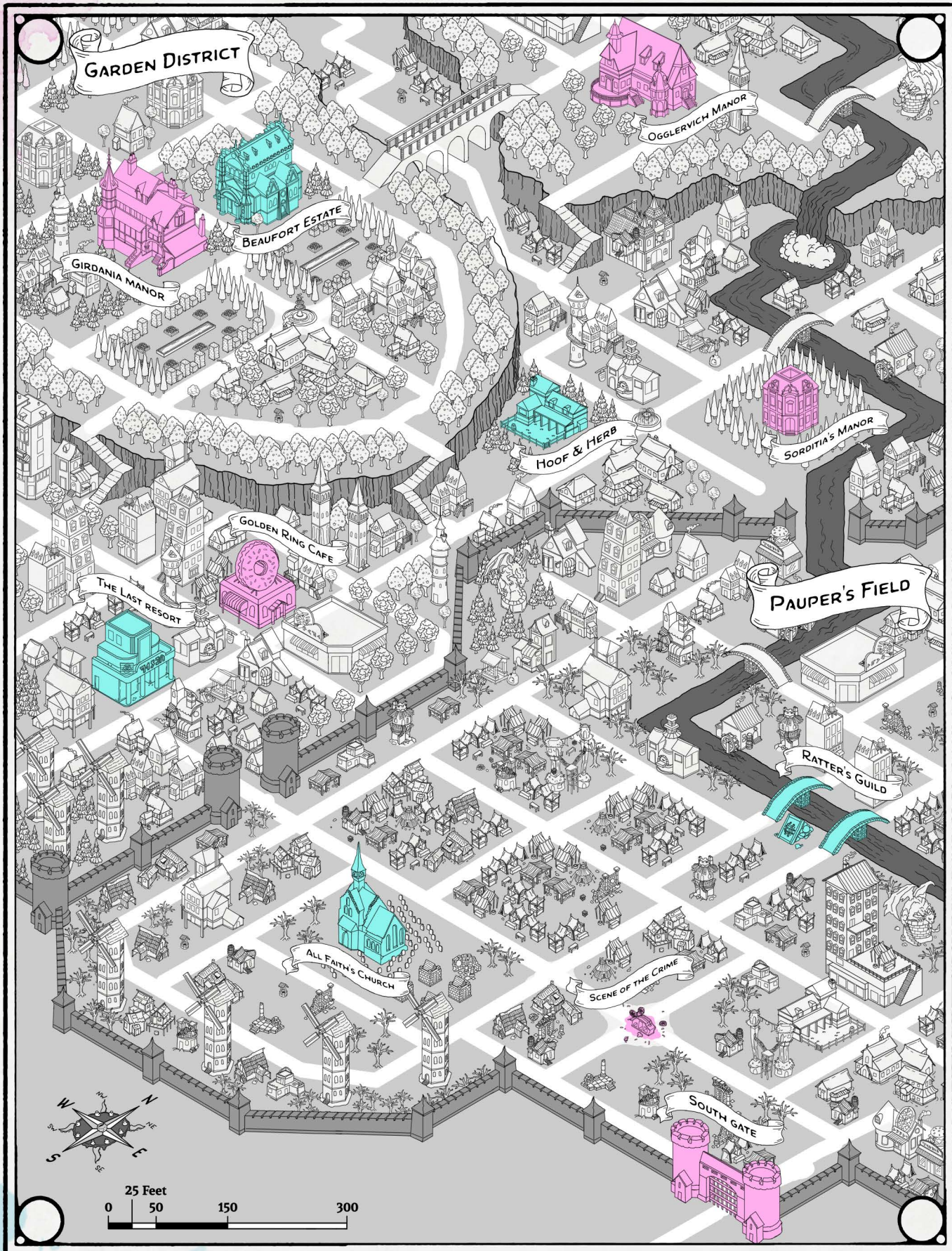
### Random Invincia Encounters

Roll (1d20)	Result
1-3	A colourful street gang demands a toll of 5 gp to pass through their turf.
4	A street prophet stumbles forth, raving a dire portent of "Mouths for eyes! Cake and madness! I see you there, you, the one who will die!" to a random character.

5	A three-legged dog ( <b>mastiff</b> ) follows the characters down the street, whimpering. The dog becomes loyal if given food.
6	A gaggle of adorable street urchins crowd the characters, begging for coppers. Roll 1d20. On an 18-20 they steal a random item from one of the characters.
7	A doomsday cult dressed in flowery skull masks marches through the street. They try to convert the characters to "The Way of She Who Kills The Sun".
8	A local bakery offers free samples of mini mince pies. Roll 1d20. On a 1-5 the pie has an eyeball inside of it.
9	A half-man, half-crocodile mutant bursts up from a culvert and groggily attacks townspeople (stats as a <b>crocodile</b> , but it attacks with fists).
10	People flee as a prismatic smog fills the streets. Creatures caught within it are poisoned for 1 hour.
11	A fire burns up a noble's estate while a crowd watches. 100 gp in valuables can be recovered if the characters brave the flames.
12	A litter of four cyclops kittens mewl hungrily from a crate in the street. These creatures are adorable but have eye lasers (2d6 radiant damage).
13	Heavy rainstorm. Checks involving visibility and balance are made at disadvantage for the rest of the day.
14	A cart of healing potions takes a hard turn, causing a crate to spill onto the street. 1d4 + 1 potions remain intact, but the rest smash and form into a gelatinous monster ( <b>ochre jelly</b> ).
15	Five <b>goblins</b> run past the characters with armfuls of sausages, chased by an angry butcher as they try to escape to the sewers.
16	Two drunken <b>nobles</b> challenge the characters to a duel. They won't take no for an answer.
17	A trio of dwarf <b>thugs</b> carry a tied up halfling <b>noble</b> into a back alley. One dwarf tosses a bag of 50 sp at the nearest character and says "You didn't see anything". If rescued, the halfling rewards the characters with 10 gp and a favour of his house.
18	A water tentacle (stats as <b>grey ooze</b> ) emerges from a nearby well and tries to snatch up a nearby street urchin. If defeated, the tentacle falls apart. Three shadowy <b>cultists</b> watch this from a nearby alley. They retreat if approached.
19	A district crier announces that a wine wagon has broken down two streets over. A mob of wino elves rush down the street and threaten to trample the characters.
20	Roll again twice. Combine the results into a single encounter.

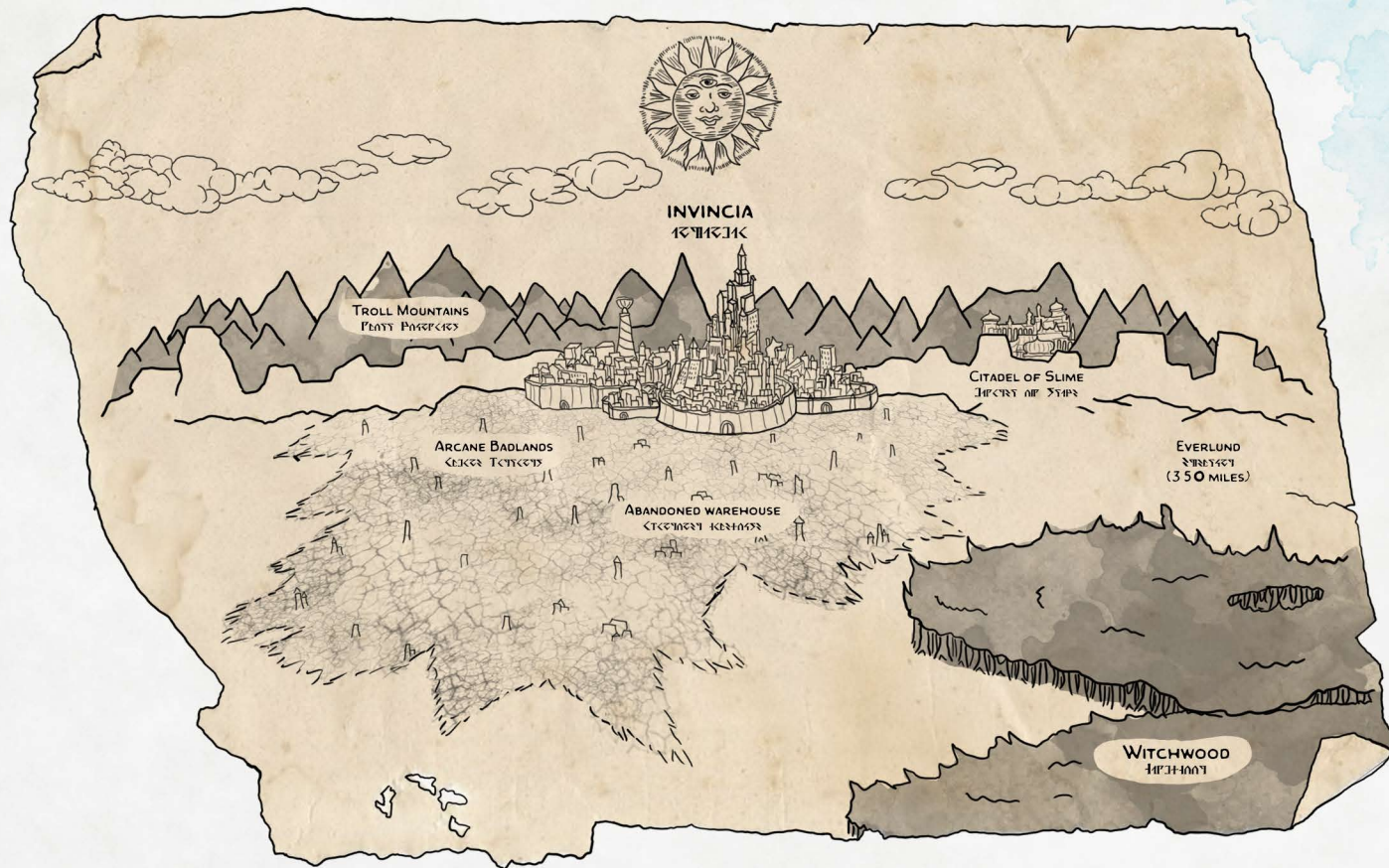


# MAP OF THE GARDEN DISTRICT AND PAUPER'S FIELD





# MAP OF OUTSIDE INVINCIA



## AREAS OUTSIDE OF THE CITY-STATE

Invincia rests at the base of the Troll Mountains to the north. The areas to the east, west, and south are teeming with adventure, excitement, and danger.

**Arcane Badlands.** A blighted landscape littered with the ruins of arcanums and wizard towers, the badlands were once home to the greatest magical achievements of the modern age. Now they're a dangerous wasteland of demons and chaos magic storms. The reek of ozone and decay fill the air. Few people live here, but many adventurers delve into the Arcane Badlands to recover treasures and magical secrets.

**Abandoned Warehouse.** The location of the Cult of Abundance's secret temple. 10 miles southeast of Invincia.

**Everlund.** Ruled by Queen Elizabeth Oberon and the home of Prince Fio, the kingdom of Everlund lays 350 miles southeast of Invincia.

**Troll Mountains.** A craggy mountain range populated by halfling eating trolls. These trolls have grown organized as of late, swearing fealty to Meltmoth (an ancient green dragon).  
**Rumble Hills.** Home to villages and towns of halflings, gnomes, and civil goblins. Occultists believe that beneath the hills are grottos filled with magic coral, the source of the wee folk's tranquil longevity.

**Witchwood.** A dark and haunted forest, home to the dour drow and wood elves. Witch's huts dot this forest like a rash. The human town of Hemloch stands as a single point of light against the dark of the woods.

**The Citadel of Slime.** A ancient fortress reborn as a church dedicated to the Oozing Presence, an elder god of the Far beyond. The area surrounding the citadel is lousy with gelatinous cubes and grey oozes. Slime Cultists venture south to kidnap people to sacrifice to the sludge pits.





OREL  
DREMARK

## STARTING PLAY

Regardless of what brought them there, the characters begin play in Invincia. It is assumed the characters all know each other from prior adventures together. Once the players have introduced their characters to one another, read or paraphrase the following text aloud:

You find yourselves in Invincia, the greatest city in the known world. While going about your business, a messenger dressed in noble attire approaches you, giving you a sealed letter from the Girdanish noble family. The letter reads:

*“Adventurers. I offer 1000 gold pieces to anyone who rescues the missing prince of Everlund, Fio Oberon. For more information, seek me out at the servant’s entrance to Girdania Manor in the Garden District. Discretion and privacy is of the utmost importance”*

*-Chamberlain Orel Drenmark*

Once the message is read, the messenger extends a hand to you and says “I can take you to Girdania Manor now, if you wish”

Those who are familiar with Invincia know that Girdania Manor is at the bottom of a hill in the Garden District. True to the message, Orel Drenmark can be reached by inquiring for him at the servant’s entrance of the manor.

## MEETING WITH OREL DREMARK

When the characters inquire about Orel Drenmark at Girdania Manor, the chamberlain sees to them immediately.

A well-dressed nobleman hurries down the stairs to greet you. He brushes his floppy black hair out of his eyes and looks you all over. The man is clearly exhausted and quite frazzled. He addresses you: “Greetings. I am Orel Drenmark, the chamberlain of the Girdanish family,” he says hurriedly with a strained smile, “I’ll cut right to the chase. I have a missing prince that I need found, and I’ll pay you a thousand gold pieces to do it.”

From there Orel goes into the details of Prince Fio Oberon’s disappearance. He shares most of the details from ‘A Prince Indeed’ in the Background section, as well as the following information:

- The prince was reported missing less than a day ago.
- His carriage was found overturned in the street in Pauper's Field (the next district over), but the prince’s jewels and coin purse were not taken.
- Both the carriage driver and Prince Fio’s attendant, Genevive Alorth, were murdered. Both bodies are being kept by Orel in the Girdania crypts. Genevive’s throat was slit while the carriage driver’s body was burnt and blackened.
- No one has come forward yet to demand a ransom for Prince Fio to either the Girdanish Family or the crown of Everlund.
- The Girdanish family are technically Fio’s older cousins. They want to keep this kidnapping quiet for now and have not gone to the Invincia Guard yet. Orel expects the characters to keep this quiet as well if they expect to be paid.
- If it was revealed that Prince Fio was kidnapped while in the Girdanish family’s care, it would doom them for generations in the eyes of the Oberon family.



## ROLEPLAYING OREL DREMARK

The chamberlain of Girdania Manor is a male human **noble**. He cares for the house and finances of the Girdanish family on their behalf. Orel is a nervous but kindhearted man who genuinely wants what is best for the nobility in his charge, which includes the visiting Prince Fio Oberon.

Orel has a noble accent and does his best to speak eloquently, but when frustrated or flustered his speech becomes plain and direct. He wants this situation handled quickly and for Fio Oberon to be returned to his family safe and sound.

## PAYMENT AND ADDITIONAL RESOURCES

Orel offers 1000 gp for the safe return of Prince Fio Obarskyr to his family at Girdania Manor. If he has been harmed or killed, Orel provides half that amount if the characters return with some proof of his demise.

Orel provides the characters with access to his staff of servants for questioning, as well as access to the bodies of the carriage driver and Fio's attendant if the investigation merits their examination.

If the characters ask for additional resources or money for investigation, Orel can be convinced to give 100 gp of the promised payment up front. This requires succeeding in a contest between a character's Charisma (Diplomacy) and Orel's Wisdom (Insight). He has a total bonus of +4 to Insight checks.

## THE SCENE OF THE CRIME

The players are free to investigate the scene of Prince Fio's kidnapping if they wish to gather up some clues that may have been missed. The carriage was attacked on a street in the Pauper's Field; a poor district of the city populated by lower class workers, porters, and beggars. When the characters arrive, read or paraphrase the following aloud:

Pauper's Field: a district of dusty shacks, crumbling tenement buildings, and fallow fields. It is home to Invincia's poorest and most desperate people, and a great deal of its thugs and criminals.

In the center of a grimy and desolate street in the Pauper's Field you see it: the prince's carriage. It's been overturned and broken into. The wood of the carriage's doors is cracked and splintered, as if violently opened. Blood stains the ground five feet from the carriage. Not far from that, the ground is scorched and burnt. Muddy footprints move off in all directions.

Closely investigating the scene using skills reveals the following:

- **Investigation** (DC 10). The carriage appears to have crashed. Something big must have startled the horses, causing the carriage to hit the curb and flip over. One of the wheels of the carriage is broken.
- **Investigation** (DC 15). You find a second set of carriage tracks leading away from the scene of the crime, headed south towards the Southeast Gate. These tracks are heavy in the mud for such a small carriage, implying a very full carriage.
- **Investigation** (DC 20). Picking through the interior of the carriage you find a few red scales the size of human thumbnails. These scales look like they could belong to a dragonborn or half-dragon, and they were torn away during a struggle.
- **Arcana** (DC 15). The scorch marks on the ground came from a gout of flame aimed down. It was either some manner of fire spell, or a breath attack.
- **Medicine** (DC 15). The attack that caused the pool of blood must have been a sneak attack, as too much blood has been spilled for the victim to have defended themselves. One of the attackers must have been a rogue or assassin.

What the characters do with these clues, and how they proceed is entirely up to them.



## RUNNING THE INVESTIGATION

There are several NPCs with clues and information regarding who kidnapped Prince Fio and where she might be. These NPC's are contacts, witnesses, and potential suspects. Players can use their characters' backgrounds to find these contacts, or they can pursue them based on hunches and good roleplaying.

- **Many Paths, One Answer.** Each contact, witness, or suspect has either clues that lead towards the true whereabouts of Prince Fio, or to another NPC who might have those clues. No matter which contacts the characters pursue, they'll gain enough clues through their investigation to point them to two concrete answers: That Prince Fio was kidnapped by the Cult of Abundance, and that the cult's hideout is a Hexruined property around 10 miles southeast outside of Invincia.

- **The Time Frame.** The adventure begins at midday and if uninterrupted Lur's ritual concludes at midnight. This gives the characters 12 hours to rescue him. Unless the characters all split up, assume investigating each NPC takes 1 hour. This includes time spent travelling across the city.

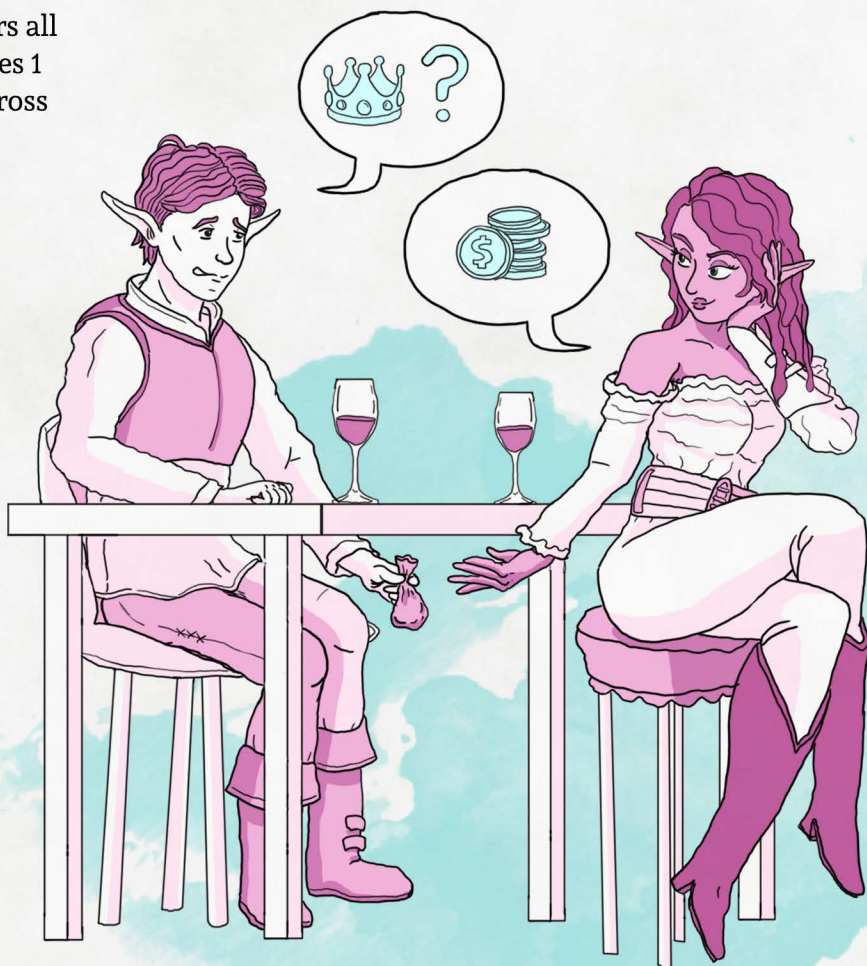
- **Reward Clever Thinking.** The players may come up with unexpected lines of investigation or pursue clues that you didn't come up with. As the Game Master, you have all the answers to who is responsible for this crime and where the criminals are located. If you think your players ideas are clever or novel enough, reward them with clues that lead to the final destination. Don't be afraid to use the random commoner and noble NPC tables on page \$\$, improvise new characters or details, or to use the players ideas in place of what is written in the adventure.

- **Roleplay and Skills Over Combat.** An investigation isn't something that involves a lot of clashing swords or fiery spells. Whenever possible, have players make skill checks or skill contests to determine successes over combative or stubborn

NPCs, rather than spending the time going into combat. Of course, if your players are spoiling for a fight, feel free to let them duke it out.

- **Improvise New Contacts.** Not every one of the five contact NPC's will be appropriate to the characters' classes and backgrounds. Be prepared to create more suitable NPC's on the spot. These new NPC's point the characters in the direction of the five contact NPC's listed below. For example, one player character may be a sailor who wants to gather information in a dockside bar, so you could invent a pirate drinking at the bar who's heard that a local priest (Dan Feldheim) has info. Another might be a scholar or sage who wants to collect information in a library, so you could invent a librarian who lends them a book...with a secret note inside instructing them to speak to an insider noble (Sorditia).

- **Red Herring Suspects.** There are three NPCs that are suspected of kidnapping Prince Fio. They didn't, but many people think they did. Don't dissuade your players from pursuing leads and clues that lead to these red herring suspects. No mystery or investigation is complete without a few false leads and dead ends.





# NPC'S IN THE INVESTIGATION

## NON-PLAYER CHARACTERS IN THE INVESTIGATION

### RED HERRING SUSPECTS

**Olaf Ogglerovich.** Male human noble. Knows Jay Ratsby has information on Prince Fio's comings and goings.

**Vorta Seesthstile.** Female half-elf spy for a dwarven cartel. Knows that it's likely a cult that has kidnapped Prince Fio.

**Jay Ratsby.** Male halfling wererat. Leader of the Ratter's Guild. Arranged the sale of Prince Fio's info to the cult from Genevieve Alorth. He suspects Vorta is the kidnapper.

### CONTACTS

**Rose Royce.** Female half-elf spy. Knows Olaf Ogglerovich wanted information on the Prince's route. She is a primary contact for criminals, urchins, and rogues.

**Gileen Beaufort.** Female human noble. Knows Genevieve sold Prince Fio's info to the Ratter's Guild. Suspects Olaf is the kidnapper. She is a primary contact for nobles, soldiers, and fighters.

**Sorditia.** Female human noble. Knows the Cult of Abundance is operating in the area. She is a primary contact for artisans, bards, and wizards.

**Father Dan Feldheim.** Male human priest of Knowledge. Offers services such as speak with dead and scrying for reduced prices. He is a primary contact for acolytes, scholars, clerics, and paladins.

**Waywocket Preet.** Non-binary gnome scout. Knows that a crazy woman (Old Sibbie) witnessed a prince being kidnapped. They are a primary contact for sages, hermits, outlanders, and druids.

### WITNESSES

**Invincia Guards.** Two male human guards. They were bribed 100 gp to let a suspicious carriage leave Invincia around the time Prince Fio was kidnapped.

**Old Sibbie.** Female human commoner. Witnessed Prince Fio being kidnapped by the Cult of Abundance and saw them escape to the southeast.

**Genevieve Alorth (deceased).** Female human noble. Betrayed Prince Fio's confidence and was killed by the Cult of Abundance. Can be communicated with via speak with dead by Father Dan Feldheim.

## RED HERRING SUSPECTS

No one in Invincia yet suspects that the Cult of Abundance is responsible for the kidnapping. Instead, many believe it was these two people. Neither of them did it.

### OLAF "THE OGGLER" OGGLERVICH

Olaf Ogglerovich is a male human **noble** who is a fierce enemy and rival to the Girdanish Family. Most Garden District nobility know of his strong hatred of the Girdanish and have seen his many schemes and plots to see them humiliated fail.

**Personality.** Olaf is an odious womanizer and lout, prone to rude outbursts and scheming. He's petty, vindictive, and despises those who he views as lower in station than he is.

**Location.** Olaf can be found in his own estate in the Garden District. His estate is guarded by six human **guards**.

**Who Suspects Him.** Gileen Beaufort believes Olaf has the motive and the capability to arrange a kidnapping. If asked, Orel Drenmark also admits that Olaf is a likely suspect.

**What Does Olaf Know.** Olaf didn't kidnap Prince Fio, but he was planning on using his visit to somehow disgrace the Girdanish family. He heard a rumour that Jay Ratsby, a member of the Ratter's Guild (a gang of rat catchers and thugs in Pauper's Field), has useful information on Fio's path through the city. Olaf gives this information up easily if he feels threatened or intimidated.





OLAF  
OGGLERVICH

VORTA  
SEESTHSTILLE

JAY  
RATSBY

## VORTA SEESTHSTILLE

Vorta is a female half-elf **spy** working for the Flintschafte Family, a dwarven cartel, to keep tabs on merchants and nobles in Invincia. Flintschafte's biggest competitor in trade and politics is Everlund now, so kidnapping the crown prince to destabilize the country's leadership isn't beyond belief.

**Personality.** Vorta is a charming but vicious manipulator who prides herself on getting others to do what she wants without them even realizing they're doing it. She prefers intimidation to diplomacy and isn't afraid to resort to violence if threatened.

**Location.** Vorta poses as a manager of The Last Resort, a nightclub in the Garden District. She is flanked by three dwarven thugs while there.

**Who Suspects Her.** Jay Ratsby, a member of the Ratter's Guild, knows she is a spy and suspects that she's behind the kidnapping. Waywocket Preet also knows that Vorta is a spy but is dubious whether she is the kidnapper.

**What She Knows.** Vorta knows that Jay Ratsby has information about the disappearance of a missing prince, and parts with this info for free.

She also knows that a new cult has been seen gaining followers in the city, but won't part with this information unless paid (50 gp). It's called the Cult of Abundance and she's heard its adherents are looking to sacrifice a noble to summon a new god.

## JAY RATSBY

Jay Ratsby is a male halfling **wererat** who works for the Ratter's Guild of Invincia, a street gang of halflings and wererats operating out of the sewers. Jay deals primarily in the selling and trading of sensitive information, such as Prince Fio's schedule and carriage route.

**Personality.** Jay Ratsby is a greedy, high pitched squeaker who delights in learning secrets and sharing gossip, but never gives up the goods until he's paid (At least 10 gp for a rumor). He acts and threatens others fearlessly, believing the whole Ratter's Guild gang will back him up in a fight (They won't).

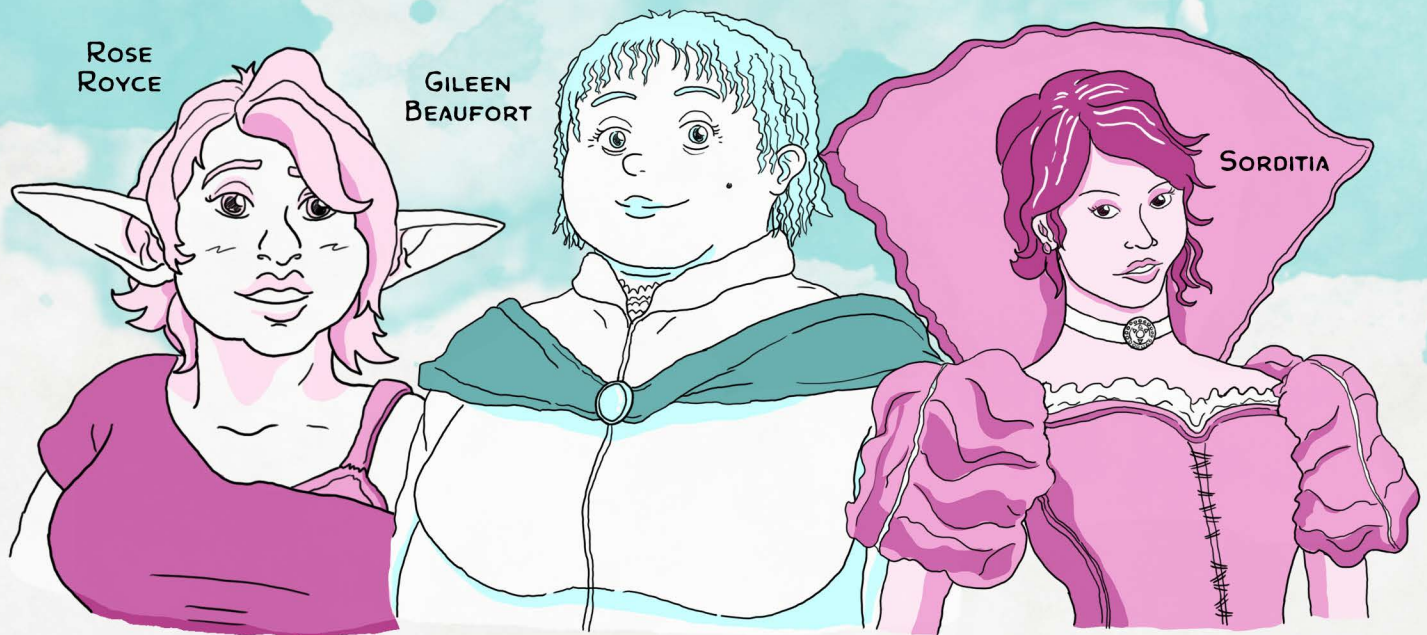
**Location.** Jay and the Ratter's Guild can be found in the sewers that connect Pauper's Field to the Garden District. Jay has two wererats backing him up in case of a fight.

**Who Suspects Him.** Olaf Ogglerovich knows Jay has information on Prince Fio's predicament. Gileen Beaufort and Rose Royce suspect he is directly involved in the prince's kidnapping.

**What He Knows.** Jay was the intermediary between Genevieve Alorth and Gorgeous, the tiefling member of the Cult of Abundance. Genevieve sold Prince Fio's schedule and route information to Jay Ratsby for 100 gp. Jay then sold it to Gorgeous for 200 gp. Jay knows Gorgeous is a grifter who used to work in city, but now he's fallen in with a cult that operates out of an abandoned warehouse outside of Invincia.

Jay also knows that Vorta is a spy for a dwarven cartel, and he suspects that she has the motive to arrange Prince Fio's kidnapping.





## THE CONTACTS

When players are looking for information about the kidnapping, they should be encouraged to reach out to people that their characters might know through their backgrounds or classes. At least two of the following NPC's should be appropriate fits for the characters' assembled backgrounds.

### ROSE ROYCE

Rose Royce is a female half-elf **spy** who works as an 'in-between', someone who makes connections with ne'er do wells and thieves on behalf of the nobles and aristocrats of Invincia who'd rather not dirty their hands. She uses the bulk of the money she makes from these transactions to fund orphanages in Pauper's Field, as well as her coffee and donut habit. She is a good friend to adventurers.

**Contact of...** Rogues, thieves, criminals, disgraced nobles.

**Personality.** Rose is a mixed race child of a prominent high elven noble family in the Garden District. Though she can comport herself with all the grace and poise of a noble, she's more often a straight talking, foul-mouthed guttersnipe. She's quick with a joke or an off-colour comment about the nobility of Invincia.

**Location.** Rose operates out of a corner booth in the Golden Ring café and donut shoppe in the Garden District. She has an arrangement with

the owner that she can see clients, so long as they buy coffee (5 cp) or a donut (2 cp).

**What She Knows.** Rose was approached by Olaf Ogglerovich to seek out information on Prince Fio's visit to Invincia so he could use it to harm the Girdanish family's reputation. She didn't have this information but she thinks the Ratter's Guild might. She suspects Olaf is responsible for the prince's kidnapping.

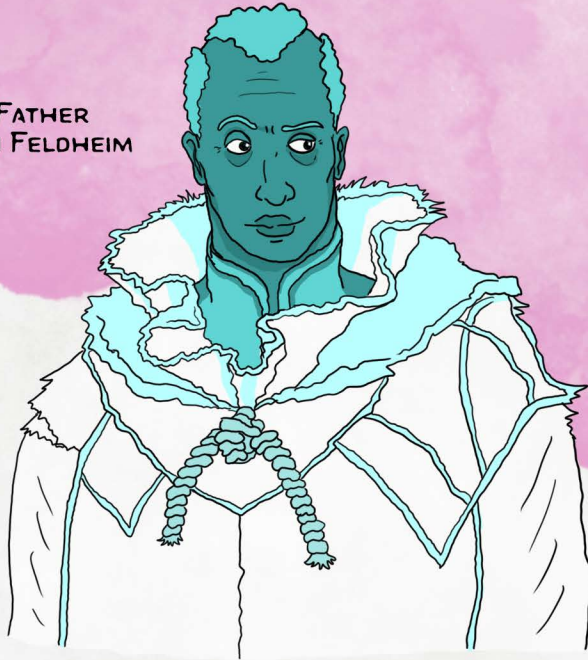
**Friendly Contact.** If Rose Royce is a friendly contact to one of the characters, she shares that her old boyfriend Gorgeous visited her recently. He too inquired about Prince Fio, which she didn't think of as noteworthy at the time. Now she wonders if he's involved in the kidnapping somehow. He mentioned he was currently "running with a very devoted crew" somewhere in the Arcane Badlands.

### GILEEN BEAUFORT

Gileen is a female human **noble** in her mid-forties. She was previously a duke of the Beaufort family in the Falls District, but transitioned to a duchess when she relocated to Gar. An outsider to the old money families of Invincia, she does her best to use her position to help the less fortunate in the city, acting as a contact to the Invincia Guard and numerous adventurer's guilds. This strong sense of justice and fairness makes her an ideal contact of virtuous adventurers.



FATHER  
DAN FELDHEIM



WAYWOCKET  
PREET



**Contact of...** Fighters, soldiers, and nobles.

**Personality.** Gileen is a friendly but no-nonsense kind of leader. She is driven to use her wealth and status to improve the lives of those in need. She despises nobles who act in distasteful ways and abuse their privilege for pleasure and personal gain. Selfless deeds and compassionate responses impress her, while greed and opportunism annoy her.

**Location.** Gileen and her retinue can be found in the Beaufort Estate, a modest mansion directly across the street from Girdania Manor.

**What She Knows.** Gileen knows that Genevieve Alorth, Prince Fio's attendant, was seen speaking to Jay Ratsby. She knows Jay is a member of the Ratter's Guild and is an information dealer, so she suspects that Gileen may have betrayed Prince Fio's confidence.

She suspects Olaf Oglervich, an odious nobleman, is involved in Prince Fio's kidnapping.

**Friendly Contact.** When approached by another lawful or virtuous character, Gileen shares that a dragonborn cultist, Lur, has been spotted in the area. She's heard that Lur was inquiring about 'Hexruined' properties outside of the city and can explain to the characters the significance of that. She says Lur is an enemy of Invincia and can describe her in detail. Gileen and Lur had a tense encounter in the city back when Gileen was a brand-new contact to the Invincia Guard, and Lur belonged to a gang.

## SORDITIA

Sorditia (pronounced sor-DISH-ahh) is a female human **noble** in her mid-twenties. She is an avant-garde dilettante who spends a great deal of her wealth of extravagant gallery shows, masquerade balls, and rooftop garden parties. She dresses in over the top fashions, wears elaborate wigs, and speaks with a lilt in her voice that conveys nobility.

**Contact of...** Nobles, bards, spellcasters of any kind, artists, those connected to the art or fashion scene.

**Personality.** Despite her ostentatious appearances, Sorditia cares about the state of the city and uses her influence to pressure fellow nobles into funding public works projects that benefit all Invincia's citizens. She is generous, and kind hearted but acts awkwardly around those of lower station/title than herself. She overcompensates around the poor and less fortunate to assuage her own guilt.

**Location.** Sorditia lives with over a dozen servants and attendants (commoners) in her manor in the Garden District. Her manor is difficult to miss; painted pastel pink and is decorated with robin's egg blue bunting.

**What She Knows.** Sorditia is sure that Prince Fio was kidnapped by a group outside of Invincia's nobility. She is a gossipmonger and has heard nothing to convince her that the Prince was taken for political reasons. She also knows that a new cult is being whispered about in



Invincia: The Cult of Abundance. Sorditia has heard that some other nobles are interested in this “opulent secret society promising plenty for all”, but she thinks they are up to no good. She has heard they operate somewhere southeast of the city.

**Friendly Contact.** When approached by someone who shares her interests in art and culture, Sorditia shares all the above information but adds that an enemy of the city has returned to Invincia: Drusila the Gourmand is a disgraced noble and chef who poisoned people with her food. Sorditia attended a dinner party hosted by Drusila where the Invincia Guard planned on arresting her. Drusila got away, and Sorditia has kept tabs on her ever since. Recently Sorditia has heard that Drusila is a member of the Cult of Abundance.

## FATHER DAN FELDHEIM

Dan Feldheim is a male human **priest** in his early thirties. Dan is a priest of a god of knowledge in Pauper’s Field, and while his vestments are worn and held together with patches he keeps his church immaculately clean. As a concerned citizen he is always seeking new information and rumors, and is willing to offer clerical services to those in need if it is in the service of “the greater good of Invincia”.

**Contact to...** Clerics, paladins, good-aligned wizards, acolytes, sages, and scholars.

**Personality.** Dan Feldheim is a man worn out and weary too early in life. He is dry and sarcastic, prone to drinking gin in the middle of the day. Despite this, he still endeavors to help those in need with the gifts bestowed to him by his faith.

**Location.** Dan Feldheim operates out of the All Faiths Church in Pauper’s Field.

**What He Knows.** Dan knows that something is amiss in Invincia, and he has a strong feeling that it is connected to Prince Fio and a Hexruined area just south of Invincia. He has no proof of this, chalking it up to “divine intuition”.

If asked, Dan offers to perform the following clerical spells for characters in exchange for “whatever manner of donation you can give”:

- *scrying*
- *speak with dead*
- *lesser restoration*

**Friendly Contact.** When approached by those of faith, Dan offers the above clerical spells to the characters for free. He also shares that an enemy of his has returned to Invincia: Xanaphia the Mad is a drow witch Dan has touselled with in the past. He shares that she is Hexblighted and she is obsessed with chaos magic. If pushed, he shares that Xanaphia and he used to be lovers before he became a priest and, as he puts it, “before she went really crazy”. He knows she recently joined a cult operating outside of Invincia, and he fears she is involved in Prince Fio’s kidnapping somehow.

## WAYWOCKET PREET

Waywocket Preet is a non-binary gnome scout in their mid-twenties. Waywocket is an herbalist and horsemaster to many of the nobles of Invincia, tending to their ponies, horses, and other beasts of burden for them. Waywocket is superbly dressed in bottle-green clothing and wears owlbear claw-rimmed spectacles. Waywocket can cast speak with animals as a 1st level spell three times per day.

**Contact of...** druids, rangers, outlanders, hermits, barbarians, and nature-lovers.

**Personality.** Waywocket talks fast and seems impatient most of the time. They get along best with animals and those who are close to animals, but they are willing to get out of their comfort zone if it means helping people in need. While Waywocket has a distrust of most nobility, they recall Prince Fio fondly, and they worry about his safety.

**Location.** Waywocket runs the Hoof and Herb, a private stable for the nobles of the Garden District. They are most often found there along with twelve draft horses (including the horses that belonged to Prince Fio’s carriage).

**What They Know.** Waywocket took in the horses that pulled Prince Fio’s carriage after they ran off after the attack. From them Waywocket learned that Prince Fio was kidnapped by a large female dragonborn, a male tiefling, and a brawny halfling. All of them wore dark robes with hoods. The horses shared that a single old human woman with prominent front teeth, dressed in rags, witnessed the whole thing. From that description Waywocket suspects it might be Old Sibbie, a transient woman living on the streets of Pauper’s Field.



Waywocket also knows that Vorta Seesthstile is a spy for a dwarven cartel, and they suspect Vorta of being involved in Prince Fio's kidnapping somehow.

**Friendly Contact.** When approached by another nature or animal lover, Waywocket shares that a hated enemy of hers has resurfaced: Blossom Bonecrusher. Blossom is a dangerous halfling mercenary who burned a large portion of the Nachtwood to the ground when being pursued by authorities. Waywocket says that Blossom has been spotted in Invincia, and they suspect that she is one of Prince Fio's kidnappers.

## WITNESSES

Speaking with the various contacts of Invincia may put the characters in touch with a witness or two to the kidnapping. These NPC's provide more accurate information but are harder to find and/or convince to share their stories.

### OLD SIBBIE

Old Sbbie is an elderly female human **commoner** who lives on the streets of Pauper's Field. She is dressed in dingy rags and carries seven cats around with her always. She witnessed the kidnapping in its entirety but is reluctant to share what she saw out of fear that the cultists may come back to kill her.

**Location.** Old Sbbie lives in the southeast side of the Pauper's Field, just a few blocks north of the South Gate. If other commoners in the Pauper's Field are asked about Old Sbbie or are given her description, they can direct the characters to where she can be found.

**What She Knows.** If persuaded and spoken to kindly, Old Sbbie shares that she saw the Prince's carriage overturn in the street. The horses went wild and ran off, then a gang of robed, hooded figures attacked the carriage. The carriage driver was burned alive by a scaly, dragon-like figure, and the prince's attendant had her throat slit. The robed figures dragged the Prince out and loaded him into a different carriage as it pulled up, which sped away towards the South Gate. Old Sbbie saw all this while hiding behind some nearby crates.

**Intimidating Sbbie.** Old Sbbie doesn't take kindly to harsh words or intimidation. If she is threatened or attacked, she siccs her seven **cats** on the characters and then attacks them herself.

## THE GUARDS

Garret and Galink are two male human **guards** in their early thirties, belonging to the Invincia Guard: the order that guards the city walls and patrols its streets. Garret and Galink were stationed at the South Gate of Pauper's Field the day of Prince Fio's kidnapping, and the two were bribed with 100 gp and a freshly baked cake by Lur and her cultists to let their carriage leave the city freely.

**Location.** Garret and Galink are stationed at the South Gate in Pauper's Field. If either Waywocket or Old Sbbie are listened to, the South Gate is the one they direct the characters to.

### THE HEXBLIGHT

The Hexblight was an arcane disaster that despoiled the lands surrounding the city-state of Invincia. Long ago, the region was filled with wondrous magics and mighty spellcasters. Wizard's towers dotted the countryside. Magic was a way of life. But an unforeseen disaster took hold: terrible arcane storms were summoned out of nowhere, and chaos magic blighted the land and mutated all creatures within it, turning them into demons and monsters.

This disaster became known as the Hexblight, and the lands surrounding the city were renamed the Arcane Badlands; a desolate place of ruins and monstrosities. Now, magic is treated with fear and caution.

Locations still corrupted by the multicolour-flamed chaos magic are 'Hexruins'. Hexruined properties still litter the region; uninhabitable ruins that no lord or company wishes to deal with.

Creatures touched by the Hexblight that retain their sanity often have unnatural magical powers or mutations. The number of Hexblighted people in Invincia is incredibly few, and most of the populace have forgotten they even exist.





**What They Know.** Garret and Galink are both in a variety of debts due to drinking and gambling. When questioned about Prince Fio, guarding the gate, or any suspicious activity on the day of the kidnapping, both avoid the issue and try to push the characters to leave. Successfully persuading or intimidating the two guards makes them reveal that they were bribed to let a dragonborn with a suspicious carriage leave the city.

**The Bribe.** If intimidated or persuaded, the guards offer to share part of their bribe (up to 50 gp and half of the cake) if the characters stay quiet about this, as it would cost the guards their positions. The cake they were given rests on a nearby table, untouched. Unbeknownst to the guards, this cake is one of the Cult of Abundance's enchanted cakes (See Magical Weight Gain on page 8). The cake detects as magical (Enchantment magic).

## GENEVIEVE ALORTH (DECEASED)

Genevieve Alorth is a female human noble who served as Prince Fio's attendant until she was killed by the Cult of Abundance. If the characters make use of Dan Feldheim's clerical services of the *speak with dead* spell, communication with Genevieve is possible.

**Location.** Genevieve's body is in the crypts of Girdania Manor in the Garden District. Dan Feldheim's church is in Pauper's Field.

**What Her Corpse Knows.** Genevieve reveals that she sold Prince Fio's schedule and carriage route to Jay Ratsby. Her family had fallen on hard times and Genevieve was desperate for money. She reveals the appearances of the cultists she saw before she was killed: a female dragonborn, a male tiefling, and a brawny female halfling. She also recalls the dragonborn saying "Do not harm the prince! The Immense Provider can only be summoned if he is intact and unblemished!"

## WRAPPING UP

By the time the investigation is over, the characters should know the following:

- Prince Fio was kidnapped by a hooded group of figures.
- His kidnappers escaped via the South Gate in Pauper's Field.
- Prince Fio is likely somewhere outside of the city-state, south towards the Arcane Badlands.

Excerpt from Lur's Notes:

The world Gullot promises is one of eternal abundance. Will it end the divide between the poor and the parasites for good? I don't honestly know.

But, whatever world the Immense Provider has in store for us has to be better than our present one.





## PART 2: THE SECRET TEMPLE

Ten miles south of Invincia the Cult of Abundance have built their hideout and temple into an abandoned Hexruined warehouse. Its lower floors are suffused in waves and eddies of chaos magic, making it unsafe for most creatures to inhabit. These conditions make it perfect for the cult and its scheme to summon a Far Beyond deity onto the Prime Material Plane.

Lur has taken Prince Fio to the lowest area of the temple to perform the summoning ritual. She has ordered her five subordinates to each guard a level of the temple, ensuring no meddling adventurers might interrupt her. When the cult first arrived in the abandoned warehouse, each cultist claimed a level as their own to live and work in while Lur perfected the ritual.

The characters' investigation leads them to this abandoned warehouse filled with cultists, and it is up to them to brave its horrors and rescue Prince Fio before it's too late.

### THE CULTISTS

Lur has amassed five devoted cultists to her cause. Each of these cultists has their own subordinates who are loyal to them. In some cases, more loyal to them than to the Cult itself. Statistics and descriptions of the five devoted cultists can be found in Appendix B. In brief they are as follows:

- **Gorgeous.** Gorgeous is a male tiefling rogue who owes Lur a favour from their time together as mercenaries. Clever, quick-witted, and charming, Gorgeous is a talker, not a fighter, commanding a handful of devoted cultists. Gorgeous guards the Warehouse Entrance (Level 1).
- **Blossom Bonecrusher** Blossom is a female halfling barbarian who owes Lur a life debt for saving her after Blossom razed a portion of the Witchwood to escape the authorities. She claims to be bound by honor, but she is also needlessly cruel and violent, commanding a group of halfling cultist warriors. Blossom guards the Sinister toreroom (Level 2).



- **Sir Marrowhad.** Sir Marrowhad is a male elf skeletal creature. In life, Marrowhad was the servant of Drusila the Gourmand. In death, he found himself still utterly devoted to her well-being, continuing to serve her in undeath. Loyal, chivalrous, and selfless even in death, Sir Marrowhad harbors an obvious love for Drusila that prevents him from passing on. Sir Marrowhad guards the Records Room (Level 3).
- **Xanaphia the Mad Drow.** Xanaphia is a female drow witch who left the Underdark to pursue Lur's cult. The drow foresaw that Lur's plans would lead her to a place of tied to the Hexblight, which Xanaphia has devoted herself to researching. Bubbly, inquisitive, and utterly mad, Xanaphia is protected by two loyal cultists and a room of chaos magic surges. Xanaphia guards the Hexruined Chamber (Level 4).
- **Drusila the Gourmand.** Drusila is a female elf noble who used to be the most prominent chef in Invincia. An accidental poisoning ruined Drusila's reputation, so now she works with Lur to bring about a new world where her she might rise to stardom again. Haughty, zaftig, and self-absorbed, Drusila commands a whole kitchen's worth of animated objects. Drusila guards the Corrupted Kitchen (Level 5).

## FINDING THE SECRET TEMPLE

If you are not using Part 1 of the adventure, or if the players have skipped over or bypassed the investigation, they need to find the abandoned warehouse where Lur has built her secret temple. Use one or more of the following:

**Following the Signs.** Various clues can lead characters from the gates of Neverwinter to the secret temple. A successful DC 10 Intelligence (Investigation) check reveals deep carriage tracks leading across the plains south to abandoned spellplagued buildings. A successful DC 12 Wisdom (Perception) check reveals sight and smell of a campfire going in one of the spellplagued buildings. Feel free to have characters use any other appropriate skills to uncover signs of cultist activity.

**Bandits on the Road.** If your players are spoiling for a fight, they can encounter a group of bandits (Three **bandits** and one **bandit captain**). If forced to surrender or interrogated, the bandits reveal that they were paid 30 gp by a dragonborn cultist to keep people from getting too close to the secret temple. The bandits know there's a cult operating there, but little else.

**Strange Animals.** The countryside within ten miles of the secret temple is populated with creatures that were test subjects of Drusila, Xanaphia, and Lur. These animals had the enchanted cake tested on them, and as a result are 50 to 100 pounds heavier than usual. These animals include cats, mastiffs, rats, weasels, and wolves. A successful DC 12 Intelligence (Arcana or Nature) check reveals these animals have been enchanted. If characters communicate with these animals, through a speak with animals spell or a druid's Wild Shape ability, the animals explain how they were experimented on by cultists and then left in the wild to deal with their own expanded forms. The animals can direct the characters to the abandoned warehouse where they were experimented on.





**DANGER! HEXRUINED AREA!**  
**Chaos magic can cause irreversible arcane harm to  
 living creatures. Enter at your own risk!**

**ᚱᚰᚲᚱᚱ! ᚱᚱᚰᚰᚰᚰᚰ ᚲᚰᚰᚰᚰ!**  
**ᚱᚰᚰᚰᚰ ᚰᚰᚰᚰᚰ ᚰᚰᚰ ᚰᚰᚰᚰᚰ ᚰᚰᚰᚰᚰᚰᚰᚰᚰᚰᚰ ᚲᚰᚰᚰᚰ ᚰᚰᚰᚰᚰ**  
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## ARRIVING IN THE HEXRUINED AREA

Once the characters have left Invincia and travelled roughly 10 miles southeast, read or paraphrase the following:

The grassy hills and rolling plains give way to a collection of crumbling stone ruins. The remains of old stores, warehouses, and wizard towers. A prominent sign post nearby contains a warning written in common, elven, dwarven, and halfling:

**DANGER!**  
**Hexruined AREA!**

*Chaos magic can cause irreversible arcane harm to living creatures. Enter at your own risk!*

Looking again, a faint magical aura hangs over the area. Waves of translucent multicoloured flame rise and crash against the buildings. In between them, waves of magic swirl about like dust devils.

Black smoke rises from one abandoned warehouse: A campfire.

Crossing the Hexruined area to get to the Warehouse Entrance (Level 1) requires a successful DC 10 skill check (Acrobatics, Arcana, or Survival). Failure causes a character to be affected by a random chaos magic surge (See page 35).

## FINDING THE SECRET TEMPLE

The abandoned warehouse is dry and sandy inside, smelling vaguely of ash and rot.

**Ceilings.** Hallways and rooms are 10 feet high unless noted otherwise.

**Doors.** Unless noted otherwise all doors are 6 feet tall, 4 feet wide, and are made of wood and bound with iron fittings, hinges, and doorknobs.

**Walls.** The walls are constructed with crumbling stone bricks. In some areas these stone walls are covered by wood paneling.

**Floors.** All floors are made from smooth stone tiles. In many rooms these tiles are cracked or broken.

**Light.** Unless noted otherwise, most rooms are dimly lit by torches, lanterns, or candles held in wall sconces.

**Traps and Hazards.** Unless otherwise noted, spotting most traps and hazards without actively looking for them requires a passive Wisdom (Perception) score of 15 or higher. Spotting a trap when actively searching for it requires a successful DC 10 Wisdom (Perception) check.

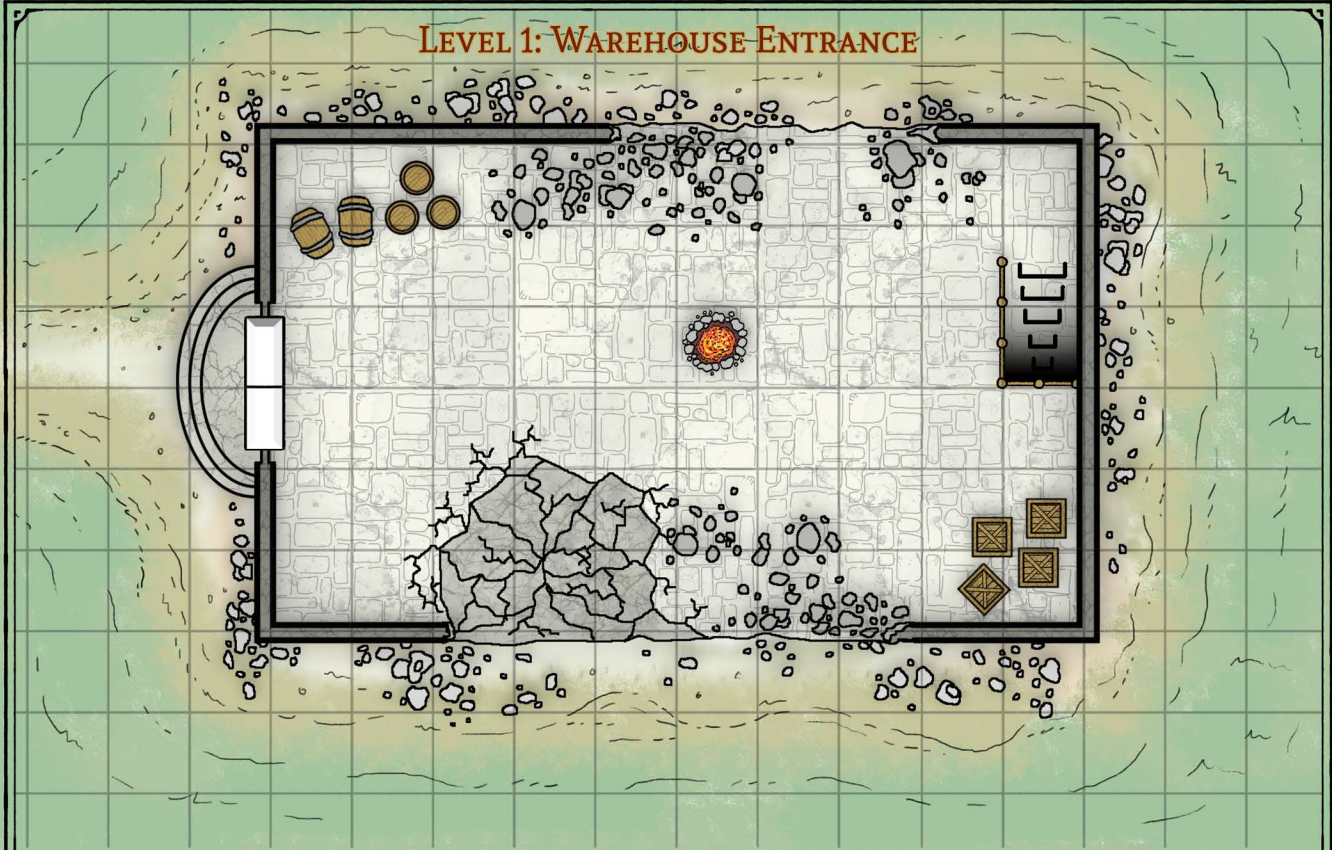
**Secret Doors.** An "S" on the Secret Temple Map indicates a secret door. Secret doors are made of stone or wood and blend into the surrounding walls. Spotting a secret door without actively looking for it requires a passive Wisdom (Perception) score of 15 or higher. Spotting a secret door when actively searching for it requires a successful DC 10 Wisdom (Perception) check. The secret door pushes in and then slides out of the way to reveal the room beyond.



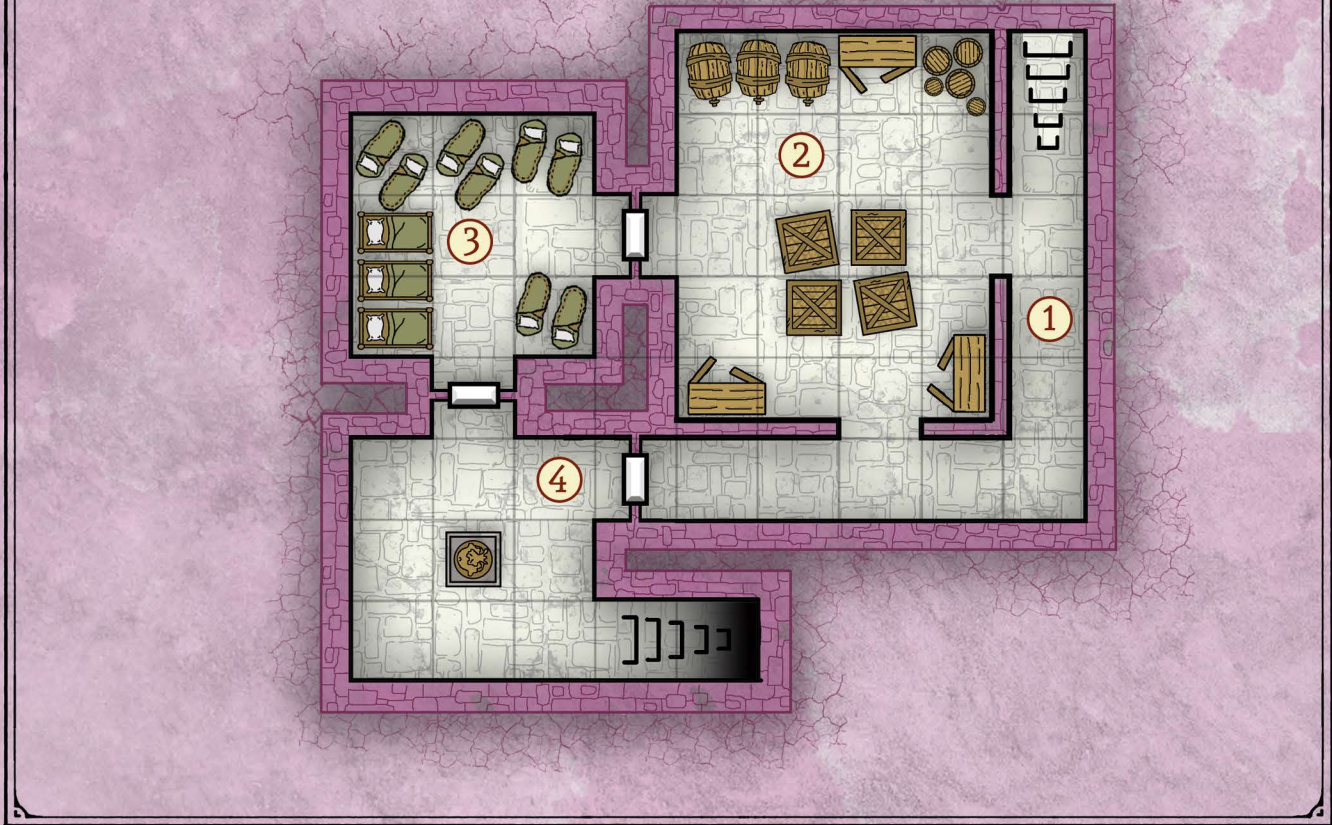
# DUNGEON MAP (LEVEL 1 TO 2)

1 square = 10 feet

## LEVEL 1: WAREHOUSE ENTRANCE



## LEVEL 2: SINISTER STOREROOM





## LEVEL 1.

# WAREHOUSE ENTRANCE

When the characters approach the warehouse, read or paraphrase the following aloud:

A ruined warehouse of stone and wood lays before you. Its roof is completely collapsed and only two of its exterior stone walls are still standing. The flagstone floor to the south of the room is badly cracked and sunken into the ground. A red-skinned tiefling in combat leathers sits on a pile of wooden crates in the southeast corner, while three robed figures sit by sputtering fire in the center of the ruin.

**Gorgeous and the Cultists.** Sneaking up on Gorgeous and his cultists requires succeeding on a DC 15 Dexterity (Stealth) check. If alerted to the characters presence, the cultists stand and arm themselves, but Gorgeous tells them to relax. The tiefling rogue introduces himself to the characters and tells them there's nothing of interest here for them. He handily answers any questions the characters have for him about this place or the cult, but he avoids sharing any details about the Prince (See the 'What the Cultists Know' sidebar).

Gorgeous does his best to non-violently dissuade the characters from entering the lower levels of the warehouse, even resorting to paying them off (5 gp each). If attacked, Gorgeous and his cultists fight until they reach half health before surrendering. If beaten, Gorgeous admits he doesn't have the faith he once did in Lur's plan and asks the characters to stop her. He offers information about the cult and its plan in exchange for his and his cultists' lives.

**Collapsing Floor Trap.** A 20-foot-square area of the floor is cracked and sags down into the level below. Any medium sized creature who walks across this area causes the floor to collapse. A creature within the area when the floor collapses must make a DC 10 Dexterity saving throw. Success means they leap back onto stable ground. Failure causes them to fall 10 feet to the floor below, taking 12 (4d6) bludgeoning damage from the fall and debris.

**Stairs.** A set of stone stairs in the northeast corner of the chamber lead down to the storeroom in Level 2.

## TREASURE

If beaten, Gorgeous and his cultists have 30 gp between them all, as well as an ebony figurine of a rotund, tentacled creature with a ruby set in its navel (meant to symbolize The Immense Provider) worth 20 gp, and a chapbook entitled "A Dullard's Guide to Cults: How to make money worshipping old gods" worth 8 sp.

### DECEIVING THE CULTISTS

If the characters disguise themselves as members of the Cult of Abundance or try to pass themselves off as new initiates, they must succeed on a Charisma (Deception or Performance) check.

- The DC to fool the basic cultists is 12.
- The DC to fool the guardian cultists (Gorgeous, Blossom Bonecrusher, Sir Marrowhad, Xanaphia, or Drusilla) is 20.
- Lur, the cult's leader, cannot be fooled by disguises or deception.

### WHAT THE CULTISTS KNOW

If the characters charm, intimidate, or question any of the cultists on any level of the dungeon, they share the following:

- The leader of the cult is a female dragonborn named Lur.
- The cult is devoted to a new goddess of abundance and plenty, and by making sacrifices to her the cult can bring her onto the material plane where she can provide them all with never-ending abundance.
- They have been warned not to eat any of the pink-frosted cakes found on the lower levels.
- An Everlundian prince was kidnapped to be the sacrifice that brings their new goddess onto the material plane. The prince and Lur are both in the ritual chamber on the lowest level of the dungeon.



## LEVEL 2.

### SINISTER STOREROOM

This level is guarded by Blossom Bonecrusher and her halfling cultists. If combat took place on Level 1, or if the collapsing floor trap was set off, Blossom and her fighters are on guard, ready to surprise attack anyone who enter this level.

#### 1. HALLWAY

This L-shaped hallway bends to the west and ends in a door. Raggedy red curtains separate it from the adjoining storeroom. If the characters are stealthy and succeed on a DC 15 Dexterity (Stealth) check, the cultists in room 2 don't hear them coming.

**Collapsing Doorway Trap.** The door at the end of the hallway is trapped. Disarming the trap requires a successful DC 15 Dexterity (Sleight of Hand) check. Failing this check or opening the door without disarming the trap causes the ceiling above the door to collapse on every creature within 10 feet of the door. Any creature within the area must make a DC 10 Dexterity saving throw. A creature takes 12 (4d6) bludgeoning damage from falling and debris on a failed save and half as much on a successful one.

This trap cannot be triggered if the Collapsing Floor Trap on Level 1 has already been triggered.

#### 2. STOREROOM

The sounds of crates being moved and opened can be heard coming from this room. Parting the curtains reveals a storeroom lined with shelves and filled with crates of provisions and baking supplies. The room is occupied by two halfling **cultists** who are unloading crates.

#### 3. SLEEPING AREA

A dozen cots fill the room. Unless the characters have been loud and combative, four cultists are sleeping here. Otherwise they are awake and on guard.

#### TREASURE

Tossing the sleeping area reveals 22 cp, 11 sp, and 5 gp, as well as a silver hand mirror decorated with flames (10 gp), and a shaving kit (5 sp).

## 4. PRAYER ROOM

An altar to the Immense Provider rests in the center of the room. Unless the characters have been loud, Blossom Bonecrusher and two halfling **cultists** are found praying here.

**Blossom Bonecrusher and Cultists.** When characters enter the room, Blossom and her cultists confront the characters. If the characters have disguised themselves as cultists or otherwise ingratiated themselves to the cult, Blossom insists they join her in prayer before proceeding to the rooms beyond. If the characters refuse or attack her or the cultists, they retaliate. Blossom Bonecrusher (See Appendix B) attacks relentlessly, unable to be charmed or persuaded once she begins fighting. She fights to the death.

**Altar.** Sitting atop a two-foot-tall stone pedestal is a carved wooden idol of the Immense Provider: a rotund feminine form with tentacles for limbs and mouths for eyes. Any character that prays to the idol must make a Wisdom saving throw (DC 12). Failure grants the character a random form of temporary madness (See the 'Madness of Gullot' section on page 34).

#### TREASURE

The carved wooden idol is worth 25 gp if sold to a collector or occultist. Blossom Bonecrusher carries a silver holy symbol of Gullot (10 gp). The two cultists carry 15 cp, and 11 sp in their pockets.

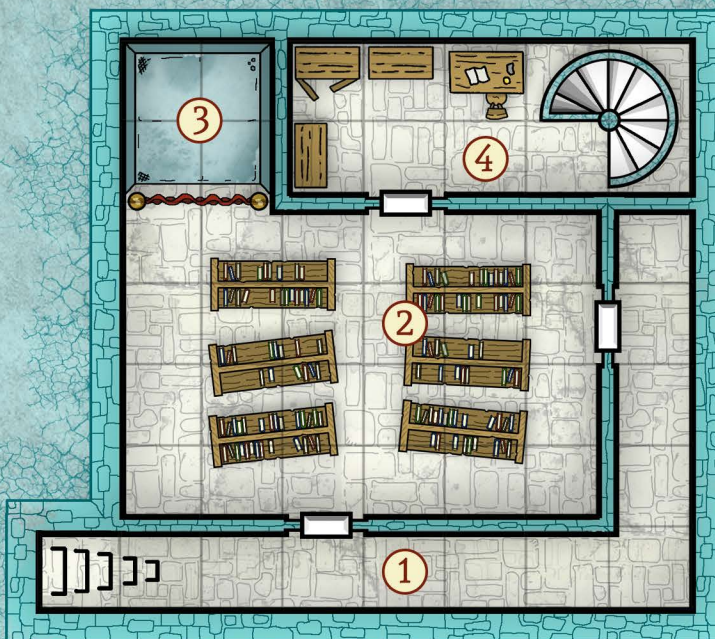




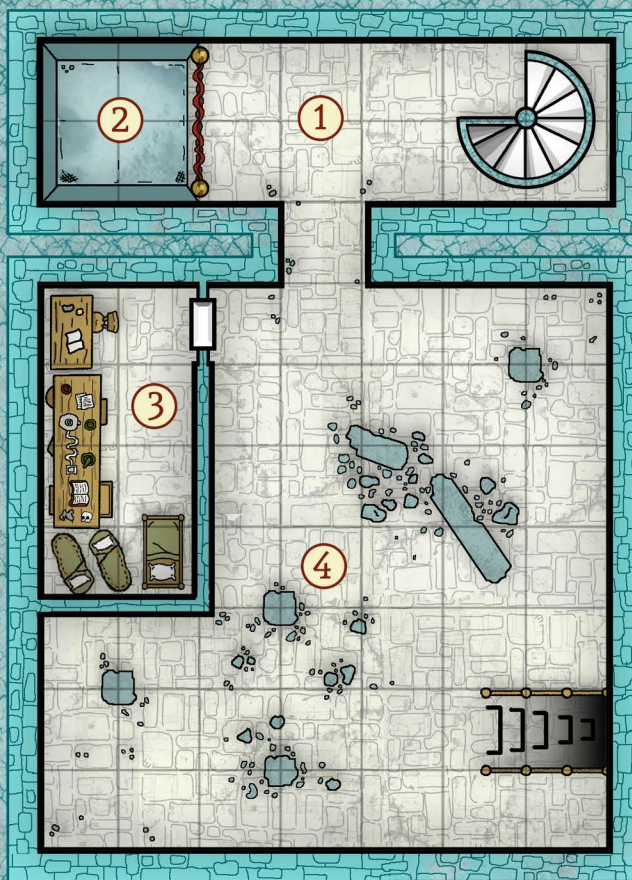
# DUNGEON MAP (LEVEL 3 TO 4)

1 square = 10 feet

## LEVEL 3: RECORDS ROOM



## LEVEL 4: HEXRUINED CHAMBER





## LEVEL 3. RECORDS ROOM

Aged and faded books and records from over 100 years ago fill this level. There is also an elevator that the cult uses to transport supplies and ingredients to the kitchen quickly. This level is guarded by Sir Marrowhad alone.

### 1. HALLWAY

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This L-shaped hallway smells strongly of paint. Its walls are decorated with an unfinished fresco depicting all the members of the Cult of Abundance heralding the arrival of the Immense Provider. Drusila is featured most prominently; appearing almost deified. Some of the paint on the walls is still wet.

### 2. LIBRARY

---

Rows of dusty bookshelves fill this room, each containing numerous old tomes. The floor is littered with half-full paint cans and brushes. Sir Marrowhad wanders through the room, guarding the level while on a break from painting.

**Sir Marrowhad.** The undead creature is dressed in rusted elven armor (See his statistics in Appendix B). If approached peacefully he engages characters in conversation, talking about his devotion to Drusila the Gourmand and how terrible things have been for her as of late. Succeeding on a DC 10 Wisdom (Insight) check reveals that Sir Marrowhad is hopelessly in love with Drusila, and that his every action is done in her best interest, or at her behest. If the characters try to move past Sir Marrowhad, he stops them and proclaims “You can go no further. My lady’s endeavors cannot be interfered with. Retreat now, knaves, or I shall dispatch you”. Sir Marrowhad fights to the death.

**Bookshelves.** Most of the books are ruined, their pages crumbling away when opened. The few books that are intact (See “Treasure”) are on topics such as human biology, history of the Invincia’s upper districts, the Citadel of Slime, and the courtship and mating habits of giants. If you are using this adventure as part of an ongoing campaign, one or more of the books are on a topic relevant to the characters’ interests or the ongoing plot.

## TREASURE

Sir Marrowhad’s elven armor is suit of +1 chainmail armor. He also has a silver locket (15 gp) with two portraits within: Drusila the Gourmand and a young, fine featured elven man (Sir Marrowhad when he was alive).

If every bookshelf is searched, there are 2d6 intact books in them worth 10 gp each.

### 3. ELEVATOR

---

Beyond the curtain is a 10-foot-square lever operated elevator. The elevator is rickety and old, its rusted gears squealing as it descends or ascends. It can move between levels 3, 4, 5, and 6, stopping on each floor as it moves.

Every time the elevator is used, roll 1d8. On a roll of 5 to 8 the elevator works perfectly. On a roll of 2 to 4 the elevator jams and can only be fixed with a DC 25 Strength (Athletics) check or a DC 20 Dexterity (Thieves’ Tools) check. On a roll of 1 the elevator breaks and plummets down to Level 6. Any creature on the elevator must succeed on a DC 10 Dexterity saving throw to jump off in time. Failure causes the creature to fall along with the elevator and take 1d6 bludgeoning damage for each level plummeted down, including the one it starts on (Ex: if the elevator is on Level 4 when it breaks, the creature takes 3d6 bludgeoning damage).

### 4. OFFICE AND RECORDS

---

A clerk’s office covered in dust and grime. Cabinets line the walls, filled with faded parchment records. A stone spiral staircase leads down to the level below. A single slice of pink-frosted cake with a fork rests on a plate on a desk. The cake is enchanted (See ‘Magical Weight Gain’ on page 8).

## TREASURE

Piled atop a writing desk are some items of interest: a silk coin purse embroidered with the royal chimera crest of Everlund (filled with 40 gp), a gold Everlundian signet ring (15 gp), a scroll of pedigree denoting the status of prince of Everlund, and a ceremonial rapier with a golden hilt (50 gp). All of these are possessions of Prince Fio that were stripped from him.



## LEVEL 4.

# HEXRUIINED CHAMBER

This level is suffused in magical energy left over from the Hexblight, making it dangerous for humanoids to be present in. The only illumination in this room comes from the dim ghostly blue glow of the Hexblight energy within it. It is here that the cult collects magical energy to fuel both Drusila's cake recipes and Lur's ritual to connect to the Far Beyond. Xanaphia the Mad guards this level along with a pair of mutated cultists.

### 1. HALLWAY

This 20-foot-wide hallway is unlit. An eerie blue illumination can be seen from the entryway to the south chamber.

### 2. ELEVATOR

Beyond the curtain is a 10-foot-square lever operated elevator. The elevator is rickety and old, its rusted gears squealing as it descends or ascends. It can move between levels 3, 4, 5, and 6, stopping on each floor as it moves.

Every time the elevator is used, roll 1d8. On a roll of 5 to 8 the elevator works perfectly. On a roll of 2 to 4 the elevator jams and can only be fixed with a DC 25 Strength (Athletics) check or a DC 20 Dexterity (Thieves' Tools) check. On a roll of 1 the elevator breaks and plummets down to Level 6. Any creature on the elevator must succeed on a DC 10 Dexterity saving throw to jump off in time. Failure causes the creature to fall along with the elevator and take 1d6 bludgeoning damage for each level plummeted down, including the one it starts on (Ex: if the elevator is on Level 4 when it breaks, the creature takes 3d6 bludgeoning damage).

### 3. LABORATORY

Xanaphia and her two lab assistants are hard at work in this mostly intact room. If the characters are not stealthy as they enter the wild magic hall, Xanaphia and her assistants leave the room and attempt to subdue and capture them. Both Xanaphia and her assistants are immune to the effects of the chaos magic.

**Xanaphia.** This mad female drow witch (See appendix B for statistics) is hard at work siphoning the wild magic of this level into liquid residuum that can be used in magical rituals. When facing the characters, her analytical side takes over: she blocks their path and asks them several questions about how they've gotten past the cult up to this point, as well as what their family's magical history is. Once captured, Xanaphia wishes to observe the effects of the chamber's magic on the characters. Because of her madness, Xanaphia cannot be charmed or intimidated into abandoning her duty to Lur or her research. She fights to the death unless her obsession with the Hexblight and magical research is appealed to.

**Lab Assistants.** Rosenstern and Guildenkranz are two male human cultists who were given to Xanaphia by Lur to help with her experiments. Both cultists have become immune to the wild magic but suffer disfiguring mutations as a result. Half of Rosenstern's face looks like a praying mantis' face. Guildenkranz has ten octopus-like tentacles instead of legs. Both cultists are miserable and only obey Xanaphia out of fear. They join the characters' side at the first available opportunity.

### TREASURE

Xanaphia has a vial of blue liquid. A successful DC 12 Intelligence (Arcana or Medicine) check reveals that this is an antidote to magical weight gain. A creature who drinks this antidote immediately loses 2d6 × 10 lbs. There are 1d4 + 1 bottles of liquid residuum amid the lab equipment (50 gp each). If a bottle of residuum is drunk, the imbiber must make a Constitution saving throw (DC 10). Success causes them to regain 1 spent spell slot of any level, if applicable. Failure causes the imbiber to be Poisoned. The lab equipment in this room is worth 50 gp.

#### *Xanaphia's Observations*

*Lur is absurd. Her and her cultists seek to end hunger and class divide by opening a portal to the Far Realm. Like cooking food with a fireball spell. Illogical, but it gets me what I need.*



## 4. CHAOS MAGIC HALL

When the characters enter this room, read or paraphrase the following out loud:

The large ruined chamber before you glisten with dim multicoloured light. Thick curtains of magical energy wave and shimmer before your eyes, filling every part of the chamber. It all smells faintly of ozone and burning. The rubble from ruined stone walls and support columns rest upon the floor. Whatever this room was once, the Hexblight has destroyed it. A set of stone stairs leading down can be seen at the other end of the chamber.

**Chaos Magic Surges.** Any creature that moves more than 20 feet through this room must make a DC 10 Intelligence saving throw. Success means you moved that distance unaffected. Failure means you've been affected by a chaos magic surge and must roll on the Random Chaos Magic Surge Table. This saving throw must be repeated for every 20 feet moved through this chamber. The effects of a chaos magic surge last for 10 minutes unless otherwise specified. If you roll a natural 20 on your Intelligence saving throw, you are immune to wild magic surges for 10 minutes.

**Rubble.** The stone rubble and ruined walls in the room is high enough to provide 1/2 cover.

### Xanaphia's Observations

I am recording the effects of Hexblight exposure on a human subject.

1. The prismatic flames have engulfed him.
2. The chaos magic has caused his skin to blister and bubble. Fascinating.
3. Subject's lower mouth has mutated into that of a praying mantis (Thankfully silencing his screams).
4. Subject's lower limbs have fallen off, replaced by a number of squid-like tentacles (Jealous).
5. Subject has expired. A pity.

### Chaos Magic Surge Table

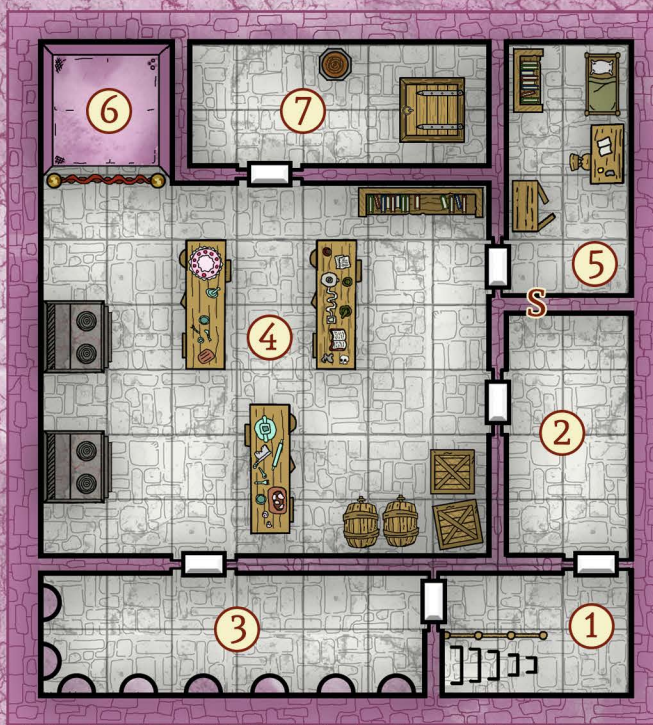
Roll (1d20)	Result
1	You grow 1d6 extra eyeballs on your face.
2	You cast <i>reduce</i> on yourself, shrinking yourself to the size of a doll.
3	Your arms fall off and wriggle away. They now have a mind of their own. Roll 1d6. On a roll of 1 or 2 they attack you.
4	You cast <i>polymorph</i> on yourself. You automatically fail the saving throw and are turned into a <b>gelatinous cube</b> .
5	You age by 1d10x5 years.
6	You cast <i>invisibility</i> on yourself.
7	Roll 1d6. On an even numbered roll you cast <i>levitate</i> on yourself. On an odd numbered roll, you cast <i>levitate</i> on every creature within 30 feet of you.
8	Your left eyeball floats out of your skull and becomes a creature. This creature has 4 hit points but can cast spells as if it were a <b>mage</b> . Roll 1d6. On a roll of 1 or 2 it attacks you. Otherwise it acts as an ally.
9	Your body is powerfully magnetized, attracting metal from up to 30 feet away. Any creature with metal weapons or armor must make a DC 10 Strength saving throw to avoid losing their weapons or being pulled towards you.
10	You cast <i>call lightning</i> as a 3rd level spell, centered on yourself.
11	The next thing you say aloud to another creature is cast as if it is a <i>suggestion</i> spell cast at 2nd level spell.
12	Your head turns 180 degrees around, facing backwards. You have disadvantage on all rolls while your head faces this way.
13	You regain 2d6 hit points.
14	Your skin turns neon pink, permanently. A <i>remove curse</i> spell ends this effect.
15	Your body splits apart at the waist. Your upper half can act normally but you must drag yourself along with a speed of 5 feet. Your legs have a mind of their own and begin to walk off.
16	Your skin turns to metal, granting you resistance to all non-magical slashing, piercing, and bludgeoning damage.
17	Every time a creature refers to you by name, race, or class, you vomit up 1d4 spiders.
18	You immediately regain one spent resource of your choice (one spell slot, one dice, etc).
19	Roll 1d6. On a roll of 1-5 every creature within 10 feet of you is knocked unconscious. On a roll of 6 you are knocked unconscious.
20	Roll again twice and combine the results.



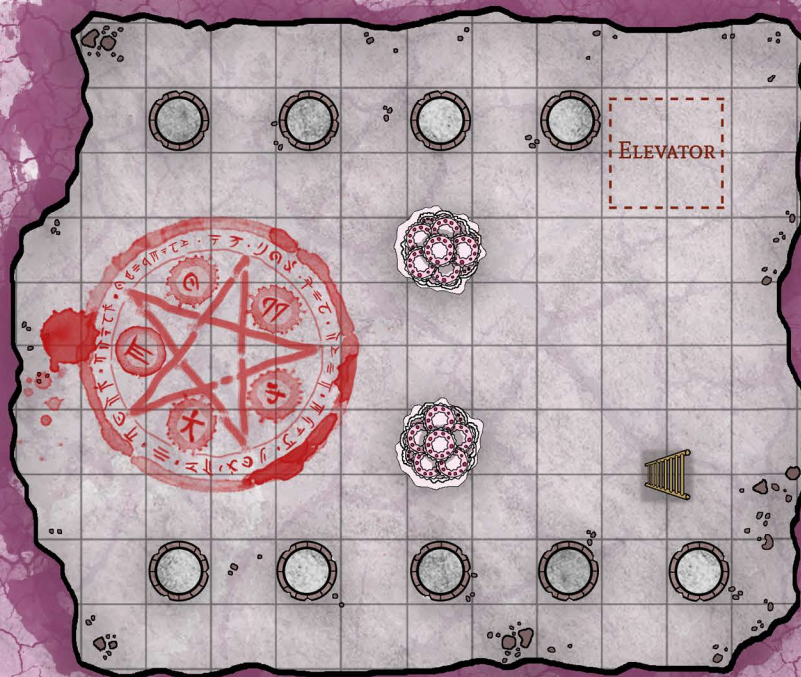
# DUNGEON MAP (FLOORS 5 TO 6)

1 square = 10 feet

## LEVEL 5: CORRUPTED KITCHEN



## LEVEL 6: RITUAL CHAMBER





## LEVEL 5.

### CORRUPTED KITCHEN

The enchanted cake necessary for Lur's ritual is made on this level; baked in the animated ovens of Drusila the Gourmand. She guards this level along with her animated kitchen objects.

#### 1. STAIRWELL

This stairwell leads to rooms beyond. It smells faintly of sugar and buttercream.

#### 2. HALLWAY

This hall is hung with five glamorous portraits of Drusila at different points in her life. All of them are slightly faded, their frames cracking.

**Secret Door.** This secret door leads to area 5. It was installed to be a getaway door from area 5.

#### TREASURE

The five portraits are worth 50 gp if taken intact, or half as much if they are cut out of their frames and folded/rolled.

#### 3. STATUE HALL

The southern wall of this room is lined with six large humanoid statues. An animated chandelier hangs from the ceiling, lighting the room, but drops down to attack characters as they enter.

**Statues.** The statues' faces and features are so worn away that who they were meant to represent cannot be easily determined. A successful DC 20 Intelligence (History or Religion) check determines the statues are meant to be devils. Alternatively, if you are running this adventure as part of an ongoing campaign, these statues could be prominent historical figures or deities that are important to your campaign.

**Animated Chandelier.** The animated chandelier is statistically identical to a flying sword, but with the following changes:

- It is vulnerable to damage from water.
- It attacks with its candles. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (2d4) fire damage.

## 4. KITCHEN

When the characters enter this room, read or paraphrase the following aloud:

This pleasantly warm room is awash with the scents of sugary baked goods. Two wooden tables rest in the center of the room, piled high with mixing bowls, tools, and heaps of ingredients. Two enormous stone ovens dominate the west wall of the room. Standing at the far end of the room, decorating a pink-frosted cake, is a heavysset female high elf in a pristine white chef's uniform. She grins to you all and says "Don't worry, my loves. All of you will get the chance to taste of Drusila the Gourmand's masterpiece before our goddess arrives. Come, try some!"

**Drusila the Gourmand.** Drusila is a female high elf noble and chef (Statistics are in appendix B). She knows that she is the last line of defense for Lur's ritual on the level below, so she doesn't attack blindly. She converses with characters long enough to get them in range of her animated ovens' flame breath attack. If forced to surrender, Drusila asks if her servant Sir Marrowhad is still alive. If told he was killed, Drusila flies into a rage and fights to the death.

**Animated Ovens.** There are two animated ovens in this room (Statistics are in appendix B) as well as six animated kitchen knives (treat as six flying swords). If Drusila is killed these objects are disenchanting and fall to the ground inert.

**Tables.** The tables are piled with sacks of flour, sugar, eggs, cooking oils, jars of preserves, bowls of pink frosting, and a variety of cooking utensils. If hidden behind they provide 1/2 cover. There are four finished pink-frosted enchanted cakes resting on plates on one of the tables as well (See 'Magical Weight Gain' for details).

#### TREASURE

Drusila carries a magical kitchen knife that can be used as a +1 dagger, as well as a coin purse with 22 gp in it, and her personal recipe book (50 gp). She also carries the iron key that unlocks the door to the bedroom (room 5). The combined ingredients and supplies in the room are worth 75 gp).



## 5. BEDROOM

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The door to this room is locked. It can be opened with an iron key Drusila has on her person, or it can be picked open with a successful DC 10 Dexterity (Thieves' tools) check or a successful DC 15 Strength (Athletics) check. The room contains the following details:

- A single queen-sized feather bed, chairs, and a writing desk heaped with sheets of parchment.
- A cookbook on the bed.
- An unlocked lockbox under the bed.
- A secret door in the south wall.

**Parchment.** Drusila has detailed in writing the history and the current course of the Cult of Abundance and their worship of The Immense Provider. If read, you can read or paraphrase most of the details in the Background section to your players. These writings also count as proof of the Cult of Abundances' actions in the Neverwinter area.

**Cookbook.** This red leather-bound book is Drusila's recipe book. It contains within it several recipes of gourmet elven and human cuisine. At the back of the book is a potion recipe for brewing the antidote to the magic of the enchanted cakes. This potion recipe requires 500 gp of spell components (anti-sugar from the Plane of Negative Energy, dryad tears, sylvan elf sweat) and takes five hours to brew for a cauldron's worth of potion (2 gallons, or 2d12 + 10 doses). If sold, the cookbook is worth 150 gp to a chef or collector.

**Lockbox.** Inside the lockbox are two vials of blue liquid. A successful DC 12 Intelligence (Arcana or Medicine) check reveals that these are antidotes to magical weight gain. A creature who drinks this antidote immediately loses 2d6 × 10 lbs.

**Secret Door.** This secret door leads to area 2. It was installed to be a getaway door from area 5.

## 6. ELEVATOR

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Beyond the curtain is a 10-foot-square lever operated elevator. The elevator is rickety and old, its rusted gears squealing as it descends or ascends. It can move between levels 3, 4, 5, and 6, stopping on each floor as it moves.

Every time the elevator is used, roll 1d8. On a roll of 5 to 8 the elevator works perfectly. On a roll of 2 to 4 the elevator jams and can only be fixed with a DC 25 Strength (Athletics) check or a DC 20 Dexterity (Thieves' Tools) check. On a roll of 1 the elevator breaks and plummets down to Level 6. Any creature on the elevator must succeed on a DC 10 Dexterity saving throw to jump off in time. Failure causes the creature to fall along with the elevator and take 1d6 bludgeoning damage for each level plummeted down, including the one it starts on (Ex: if the elevator is on Level 4 when it breaks, the creature takes 3d6 bludgeoning damage).

## 7. RITUAL CHAMBER ENTRANCE

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The walls of this room are lined with hooks, upon which hang several red cultist robes. A table in the northwest corner holds a large stone bowl filled with fragrant oil. In the southeast corner is a wooden trap door.

**Cultist Robes.** If characters search the robes, have each of them roll 1d20. On a roll of 17-20 the character finds a random trinket in the pocket of a robe (See the Trinkets Table in Chapter 5 of the fifth edition Player's Book).

**Anointing Oil.** This three-foot-wide, one-foot-deep stone bowl is filled with warm oil that smells of sugar and blood. A successful DC 10 Intelligence (Religion) check reveals that this oil has been blessed in the name of a Far Realm deity. Any creature who touches the oil must succeed on a DC 15 Wisdom saving throw or suffer a random form of madness. Use the Madness of Gullot table in Appendix B. This madness lasts 1 hour or until cured.

**Trapdoor.** The trapdoor opens into the ceiling of the ritual chamber (Level 6). A rope ladder is tied to the edge and descends 60 feet to the ritual chamber below.





## LEVEL 6. RITUAL CHAMBER

When the characters arrive in this area, either via the elevator or the rope ladder, read or paraphrase the following aloud:

Floating candles light this hundred-foot-long unfinished stone chamber, light flickering off the natural stone walls. Crumbling stone pillars support the sixty-foot-high ceiling. At the end of the chamber the floor is covered with an enormous magical circle painted in blood and ringed by candles. Pink-frosted cakes are piled up high around it. In the center of the circle is a young man, terribly bloated and round like an overstuffed turkey: Prince Fio Oberon! He cries out for help as a red-scaled female dragonborn in cultist robes feeds him cake. The dragonborn takes no notice of your entrance.

Lur is preparing the prince for a grisly ritual to summon Gullot onto the Prime Material Plane. The ritual is almost complete, and Lur distracts or attacks anyone that tries to stop it.

**Lur and the Animated Cakes.** Lur is a female dragonborn cult leader, surrounded by 30 **animated cakes** that she controls (See statistics

for both in Appendix B). Lur tries to keep the characters distracted with conversation about her and her cult's motives, while she secretly tries keeps feeding Prince Fio with magical cake to complete the ritual. Each time she does so she makes a Wisdom (Deception) check at disadvantage contested by the characters' passive Perception scores. For each success he is fed one cake.

If the characters attack her or attempt to stop the ritual, she alternates between defending herself and continuing the ritual (see below). In combat, roll initiative for both Lur and the animated cakes.

**Prince Fio.** The prince is too fat to move and suffers from the restrained condition. When fed one of the animated cakes he automatically fails his Dexterity saving throw. Prince Fio can only move again if he slims down to 675 lbs.

**Pillars.** The nine stone pillars that support this chamber and the whole temple are cracked and crumbling. They have an AC of 15 and 25 (4d10) hit points. Toppling one over through brute strength requires a successful DC 20 Strength (Athletics) check. A falling pillar falls in a sixty-foot line and deals 4d6 bludgeoning damage to any creature within its path. Knocking down four or more pillars causes the ceiling to collapse.



## THE RITUAL

To be sacrificed properly, Prince Fio must be made heavy enough to “worth his weight in gold and splendor”. For a prince of Fio’s stature that amounts to 1000 lbs. By the time the characters arrive, the ritual is already in progress:

- Prince Fio starts at 700 lbs. Lur has been feeding him steadily since he was kidnapped. He uses the noble statblock. He suffers from the stunned condition, though he is still able to speak.
- Lur has 30 animated cakes at her disposal. In combat she uses her Command Cake action to ready  $1d4 + 1$  cakes and directs them where to go when they act. She always directs at least one cake towards Prince Fio.
- The animated cakes act on their own turn in initiative. When eaten, an animated cake magically causes a creature to instantly gain  $1d6 \times 10$  lbs.

## DISRUPTING THE RITUAL

The following actions disrupt the ritual:

- Moving Prince Fio outside of the magic circle.
- Scrubbing away or destroying the magic circle.
- Casting *dispel magic* upon Prince Fio or the magic circle.
- Any other action you as the Game Master find plausible.

When disrupted, the ritual can be recommenced with a successful DC 15 Intelligence (Religion) check from Lur.

**Ritual Failure.** The ritual fails if Lur is subdued or killed, or if all 30 of Lur’s animated cakes are destroyed.

**Ritual Success.** The ritual succeeds the moment that Prince Fio reaches 1000 lbs. while within the magic circle. See the Conclusion section for details.

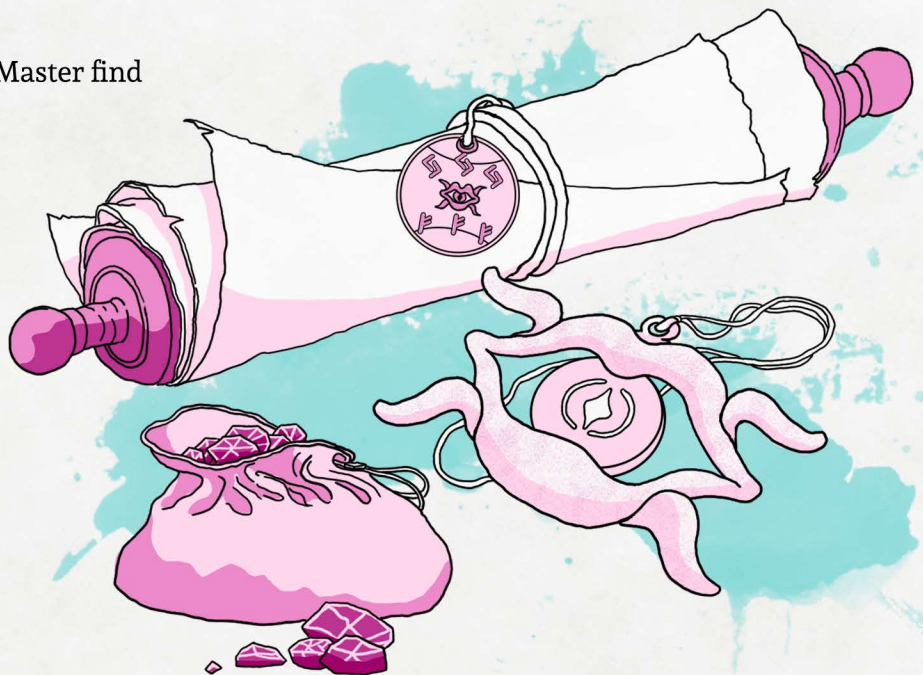
## MAGICAL WEIGHT GAIN

Here is an additional reference for the cumulative effects of the enchanted cakes:

- **×2 Starting Weight.** Any armor the creature is wearing splits apart. The creature no longer gains a bonus to AC from that armor.
- **×3 Starting Weight.** The creature has disadvantage on all rolls involving Strength or Dexterity, including ability checks, saving throws, and attack rolls.
- **×4 Starting Weight.** The creature takes a 10-foot penalty to their speed.
- **×5 Starting Weight or More.** The creature suffers from the Restrained condition. This condition does not end until they become lighter in some way.

## TREASURE

Lur carries with her a +1 holy symbol of Gullot, a *scroll of teleport*, as well as a satchel of 20 rubies (each worth 10 gp). If any of the animated cakes remain after Lur is dead or incapacitated, they lose the magic that animates them but otherwise retain their magical properties. Each cake is worth up to 10 gp to interested parties.







## CONCLUSION

The conclusion of Lur's ritual, whether it succeeded or failed, heralds the end of the adventure. You can allow players to play through the final moments of the adventure, or you can paraphrase the information provided below.

### THE RITUAL FAILS

Lur was killed or her ritual was disrupted to the point where it could not continue. The magic circle in the ritual chamber becomes inert; its connection to the Far Beyond severed. Gullot's return to the Prime Material Plane has been halted...for now.

### RESCUING PRINCE FIO

If he is still alive, Prince Fio is grateful to the characters for saving him, promising them his relatives in Invincia will reward them if he is safely delivered back to them. If Prince Fio is told that Orel Drenmark sent them, he smiles and says "Orel always did look out for me. I'll have to make sure my mother, Queen Elizabeth, promotes him."

Unless the characters use Lur's scroll of teleport, getting Prince Fio out from the bottom of the secret temple is a difficult task. Players should be encouraged to come up with ideas and schemes to either free him from the temple or reduce his size and weight enough for him to exit the temple normally. If reduced to 540 lbs., Prince Fio is light enough to walk normally again and exit the temple under his own will (albeit slowly).

### RETURNING TO INVINCIA

If the characters return to Invincia with Prince Fio accompanying them, Orel Drenmark rewards them with the promised 1000 gp. All suspicions against Olaf Oggervich, Vorta Seesthstile, and Jay Ratsby are dropped, and the noble families of Invincia do their best to put all of this behind them.

If the characters make a good impression upon Prince Fio Oberon, he extends a royal invitation to attend court at Castle Oberon in Everlund to thank them for saving his life. He strongly implies that being allies with a prince bodes well for their adventuring careers.



## THE CULT OF ABUNDANCE

If Lur or any of her cultists survived and escaped the secret temple, they go into hiding in a variety of places outside of Invincia. In a few months' time they pursue establishing a connection with the Far Beyond once more. Word of their crimes may eventually reach the characters, and another adventure may unfold. Alternatively, surviving Cult of Abundance members may be taken in by larger and more powerful cults, such as the villainous forces of the Citadel of Slime.

## GULLOT AND THE FAR BEYOND

Gullot is now trapped once more in the Far Beyond, left to search for another mortal acolyte to help free her. If the Far Beyond and aberrations are things you plan to focus on in your campaign, Gullot psychically contacts whichever character gained the most weight over the course of the adventure. This psychic contact consists of Gullot promising the character wealth, power, and prosperity if they take Lur's place and help free Gullot from the Far Beyond. The character can do with this psychic contact what they wish.

## THE RITUAL SUCCEEDS

If Prince Fio gains 1000 lbs. while still in the magic circle, read or paraphrase the following aloud:

With a final loud 'gulp', the chamber becomes eerily silent. The magic circle glows a sinister red as Prince Fio begins to sink into the ground. As he disappears into the magic circle, his cries for help cut off and a new creature rises. Its bloated body is the color of the starry night sky. Despite having mouths for eyes, it gazes at you with unholy intellect. Tendrils ending in three-fingered hands begin to uncoil and flex, testing themselves in this new, fresh world. An aberrant creature of the Far Beyond has emerged; the most alien of deities. Lur cries out in ecstatic victory: "At last! My god has arrived! Bow before Gullot, the Immense Provider! May all our lives overflow with goodness while in her service!"

The characters must now content with Gullot, a lesser deity from the Far Beyond (Statistics are in Appendix B). Make it very clear to the players that this is a foe beyond any of them but allow them to fight it if they wish. Gullot attempts to engage them in conversation for one round, attempts to control them with charm person and dominate person on the second round, and if the characters have not succumbed to her will or fled she attacks them on the third round. By that time Gullot pulls no punches and murders the characters if they remain.

## DEFEATING GULLOT

If Gullot is reduced to half of her hit points, she casts teleport on herself and Lur to escape to a safe place. From there, the two work to rebuild the Cult of Abundance into a force big enough to threaten all of Invincia and the surrounding region. How the players wish to handle this threat going forward is up to them.

## THE FATE OF PRINCE FIO

Prince Fio is transported to the Far Beyond, an alien plane of existence outside of all the known planes. He is still alive, but his existence is now in great danger as he floats alone beyond space and time. If Queen Elizabeth Oberon is informed of her son's fate, she has the wizards of Everlund work tirelessly to find him. While she does not hold the characters responsible for her son's predicament, she does want their help in recovering him and is willing to grant them Orel Drenmark's original reward if they are helpful.

Using divination magic, Prince Fio's location in the Far Beyond can be determined. Rescuing him involves casting plane shift and sending a group of knights and wizards (or the player characters) into the Far Beyond to rescue him.

What awaits them on the Far Beyond is up to you. Rescuing Prince Fio a second time can be an adventure unto itself.



# APPENDIX A: CHARACTER OPTIONS

## WARLOCK PATRON: GULLOT

The the Far Beyond Deity known to Lur and her Cult of Abundance can be gained as an otherworldly patron for warlocks of 1st level or higher.

At 1st level, a warlock gains the Otherworldly Patron feature. The following option is available to a warlock: The Immense Provider.

### THE IMMENSE PROVIDER

Your patron is a powerful being of the Far Beyond, the mysterious space beyond the known Planes. This being is made up of both unyielding generosity and unfathomable hunger, and her commandments are few (if any). Your pact with this being represents a pledge to let no one go without if you are able, whether it be hunger, thirst, or poverty.

This pact can be taken up by the lawful, the chaotic, the good, and the evil. The Immense Provider cares little for trivial concepts of alignment or morality. She only wants those who share a pact with her to provide for others in times of want and need, whatever that may look like. At times, you may find yourself feeling the otherworldly hunger of your patron, longing for meals and drinks that cannot possibly exist. Know that this is her influence on you.

#### Immense Provider Features

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Otherworldly Meal
6th	Devour
10th	Invigorating Meal
16th	Touch of Abundance

### EXPANDED SPELL LIST

The Immense Provider lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### Immense Provider Expanded Spells

Spell Level	Spells
1st	<i>create or destroy water, purify food and drink</i>
2nd	<i>enlarge/reduce, lesser restoration</i>
3rd	<i>create food or water, conjure animals</i>
4th	<i>fabricate, polymorph</i>
5th	<i>animate objects, dominate person</i>

### BONUS CANTRIPS

At 1st level, you learn the guidance and mending cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

### OTHERWORLDLY MEAL

At 1st level, you gain the ability to channel the Immense Provider's energy to conjure a decadent meal from the Far Beyond. As an action, you can cast create food and water. Casting this spell doesn't count against your daily spells or use up any spell slots. You can use this feature again once you have completed a long rest.

The food and water you create is nourishing and delicious, but it carries with it an otherworldly effect. When you use this feature, roll on the Otherworldly Meal's Effect table. Any creature who eats the food or drinks the water suffers from the rolled effect. You can expend a 1st level spell slot to choose the effect instead of rolling for it. You must do this before using this feature.

#### Otherworldly Meal's Effect

Roll (1d6)	Effect
1	<i>Polymorph</i> is cast on you. You must succeed on a DC 15 Wisdom saving throw or be transformed into a pig for 1d4 + 1 hours.
2	You immediately gain 1d6 × 10 pounds.
3	You are shrunk as if under the effects of a <i>reduce</i> spell for 1d4 + 1 hours.
4	You are affected by anti-gravity for 1 hour.
5	You are immediately Poisoned for 1d4+1 hours or until cured.
6	You must succeed on a DC 15 Constitution saving throw or be knocked unconscious for 1 hour.





## DEVOUR

At 6th level, you feel the unnatural hunger of the Far Beyond within you and can use it to utterly consume creatures and objects. As an action you can pick up a creature or object equal to or smaller than you and swallow it whole. If it is an object, the object is destroyed. If the object is magical, you must make a DC 15 Constitution saving throw. On a successful save the object is swallowed and destroyed.

If it is a creature, you must succeed in a contest between your Constitution and the creature's Strength (Athletics) or Dexterity (Acrobatics). If you are successful, the creature is swallowed and held within your stomach for a number of hours equal to your Constitution modifier (Minimum of 1). At the end of this time, you must succeed on an additional ability score contest. If you fail, the creature is coughed up. If you succeed, the creature is destroyed. You can cough up a swallowed creature as a bonus action.

## INVIGORATING MEAL

When you cast create food and water, either as a regular spell or as an Otherworldly Meal, the meal you create restores a number of hit points equal to  $1d8 \times$  your Warlock level. You can use this feature again after a long rest. This meal is not subject to the Otherworldly Meal's random effect.

## TOUCH OF ABUNDANCE

The Immense Provider's power flows through you, allowing you to multiply quantities of food with a single touch. As an action, any single piece of food or amount of water within a vessel is multiplied by an amount equal to  $1d12 \times$  your Warlock level. For example: a 15th level Warlock who touches a chicken leg creates  $1d12 \times 15$  chicken legs. Game Masters are encouraged to keep an open mind about what qualifies as 'food' or a 'vessel of water'.



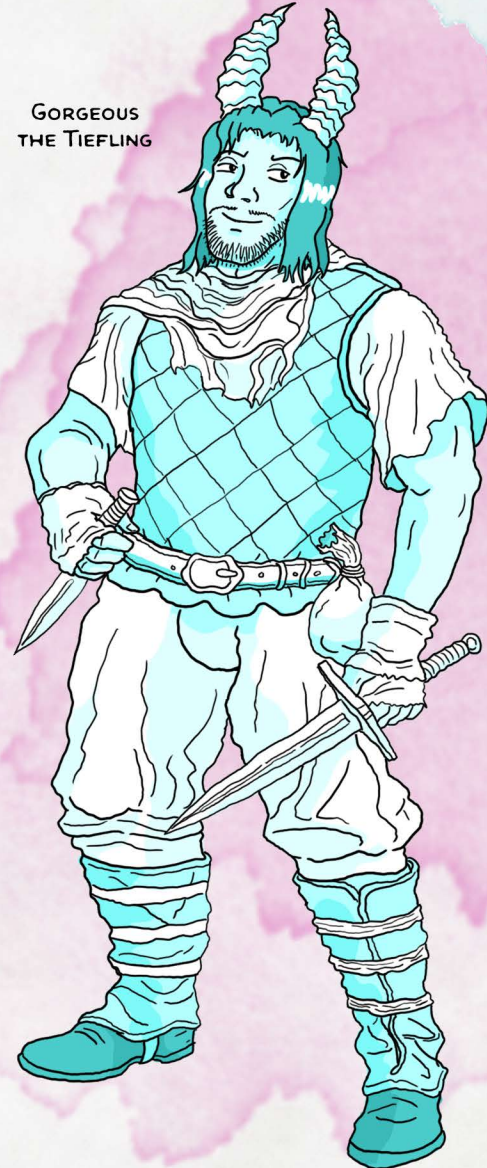
# APPENDIX B: ADVERSARIES AND NPCs

This appendix details adversaries and NPCs that appear in this adventure and not in the fifth edition Core Rulebooks. The NPC's are listed in the order they appear in the adventure.

## GORGEOUS THE TIEFLING

Gorgeous is a rogue originally from the outskirts of Invincia. He grew up as an urchin, moving from street gang to street gang. He made his way in the world on charm, guile, and knowing when to stab someone in the back. Gorgeous first met Lur when the two of them worked as mercenaries. Lur was impressed by Gorgeous' talent at defusing situations through talking, and in turn Gorgeous came to believe in Lur's vision for a world of plenty where people would never have to grow up the way he did. When Lur told him about her cult, Gorgeous agreed to help her.

GORGEOUS  
THE TIEFLING



### GORGEOUS THE TIEFLING

Medium humanoid (tiefling), chaotic good

**Armor Class** 16 (chainmail)  
**Hit Points** 22 (4d8 + 4)  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

**Skills** Deception +5, Perception +4, Persuasion +5, Stealth +6  
**Damage Resistances** fire (Infernal Heritage)  
**Senses** passive Perception 12  
**Languages** Common, Infernal  
**Challenge** 1 (200 XP)

**Dark Devotion.** Gorgeous has advantage on saving throws against being charmed or frightened.

#### ACTIONS

**Multiattack.** Gorgeous makes two rapier attacks or two light crossbow attacks.

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d8 + 2) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

#### REACTIONS

**Parry.** Gorgeous adds 2 to his AC against one melee attack that would hit him. To do so, Gorgeous must see the attacker and be wielding a melee weapon.

**Playing Gorgeous.** Gorgeous is a tiefling in over his head. Kidnapping princes and human sacrifice wasn't what he had in mind when Lur told him they would be making the world better. He attends to his duties and his subordinate cultists half-heartedly. He cracks sarcastic jokes and plays things friendly to cover up his own worries.

### GORGEOUS' TRAITS

**Ideal.** "Every problem can be talked over and negotiated, no matter how big."

**Bond.** "Even if I don't agree with her methods, Lur helped me see a path towards equality."

**Flaw.** "I'm secretly a coward. When the going gets tough, I get going."

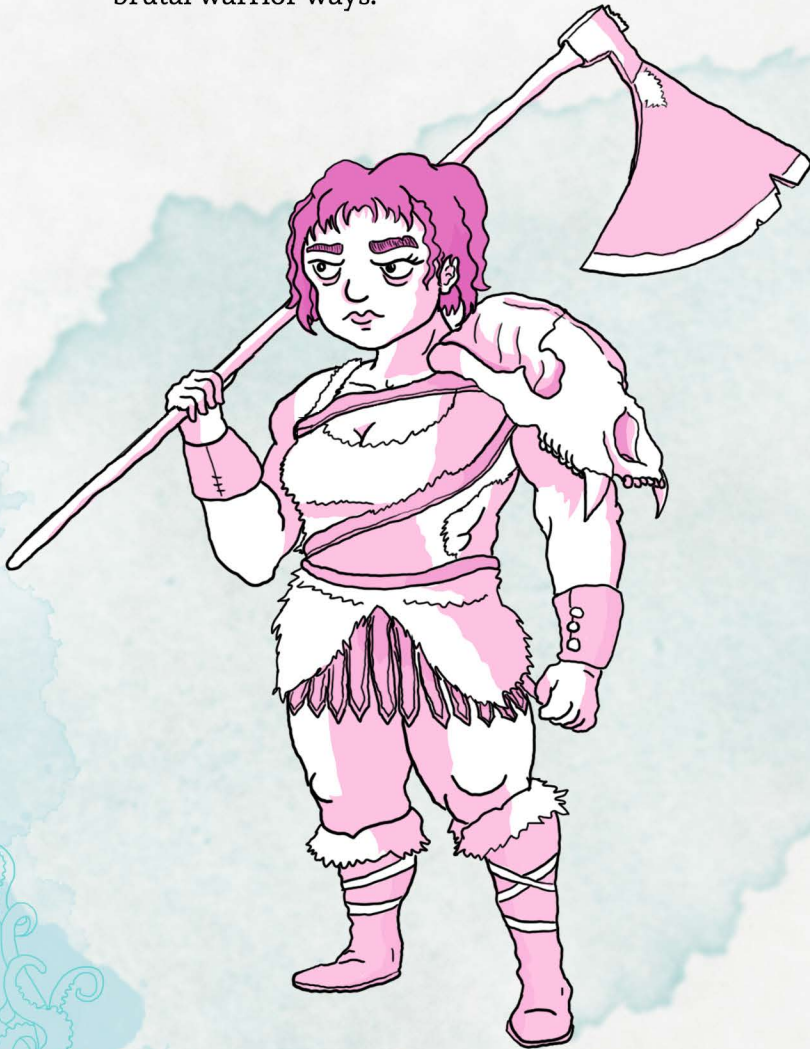


## BLOSSOM BONECRUSHER

An ex-soldier and anarchist, Blossom Porridgepot was born to a farming family of halflings in the Rumble Hills. From a young age she rejected the peaceful pastoral teachings of her kin and sought to raise hell against the local human lords who “keep us small folk tilling fields for them”.

Blossom abandoned her halfling family when they wouldn't join her in revolt. She joined a mercenary company in the Arcane Badlands and trained in the savage tactics of orc barbarians, adopting the name Blossom Bonecrusher.

Blossom met Lur while she was fleeing authorities after razing the Witchwood. The dragonborn helped Blossom escape, and she has owed Lur a life debt ever since. The two share a strong distaste for nobility and those who make others work for them while raking in profit. With Lur's help, Blossom has recruited several likeminded halflings who she has trained in her brutal warrior ways.



**Playing Blossom.** Blossom and her halfling cultists are the muscle of the Cult of Abundance and should be used as blunt force trauma. They attack cruelly and viciously, aiming to brutalize other characters to prove their strength. Negotiation and reason aren't among their priorities.

### BLOSSOM'S TRAITS

**Ideal.** “It's time the tall folk learned to bend the knee to us on the ground or die.”

**Bond.** “I serve Lur without question and without hesitation. I owe her my life.”

**Flaw.** “Once I'm committed to something, even if it's wrong, I can't give up on it.”

### BLOSSOM BONECRUSHER

*Small humanoid (halfling), neutral evil*

**Armor Class** 13 (chainmail)

**Hit Points** 60 (10d6 + 30)

**Speed** 25ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	10 (+0)	9 (-1)	12 (+1)

**Skills** Athletics +5

**Senses** passive Perception 12

**Languages** Common, Halfling

**Challenge** 2 (450 XP)

**Dark Devotion.** Blossom has advantage on saving throws against being charmed or frightened.

**Reckless.** At the start of her turn, Blossom can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

**Halfling Nimbleness.** Blossom can move through the space of any creature that is of a size larger than hers.

**Lucky.** When Blossom rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Cultist Command.** Once per round, as a bonus action Blossom can command a cultist who can see and hear her to perform an action. The cultist then performs this action (usually an attack roll) as an immediate bonus action.



## SIR MARROWHAD

In life he was Lucan Ignacious Marrowhad III, elven knight and vassal to the Siannodel family of high elves. He was positioned as the servant and guardian of the Siannodel's youngest daughter, Drusila, whom he harbored a crush on. When Drusila left her homeland to become the greatest chef in the world, Sir Marrowhad accompanied her. He protected her body and her reputation over decades of trials and tribulations. In the end, the stress of looking out for such a volatile and pompous woman proved too much for Marrowhad. He grew sickly and died in his sleep one night.

Life, it seems, is what was holding Marrowhad back from his duties. Not even a day after his demise, Marrowhad rose from his grave and continued attending to Drusila. The elven chef was disturbed by Marrowhad's undead state, but comforted by his return.

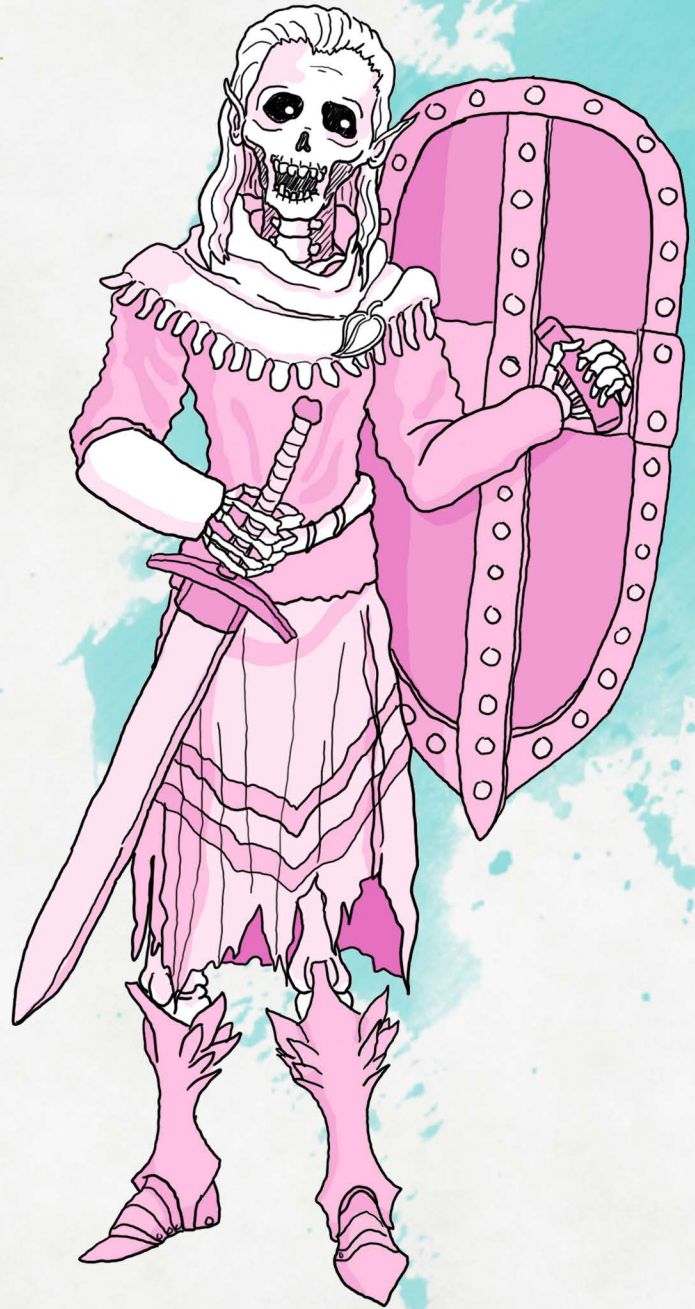
**Playing Sir Marrowhad.** Sir Marrowhad is an undead creature who is utterly devoted to chivalrous ways and attending to his lady love Drusila. He speaks in booming proclamations and romantic flourishes. While he does not approve of Drusila's association with the Cult of Abundance, he serves her loyally.

### SIR MARROWHAD'S TRAITS

**Ideal.** "Death itself will not deter me from chivalry and honor. I will act as I did in life; as an elven knight."

**Bond.** "Lady Drusila means everything to me. I am forever at her service."

**Flaw.** "I secretly love Drusila, but I must never let her know my true feelings. She and I could never be...could we?"



Found on the desk of Sir Marrowhad:

My dearest Drusila Siannodel,

For as long as we've known each other, I've thought of you day and night. Your sibilant voice echoes through my ~~rotting brain~~ undead mind. Your beauty and your grace is enough to rouse the dead from their slumber. ~~Er, that's perhaps a bit morbid.~~

I have pined for you for almost a century, attending your every need and whim without question or hesitation, for even just be in your presence borders on the transcendent. But, fool that I am, I desire more. Death was not enough to keep me from you, and in this state I find myself rigid with passion. ~~Although, that may be rigor mortis. Eugh, too bandy.~~

Lady Drusila, might I ask you to accompany me for ~~spirited beverages coffee~~ a stroll in the moonlight?



## SIR MARROWHAD

Medium undead (high-elf), neutral evil

**Armor Class** 17 (chainmail + shield)

**Hit Points** 31 (6d8 + 4)

**Speed** 30ft

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

**Skills** Athletics +4, History +3, Persuasion +4

**Condition Immunities** Poisoned

**Damage Immunities** Poison

**Senses** Darkvision 60 ft., passive Perception 8

**Languages** Common, Elven

**Challenge** 2 (450 XP)

**Dark Devotion.** Sir Marrowhad has advantage on saving throws against being charmed or frightened.

**Fey Ancestry.** Sir Marrowhad cannot be magically put to sleep.

**Undead Fortitude.** If damage reduces Sir Marrowhad to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, he drops to 1 hit point instead.

### ACTIONS

**Multiattack.** Sir Marrowhad makes two longsword attacks.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

### REACTIONS

**Parry.** Sir Marrowhad adds 2 to his AC against one melee attack that would hit him. To do so, Sir Marrowhad must see the attacker and be wielding a melee weapon.

## XANAPHIA THE MAD DROW

Xanaphia is obsessed with the Hexblight and the bizarre chaos magic that was left in its wake. A native drow of the Underdark, she was 50 years old when the caustic fog of the Hexblight seeped into the earth itself and flooded into her underground homeland. When the drow city she belonged to was engulfed by the chaos magic, she was suffused in it and became a Hexblighted drow. This blight made her an outcast to her house and her city, but it also made her magically powerful. Xanaphia studied the lingering magic of the Hexblight and how it affected her. She devoted the remainder of her youthful drow years to probing the mysteries of this disaster

## THE LOVE BETWEEN SIR MARROWHAD AND DRUSILA

If the players question Sir Marrowhad about Drusila and discover his secret affection for her (which he isn't good at hiding), they can attempt to push him to confess his love for Drusila.

- **Convincing Sir Marrowhad.** Convincing him to abandon his duties and confess his love for Drusila requires besting him in a contest between his Wisdom (+0) and the player's Charisma (Persuasion or Deception) three times before three failures. A natural 20 counts as two successes.

- **Confessing to Drusila.** Despite her servant being undead, Drusila can be convinced of his love and convinced to reciprocate it (even if just for a while). Sir Marrowhad must succeed on a DC 20 Charisma (Persuasion) check. If the players want to help Sir Marrowhad, each of them can make a DC 10 Charisma (Persuasion or Deception) check to assist him. Success grants Sir Marrowhad a +1 bonus to his own Charisma check.

- **The Result.** If Sir Marrowhad fails his check, Drusila is weirded out by his advances and rejects him outright. Sir Marrowhad is so crushed by this that his hold on life ends and his bones crumble into dust. If Sir Marrowhad is successful, Drusila is surprised but intrigued. She admits that she harbors secret feelings for him too, but she could never be honest with herself about them. Drusila abandons her duties to Lur and the cult, and she and Sir Marrowhad leave the secret temple together.

and its effects on the planet. Her prolonged exposure to Hexruined areas had two effects: they made her immune to the chaos magic, and they drove her completely insane.

When scrying for the location of a remaining Hexruined area near Invincia, Xanaphia beheld Lur and her Cult of Abundance. She foresaw that Lur's path and hers would cross, and that together they would discover a location ideal for both of them: the abandoned warehouse outside of Invincia.



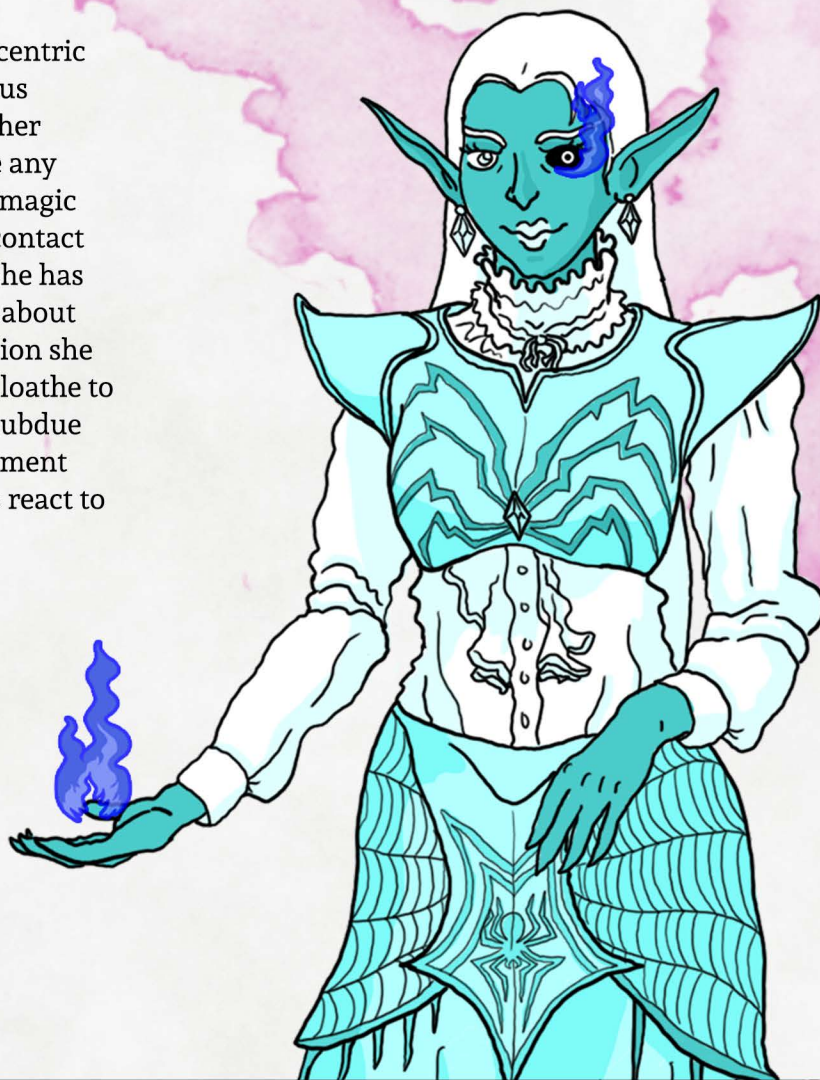
**Playing Xanaphia.** Xanaphia is an eccentric creature driven by curiosity and a studious nature. In combat she pauses to observe her enemies, asking questions like “Are there any wizards in your family? Do you come by magic naturally?” and “Have you ever come in contact with the chaos before? You must have!” She has an inquisitive mind and is eager to learn about anyone she encounters, but the information she shares in return is pure nonsense. She is loathe to kill anyone unnecessarily, preferring to subdue and capture opponents so she can experiment upon them and observe how their bodies react to exposure to the Hexblight.

### XANAPHIA’S TRAITS

**Ideal.** “Nothing can be learned without sacrifice. It doesn’t need to be me sacrificing something though.”

**Bond.** “My thoughts are always on the Spellplague and its effects. Nothing else matters.”

**Flaw.** “I am easily distracted from my duties by my curiosity.”



## XANAPHIA THE MAD DROW

Medium humanoid (drow), chaotic evil

**Armor Class** 12 (15 with mage armour)

**Hit Points** 27 (6d8)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	8 (-1)	14 (+2)

**Skills** Arcana +5, Deception +4, Perception +1, Stealth +4

**Senses** Darkvision 120 ft., passive Perception 9

**Languages** Common, Deep Speech, Drow

**Challenge** 2 (450 XP)

**Dark Devotion.** Xanaphia has advantage on saving throws against being charmed or frightened.

**Fey Ancestry.** Xanaphia cannot be magically put to sleep.

**Innate Spellcasting.** Xanaphia’s spellcasting ability is Charisma (spell save DC 11). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

**Spellblight Resistance.** Xanaphia is immune to the chaos magic effects of Spellruined areas. She has advantage on all saving throws against spells.

**Spellcasting.** Xanaphia is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *charm person*, *mage armor*, *magic missile*

2nd level (3 slots): *hold person*, *invisibility*, *suggestion*

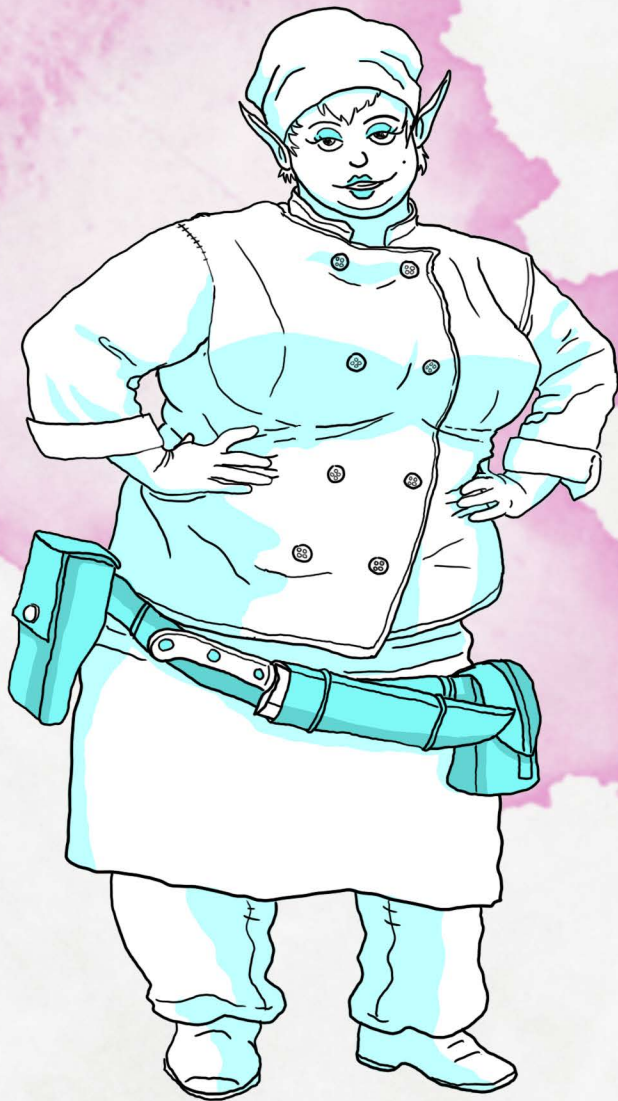
3rd level (3 slots): *haste*, *lightning bolt*

### ACTIONS

**Blight Lash.** *Melee Spell Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.





## DRUSILA THE GOURMAND

Drusila Siannodel is a high-elf noble who left her heritage behind to become a chef in the city state of Invincia. With her inheritance and her faithful servant Sir Marrowhad in tow, she spent the next hundred years conquering the culinary world within the city. Her restaurants in the Garden District became known as the best in all of Invincia, and as they expanded so too did Drusila's ego.

However, pride cometh before the fall. Drusila made poor life choices, and her work ethic and skill began to slip. This resulted in the accidental poisoning of an entire dinner party's worth of the Falls District's highest nobility. Drusila refused to take responsibility or admit fault, and so she was disgraced. Her restaurants were closed, and she was ousted from Invincia's culinary world. Only her manservant Sir Marrowhad remained loyal to her.

At the lowest point in her life, Drusila was approached by Lur. The dragonborn cultist introduced her to the ways of Gullot and promised her a world where the chef's cooking would be considered the best not just in the region, but the best in the entire multiverse.

### DRUSILA THE GOURMAND

*Medium humanoid (high-elf), neutral evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	15 (+2)	12 (+1)	18 (+4)

**Skills** Deception +6, Insight +3, Perception +3, Persuasion +6, Sleight of Hand +4

**Damage Resistances** Poison, slashing and piercing from non-magical weapons (chef's expertise)

**Senses** Darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarven, Elven

**Challenge** 2 (450 XP)

**Dark Devotion.** Drusila has advantage on saving throws against being charmed or frightened.

**Fey Ancestry.** Drusila cannot be magically put to sleep.

**Cast Iron Stomach.** Drusila has advantage on all saving throws against being Poisoned.

#### ACTIONS

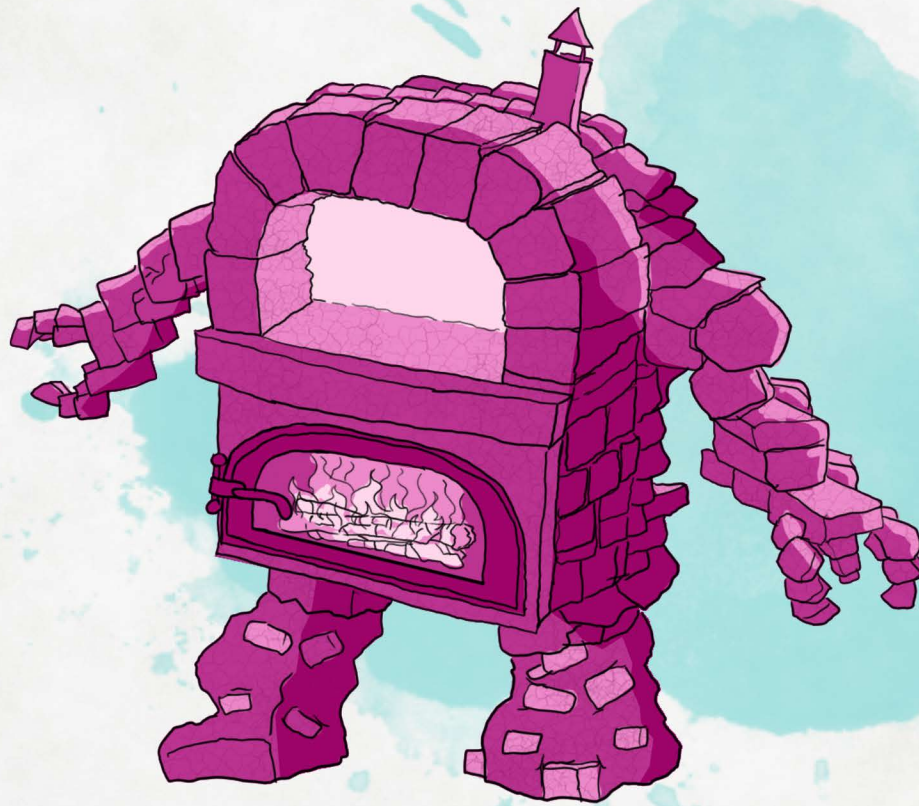
**Kitchen Knife (dagger).** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Alluring Recipe (Recharge 5-6).** As an action, Drusila hastily bakes or cooks a delectable dish and presents it to a creature who can see and hear her within 60 ft. The creature must succeed on a DC 14 Wisdom saving throw or spend their next turn distracted by it. The creature is effectively Stunned for 1 round.

#### REACTIONS

**Loyal Servant.** If hit by a ranged or melee attack, Drusila can use her reaction to call a creature loyal to her within 15 feet of her to block the attack with its own AC. The creature must be able to see or hear Drusila. If the attack hits the creature's AC, it takes the damage for Drusila.





**Playing Drusila.** Despite her size, Drusila is graceful and light on her feet. She carries herself with poise and style as she moves about the kitchen. Except for Lur, Drusila views everyone else around her as beneath her and unworthy of her attention. She avoids direct combat, preferring to lure others into traps or into the path of her animated cookware and animated ovens. She responds well to flattery and praise but gets pushy and violent in the face of criticism.

## DRUSILA'S TRAITS

**Ideal.** "I'm naturally the greatest chef in the world, I just need to make everyone else see it."

**Bond.** "My dear servant Sir Marrowhad is the only one who remains loyal to me. I trust him completely."

**Flaw.** "I won't let anyone disrespect my cooking without trying it first, whether they want to or not."

## ANIMATED STOVE

Using the latent magic of the Hexruined property, Xanaphia has animated both of Drusila's stoves to assist her in her baking, as well as her defense. These animated stoves obey Drusila's commands, and they become inert if she is killed.

## ANIMATED STOVE

*Large construct, unaligned*

**Armor Class** 15

**Hit Points** 42 (6d10 + 12)

**Speed** 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

**Languages** --

**Challenge** 1 (200 XP)

**Antimagic Sensibility.** The stove is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the stove must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

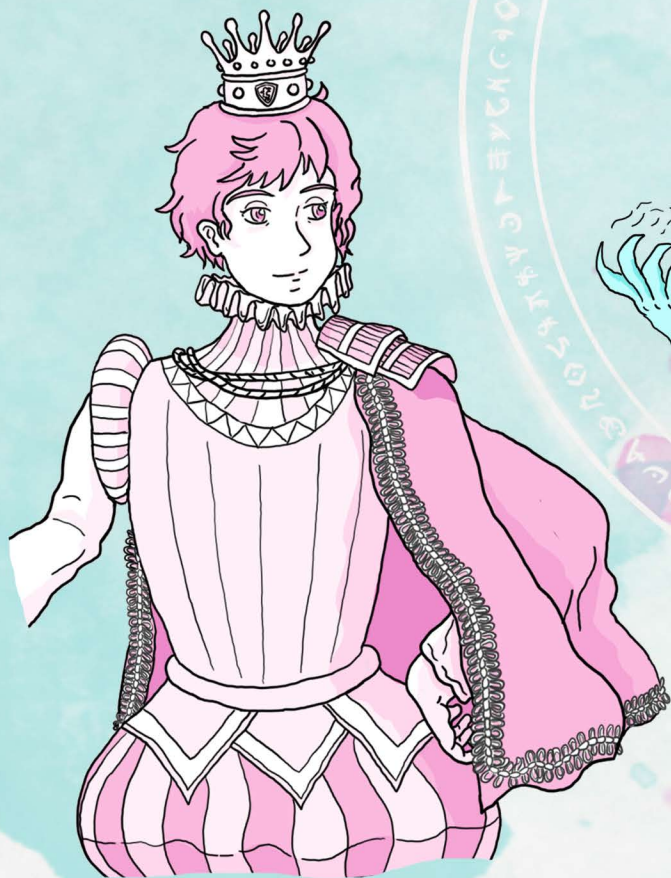
**False Appearance.** While the stove remains motionless, it is indistinguishable from a normal stove.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) bludgeoning damage.

**Fire Breath (Recharge 5-6).** As an action, the stove's oven doors pop open and a 60-foot cone of fire belches forth. Any creature caught within must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save and half as much on a successful one.





## PRINCE FIO OBERON

The crown prince of Everlund (male human **noble**, but unarmed), Fio Oberon desperately longs to be away from the intrigue and politics of court. Unlike his mother, Elizabeth Oberon, Fio does not take well to the duties that come with being the heir to the throne of Everlund. Though he's not short of charisma and charm, he lacks the interest and patience necessary for negotiation.

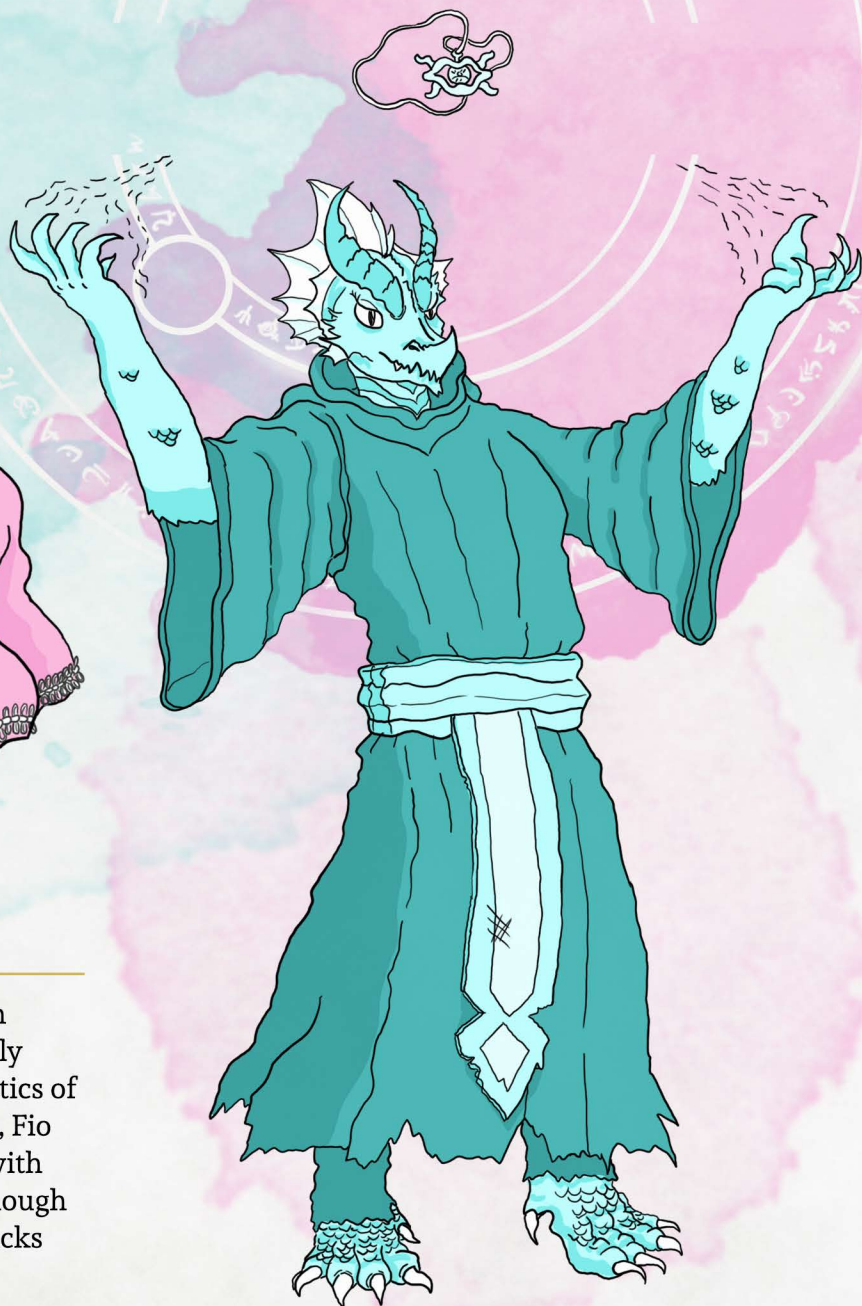
Prince Fio slipped away from his mother and father in the castle to visit his older cousins in Invincia, the Girdanish family. He imagined having the freedom to walk the streets of an independent city would do himself good.

### PRINCE FIO'S TRAITS

**Ideal.** "I just want a little more freedom from my life of noble obligations."

**Bond.** "While I think my mother is overbearing, I'm aware she does love me, and I love her in return."

**Flaw.** "Once I've set my mind to something, no one can stop me from doing it, no matter how foolish it is."



## LUR, CULT LEADER

Lur is the dragonborn leader of the Cult of Abundance. Born an urchin of on the streets of Invincia, she was a cutpurse and a mercenary for a time before becoming totally disillusioned with the state of the world. Now she's the servant of Gullot, the Immense Provider, and works to bring about her return to the Prime Material Plane.

**Playing Lur.** In a raspy voice, Lur sermonizes and lectures about the cruelty and unfairness of the world with her every breath. She appeals to other characters' sense of fairness and equality when speaking about the Immense Provider and the new world she will bring about.



Lur genuinely tries to convert her opponents to her way of thinking. If reasoned debate isn't an option, Lur commands the animated cakes around her to attack. She seeks to immobilize and subdue her opponents rather than kill them. How can they witness the glorious new world she promises if they're dead?

## LUR'S TRAITS

**Ideal.** "Every person deserves equal abundance, no matter who they are in life."

**Bond.** "Gullot showed me the poor don't have to go hungry, and the needy can be provided for...if she is summoned."

**Flaw.** "I despise nobility and the selfishness of the wealthy. They have no place in my future."

## LUR, CULT LEADER

Medium humanoid (dragonborn), neutral evil

Armor Class 13

Hit Points 60 (8d8 + 24)

Speed 30ft

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

**Skills** Athletics +6, Deception +5, Persuasion +5, Religion +3

**Damage Resistances** Fire

**Senses** passive Perception 8

**Languages** Common, Deep Speech, Draconic

**Challenge** 3 (750 XP)

**Dark Devotion.** Lur has advantage on saving throws against being charmed or frightened.

**Spellcasting.** Lur is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, healing word, shield of faith*

2nd level (3 slots): *hold person, silence*

## ACTIONS

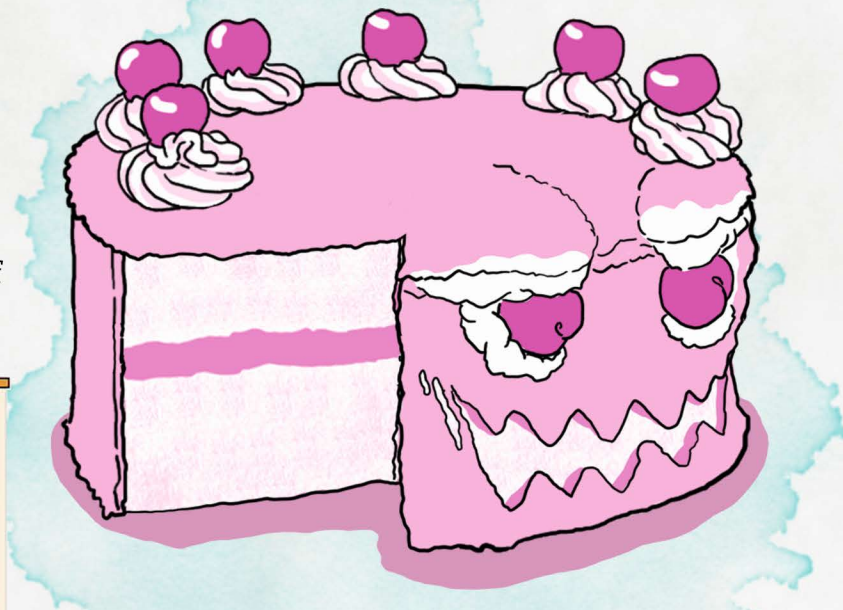
**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Command Cake.** As a bonus action Lur gestures to the piles of cakes and animates 1d4 + 1 of them, directing them towards either the Prince or enemy creatures.

**Fire Breath (Recharge 5-6).** Lur exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 12 (4d6) fire damage on a failed save, or half as much damage on a successful one.

## ANIMATED CAKE

This magically fattening construct is the product of Xanaphia's Spellplague research, Drusila's gourmet baking, and Lur's instructions from the Immense Provider. It is as debilitating as it is delicious.



## ANIMATED CAKE

Tiny construct, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 0 ft, fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	10 (+0)	1 (-5)	3 (-4)	5 (-3)

**Damage Immunities** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

**Languages** --

**Challenge** 1/8 (25 XP)

**Antimagic Sensibility.** The cake is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the cake must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the cake remains motionless, it is indistinguishable from a normal stove.

## ACTIONS

**Feed.** The cake stuffs itself into the mouth of a creature. The creature must succeed on a DC 13 Dexterity saving throw or immediately gain 1d6 x 10 pounds. See the 'Gaining Weight' rules for more details (page 8).



## GULLOT, THE IMMENSE PROVIDER

She of Everlasting Fullness, The Overflowing Calamity, and The Immense Provider, Gullot is the alien embodiment of fullness and plenty in the Far Beyond. Though Gullot has powers that rival that of archfiends and deities, she is a relatively small and minor creature in her native plane of existence, so she needs followers and adherents to see her will done on the Prime Material Plane.

Gullot's form is ever shifting and changing. She most often appears as a vaguely humanoid blob of protoplasmic gel made of the abstract concept of fullness. Her face is full and round, with lipped mouths instead of eyes. Her limbs are long tendrils ending in three-fingered suction cup hands. While it is unknown if Gullot needs to breathe, ventilation stalks emerge from her back, out of which pour luminescent purple smoke.

What's most notable about her appearance is the jail cell-like cavity in her stomach, inside which glows a fiery miniature sun. According to legend, Gullot came into being when a lesser abberation swallowed a dwarf star in the vast expanse of the Far Beyond. While this abberation's eyes were clearly bigger than its stomach, it swelled to contain the star's essence. Its body was fueled by the warmth and power of the star, and the abberation became Gullot. All of Gullot's conjuration magic is fueled by this star.

**Playing Gullot.** Gullot's mind cannot distinguish friend from foe when it comes to creatures of the Prime Material Plane. To her, all mortal creatures are hers to care and provide for. She only attacks those who harm her first. When she kills she does so carelessly, unsure of her own strength on this plane. Her psychic voice is sibilant and sweet like dripping icing. Her physical form smells of sugar and curdled milk.

### GULLOT'S LAIR

If Gullot is able to persist on the Material Plane, she establishes a lair for herself, fashioning the terrain around her into an extension of the Far Beyond. Flora and fauna spring to life around her, forming sugary towers and gingerbread

walls to enclose around her. However, this new life is twisted and alien: stalks of icing covered flesh rise from the earth instead of wheat, walls of eyeball covered gingerbread form around her, and mutated servitors of living candy arise to do Gullot's bidding.

### REGIONAL EFFECTS

The region containing Gullot's lair is warped by magic, creating one or more of the following effects:

- Within 1 mile of the lair, candycane-like stalks of sugary flesh erupt from the ground. Enemies of Gullot who aren't converted or consumed are impaled upon them.
- Wild animals within 6 miles of the lair appear fat and sluggish. They feed on the abberant flora Gullot makes, and she harvests these animals to be baked into pies.
- If a humanoid spends at least 1 hour within 1 mile of the lair, they must succeed on a DC 17 Wisdom saving throw or descend into madness determined by the Madness of Gullot table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

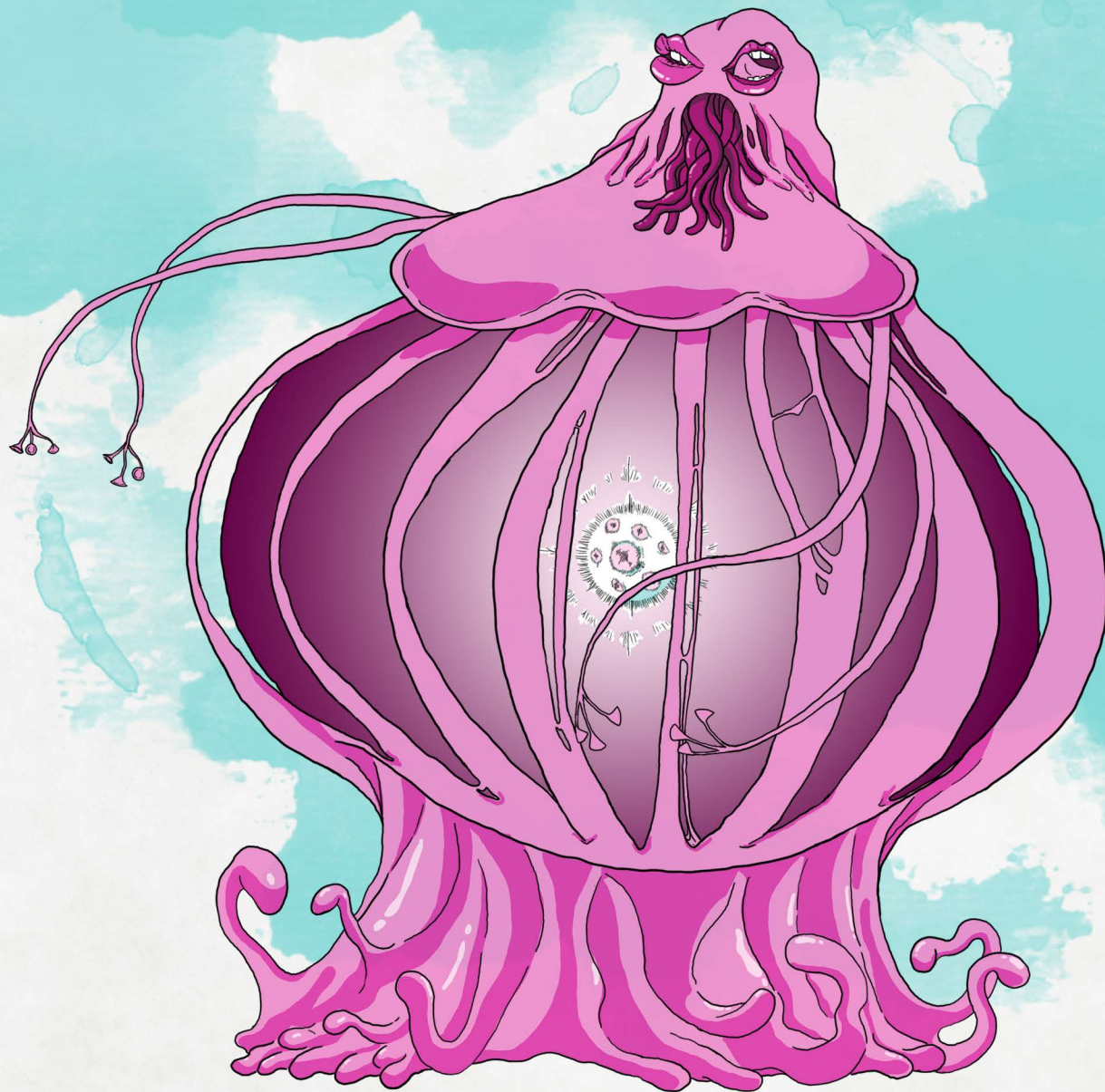
### MADNESS OF GULLOT

If a creature goes mad within line of sight of Gullot, roll on the Madness of Gullot table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

#### Madness of Gullot

Roll (1d100)	Flaw (lasts until cured)
01-15	"I must consume everything I can!"
16-30	"I'll do anything I can to get others to eat and drink more than they're able."
31-45	"I see psychedelic visions of cakes and pies wherever I go."
46-65	"I become inconsolably sad when I see someone poor or needy."
61-75	"I'll resort to theft in order to give the needy what they deserve."
76-90	"The flesh of other creatures is just as sweet and tempting as cake is."
91-100	"I must destroy the rich and privileged to please my abundant goddess!"





## GULLOT, THE IMMENSE PROVIDER

*Huge aberration, neutral evil*

**Armor Class** 14 (natural armour)

**Hit Points** 250 (20d12 + 120)

**Speed** 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	22 (+6)	20 (+5)	20 (+5)	18 (+4)

**Skills** Deception +9, Intimidation +9

**Condition Immunities** charmed, exhaustion, frightened, poisoned, prone

**Senses** Truesight 120 ft., passive Perception 21

**Languages** Telepathy 120 ft., Common, Deep Speech

**Challenge** 15 (13,000 XP)

**Innate Spellcasting.** Xanaphia's spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no material components:

At will: *charm person*, *create food and water*

3/day each: *dispel magic*, *dominate person*, *teleport*

### ACTIONS

**Multiattack.** Gullot makes two tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and 8 (2d8) psychic damage.

**Maddening Gaze (Recharge 5-6).** Gullot gazes into the eyes of a creature she can see and causes them to go mad. The creature must succeed on a DC 17 Wisdom saving throw or it must roll on the Madness of Gullot table.



# APPENDIX C: CAKE RECIPE

This recipe provides all the instructions needed to create your own non-magical version of Drusila's masterpiece cake.

## INGREDIENTS

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### CAKE

- 2 cups heavy cream
- 2 cups sliced almonds, toasted
- 3/4 cup softened butter
- 6 eggs, large
- 1 tsp vanilla extract
- 1 tsp almond extract
- 3 1/2 cups cake flour
- 1 tablespoon baking powder
- 1 teaspoon salt

### FILLING

- 2 cups of fresh cherries, pitted
- 1/2 cup of white sugar
- 1 1/2 tbsp cornstarch
- 1 tbsp lemon juice
- 1/4 cup water

### FROSTING

- 1 1/2 cup butter, softened
- 8 cups powdered sugar
- 2 tsp vanilla extract
- Milk
- 1/3 cup fresh cherries, pitted, diced, and juiced to remove extra liquid
- Reserved almond "cream" from the cake portion of the recipe

## INSTRUCTIONS

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### CAKE

Preheat oven to 350, buttering and flouring three 9-inch cake pans to prepare them.

In a large saucepan, bring the heavy cream to a simmer on medium heat. Add the almonds to this cream, remove it from heat, and allow it stand for 25 - 30 minutes. Press into the almonds with a spatula after soaking, to release liquid. Set aside 1/4 cup of this cream for later use. Using a large bowl, whisk butter quickly until creamed, then combine in the sugar. Add the eggs, and regularly scrape the sides of the bowl, before adding in both of the extracts. Whisk in the salt and baking powder, followed by small amounts of the flour and cream mixture, alternated until combined into a batter. Divide this up between the three prepared pans.

Bake 25 minutes, or until toothpick comes out clean from the center. Cool inside of the pans for a few minutes, before turning out onto cooling racks. Cool completely.

### FILLING

Boil all of the ingredients over medium heat in a large pot, and cook for 8 minutes, or until cherries soften, stirring constantly. Crush or blend the cherries down well, and cook for an additional five minutes, or until filling is thick and has reduced by a third.

Remove from the heat, and allow it thicken as it cools down to room temperature.

### FROSTING

In a large bowl, whisk the butter harshly, then add in the powdered sugar and vanilla extract until it becomes crumbly. Divide this between two bowls. In the first bowl, add the cherries, almond cream, and 1 tsp of vanilla extract. Whisk until creamy. If mixture is too loose, add additional powdered sugar to pull it all together into your desired consistency. Place in a piping bag with a wide, open tip.

In the second bowl, add 1 tsp vanilla extract, and milk - 1 tsp at first. Combine well. If mixture is still too thick/dry, add another tsp of milk, careful not to dilute the frosting too far. Place in a frosting bag with an open star tip.

### ASSEMBLY

Slice a thin top layer off of each cake to create a flat surface for stacking. Stick a small amount of the cherry frosting onto the middle of the platter, plate, or board you are using to serve on, to help the cake stick to it's surface. Place the first layer right in the center of that.

Using a piping bag full of white frosting, create a circular swirl of frosting over the top of the first layer, and smooth out with an off-set spatula. Top with a thick layer of the cherry filling, smoothing well to make sure it's level. Stack the next layer on top, and repeat this step.

Place the final layer on. Using nearly all of white frosting, smooth a thin crumb coat layer over the entire cake, to seal it all in. Be sure to keep some for decoration later. Chill cake for one hour. Frost the cake with the cherry icing, aiming for a 1/2 inch thickness if possible. Use a cake scraper, or slightly heated knife, to create smoothed sides and tops. Add dollops of white icing around the top of the cake, and pop a single cherry into each for decoration. Chill for another hour, and serve.