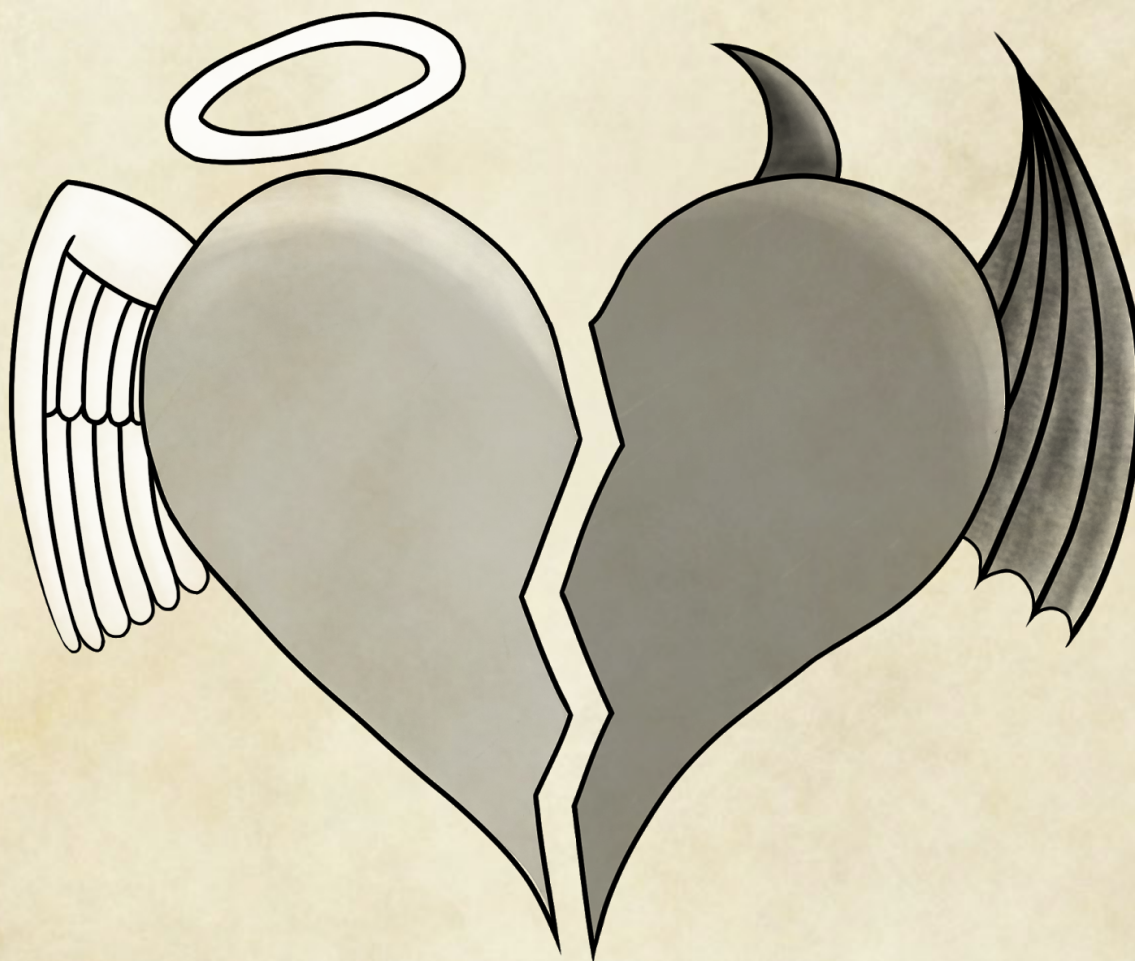


# CUPID VS CUBUS



AN INCUBUS AND A CUPID FIGHT OVER A MAN'S SOUL, AND GET THEIR TIEFLING AND AASIMAR  
DESCENDANTS TO JOIN THEM

*A CITY OF PLIFORTAKUNE ADVENTURE FOR D&D 5E*  
*A FOLLOW AND FIGHT ADVENTURE FOR LEVEL 5 AND UP CHARACTERS*  
*By CHRISTOPHER J FOSTER*



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# INTRODUCTION

**I**n Incubus and a Cupid fight over a man's soul, and try to get their Tiefling and Aasimar descendants to join them in the fight.

This adventure is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 3-5 hours to play.

## LEGAL DISCLAIMER

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### ACCREDITATION

**Writing & Art by:** Christopher J Foster

Find my other works on [Dungeon Master's Guild](#), or [my Patreon](#).

This adventure is part of The City of Plifortakune series, which includes *The Toecap Trilogy*: [Toecap's Puzzle House](#), [The Investigation of Toecap's Tragedy](#) and [Return to the Puzzle House](#).

This adventure can be played as a stand-alone adventure.

**Document Version:** 1.0

## SETUP

### IF YOU'VE INSERTED THIS ADVENTURE INTO AN EXISTING CITY/CAMPAIGN

This adventure can take place in any large city, where there's a tavern the party can start the adventure at, a cafe to find the people they're going to follow, a path of significant length to follow them on, and a warehouse or large empty building to end up at.

### IF YOU'RE IN THE CITY OF PLIFORTAKUNE

The city of Plifortakune is this adventure's intended setting. Plifortakune is a large coastal city full of nearly every playable race living (including the monster races) in relative harmony, or at least as much harmony as large cities tend to have. The city's name, Plifortakune (Ply-for-ta-ku-nay), roughly means "Stronger Together".

This adventure starts in the Lakeshore District, traveling to the Forest District, before ending in the Rising Hillside.

If you'd like to know more about Plifortakune, you can check out [Welcome to Plifortakune](#) for an introduction to the city, or [The Investigation of Toecap's Tragedy](#) and its sequel [Return to the Puzzle House](#), both of which involve going around the city.

# The City of Plifortakune

The city was founded 86 years ago, in the year 1526 (the current year is 1612), on the 1st day of the 7th month, by a silver dragonborn with the express intention of creating a place for all races, and has since grown well into a thriving city with over 168,000 people in seven districts. The name is pronounced Ply-for-ta-ku-nay and means "Stronger Together", which is also the City's Motto and reflected in their City Crest.

There are large stone walls, 50 feet high and 100 feet thick, surrounding the city and separating each district, with gates here and there for passage between. Travelling through a gate requires paying a 1 copper gate toll, used by the city to both count gate use and help pay the city guards.

The city has many of the standard large city amenities, like organized city guards, criers announcing the latest news, and a thieves guild, but also some interesting features. There are Tabaxi Taxis, rickshaws pulled by Tabaxi that can be hired to take people around the city for 4 coppers a trip, or 1 gold for the day, can be easily found on most major streets throughout the day, but they won't travel outside the city. These Tabaxi are all monks and members of the Monastery of Knowledge, so see that section for more details.

Thanks to the Coach and Carters' Guild, in cooperation with the Scribes Syndicate, there are standardized road signs throughout the city. They are large signs with 1-foot tall text placed along the roadways, and are either wood signs, stone markers, or metal plaques imbedded into building walls, usually 10-15 feet off the ground. This signage has made finding one's way around the city relatively easy. The city's roads are all cobblestone, with the major roadways being 50 feet wide, and all other roads being 20 feet wide.

The city is run by an elected council of governors and advisors from each of the seven districts. These 14 people then elect a council head to oversee them and act as the city leader, which is currently held by the city's founder. These 15 people form the city council, who oversee city policy and make sure the various ministries are doing their jobs handling all the day to day operations. They're all busy people, so the players shouldn't run into any of them unless they've really messed something up.

## MONEY

Plifortakune uses the standard coinage in Dungeons and Dragons, however, most merchants in the city deal in silver and copper, and they list their prices to reflect that, such as in the list of travel services in Plifortakune below. Gold prices are usually reserved for high priced items, like magic items, some of which are available in the city, particularly at the Brilliant Bazaar.

## TRAVEL COSTS IN PLIFORTAKUNE

Cost	Services
1 cp	Road or gate toll, per person
2 cp	Courier delivery, per mile, within city
4 cp	Tabaxi Taxi trip, per mile, within city
5 cp	Coach cab trip, per mile, within city
10 sp	Tabaxi Taxi, hired for the day, within city
15 sp	Coach cab, per day, within city
18 sp	Coach cab, per day, outside city
20 sp	Ship's passage, per day

# The Districts and Notable Places in Plifortakune

## The Clear Coast District

"The sand here is warm and smooth, good for eggs, good for family." – Orga, Lizardfolk, Community Leader

This district has a population of roughly 23,000, largely Tritons, Aarakocra, Humans, and Tabaxi, with sizeable Lizardfolk and Yuan-ti communities who enjoy the sandy beaches. The district is one of average living and respite, where most don't have to worry about their daily living. That doesn't mean everything is perfect however. A large section of the district is underwater by design, often referred to as "The Shallows", where largely Tritons, Sea Elves and Merfolk live, with the occasional Nereid, Siren or Sahuagin who have found their way to the city. As such, rentals for magic items that allow for water breathing and travel can be found along the edge of this area, and architecture incorporating various water features (such as waterfall stairs and resting pools) are quite common.

The governor and advisor of the district are determined by the winner and runner up of a race through the district, half running and half swimming, which is held every other year in the summer. The race is open to everyone, so long as they sign up with the district's offices before the deadline and pay the 10-gold registration fee, and there are usually around 20 or so competitors. The only rules are that the competitors must pass through all the check points on the route, (which changes a bit every year but always starts on the shore), and are prohibited from carrying weapons or armor. Combat is allowed, which has resulted in some people entering just to fight someone and keep them from winning, but un-sportsman like behaviour is frowned upon and may result in audience interference, as the race is watched by many citizens who are encouraged to voice their support and disapproval, which can make it more of an obstacle course than a race. A race like this won't be happening in this adventure, but I've detailed this to make the attitude of this district known.



## THE RISING HILLSIDE DISTRICT

"We will rise to the challenges before us, for there is nothing we can't overcome with a level mind and a steady hand." – Brevia Stonestopper, Dwarf, District Councillor

This area has a population of 21,300, largely dwarves and gnomes, as well as a sizable goliath community and the few warforged in the city. The roads are named after ores and minerals, and some of the roads turn into tunnels that go around in the ground of the hill area. The main road of Hillside is Platinum Street, which goes from the Bazaar up to Hand to Heaven Castle. The population is reasonably wealthy, with several particularly rich from industrial ventures (aka new money) families in the district whom live in the Hilltop district.

The top of the hill overlooking the water, aka Hilltop, has the lighthouse to help ship navigation, and the dwarven castle, Hand to Heaven Castle, where the Hillside governor resides. It's her family's home and not government property, despite nearly every governor of Hillside having lived there so far. The Governor and Advisor for Hillside are selected by a council of elders, who themselves are made up of 25 randomly chosen citizens of Hillside over the age of 60. They serve until they either die or stepdown, in which case a new person is selected. The Council also has sway over policy in Hillside, and are often asked to assist the Governor and Advisor in various ways. The oldest member is automatically the head of the council.

Salt Spike Prison is located under Hillside in the middle of a large cave open to the sea, where the tides will raise the water so that it rushes around the Prison island, through salt caked stalagmites and down into the earth for most hours of the day, making escape difficult at the best of times. Prisoners are treated fairly, but it's still a prison.

There's also the Brilliant Bazaar, found at the intersection of the Golden Fields, Hillside, Docks and Forest Districts, where much is obtainable, for a price. It technically falls under control of Hillside, although in actuality this isn't always the case. The bazaar is a large marketplace where most of the adventurers in the city go to shop, where farmers offer their food and livestock, and traveling merchants offer their wares. It is full of interesting things, from colorful baubles to standard adventuring gear, and even the occasional magical items, but that doesn't mean the player can afford them, especially if the price isn't in gold.

## THE GOLDEN PLAIN

"We're having a big get together this weekend, you should bring the family." – Oswrick Butterbread, Halfling, Farmer

Aka The Plains, has a population 21,950, made up largely humans and halflings. The main road, Wheat Street, goes from the fields down to the dock areas, as the town started off in grain production. Roads are named after food and farming items/terms. Their Governor and Advisor are selected by first-past-the-post votes submitted during the yearly census in the fall, when the ballots are given out, choices written in and then collected.

The area is almost entirely inhabited by farmers, of various specialties, and is usually a very peaceful and relaxing area with little fuss. This is especially surprising since large families tend to live together in large structures. The population and land is usually pocketed into households or clans since farming needs many hands, and while not the richest, they do well for themselves.

## THE DOCKS

"It's all about moving things from one place to another, because there's always somebody who wants the thing you have that they don't." – Carnarun Strongskull, Minotaur, Dock Worker

The Docks population of 14,100 is made up largely of humans with a sizable Minotaur community. It is the smallest district, but also the busiest with constant movement. The main docks see an ongoing flow of merchant ships and large vessels, while smaller side docks are populated by fishing boats. There's also a selection of shipyards and dry docks for those who want to build or repair ships.

The Governor is selected by a ship packing competition, where teams of 5 try to pack an identical load onto identical ship the fastest, with the team leader of the winning team becoming governor, and the second-place team leader winning the Advisor position.

The docks are a working-class district with many living a hard life, either on or around ships, many live under the shadow of organized crime from the Thieves' Guild in some way or another.

## THE CALM FOREST DISTRICT

"Tranquility and balance, these are what everything should work towards, from nature to government." Nevven, Elf, City Office Worker

Elves, half-elves, and a sizable Firbolg community make up the 46,250 members of this district. The roads are named after plants and animals. The homes here are regularly made from, in and around still living trees, with paper products and silk being the top industries. Nature and civilization live in harmony here, even with most of the city's main government buildings and offices, including City Hall, being located here, with grand elven estates and prestigious schools dotting the district.

The governor and advisor are selected by random ballot from citizens of the district who vote for qualified individuals. Certain requirements must be met to become qualified, including some which must be done regularly to stay on the list. The list of these individuals is updated and made publicly available before the ballots are cast every three years. There are generally 30-50 individuals on the list at voting time, and campaigning is normal for the ones that really want the position, although some become qualified because they enjoy the challenge or are just trying to look good. The more votes you garner the greater your chances of being chosen.

## THE EMERALD ENTERTAINMENT DISTRICT

"This is the Entertainment District, if you're not paying to be entertained, you're the entertainment. And for some folks, that's watching an idiot colosseum newbie get his ass kicked in by a troll *without* one of those handy clerics the colosseum keeps around." – Lucky Gloves, Tabaxi, Colosseum Fighter Manager

The Entertainment District has a mixed population of 15,130. There is a noticeable Kenku community and a population of wereravens who live in and around The Raven's Towers, which includes a good number of the Kenku. The wereravens have their own society structure and don't just openly offer invitations though.

The main attraction of the district is the colosseum, a 600 ft by 500 ft oval with a 250 ft by 150 ft arena of fighting and entertainment. Regular fights are held here, both between walk-ins, the stables of regular fighters, and occasionally the Blue Dragon Suligos who sits across from the owner's box when he accepts a challenge. Gambling is rampant here, in the colosseum, a large casino, and numerous gambling halls, a fair number of which double as brothels, which are also plentiful in the district. The brothel workers aren't to be messed with however, as they've formed their own guild, the Courtesans' Council, which has allowed them Paladins of Feliçamemo, The God of Love and Happiness, and access to useful magic items like a Periapt of Health.

The entertainment district governorship is a title that must be won from the previous Governor in a challenge agreed upon by both parties. If the Governor dies without naming a replacement, then the advisor organizes a public competition. The same rules apply to the advisor, except the Governor can select a new one, should they beat the advisor in a competition. The governor and advisor can also use their position as collateral in any competition they want within the entertainment district. As such, the titles can be gambled away at any time. The symbols for these positions are gold necklaces, the governor's with a gold diamond on it, while the Advisor's has a gold circle, both with the crest of the Coliseum stamped on them.

## THE FIERY FACTORIES DISTRICT

"We will not stand just to be beaten back down, we will stand to stand among our peers and be treated as equals!" – Relentless Nethyola, Tiefling, Activist

The Factory district population of 26,190 is largely Tieflings, Half-Orcs, Goliaths, and Goblins, as well as Hobgoblin, Bugbear and Orc communities. It is a place full of dirty factories and slum housing.

The district is in a near constant state of agitation, as the people, especially the goblinoids, are for all intents and purposes indentured slaves in the factories, and they aren't fond of it; creating much unrest in the district with talks of unionizing being met with beat downs from enforcers. Walking down the wrong street could get you beat up just for looking like you support the other side. This has made the district hard and rough, especially the city dump, where vermin and pests run rampant, including Worgs, which are usually owned, but some have broken free and gone wild.

The factory district Governor is decided via a series of 1 on 1 combat tournaments, with second place getting the advisory position, held every 2 years. The advisor has the right to challenge the governor for their position any time during those 2 years, and if the advisor wins, the two switch positions. Either way, the next challenge can't happen for at least 30 days after.

## HEALERS GUILD

The city has a Healers Guild, a loose collection of the various religious healers in the city, usually found at the various temples around the city. They offer services at three prices, depending on which group the clients are a part of. The Healers will charge Adventurers more, since "they can afford it", and will always ask which faction the characters are members of first, to get the adventurers to identify themselves. The City Worker cost is something the City Workers unions worked out with the Healers Guild, and requiring proper identification, like a Guard's Badge, be presented to get the discount. These services can be made available to the characters if the DM chooses.

## SPELLCASTING SERVICES

Spell	Faction Cost	Public Cost	City Worker Cost
<i>Cure Wounds</i> (1st lv)	10 gp	8 gp	6 gp
<i>Identify</i>	20 gp	16 gp	12 gp
<i>Lesser Restoration</i>	40 gp	32 gp	24 gp*
<i>Prayer of Healing</i> (2nd lv)	40 gp	32 gp	24 gp
<i>Remove Curse</i>	90 gp	72 gp	54 gp*
<i>Speak with Dead</i>	90 gp	72 gp	54 gp*
<i>Divination</i>	210 gp	168 gp	126 gp
<i>Greater Restoration</i>	450 gp	360 gp	270 gp*
<i>Raise Dead</i>	1,250 gp	1000 gp	750 gp*

- can be partially or fully expensed with proper paperwork depending on the cause.



# KONSIDIO: THE RELIGION OF PLIFORTAKUNE

While other religions and deities are accepted in Plifortakune without issue, the main religion in the city is the worship of the Konsidio, or Council of Gods. The council is made up of 14 gods, each with their own dominion. The people rarely pray to one particular deity all the time, but most professions usually have a preferred deity to whom they pay respect, and often have a holy symbol and/or shrine to said deity.

All of the Konsidio can change their appearance to some degree, and most are particularly fond of changing their race depending on their whim or who they're talking to, but this only affects their appearance and not their abilities. As several of the gods are said to regularly visit and walk among the mortals disguised as a mortal themselves, it is always recommended to not pick fights with strangers, as you never know when they might be a god.

## THE COUNCIL OF GODS

God	Domains	Major Worshipers	Common Symbols
Sun's Elegant Light, Brilomasona	Sun, life, light, and fire	Priests, Clerics, Paladins, doctors and smiths	Golden sun with 12 points
Pasavivo, Overseer of the Passing Lives	Passing, the life after, undead, and secrets	Priests, Clerics, Wizards and gravediggers	A bone hand holding a quill in a crescent moon
Fatūra, Shepherd of Nature	Nature, plants, animals	Explorers, hunters, Druids and Rangers	Three trees woven in a triangle pattern
Agrikado, Grower of Feasts	Food, farming, animal husbandry, brewing, and generosity	Farmers, herders, breeders, bakers and brewers	Hoe and other farm tools, grain and farm animals
Gajeston, Celebrator of Mirth	Mirth, celebrations, plays, music and culture	Bards, writers and performers	Horns and music notes, or masks and curtains
Aregudo, Administrator of the Rules	Rules, law, games, sports, and legislation	Paladins, Wizards, guards, politicians, and athletes	Geometric symbols
Milatra, Trickster of War	War, fighting, sparing, combat, trickery, revenge and retribution	Fighters, Barbarians, generals and athletes	Weapons, blood and bones clashing
Feliçamemo, Lover of Happiness and People	Love, happiness, family, friendship, loyalty and self improvement	Clerics, Bard and Monks	Hearts, hugs and smiles
Komergado, Seeker of Wealth	Wealth, trade, travel and merchandise	Merchants, smiths, crafters, travelers and adventures	Ingots and coins
Êgemecio Medikamala, Doctor of Investigation	Knowledge, medicine, poisons, diseases, plagues, and health	Doctors, Clerics and assassins	Potions, bottles and medical tools
Êgemecio Kreforêa, Forger of Technology	Knowledge, crafting, forging, learning and technology	Artificers, Wizards, smiths, crafters builders, teachers and students	Forges and smithing tools
Justega, Leader of Heroes	Justice, heroism, leadership, protection, equality, morality and honor	Paladins, guards, soldiers and adventures	Shield
Dertina, Seer of Fortune	Fate, luck, fortune, karma, prophecies and destiny	Seers, diviners, and forecasters	Stars
Oceteroso, Farer of Currents	Ocean, weather, chaos, madness, insanity and delusion	Fishers and sailors	Twisted waves

# CALENDAR

Days in Plifortakune are 24 hours long, divided into day and night. The calendar consists of 365 days, divided into 14 months, each with 26 days, leaving 1 day (the first of the year) without a month.

The months are each devoted to a god, and are divided into five 5-day weeks, leaving one day (the first of the month) without a week.

The five days of the week are Nunago, Dunago, Tatrigo, Kvago, & Kvino, with the extra day of the month referred to as Sunogo, and New Year's Day referred to as Lunogo.

The current year is 1612.

## MONTHS

Month	Name	God	Season
*	New Years Day		Mid-Winter
1	Blankan (White Canvas)	Dertina	Winter
2	Verkisoló (Writer's Solitude)	Gajeston	Late-Winter
3	Varmigoj (Warming Connections)	Feliçamemo	Early-Spring
4	Revenatu (Nature's Return)	Fatūra	Mid-Spring
5	Leviĝakvo (Rising Water)	Oceterso	Late-Spring
6	Agonoro (Deeds of Honor)	Justega	Early-Summer
7	Varmanteco (Warmth's Elegance)	Brilomasona	Summer
8	Konkurito (Competition of Spirit)	Aregudo	Summer
9	Konstrejo (Building Shelter)	Kreforĝa	Late-Summer
10	Kalkulnero (Counting Coins)	Komerĝado	Early-Autumn
11	Plentro (Full Belly)	Agrikado	Mid-Autumn
12	Malvarĝo (Cold Revenge)	Milatra	Late-Autumn
13	Disvarman (Spreading Cold)	Medikamala	Early-Winter
14	Speglacio (Mirror of Ice)	Pasavivo	Winter



# THE LAWS OF PLIFORTAKUNE

0. People accused of crimes will be given a timely trial, and if found guilty will be punished in an appropriate manner, from a fine, imprisonment at Salt Spike Prison, or execution. The trial and punishment will be handled by the Ministry of Justice in a Court of Justice. Declaration of crime will be handled by the Ministry of Security. No one is above the law, and any members of the government under official investigation must immediately take a leave of absence.
  - a. Minor offenses of an illegal nature with multiple witnesses can be immediately processed by members of the Ministry of Security. Those facing the offense can make an appeal to the Ministry of Justice, and instances of these summary offenses must be reported and recorded by the members involved. Failure to do so is illegal. The Public is encouraged to report potential abuses of this power.
  - b. Everyone is equal, regardless of race, gender, age, status, or any other factors, and are to be treated equally, especially in law and justice. It is illegal to intentionally discriminate against anyone for any of those factors.
1. Killing is illegal, even if the victim is brought back to life.
  - a. Those with city issued bounties that aren't wanted for questioning are the exception, so long as the perpetrator knew there was a bounty at the time.
2. Stealing is illegal.
3. Arson is illegal.
4. A yearly census and tax collection will be conducted in cooperation between the Ministries of Finances and Security. It is illegal for permanent residents to not participate. The census will be held in the fall, after harvest time.
  - a. Places of healing that are part of the Healers Guild have an agreement with the city to provide discounted healing to city workers as part of their taxes, provided they keep track of services performed and present them in an organized fashion when the census and taxes are collected.
  - b. Other magic users can use their magical abilities as credit against their taxes, provided they reach an agreement with one of the Ministries and receive approval from the Ministry of Finances beforehand.
5. Districts will select a Governor and an Advisor to be members of the City's High Council, who will be responsible for deciding city policies. The methods for selection are up to each district, but the districts cannot go more than three years without re-administering their selection process.
  - a. The High Council will also select a Council Head, who cannot be a Governor or Advisor. A new head can be selected with a majority vote from the other members of the High Council, where the majority is half plus one of the council. If a majority is not reached, the mayor will remain in their position. The Head has the right to issue a vote in the event of a tie should they so choose. A new vote for the Head of the Council must take place no longer than three years after the last vote.
6. Property ownership must be recognized with a deed from the Ministry of Infrastructure.
7. Attempting anything that is illegal is illegal.
8. Interfering with any attempt to prevent a crime or bring a criminal to justice is illegal.
9. Impersonating someone else, living or dead, is illegal, except in cases where it is an obvious performance.
10. Contracts between two or more parties must be honored to the best of each party's abilities. Failure to do so is illegal and may be subject to punishment.
11. Manipulating someone's mind and emotions, either through magical or non-magical means, without consent is illegal.
12. Lying, forgery and baring false witness, especially in a Court of Justice or to a member of the Ministry of Security, is illegal.
13. Spying on people, businesses and governmental bodies is illegal.
14. Blackmail and/or threatening people are illegal.
  - a. Brandishing weapons without due cause can be considered as a threat.
15. The disturbing and desecration of corpses and bodily remains without permission is illegal.
16. Improper disposal of waste is illegal.
17. Runaway livestock is the property of the owner, regardless of who finds them, so long as the owner can prove they are the owner.
18. Poisoning people is illegal.
19. Creating, importing and distributing poison is illegal.
20. Anyone with the capacity to produce poison must be registered with city officials. Failure to do so is illegal. All people entering the city must be made aware of this law.
21. The city is not responsible if you bring the wrath of a god upon yourself, and any blasphemy you perform are considered to be between you and the gods.
22. Vandalism is illegal.

# STARTING THE ADVENTURE

**Y**ou can start this adventure with the party already at The Mad Harp and ready to talk to Ermnar, or you can use one or more of the provided Adventure Hooks to get the adventure started.

## ADVENTURE HOOKS

If you are having an existing adventuring party in Plifortakune, or just want some hooks to get your new party interested in Plifortakune, here are some adventure hooks you can use to setup this adventure before hand.

### POSTER

You can have the party find/receive this poster by Koraphak requesting help with Argloth.

The poster reads "Man seeking Adventurers to help determine possible fiendish presence. Removal will also be required if fiend found. Meet me at The Mad Harp, ask for K, discretion greatly appreciated." The Mad Harp's address is below that.



# THE MAD HARP

Walking along the cobblestone road you come to The Mad Harp, a rowdy tavern brimming with noise. A sign featuring a deranged drunken harp hangs over the door, while another sign beside the door says "Stable out back" with an arrow pointing around the building.

Entering the high ceiling tavern, you see a long bar to the left with multiple stools full of patrons, with shelves of bottles behind the bar, some of them going to the ceiling. Many tables and chairs sit among the pillars in the center of the room. Two large fireplaces sit against the far wall, and a set of stairs going up are to the right with various posters and notices posted to its outside wall. Two Gargoyles sit above the entrance, staring down at the patrons.

The Mad Harp is a rowdy tavern and inn frequented by adventurers, in a straightforward wooden building with a stable around back for those with mounts. The food is warm, cheap and greasy, while the drink cold, cheap, and weak.

The bartender is a Tabaxi woman named Sapphire Sea of the Silent Shore Clan, who uses **Scout** (MM 349) stats and loves to listen to adventurer's stories, and the head waitress is a Goliath woman named Vema Waveclimber Kolakiaga who uses **Thug** (MM 350) stats and won't hesitate to toss a disruptive drunk out. While they have a diverse selection of ale available, they're all cheap and weak.

There are also two **Gargoyles** (MM 140) who sit inside above the entrance named Moe and Joe who will listen to any of the staff and come to their aid if called, or jump in to split up a fight, but otherwise just sit there, unless someone tries to annoy them such as by throwing food at them, then they'll simply try to intimidate the person to back off with a glare, something the owner ordered them to do because he finds it funny.

In the back there's a kitchen with two large ovens, two stove tops and two large sinks for washing dishes and pots. There's also a staff washroom and a storeroom. Three **Commoners** (MM 345), 2 cooks and a dishwasher, are back here working.

Rooms are available for lodging upstairs, both 2 and 4 bed rooms, all of which are poor quality. They charge by the room, so players can split the cost themselves. There are also washrooms upstairs. If anyone wants to rent a room Sapphire will handle the exchange.

## MENU

Item	Price
Mug of Weak Ale	2 cp
1/2 Loaf of Bread	3 cp
Plate of Greasy Meat	6 cp
Lodging, 2 beds room, one night	70 cp
Lodging, 4 beds room, one night	120 cp

A simple stable is out back behind the tavern, manned by a young human man **Commoner** (MM 345) named Jacob. He'll take the party's payment for lodging any horses, dogs or other animals. He will feed them if paid or provided with the food, and will also clean them (brush them and pick their hooves/clean their feet) if paid. If anybody tips him at least 5 cp without asking for the cleaning, he'll still do the cleaning unless expressly told not to.

## STABLE PRICES

Item	Price
Stabling animal, no feed, per night	10 cp
One day feed, Hay	5 cp
One day feed, Corn	20 cp
One day feed, Oats	25 cp
One day feed, Pork Bits	30 cp
Animal Cleaning	5 cp

## MAN SEEKING ADVENTURERS

If anyone asks Sapphire about the poster that brought them there or asks for a K, Sapphire will direct them to the table in the upper corner.

A tall goliath man in a dark cloak sits at the table, his back to the wall and clearly lost in thought.

The man is Koraphak Thunderwarrior Geanugate, a Goliath with **Thug** (MM 350) stats. If the party ask him if he's the one who put out the posters looking for adventurers, he will confirm that he is and introduce himself to the party.

If the party is willing to listen, he will explain that his friend Argloth, another goliath, hasn't been acting like himself ever since he met this other goliath, Kranixan, getting him into all kinds of trouble with people and even a few close calls with the guards. Koraphak is really worried about Argloth, and thinks that Kranixan is using magic to entice or manipulate Argloth in some way, and wants the party to investigate Kranixan and stop him if he is up to no good. Koraphak offers the party 1000 gp as a reward.

If the party asks him how he knows Argloth or wants to know more about Argloth, Koraphak will tell the party that Argloth's parents were traveling merchants who settled in Plifortakune when they decided to start a family, and how he and Argloth grew up as childhood friends. Argloth's family is actually doing very well as merchants, and might be able to buy a minor nobility title soon. As Argloth will eventually inherit the business, Koraphak is afraid Kranixan might also be trying to get at the family's money.

If the party agrees to investigate Kranixan, Koraphak will be glad to hear it and will tell the party that Kranixan and Argloth will be meeting someone at the Rose Water Café later today, so the party should be able to eavesdrop on their conversation and then follow Kranixan. If the party needs directions to the cafe, Koraphak will tell them its in the Forest District, south of City Hall on the other side of Dragon Avenue.

# THE ROSE WATER CAFÉ

Walking down the busy paved road you spot the upscale open-air café under a large tree, the shade covering their patio where among the patrons, an out of place goliath sits to one side, impatiently waiting for someone as he mutters to himself.

A small elegant wood sign painted in white and pink by the entrance reads "The Rose Water Café". Under that is another, smaller sign, that reads "Please take a seat, we'll be with you shortly."

The Rose Water Café is a moderately sized upscale cafe that specializes in sweet dishes, particularly those made with their signature rose water.

If the party sit down at a table, a young half-elf **Commoner** (MM 345) waitress named Arhana will soon come over cheerfully, give everyone a menu and ask if she can get them something to drink. PCs can get just a glass of water if they ask, although if nobody orders anything else Arhana will be clearly dejected. If anyone insights this, they'll get the feeling that she thinks they didn't order anything because she wasn't cheerful enough. If anyone orders anything after that, she'll immediately cheer up. She will return quickly with any orders.

## MENU

Item	Price
10 oz Bottle of Rose Water	20 cp
<b>Drinks</b>	
Cup of Rosewater Tea	10 cp
Mug of Rosewater Lemonade	20 cp
Mug of Rose-Apple Hard Cider	35 cp
<b>Food</b>	
Dozen Rosewater Almond Tea Cookies	12 cp
Rosewater Tea Cake	15 cp
Toasted Bagel with Strawberry Rose Jam	25 cp
Veggie Omelet	60 cp
Garden Salad with Rosewater Dressing	65 cp
<b>Dessert</b>	
Rosewater Pudding	45 cp
Peach-Raspberry-Rosewater Cake	55 cp
Raspberry and Rosewater Cheesecake	65 cp

## EVERY ROSE HAS ITS THORN

The waiting goliath is Arglath, a **Berserker** (MM 344), matching the description Koraphak gave the party, and is waiting for Kranixan.

If the party tries to talk to Arglath about Kranixan or Koraphak, he will react with hostility, threatening the players, and will attack if provoked. The café staff will call the guards, who will attempt to arrest the players, as the staff will point out that they provoked Arglath. By the time the party have gotten out of jail (or let the heat die down if they escaped), the news will be reporting that Arglath Bravesmasher Lakumugate of the Lakumugate Merchants has died under suspicious circumstances, and Koraphak is terribly upset, refusing to pay the players.

If the party wishes to eavesdrop on Arglath, there are several empty tables by Arglath where the players can sit. So long as they act casually, Arglath won't pay them any mind. Anyone with keen hearing, a passive perception of 17 or above, or that succeeds a DC 18 Perception check, will be able to hear Arglath mutter to himself "Where is he? He's always late, always late..."

Not long afterwards, enough time for the party to order and get food, a tall, young, statuesque goliath that looks like his physique was carved from marble by a master artist, wearing only pants and what barely qualifies as a shirt arrives, Kranixan (an **Incubus** (MM 285) in disguise), followed a disinterested tall Tiedling woman with crimson skin wearing a long black dress, **Hymn** (CvC 028), both of whom sit down at the table with Arglath, who greatly relaxes. Anyone with keen hearing or that succeeds a DC 16 Perception check can hear the following conversation between them.

"Sorry for the wait Arglath," Kranixan says as he and the Tiedling sit down.

"It's alright," Arglath practically purrs backs, his eyes only on Kranixan.

"I'm happy to finally introduce you to a relative of mine I recently reconnected with. Arglath, this is Hymn. Hymn, Arglath." Hymn nods to Arglath, who doesn't respond to her. "In fact, I was hoping you'd be able to help her love, she's in need of a job, and I figured it wouldn't be any problem for you to hire her at your company."

"Sure, sure, whatever you say," Arglath replies absent mindedly.

"Great!" Kranixan says with a clap. "Why don't we go get the paperwork filled out right away then?" he says as he gets up to leave.

"Sure, sure, whatever you say," Arglath repeats as he gets up to follow. Hymn shrugs and follows as well.

The three of them will then get up and head for Lakumugate Merchants Headquarters, and the party can attempt to follow them. If the party ordered food and don't pay for it before leaving, Arhana will inform the guards, which may cause problems for the party later.



## A HARD ACT TO FOLLOW

If the party attempts to follow the three as they head north through the streets, they'll have to make checks as they go. Whomever is following them will have to make a group Stealth check against Kranixan's passive Perception of 15 if they don't want to be noticed, or a group Deception check against his insight of +5 if they want to convince whomever has noticed them that they aren't following them.

The three are heading north to the Lakumugate Merchants Headquarters in the Hillside district, and the party should make a check at least four times, when they leave the Rose Water Café, when they pass through Gate #5, when they travel through the Bazaar, and finally on the approach to the Headquarters.

You can read the following text for each check.

### LEAVING THE CAFÉ

The three leave the cafe, heading north up Spice Street before turning onto Platinum Street.

### AT GATE #5

After a bit more walking the three come to City Gate #5 and get in line to pay the copper toll to pass, which moves quickly and they're soon through.

### THROUGH THE BAZAAR

The three walk swiftly through the crowded bazaar as various merchants trying to sell their wares to potential customers.

If any of the players say they're browsing the wares here, or pretending to browse, you can give them advantage on their Deception check here.

### UP THE HILLSIDE

Once through the bazaar the trio start heading uphill, turning onto Anvil Ave, then a side street.

If Hymn or Arglath notices the party, they won't do anything about it, not really caring, Hymn out of general apathy and Arglath out of only focusing on Kranixan.

Kranixan is probably going to notice the party, and you could just have him notice the players when they travel through the Bazaar if you want. If he does notice the party, he'll split off from the other two, telling Arglath and Hymn to go ahead, heading the wrong way for a while before turning down a dead-end alley and using his Ethereal ability to disappear in an attempt to lose the party. He'll then regroup with Arglath and Hymn at Lakumugate Merchants Headquarters.

If the party don't get spotted or follows Arglath and Hymn, the party will see them come to a large warehouse with a stone sign that reads "Lakumugate Merchants" on the front of it and enter through the front door.

If the party tries to use Kranixan splitting off as an opportunity to confront/capture Arglath, Arglath and Hymn will react with hostility towards the party, threatening them to leave the two alone and will attack if provoked. If a fight breaks out passersby will call for the guards, who will attempt to the party for provoking a fight, which the passersby will report. Arglath and Hymn will use the opportunity to leave, and by the time the party have gotten out of jail (or let the heat die down if they escaped), the news will be reporting that Arglath Bravesmasher Lakumugate of the Lakumugate Merchants has died under suspicious circumstances, and Koraphak is terribly upset, refusing to pay the players.

## ANGEL STANDING BY

If Kranixan managed to lose some or all the party that tried to follow him, then when trying to get back to Arglath, Hymn and/or the rest of the party; a short, elderly, chubby halfling woman will appear before the PCs in the alley, stopping them and asking "Did the goliath you were following disappear on you?"

If anyone confirms this, she'll comment that at this point she's certain Kranixan is an Incubus, and asks the party to help her defeat him.

If asked who she is, she'll introduce herself as Sofiel, a **Cupid** (CvC 026). If asked to prove it, she will produce her wings.

If asked what she wants, she'll tell the players that she wants to save Arglath's soul, as Kranixan has managed to successfully corrupt him to the point of potential "harvest", but still thinks he can be saved if Kranixan is banished before he can kill Arglath.

If asked if she know where Kranixan went, she'll reply that he used his Ethereal ability and is probably heading back to the Lakumugate Merchants Headquarters to meet up with Arglath and Hymn.

If asked how she knows Kranixan is an Incubus, she will admit she hasn't seen first hand evidence he is one, just plenty of "coincidental" evidence, like his disappearing act just now, and what he's been doing to Arglath is classic Cubus behavior. She has in fact been trying to save Arglath's soul for a while now, helping Koraphek from behind the scenes when she thought Kranixan was a normal, albeit terrible, person. However, when she came to the conclusion that Kranixan was probably an Incubus, she "suggested" to Koraphek (by the power of dreams) to hire some adventurers to look into the matter, and has been following the party since The Mad Harp. She will admit that a Cubus wouldn't have much difficulty winning against a Cupid in a one on one fight, as they are much better at support than combat, and with Arglath at potential risk, she thought it best to get some help.

If asked why Kranixan doesn't just harvest his soul now, Sofiel will say that he likely want to use the power that Arglath is set to inherit to spread further agony and misery, thus potentially sending more souls to the Lower Plains, and he's probably also enjoying himself at the moment anyways, but that the party following him might have spooked him, so he might change his plans to kill Arglath once he secures things for himself, so time might be of the essence.

If asked what she knows about Hymn, she'll tell them that Hymn is in fact a descendant of Kranixan's, by way of a Cambion son that "plowed his way" through the Material Plain a couple of centuries ago.

If Hymn is brought up or the party asks if she knows anyone else that might be able to help, she'll tell the party about a descendant of her's, Haldon the Joyous Aasimar Guard (CvC 025), who is actually working at a nearby guard station (Guard Station #14), and suggest they try to recruit him. If they do go to try to recruit him, Sofiel will wish them luck as she goes to watch the Lakumugate Merchants Headquarters.



# GUARD STATION #14

**G**uard Station 14 is a simple brick box building, reminiscent of the practicality over aesthetics design of government buildings. If there wasn't a sign that said "Guard Station 14" on the front, most would just assume the building wasn't one of importance.

All of the guards have their own *Badge of Detect Magic* (CvC 16), which is city issued and has their Guard ID number on them.

For a more detailed look at what kind of things can be found in Guard Stations, you can see [The Investigation of Toecap's Tragedy](#) and the chapter on Guard House #122

## RECEPTION AREA

Inside the entrance is the reception area, where a few empty chairs and potted plants sit before a young gnome woman in a guard uniform behind an imposing and raised reception desk across from a wall of neatly placed Wanted Posters. Even though she's sitting, she is at eye level with those walking into the building thanks to the raised platform behind the desk.

"Oh, hello there, welcome to Guard Station 14, is there something I can help you with?" she asks in a polite and cheery manor.

The woman is a Gnome **Guard** (MM 347) named Folna, and will talk with the players in a polite and courteous manner, at least as long as the players do the same. She was recently assigned to be a receptionist at the station and is happy she doesn't have to walk patrols.

If the party didn't pay for their food at the Rose Water Café, Folna will recognize them as matching the description that went out, and will try to covertly question them about it by asking things like "Where did you come from?" and "Have any good food lately?" while trying to stall for time to get their answers. If the party doesn't deceive her into thinking they weren't the dine and dashers, then she'll return with the guards when she says she's going to get Haldon.

She doesn't know anything about Arglath or Kranixan, but does know of the Lakumugate Merchants, as their headquarters are nearby and are part of the station's patrol area.

If the party asks to talk to Haldon, she'll ask what business she should tell him they want to discuss with him, and provided it isn't a suspicious answer, she'll tell them to wait a moment while she goes to get him.

If the party did give a suspicious answer, she'll have several guards come out and hold them overnight for questioning. By the time the questioning is complete and the guards satisfied, Kranixan will have killed Arglath.

If the party gives a non-suspicious answer, she'll soon return with Haldon, who will talk with the party.

## CALLING ALL ANGELS

Haldon is a Joyous Aasimar (CvC 025) **Guard** (MM 347). He does like helping people, hence why he became a guard, but doesn't believe himself to be very strong and wouldn't be helpful in a fight. He is aware that Sofiel is his ancestor and that she is a cupid, as she has met with him before as his "great-grandmother" and has offered him guidance in the past.

If the party explains the situation to him, he will believe them, especially if they say Sofiel sent them. He will say that he wants to help but isn't strong enough to fight a Cubus and doesn't know if he can.

He can be convinced to help with a successful DC 13 Persuasion roll telling him is strong enough, with advantage on the roll if they make reference to his angelic ancestry and/or how this is exactly the sort of thing he became a guard to do. A success will help him feel more motivated and convinced to help. He will agree to accompany the players, but can't bring any other guards without solid evidence that Kranixan is in fact manipulating people, as he is essentially just investigating a civilian's report of concern at this point.

# LAKUMUGATE MERCHANTS HEADQUARTERS

This sturdy but unassuming brick building has a stone sign over a set of double doors that reads "Lakumugate Merchants".

One side alleyway is quite wide and has two sets of double doors into the building.

The front doors are closed but not locked.

If Sofiel went ahead while the PCs tried to recruit Haldon, she's waiting in an alleyway across from the building and will signal for the party to join her. Nobody has gone in or out since she arrived. If anybody has been watching since Arglath and Hymn went in, Kranixan arrived and went in not long before Sofiel arrived.

## 1. ALLEYWAY

There are two sets of double doors into the building down this alley, one set towards the front and one set towards the back.

Both sets of doors are closed but not locked. If someone tries to listen in through either set of doors, they'll hear some people moving about behind them.

## 2. RECEPTION

This reception area has a small plant on either side of the front doors, and a large half circle desk against the far wall with a chair behind it. To the north is another set of double doors, and to the south is a single door.

There's no one in here, and if anyone searches the desk they'll find papers detailing delivery schedules and blank invoice receipts for the merchant company.

The set of double doors are closed but not locked. If someone tries to listen in through the doors, they'll hear some people moving about behind them.

The single door is locked, and can be unlocked with a DC 16 Thieves' Tool check. If someone tries to listen in through the door, they won't hear anything.

## 3. OFFICE

This office has a large half circle desk against the far wall with a chair behind it and two chairs in front of it. The west wall has a ceiling high bookcase full of books, files and papers.

A single door is in the northwest corner of the room.

There's no one in here, and if anyone searches the desk or bookcases, they'll find various papers detailing delivery schedules, invoice receipts, product tracking, product sourcing, purchasing trends, and various other information and finances related to the merchant company.

The single door is locked, and can be unlocked with a DC 16 Thieves' Tool check. If someone tries to listen in through the doors, they'll hear some people moving about behind them.

## 4. STORAGE AREA

This large storage area has three rows of shelving reaching up to the rafters full of various small boxes and chests on them.

Large crates are stacked up in the western corners, as well as lines of wood barrels between them.

The boxes on the shelves contain things like wine bottles, bottles of ink, books on various topics, hand mirrors and bags of various spices.

If the crates in the corner are opened up, the party will find they contain numerous rolls of cow leather.

The barrels contain vinegar, and smell strongly of it as well. They each hold 60 gallons and weight 600 pounds.

If Haldon and/or Sofiel are with the party, they'll actively prevent anyone from going through things here, let alone steal anything, which might give the party away if they're trying to sneak up on the trio.



## FIGHT FOR YOUR LOVE

Kranixan, Arglath and Hymn are all in the storage area, going through the shelves looking for interesting things if they haven't been alerted to the party's presence.

### ADDITIONAL ENEMIES

Depending on the party's level and/or how hard a fight you want this to be, you can have some additional beings hanging around the back, sitting on the barrels and crates. The exact number and stats of the others will vary depending on the party level, and the following chart assumes the party is made up of 4 PCs, Sofiel and Haldon, so adjust according to your party composition. This should be a hard fight.

Party Level	Recommended Additional Enemies
5th	None
6th	2 <b>Imps</b> (MM 076)
7th	1 <b>Succubus</b> (MM 285)
8th	1 <b>Succubus</b> (MM 285) & 2 <b>Imps</b> (MM 076)
9th	1 <b>Succubus</b> (MM 285) & 3 <b>Imps</b> (MM 076)
10th	2 <b>Succubi</b> (MM 285) & 2 <b>Imps</b> (MM 076)
11th	2 <b>Succubi</b> (MM 285) & 3 <b>Imps</b> (MM 076)
12th	2 <b>Cambions</b> (MM 036) & 2 <b>Imps</b> (MM 076)
16th	4 <b>Cambions</b> (MM 036) & 2 <b>Imps</b> (MM 076)
20th	7 <b>Cambions</b> (MM 036) & 2 <b>Imps</b> (MM 076)

These enemies will follow Kranixan's orders and will attack the party once made aware of them. They will all fight to the death.

The Imps will be invisible and hiding when the party arrives, and will attempt to ambush the party from the air.

The Cubi look like regular humanoids, albeit very pretty/handsome ones. They will first attempt to Charm the PCs so that they can then use their Draining Kiss on the charmed PC while ordering the charmed PC to protect them.

The Cambions have used their *Alter Self* spell to also resemble regular humanoids. They will first attempt to use their Fiendish Charm to charm the PCs and make them fight one another before attacking.

## THE FIGHT

As soon as the party makes their presence known, Arglath will get angry and attack the party for "breaking into his warehouse". Kranixan, Hymn, and any others there will join in as well.

### ENEMIES

Arglath will act recklessly and will attack whomever is closest to him or anyone who insults Kranixan. He can be convinced that Kranixan is an Incubus and means him no good if a player uses their action to do a contested Persuasion roll against Kranixan's Deception, who is actively debating against the player for Arglath's loyalty. If the player brings up Koraphak and how he feels about Arglath, they have advantage on the Persuasion roll. Only one person can make this attempt each round, as Arglath will only listen to one person at a time.

If the party manages to convince Arglath that Kranixan is an Incubus and is trying to hurt him, Kranixan will charm Arglath and order him to fight to the death for him, openly revealing his Incubus form and saying that at this point he doesn't care if Arglath lives or dies, but it will be sweeter if one of the party members kills Arglath for him.

If Kranixan believes he's going to lose the fight and has the opportunity, he'll kill Arglath and attempt to flee.

Hymn will attack whomever is closest to her, using a *Mirror Image*, followed by *Scorching Ray* and *Shield* if she can, before falling back on *Fire Bolt*. If desperate, she'll resort to using *Charm Person* to prevent from being attacked, and will order them to protect her while she tries to escape. If party manages to get Kranixan to bring up how his Cambion son raped numerous women to create more Cambions and Tieflings to serve him, which includes Hymn's ancestors, she'll become immediately disgusted and will immediately turn on Kranixan. If asked why she didn't turn on him earlier or didn't know about her ancestry, she'll say she just didn't think about it, because she didn't want to think about it. Kranixan will be annoyed but unsurprised by her turning, as "It happens".

### ALLIES

If Sofiel is with the party, she'll stay back and run support with *Bless*, *Sanctuary* (which she'll first cast on Haldon if he's there), *Guidance*, and *Cure Wounds* if someone goes down and looks particularly hurt. If she's out of healing and it looks like a Cubus or Cambion might down someone, she'll taunt them into attacking her, which they will fall for out of a hatred for Cupids.

If Haldon is with the party, he'll activate his Joyous Light at the start of the fight and will try to use it to cure anyone of being charmed by the fiends. He won't attack any of the Cubi or Cambions unless confronted by them or the party has them on the ropes, preferring to go after either Hymn and the Imps.

## AFTERMATH

After Kranixan and any other fiends are defeated, Hymn will surrender if still alive, even if she turned on Kranixan during the fight, since she was knowingly aiding and abetting a fiend in harming someone else and she is just kind of done with things. If Haldon is there, he'll take her in, and if she turned will say that he'll do what he can to help her.

If Arglath survives the fight and wasn't convinced of Kranixan's deceit, he can now be persuaded with a DC 12 Persuasion roll by someone. If he is or has been convinced, he'll be quite upset and want to seek Koraphek, who will arrive soon thanks to Sofiel sending an anonymous message to him telling him to come. The two will embrace happily, and Arglath will apologize for the way he's been acting, promising to make it up to everyone. Koraphek will happily pay the party the 1000 gp he promised them.

If Arglath doesn't survive the fight, when Koraphek gets there he'll be very upset at Arglath's death. He will refuse to pay the players, instead saying he's going to use the money to try to revive Arglath, although that will be impossible as Arglath's soul is now trapped in the Lower Plains.

If Sofiel survived, she'll thank the party for their help and offer them her **Luvdiva** (CvC 024) shortbow as thanks, and promises the party she'll seek them out if she needs help again in the future.

If Haldon survives, he'll thank the party for helping to remove a threat to the city, and that he owes them a favor, but only if they stick around to give official statements as to what happened.

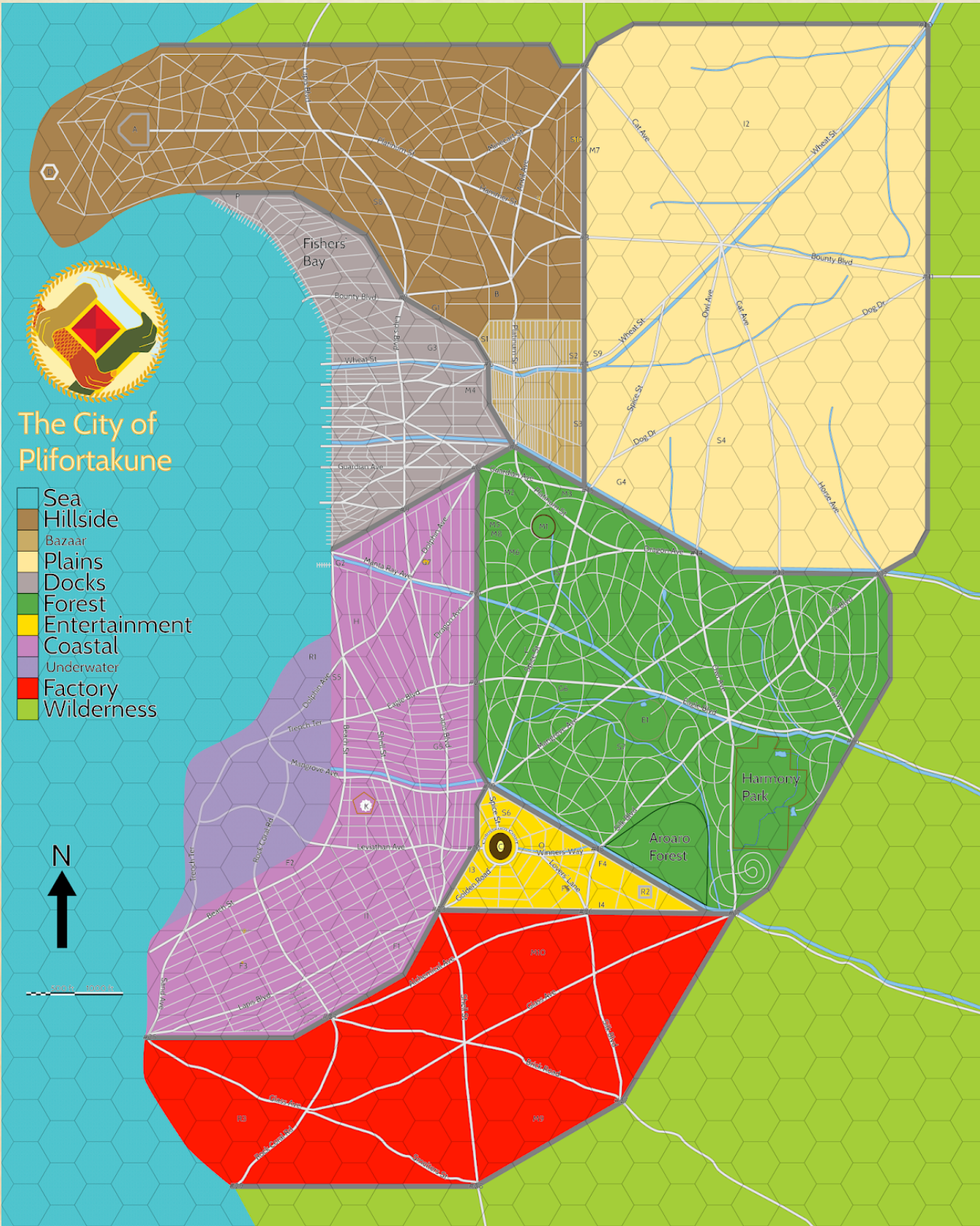
So long as the party didn't do any large scale and/or intentional damage to the building or merchandise within, they won't face problems from Arglath's parents, who are only too happy to have their son freed from Kranixan.

You can award the players the appropriate XP for defeating all the enemies, including Arglath and Hymn if they successfully convinced them to turn on Kranixan.



# MAPS

## CITY MAP



# CITY MAP LEGEND

## A. HAND TO HEAVEN CASTLE

## B. BANK OF PLIFORTAKUNE

## C. COLOSSEUM

## D. THE GRAND LIGHTHOUSE

## E. EDUCATION

1. School of Magic

## F. ENTERTAINMENT AND FITNESS

1. Ganu-Manu Gym
2. The Boardwalk
3. Toecap's Puzzle House
4. The Theater of Unusually Interesting Performances
5. La Maison Derrière

## G. GUILD HALLS

1. The Membership of Masons, Carvers and Cutters' Guild Hall
2. Fish Market & The School of Fishers' Guild Hall
3. The Dockkeepers Comradery Guild Hall
4. Bakers' Guild Hall
5. Couriers Coalition Guild Hall
6. Weavers Partnership's Guild Hall
7. Order of Diligent Clothes Makers Guild Hall

## H. HEALERS' HOSPICE

## I. INNS, PUBS, AND BARS

1. The Mad Harp
2. The Lonely Road Pub and Inn
3. The Drunk Vampire
4. The Twisted Trees
5. The Rose Water Café

## K. MONASTERY OF KNOWLEDGE

## L. CENTRAL LIBRARY

## M. MINISTRIES AND GOVERNMENT BUILDINGS

1. City Hall
2. Ministry of Security HQ
3. Ministry of Justice HQ
4. Ministry of Trade HQ
5. Ministry of Finances HQ
6. Ministry of Infrastructure HQ
7. The Fertilizer Plant
8. Hall of Records
9. The Dump
10. Sewage Works

## N. GUARD STATIONS

## O. CASINO

## P. ENTRANCE TO SALT SPIKE PRISON

## R. RESIDENTIAL

1. The Sand Castle Towers
2. Raven's Tower
3. Troll Town

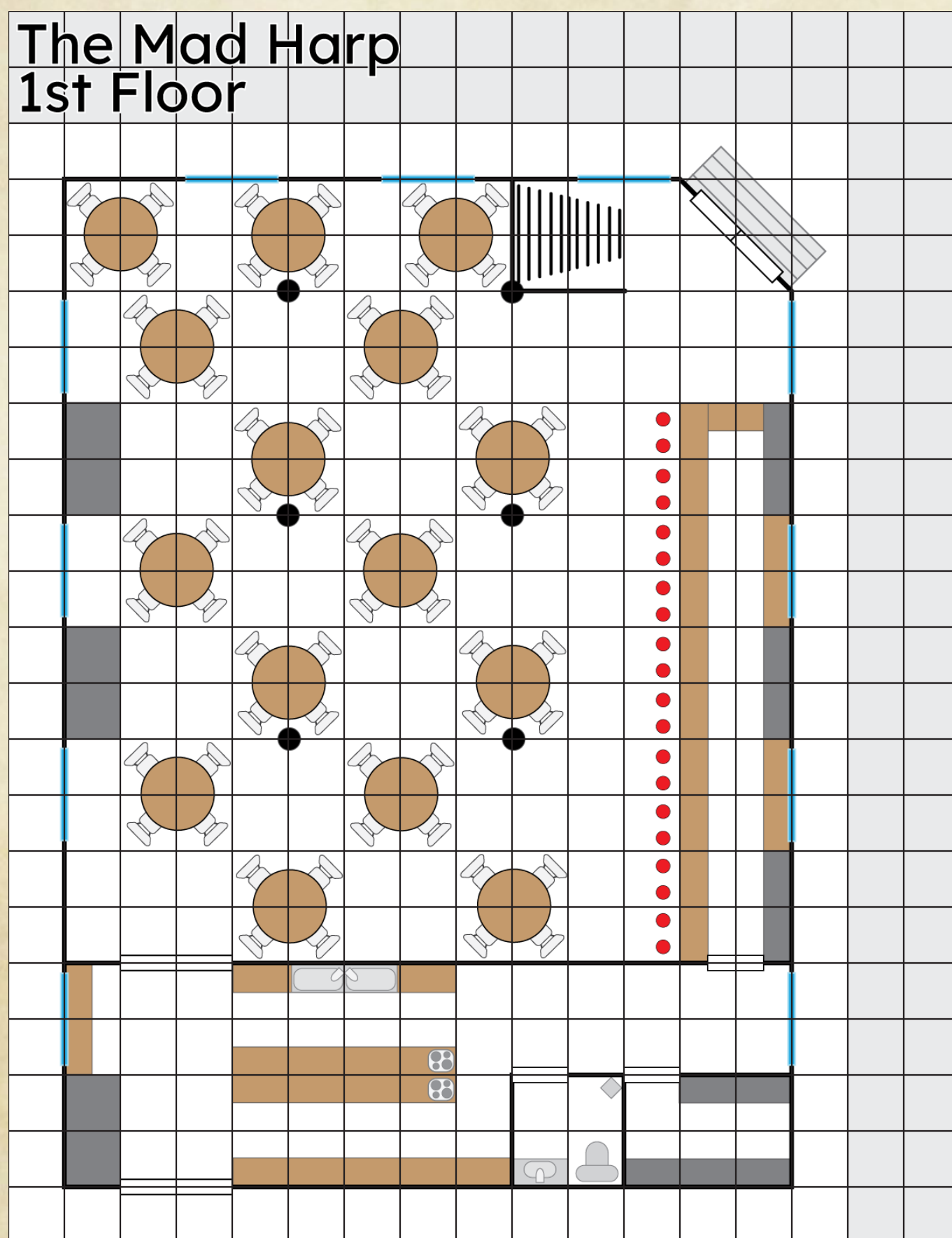
## S. SHOPS AND STORES

1. Quill's Magic Shop
2. Albert's Animal Avenue
3. The Picture Cube
4. Ladon's Lovables
5. Water Wings
6. Hardbrand's Armors
7. Tommy Walker's Dungeon Crafting
8. Christoph's Constructs
9. Butterbread Bakery
10. Lakumugate Merchants Headquarters

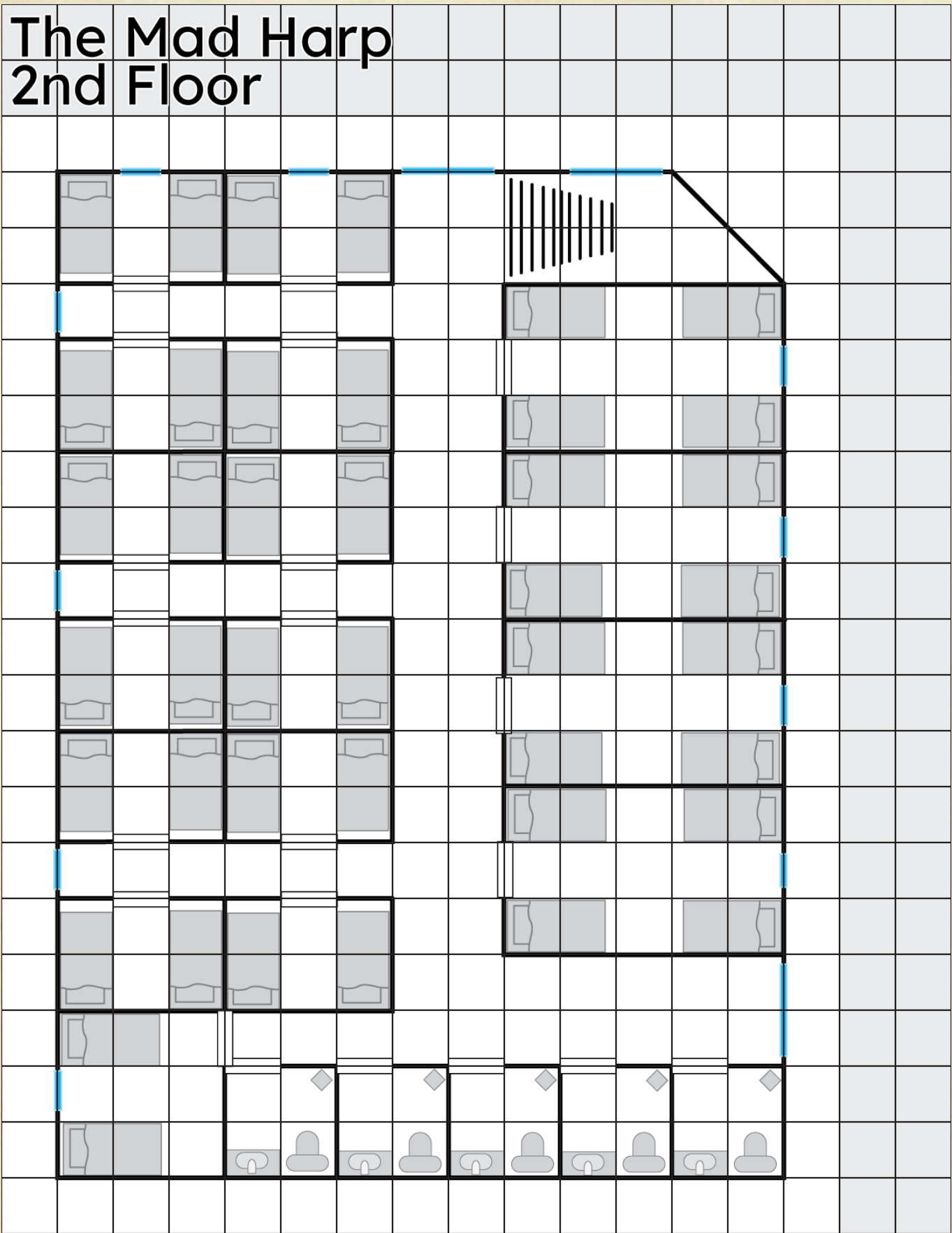
## #. GATES



## THE MAD HARP - 1ST FLOOR

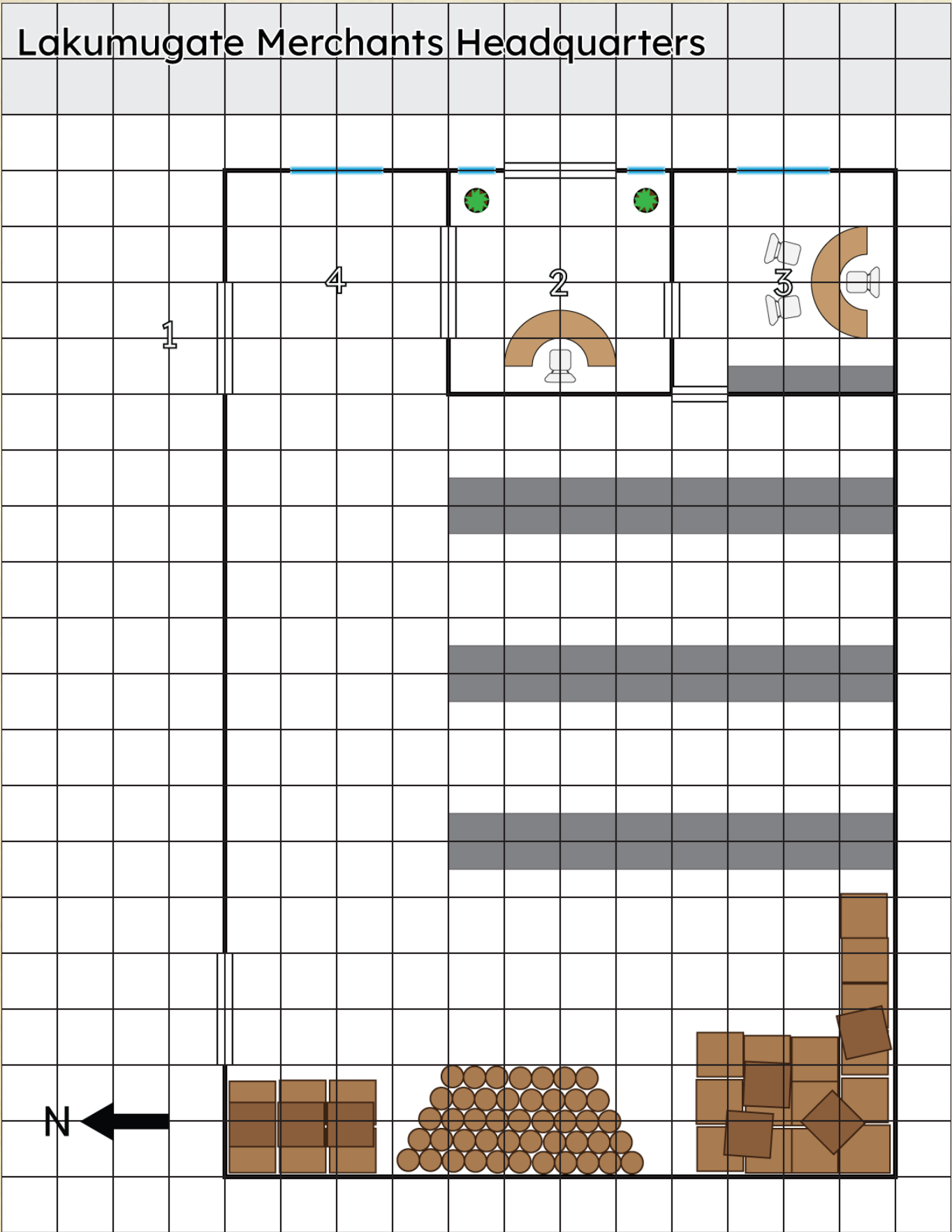


THE MAD HARP - 2ND FLOOR





LAKUMUGATE MERCHANTS HEADQUARTERS



# ITEMS

## BADGE OF DETECT MAGIC

*Wondrous (Badge) – Rare (requires attunement, wearing for one hour)*

A bronze badge that functions as guard identification in the city of Plifortakune, containing an engraving of the City's crest and the assigned officer's badge number.

The Badge has 5 charges, which all renew at dawn. When attuned, the wearer can expend a charge to cast the Detect Magic spell. The wearer can also cast Detect Magic as a ritual if they otherwise could not.

## LUVDIVA

*Weapon (Shortbow) – Uncommon (370 gp, requires attunement)*

This light pink shortbow has several thin curved branches that resemble hearts and half-hearts, with a few having teal inlay making them look like tear drops.

While attuned to this bow, you can sense loving couples within 100 feet of you, you can breath underwater, gain 5 feet of movement when in rain, and if in rain or water any status conditions you have not being physically induced (ie being grappled or restrained by rope or vines) are healed at the start of your turn.

The shortbow does not suffer any of the disadvantages of being used underwater.



# RACES

## JOYOUS AASIMAR SUBRACE

Joyous Aasimar are spirited individuals who want to spread joy, happiness and love among mortals, helping people with their everyday problems. There's nothing that makes them happier than helping someone else.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Joyous Light.** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing an ethereal light to emanate from your heart.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and any creatures within your light are immune to being charmed and frightened, and any creatures that are already charmed or frightened are immediately cured of these status conditions if they start their turn in the light. In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

# CREATURES

## CUPIDS

Cupids are angel denizens of the Upper Planes, looking like small angel-winged humanoids and are often found working for other celestials, like Devas and Planetars, as advisers, consorts, and general help. They are often sent to the Material Planes to help spread love and happiness, particularly with love lorn mortals.

Cupids are skilled shapeshifters, able to change their form so they look like any race, gender, or anything in between. They use this ability to blend in and help people out without revealing their true nature as celestials. Most do have a preference for one form or another, usually appearing as short and slightly chubby. Mortals only rarely see cupids in their true forms, as they prefer to help through small measures and don't seek praise or attention.

**Guardian Angels.** Cupids usually first appear to someone as a random stranger they meet in passing, in an almost forgettable role, like holding open a door or offering a seat. They rarely formally introduce themselves to the person they've decided to help, preferring to help in small ways from afar that help open better pathways for the person to follow themselves, doing things like making their days better or indirectly helping them find solutions to big problems. They will try to fill that person's heart with hope and love so that they go out of their way to perform good acts of their own free will.

Sometimes cupids will become a small but recurring presence in the person's life, such as the nice old lady who's always drinking tea at the cafe and knows a lot of old sayings, or the energetic child playing at the park with honest insight into situations. On rare occasions cupids will use their telepathy to communicate directly to the person to give them an idea or remind them of something, but will try to make it sound like it was the person's own idea, or at worse act like they're the person's conscious speaking up. Even if they stay completely hidden, the person they're helping often feels like they have a guardian angel looking out for them when a cupid is helping.

Once a cupid feels they've significantly helped the person and that they're on the right path for a good future, the cupid will leave that person's life with little fanfare and move on to the next person. Cupids never ask for anything from the person they're trying to help, instead just feeling happy for making others' lives better, although if someone they have helped manages to press them on the issue, cupids will usually ask them to help others and spread happiness as payment.

They will usually spend their time helping average people with minor problems before slipping away with their etherealness, but will also set their sights on helping those that have fallen into sin and debauchery, or that they think will soon be greatly tempted by darkness. This may include things like helping a new ruler become a kind and just leader, but they won't usually get involved with high profile mortals like that without getting instructions from their superiors, lest they get on the wrong side of plans said higher ups already have.

While cupids can charm people, they prefer not to, as they want people to do things of their own freewill, as a charmed creature isn't responsible for its actions, but a cupid will use it as a form of self-defence when feeling threatened or that it might be exposed.

**Loving Hearts.** Cupids are most known by mortals for their ability to make people fall in love, but the idea that this is a magical ability is misattributed. Cupids do regularly help people fall in love, as it is one of the more impactful ways to bring and spread happiness, but they do not have any magical ability to make a person fall in love with someone. Instead, it is their many years of experience helping people that has made them very good at subtly helping people put their best foot forward and making good impressions when romancing someone, as well as a bit of magic to help that along too. It is not uncommon for people to summon a cupid so they can ask it to help make someone fall in love with them, only to get a long speech about free will and consent before the cupid will consider helping them with advice and planning.

Cupids are very knowledgeable about love and sexuality, and very supportive of people's sexualities. Helping people understand their own sexuality is a not an uncommon thing for a cupid to do, as helping people love themselves is just as important as loving others.

**Joyous Offspring.** Cupids are quite capable of falling in love themselves, cherishing how people help others and improve their lives. Looks don't matter at all to a cupid, it's all about personality for them. Cupids often fall in love with other cupids, and can reproduce with one another to birth more cupids. Cupids do also fall in love with mortals sometimes, which can also result in children, who are usually Joyous Aasimar, and often as devoted to love and happiness as their parents.

**Cupids and Cubi.** Cupids are the celestial counterparts to the fiendish succubi and incubi, as they both reflect the light and dark of love respectfully. This infuriates cubi to the point of a very one-sided bitter rivalry, as they hate being compared to cupids. They can't see through each other's shapechanging, but if a cubus thinks a cupid is around and a threat to their efforts to corrupt their current prey, they will try to hunt them down and end them.

Cupids don't share this hostility, disliking cubi no more than any other creature that would do evil. But if they think a cubus is trying to corrupt someone, the cupid would try their best to help save that soul, putting them in direct conflict with the cubus.

Cupids know they wouldn't win in a one on one fight with a cubus. They will instead either attempt to convince the cubus or their prey to change their ways, or distract the cubus long enough for their prey to break free from the cubus and escape. Cupids would happily give their own lives to save a mortal from a cubus' corruption. They will also ask adventurers for help if there are any available.



## CUPID

*Medium celestial (shapechanger, angel), neutral good*

**Armor Class** 15 (natural armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

**Skills** Deception +7, Insight +5, Perception +5, Persuasion +9, Stealth +5

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 15

**Languages** all, telepathy 60 ft.

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The cupid's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *detect magic*, *detect thoughts*, *guidance*

3/day each: *bless*, *calm emotions*, *ceremony*, *cure wounds*, *feather fall*, *healing word*, *heroism*, *lesser restoration*, *sanctuary*

1/day each: *dream*, *greater restoration*, *scrying*

**Telepathic Bond.** The cupid can communicate telepathically with any creature it has charmed, regardless of distance or planar boundaries.

**Shapechanger.** The cupid can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the cupid loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## Actions

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit* 6 piercing (1d6+3)

**Charming Shot.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit* The cupid targets a humanoid with a magical arrow they've conjured as part of this action, but instead of doing damage, the target must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cupid's verbal or telepathic commands. If the target suffers any harm or receives a command that it knows would bring it harm, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this cupid's Charm for the next 24 hours. The cupid can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

**Etherealness.** The cupid magically enters the Ethereal Plane from the Material Plane, or vice versa.

## SOFIEL

A **Cupid** (CvC 026), she is trying to save Arglath from Kranixan's corruption.

She is fairly certain that Kranixan is an Incubus, even though she hasn't seen concrete proof, but believes that even if he's not, he's still trying to corrupt Arglath.

While pretending to be a mortal, she will appear as a short, elderly, chubby halfling woman.

She is the celestial ancestor of Haldon.

She has a **Luvdiva** (CvC 024) shortbow, although none of its magical properties should come into play during this adventure.

## ARGLATH

Arglath Bravesmasher Lakumugate is a Goliath **Berserker** (MM 344) and the first son of a rising merchant family.

Arglath's family has been traveling merchants for the longest time, but Arglath's parents decided to setup a home for their business in Plifortakune when they wanted to start a family, and have been steadily growing in business since, with some saying they may be able to buy a minor nobility title from the city in the near future.

He is a childhood friend of Koraphak, and deep down loves him.

Kranixan has used his Incubus power to corrupt Arglath, making him act out and hurt those around him.

## HALDON

Haldon is a Joyous Aasimar (CvC 025) **Guard** (MM 347) and a descendant of Sofiel the Cupid. He wants to help people but has confidence issues.

## KORAPHAK

Koraphak Thunderwarrior Geanugate is a Goliath using **Thug** (MM 350) stats, and childhood friend of Arglath. Koraphek is greatly concerned for Arglath, feeling that Kranixan is a bad influence on him and has been leading him down the wrong path. He doesn't know that Kranixan is an Incubus, but does suspect him of some kind of dark, if not demonic, dealings.

He is in love with Arglath, and the two have spent a lot of time together since childhood while Arglath's parents were off on merchants travels.

## KRANIXAN

Kranixan is an **Incubus** (MM 285), and he is trying to corrupt Arglath so that he can first spread despair and anger before killing Arglath.

While pretending to be a mortal, he will appear as a tall, young, statuesque goliath that looks like his physique was carved from marble by a master artist.

He is the fiendish ancestor of Hymn, after he sired a Cambion that had further descendants, eventually resulting in Hymn.

He thinks that a cupid is about and trying to interfere with his corruption, but isn't absolutely sure at the start of the adventure.

## HYMN

Hymn is a Fierna Tiefling (MToF 021) Sorcerer, and descendant of Kranixan the Incubus. She is rather apathetic to everything, having been worn down by persecution for her fiendish ancestry, and is only following Kranixan because it's something to do.

If Kranixan mentions how his Cambion son raped numerous women to try and create more Cambion and Tiefling spawn that would serve him, Hymn will be absolutely disgusted to hear this and will immediately turn on Kranixan if he had convinced her to join him.

## HYMN

*Medium humanoid (Tiefling, NPC), Lawful Neutral*

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+1)	13 (+1)	16 (+3)

**Skills** Deception +4, Persuasion +4, Religion +2

**Damage Resistances** fire

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

**Languages** Common & Infernal

**Challenge** 2 (450 XP)

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

**Innate Spellcasting.** Hymn's spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring only verbal components:

1/day each: *charm person*

**Spellcasting.** Hymn is a 4th-level spellcaster. Her spell casting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *Fire Bolt, Frostbite, Mage Hand, Message, Shocking Grasp*

1st level (6 slots): *Shield, Thunderwave*

2nd level (3 slots): *Mirror Image, Scorching Ray*

## Actions

**Multiattack.** Hymn makes two melee attacks.

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 4 (1d4 + 2) piercing damage



# QUICK BOOK REFERENCES

## Shorthand Book

AI	Acquisitions Incorporated
AGG	<a href="#">Attack of the Giant Gingerbreads!</a>
BoB	<a href="#">Bake-off Battle</a>
CoS	Curse of Straad
CvC	Cupid vs Cubus
DDRM	Dungeons & Dragons vs. Rick and Morty
DIA	Baldur's Gate: Descent Into Avernus
EE	Elemental Evil
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
ITT	<a href="#">The Investigation of Toecap's Tragedy</a>
LMP	Lost Mines of Phandelver
MM	Monster Manual
MTof	Mordenkainen's Tome of Foes
OGA	One Grung Above
OotA	Out of the Abyss
PIWI	<a href="#">Pokémon Inspired Weapons &amp; Items</a>
PHB	Player's Handbook
PotA	Princes of the Apocalypse
RBR	<a href="#">Runway Bloody Runway</a>
RLW	Eberron: Rising from the Last War
RoT	Rage of Tiamat
RPH	<a href="#">Return to the Puzzle House</a>
SKT	Storm King's Thunder
STDD	Stranger Things Dungeons & Dragons
TCC	<a href="#">The Cursed Courtesan</a>
SCAG	Sword Coast Adventure Guide
Turtle	The Turtle Package
ToA	Tomb of Annihilation
Volo	Volo's Guide to Monsters
WBD	<a href="#">Walk the Blink Dog</a>
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WGE	Wayfinder's Guide to Eberron
WtP	<a href="#">Welcome to Plifortakune</a>
XGE	Xanathar's Guide to Everything
Yawn	Tales from the Yawning Portal

## SPECIAL THANKS TO MY PATRONS FOR THEIR SUPPORT

- **Guards of Plifortakune:** Joe, Michael Wilson, Carl Cederholm, Levi Tanton, Rehaingongr, Gaming Otaku, Mikayla Fuemmeler, Jakob Strigoi, Mack Mattack, Ryan, Clayton Haefs, Dane Sadri & Joseph Morise
- **Commoners of Plifortakune:** Derek Faldik & Brandon Toppass

# THANK YOU FOR READING CUPID VS CUBUS

I hoped you've enjoyed it! Consider checking out some of my [other adventures on Dungeon Masters Guild](#), or supporting [my Patreon](#) so I can keep producing content, and you can help decide what I work on next!

## THE TOECAP TRILOGY

### TOECAP'S PUZZLE HOUSE

A Dying Woman turned her home into a Puzzle House so that her fortune could be claimed, but the house isn't as simple as it seems...

Toecap's Puzzle House is an Escape Room style dungeon for a party of four 1st level characters, with options for higher levels, and can also work as an introduction adventure to Dungeons and Dragons for new players, although Dungeon Masters should be more familiar with the system. It should take around 2 hours to play.

If players use their wits and skills, they should be able to make it in and out of the dungeon with the treasure and their lives.

### THE INVESTIGATION OF TOECAP'S TRAGEDY

A family was murdered in their own home, and the Murderers were never caught. Can somebody find the truth and bring a grieving soul peace?

So your players have completed Toecap's Puzzle House and, **spoiler alert**, found that there is, in fact, no treasure for solving the puzzle. Are they unsatisfied with that conclusion? Good, that's what Toecap wanted. But what about what she needed? The players will need to investigate the secret they discovered in Puzzle House and find the truth. If any of your players have expressed to desire to solve a mystery, or you just think this is interesting, then this is the follow up for you!

This adventure is broken up into five chapters, each of which can be played in a 2-3 hour session, and even as stand alone adventures if you so choose, for a party of 4 characters. This adventure should bring 4 1st level characters to level 3 by the final chapter.

### RETURN TO THE PUZZLE HOUSE

A soul lays trapped in a self-inflicted magic puzzle. With a little help from the puzzle's designer, they might be freed, or the whole thing might just explode...

Can the players survive the Puzzle House's designer's pinball dungeon and convince him to help them?

Will the players be able to dismantle the Puzzle House from within without it killing them?

Will Toecap's soul be able find peace? Find out in the thrilling conclusion to the Toecap Trilogy!

## QUESTS FROM THE JOB BOARD

One-shot adventures for everyday use

### RUNWAY BLOODY RUNWAY

The half-orc fashion designer Gromir Fingercutter is preparing for another fashion show, but he and the models he had lined up have been getting threats to stop, intimidating the models into quitting. Gromir wants combat capable adventurers to be his models and deal with these threats. He hopes they'll be able to handle things...

This adventure is designed for 4 3rd level characters, and should take 2-3 hours to play.

### THE CURSED COURTESAN

**Warning:** This module contains adult themes, situations, and a good helping of silly raunchy humor.

Madame Belle's Maison Derrière has a problem, one of their courtesans has been cursed! Can you figure out the curse, find the culprit, and bring them to justice?

This adventure is designed for 4 5th levels or higher characters, and should take around 3-5 hours to play.

### WALK THE BLINK DOG

Do you have animal lovers in your party? Does everyone want an animal companion? Then this is the adventure for you! Several canines at Harmony Park have gone missing and need to be found!

This module can be played with any level party, and should take 3-5 hours to play.

### BAKE-OFF BATTLE

The Baker's Union is holding their annual bake-off! Will you join the bake-off, compete in the pie eating contest, fight some magical food monsters, or just take in the sights?

This adventure can be played by any size or level party with options to scale certain parts, and should take around 3-5 hours to play, depending on how long the players take checking out the 20 vendors' stalls. Also includes 10 food-based creatures, including 5 Food Friends that can be purchased as companions by the players, and 5 mutated versions that might fight the players!

### ATTACK OF THE GIANT GINGERBREADS!

A festive one-shot adventure where gingerbread creatures have created a dangerous gingerbread house dungeon! Can they be stopped before they finish what they're cooking?

This adventure is designed for 4 characters of any level, with various options for scaling difficulties, although we recommend at least level 4 or higher, and should take around 2-3 hours to play. Includes a new race, the Gingerbreadians, giant cookies brought to life, and options to run this adventure as a Gingerbread Rebellion one-shot.