Assault on Gumdrop Mountain

An adventure for 5th and 6th level Dungeons & Dragons Characters.

Introduction

Welcome to Assault on Gumdrop Mountain. This is designed to be a fairly tough adventure for 5th and 6th level Dungeons and Dragons characters using the 5th edition of rules. In it, the characters wade into such nasty circumstances that only the assistance of a hallucinogenic elixir makes it possible for them to act at full capability. While under the effects of the drug, the characters perceive the world as a candy-infused landscape and monsters as sugary assailants.

The adventure is broken into 9 fairly small chapters containing one significant event or a connected series of small events. Their basic details can be found below.

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Background

Frampt is a rural town that sits near the summit of Stormdevil Mountain in the middle of some very treacherous mountain terrain. Only a single winding mountain road connects Frampt to the rest of the world and it is nearly impossible to travel during the colder half of the year. Another road leads to the summit of Stormdevil Mountain, but few have any reason to travel there.

Hideous and monstrous beings have been abducting citizens of Frampt every couple weeks for nearly 6 months by the time the characters arrive. These abductions might happen in the middle of the day or at night, but in either situation, the abductors simply march into town, nearly kill anyone that resists, and snags an individual of their choice. There doesn't appear to be a pattern to the abductions though a local scholar believes she knows what is going on. Some have attempted to leave town either to escape or to get help, but none have been heard from.

In the last couple months, a grotesque small has begun emanating Stormdevil Mountain. It's only a faint smell most of the time, but when the wind shifts and blows over the mountain and into Frampt, the small can become strong enough to nauseate anyone.

There are a few reasons the characters might be headed to Frampt. They may all have the same reason, or different reasons.

- One of those that left Frampt may have actually made it out alive and relayed the message that the town needs help.
- A family member of someone in town might have expressed concern that there has been no contact with the village in months.
- Stormdevil Mountain is one of few locations where Blood Garlic can be found. Blood garlic is an exceptional ingredient for both cooking and performing rituals related to demon summoning.
- Though rocky and unstable, the terrain beyond Stormdevil Mountain is one of few known shortcuts through the mountain range in which it resides.
- A prophet named Baccthallmus made several false predictions 20 years ago foretelling the birth of a new Archdemon in Stormdevil Mountain. Baccthallmus is now claiming his predictions were just a couple decades early.

Chapter 1: Roadside Assistance

The road leading to Frampt is only barely carved into the mountainous terrain. Only the smallest trade wagons may traverse it without wearing out or breaking down in a matter of hours. The rugged terrain, harsh weather, and rarity of travelers (even during the summer) means animals and bandits rarely prowl the area. The trip from the nearest settlement to Frampt is about 5 days (2 over normal plains and road and 3 over mountainous trail).

Roughly one and a half days of travel (about 35 miles) from Frampt, the characters see a rotund man wearing a cloak and sitting on a large stone on the side of the road. The man's face is covered by the cloak. He appears aware of his surroundings, and is likely to notice the characters. The man sounds elderly and a little out of breath and claims to have been leaving town when he needed to rest. He only speaks long enough to get one or more characters to approach within 30 feet.

Things the characters might notice:

- Insight DC 15: The man is completely uninterested in conversation and is simply waiting for something.
- Medicine DC 20: The man's voice is not that of someone old or out of breath, but that of someone with a grievous throat wound.
- Perception DC 15: The man appears to have equipment or extra clothing on under the cloak that the character can't identify.
• Perception DC 20: Some of the rocks in the area seem to have an unusual pattern of shape and arrangement.
• Perception DC 25: Large camouflaged insects are hiding among the rocks near the road.
• Survival DC 15: It is unusual that anyone might travel this road with so little supplies and without a horse.

When the characters are as close as they appear they will get, the man stands up and removes the cloak from his head revealing a large fiendish centipede with its pincers in the man's right eye. The centipede's body wraps around the back of the man's head, down the left side of his neck, and into his clothes. Its legs are embedded in his flesh and acid leaks from the centipede's joints (he is a Demonspawn Centipede Possession). Two Demonspawn Centipedes per character are hidden among the rocks and begin moving and chittering but will not attack with surprise unless a character has walked right up to one unknowingly.

Chapter 2: Fearful Symmetry
A shaky human guard named Tonsil Rockbell is posted at edge of town to watch the road. He greets the characters with absolute awe that anyone from the outside made it to the town. If it is evident that the characters are capable fighters, he immediately pleads with them to meet the town magistrate and help. If the characters are unaware of the situation, Tonsil will fill them in – noting specifically that leaving the town is impossible for common folk and someone has been abducted every few weeks for the last 6 months. He assures the characters that anything they need, the magistrate will likely provide.

Regardless of the time of day that the characters arrive, the town is unsettlingly quiet. It quickly becomes evident that the townsfolk are extremely scared. Even though the characters are outsiders, the townsfolk do not view them with suspicion – rather pity that they've walked into the current situation. The magistrate female dwarf named Heska Bridgewater. She is a somber and prudent woman who is very skeptical of the characters. The abductions have been so brazen and the abductors so monstrous that the characters are beyond suspicion. However, she is not eager to give up what little resources the town has left or to get the hopes of his people up just to lose even more morale in the end.

It is up to the characters to prove their worth. If they do, any character may take a dungeoneer's kit and up to 2 healing potions. Other minor favors and items can be obtained as well. The magistrate is not sure why things are happening as they are, but suggested that two people in town might be able to help: the local guide, a halfing ranger named Toko Mayweather, and a local scholar, a half-Elf named Gertrude Polymore.

Toko is a bit ill at ease given local happenings just like the rest of the townsfolk, but he masks it rather well with a chipper and relaxed attitude. He will give the characters a map of the area for free if they have already garnered help from others in town (50gp if not) or if they appear to be acting in good will. If the characters truly seem to be dedicated to saving the town, Toko will even offer to guide them to the mouth of the Stormdevil caverns. He too will suggest speaking to Gertrude.

Gertrude is nothing short of a miss. When the characters find her, regardless of the time of day, she is completely distracted studying some scrolls in her rather modest library. She appears to have gone several weeks without bathing. When the characters interrupt, she hits them with an onslaught of information and encouragement. The scrolls are the rants of a prophet that predicted the birth of a new archdemon named Ryle The Unclean. He hungers for the washed. Gertrude figured out what was going on a few weeks ago and has since avoided bathing to keep from getting abducted.

Eventually, Ryle must be defeated. And though the characters may be formidable, the powerful stench and frightening visage of Ryle and his followers makes them nearly impossible to combat even for the most steadfast of warriors. Gertrude believes that she can help the characters save the town and destroy Ryle. She has developed a powerful hallucinogenic elixir that will make it possible to fight Ryle and his minions without enduring the reality that surrounds them. She advises that they rest first, and then use the elixir before leaving town. It will last 24 hours. She also advised that they "dirty up a bit" before going.

Elixir rules
With the elixir active on the players, use all the statistic blocks and descriptions as they are written in this adventure. Each section has a "What's really happening" section with a few details on what is really going on in case any of the characters choose to peek. If a character attempts to adventure without taking the elixir, they quickly find that the odor alone from minions and the mountain overpowers them and makes taking actions extremely difficult to nearly impossible.

Taking a peek: As an action, a character may attempt a DC 15 Wisdom saving throw. If successful, the character can see through the hallucinations of the toxin for one round, but must make a Constitution saving throw against a DC of 10 plus the current chapter number. Failure results in the character being stunned for one round and poisoned for 1d4 rounds. Damage dealt to a character while he or she can see through the hallucinations is doubled.

Feel free to give the characters free but very brief peeks on occasion to add to the gravity of their mission. If characters attempt to travel without taking the elixir they quickly find that the air alone poisons their lungs.
Chapter 3: Rocky Road
The summit of Gumdrop Mountain is only a three hour walk (9 miles) from Frampt, but the road winds tightly through some narrow cookie crumbled terrain which is prime territory for an ambush. Taking care not to get caught in an ambush, the characters will take about 4 hours to get to the summit. Only 3 miles out from Frampt, an ambush is indeed waiting at a narrow part of the road surrounded by large cookie crumbles which make for a lot of difficult terrain.

Combat includes a large humanoid made of frozen yogurt wielding a giant lollypop as a weapon (Pretzel Lobster Lord) and one Giant Pretzel Lobster per character. The Lord is hiding behind a large cookie granting him total cover and concealment. The Pretzel Lobsters are burrowed under the ground and impossible to detect with normal scenes. Characters may notice disturbed cookie crumble patterns with a DC 15 Perception check, but are unlikely to discern what the cause is.


Chapter 4: Brittle Summit
The trail from Frampt empties into a small basin from which ascending the peanut brittle mountainside may begin. The entrance to Caramel Caverns cannot be seen from below, but sits back from a small plateau section about 300 feet up the side of the mountain.

Things the characters might notice:
• Survival DC 15: Most tracks lead to or from a single spot on the summit.
• Insight DC 15: It's unlikely that climbing up and down the mountainside through sheer skill is the primary way that travel from the caverns to Frampt is done.
• Investigation DC 15: There appears to be an area of magically artificial brittle obscuring something on the mountainside.

If the characters have a way to perceive magic or piece illusion (a DC 15 Wisdom Saving Throw), they can rather easily find a magically hidden narrow step path leading up the mountainside. Ascending the step path does not require a check for those that see through the illusion. Those that don't see through the illusion must make a climbing check as detailed in the paragraph below, but are treated as having proper climbing equipment.

Simply climbing the summit is not impossible. The mountainside is a sharp incline with plenty of holds. With proper climbing equipment, a DC 5 Strength (Athletics) check will get a character up the mountainside a distance equal to their movement provided they aren't doing anything else (half their movement if they are). Without equipment, the DC is 10. Failure indicates that the character falls, making a Dexterity ( Athletics) or Strength (Athletics) Saving throw and consulting the chart below.

Falling on Brittle Summit
• DC 1: Character tumbles to the bottom of the mountain side, receiving 1d6 bludgeoning damage per 20 feet fallen.
• DC 5: Character tumbles up to 100 feet or to the bottom of the mountain side, receiving 1d6 bludgeoning damage per 20 feet fallen.
• DC 10: Character tumbles up to 60 feet or to the bottom of the mountain side, receiving 1d6 bludgeoning damage per 20 feet fallen.
• DC 15: Character tumbles up to 20 feet or to the bottom of the mountain side, receiving 1d6 bludgeoning damage per 20 feet fallen.

What's Really Happening: The mountainside is quite treacherous and poses a definite danger even to accomplished climbers. The smell from the mountain is now so consuming to any around that it almost instantly causes extreme nausea.

Chapter 5: Cornucopia
The cave mouth leading to the caramel caverns appears to the characters as a giant cornucopia filled with massive desserts including bon bons, macaroons, truffles, marshmallows, and chocolate dipped fruits. Each is about the size of a carriage. The cornucopia rests on the mountainside with a roughly 60 foot diameter plateau in front of it.

When the characters approach within 10 feet of any of the desserts, they all begin to shake and wobble and become active, tumbling forward out of the cornucopia. The characters must fight 20 Huge Desserts which attempt to slam into the characters and push them off the mountainside. If a character gets knocked over the edge, use the falling rules from the previous chapter. If a dessert manages to engulf a character is will often throw itself off the plateau, forcing the character to use the falling rules from the previous chapter, but with disadvantage.

As the desserts empty from the cornucopia, an opening in the back appears to allow visitors into the caramel caverns.

What's Really Happening: The cave mouth is nearly packed solid with amorphous oozes made of human flesh which exude a unique stench of human feces and body odor all their own. The mindless abominations absorb anything they kill and explode in an large area of blood and guts when killed. It is highly likely after this fight that the characters will be completely drenched in bile, blood, and guts.
Chapter 6: Caramel Caverns
The Caramel Caverns are a small maze of caramel caves filled with inhabited by candy critters which are little more than a nuisance on their own. Add in some well placed traps, and the caverns can be a very troublesome place.

There is not natural or artificial light in the cavern and so the characters will likely need to provide their own. The walls, floor, and ceiling feature intermittent burrow holes and pieces of sharp rock candy jut out of the floor.

Things the characters might notice:
- Medicine DC 15: The cavern walls bear a remarkable resemblance to the inner workings of the average humanoid ear.
- Perception DC 15: Sound seems to reverberate more than one might expect within the caverns. With little difficulty, a perceptive character will likely perceive that the rock candy shards vibrate with even the slightest noise.
- Survival DC 15: Tracks on the ground indicate very timid approaches to navigating the caverns.

During a given round, calculate roughly how much noise the party is making. A character may make a DC 10 Dexterity (Stealth) check on their turn. If that character is not engaged in combat (not making attacks or actively defending), she produces a negligible amount of sound on a success and one sound on a failure. If engaged in combat, the character produces one sound on a success and two on a failure. Add one additional sound for any failed ability check or attack roll. Something that produces a lot of sound (like yelling or setting or casting a disruptive spell) will can produce up to three or four sound. At the end of the round, use the chart below to determine the effects of the sound produced.

Noise made by a character within 10 feet of a rock candy shard is doubled. A rock candy shard can be destroyed (A DC 15 Nature check will reveal – AC 10, 10 HP, Resistant to Piecing and Slashing, immune to everything else but bludgeoning). Doing so produces 3 sound (not doubled), but hitting one and failing to destroy it produces 10 sound (again, not doubled).

Sound Results:
- 0: Nothing happens.
- 1-3: 1d4 Candy Critters become active.
- 4-6: 1d6 Candy Critters become active.
- 7-9: 1d8 Candy Critters become active.
- 10-12: 2d6 Candy Critters become active.
- 13-15: 2d10 Candy Critters become active.
- 16+: 2d20 Candy Critters become active.

Candy Critters that become active appear at the mouths of holes near the party and act at the same initiative as all other candy critters.

Traps that may be found in the Caramel Caverns:

**Caramel String Razor Wire Trap**
Perception DC: 20
Area: A line that spans the width of a cave section.
Trigger: A character crosses the line.
Effect: Triggering character makes a DC 15 Dexterity saving throw or receives 2d6 slashing damage and immediately falls prone.

**Poison-tipped Pretzel Spear Trap**
Perception DC: 15
Area: 5 foot square.
Trigger: A character enters the area.
Effect: Make a Ranged attack against the triggering character. +10 to hit, 1d10 damage and the character makes a DC 15 Constitution check. On a failure, the character takes 1d10 poison damage and is poisoned for 1 hour.

**Cotton Candy Weaver Pit Trap**
Perception DC: 15
Effect Area: 10-15 foot square.
Trigger: A character enters the area.
Effect: Triggering character (or characters) make a DC 15 Dexterity saving throw. On a success, the character moves 5 feet back and does not fall in. On a failure, the triggering character falls 15 feet into a cotton candy web and is restrained (DC 14 Strength check to escape). One or two Cotton Candy Weavers (Giant Spiders, Monster Manual page 328) attack the character. Climbing out of the pit requires a DC 10 Strength (Athletics) check. Cotton Candy Weavers will attempt to web a character that does not fall. If the characters move away from the trap, the weavers will recede and hide in the cotton candy where they have full cover and concealment.

**Invisible Jello Golem**

The caverns end with a series of sheer, high-stepped stairs leading upwards and into the next area. The Candy Critters find it extraordinarily difficult to ascend the stairs. At each step, two must assist a third to get it up the step. If the characters leave the critters' presence, they will disperse in an hour. Traversing the caverns is remarkably easy once the characters know how what to expect.

**What's Really Happening:** The Stormdevil caverns are drenched in a gooey substance that reeks of like bile and carrion. A colony of monstrous lice infest the caverns and swarm trespassers. Traps laid into the area further complicate navigating the caverns.
Chapter 7: Sugary Sanctum
The characters enter a massive room (about 60 feet wide and 100 feet long) with donut columns and an altar of decorated cake. Lollipop soldiers and acolytes sparsely fill the room. Most appear preoccupied with some sort of worship or ritual. The characters have ample opportunity to exercise stealth and obtain surprise if they are careful.

A Lollipop Knight (Monster Manual page 347) and a Lollipop Priest (Monster Manual page 348) stand at the altar commanding the attention of about 5 Lollipop Cultists (Monster Manual page 345) and 2 Lollipop Acolytes (Monster Manual page 342 – change 1st level spells to Inflict Wounds, Bane, and Healing Word) per character.

What's Really Happening: The unclean servants of Ryle worship his name and bring offerings of filth to an altar decorated in petrified bone, blood, bile, and excrement. Many worshipers exhibit extensive sacrificial wounds that fester with infection. The more extensive the infections, the more Ryle smiles on them.

Chapter 8: Devil's Dinner
Beyond the sugary sanctum is a room with a soda shower dining arrangement. It appears to be a place to prepare before communing with Ryle. Those that wish to speak with him without instantly being devoured must bathe in the soda shower and dine on the dessert spread. It is up to characters to decide whether to bath in the soda and dine on the desserts or not. A dumbwaiter with cupcake seating awaits the characters when they are done. It has one option... down.

The characters will not know the effects of the shower and the food until they are in the next area and only if they partake, but the effects are detailed below.

The Soda Shower: The character feels a little sticky, but is not immediately perceived as a meal for Ryle. The shower acts as a kind of camouflage. The showered character is invisible to Ryle until taking an action. He or she is then treated as having three-quarters cover against Ryle's attacks until taking another action. He or she is then treated as having half cover against Ryle's attacks until taking another action. He or she no longer benefits from the soda shower after this.

The Devil's Dessert: A character that partakes of the Devil's Dessert gains advantage on all saving throws against Ryle's stench for 1 hour.

What's Really Happening: The room contains a magically circulating shower of filth and a table of grotesque and rotten meats. The spread is enchanted to fortify acolytes before appearing before Ryle, who's stench can easily harm even them.

Chapter 9: Death by Chocolate
The Dumbwaiter opens into a massive chocolate cavern. A huge being (Chocolate God) made of chocolate sits in the center of the room. His body is rotund and bloated. His arms and legs are diminutive compared to the rest of him. Even under the effects of the hallucinations, the characters can feel the stench he exudes creep into their stomachs and make them nauseous. Beyond the demon rests a massive mound of half eaten desserts and crushed candies.

If all the characters took the soda shower, Ryle will hear them enter ask what offering or sacrifice they've brought. Until combat starts, they can maneuver about the room without trouble. However, it isn't long before Ryle gets impatient and starts swinging about for a meal. He can easily sated with an offering of something vile but unique to add to his horde or something clean which he can devour.

If some of the characters took the soda shower, Ryle immediately thanks his followers (those showered) for the offering they bring and begins reaching for the unshowered members. He can be made to hold a moment if the showered characters ask him to wait. He will grant them a boon in exchange for the meal. Said boon can be an answer to a single question (anything that a knowledge check with a DC of 25 or lower could answer), a vile blessing (advantage on all ability checks of a type chosen by the character, but disadvantage on all Charisma ability checks for 1 month), or bottle of a distilled disease which can be used as a contact poison to inflict Sewer Plague (Dungeon Master's Guide page 257).

If none of the characters took the soda shower, Ryle immediately roars at the trespassers and screams that "They're not dirty enough!" He attacks immediately and without pause.

What's Really Happening: Ryle is a fat demon which constantly shoves refuse in his mouth when not capable of eating the clean. He sweats excrement and has stains of vomit down the front of his body from constant overeating.

Rewards
If the characters thoroughly search the trash heap, they won't find much – after all, it is a heap of trash, even to their hallucinating eyes. They will find 20 wrapped red candies strewn throughout that appear unique. They are bulbs of Blood Garlic worth 20 gold pieces each.

Upon returning to town, the heroes are hailed for their success, but celebration is quickly put on hold for what will ultimately take a nearly 3 hour bathing session using the town's entire soap supply to clean them of the filth that are likely to be covered in. Afterwards, a celebration is held and the town magistrate will give awards to the characters – this can be money, magic items, or both.
### Monsters

**Demonspawn Centipede Possession**  
Medium Fiend (Demon), Chaotic Evil  
AC 18 (natural), HP: 127 (15d10+45)  
Speed 30 ft.  

**Str 19, Dex 14, Con 17, Int 12, Wis 11, Cha 15**  
**Saves:** Dex +7, Constitution +8  
**Damage Immunities:** Acid, Poison  
**Condition Immunities:** Poisoned  
**Senses:** Blindsight 30 ft., Passive Perception 14  
**Challenge:** 7 (2,900 XP)

**Small Vulnerabilities.** When a weapon attack against the possession would be a critical hit, the attacker makes a DC 10 Intelligence saving throw. On a success, the attack deals quadruple damage instead of double. On a failure, the critical hit is instead treated as a normal hit.

**Acid Sweat.** Any target engaged in a grapple with the centipede or which makes an unarmed attack against it receives 2d6 acid damage at the end of its turn.

**Decaying Stench.** When starting a turn within 10 feet of the Possession, a character must make a DC 5 Constitution saving throw versus poison. On a failure, the character vomits, cannot take any actions, and can only move half its speed.

**Actions**  
**Barbed Legs.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 2d6+4 piercing damage and 1d8 acid damage and the target is grappled.

**Acidic Bile Spit.** A target within 15 feet must make a DC 15 Dexterity saving throw or be covered in sticky, acidic bile. A character covered in the bile receives 6d6 acid damage at the end of every turn until it is removed. A character may use an action and make a DC 15 Strength saving throw to remove the bulk of the bile. If successful, the character receives 3d6 acid damage and the effect ends.

**Vomit Shower (Recharge 5-6).** A grappled target receives 10d8 acid damage.

**Demonspawn Centipede**  
Small Fiend (Demon), Chaotic Evil  
AC 15 (natural), HP: 33 (6d8+6)  
Speed 30 ft., Climb 30 ft.  

**Str 12, Dex 15, Con 13, Int 7, Wis 10, Cha 10**  
**Damage Immunities:** Acid, Poison  
**Condition Immunities:** Poisoned  
**Senses:** Blindsight 30 ft., Passive Perception 10  
**Challenge:** 1 (200 XP)

**Grappler.** The centipede has advantage on attacks against targets it has grappled.

**Acid Sweat.** Any target engaged in a grapple with the centipede or which makes an unarmed attack against it receives 1d4 acid damage at the end of the turn.

**Maddening Chittering.** A character within 10 feet of the centipede has disadvantage on all intelligence, wisdom, and charisma ability checks and saving throws.

**Death Burst.** When the centipede dies, it explodes in a burst of acid. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 2d6 acid damage on a failed save or half as much damage on a successful one.

**Actions**  
**Barbed Legs.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 1d4+1 piercing damage and 1d4 acid damage and the target is grappled.

**Body Burrow.** Melee Weapon Attack versus grappled target, +3 to hit, Hit: 4d8 slashing damage. If this kills the target, the body becomes permanently bonded to the centipede. It is reanimated 5 minutes later possessed entirely by the centipede which becomes sentient and gains 1d6 Intelligence.

**Appearance:** A centipede with demonic features, barbed legs. When active, its joints leak a green acid and it makes a loud chittering noise.
**Pretzel Lobster Lord**  
Medium Humanoid (Frozen Yogurt), Chaotic Evil  
AC 13 (Jerky), HP: 67 (9d8+27)  
Speed 30 ft.  
Str 16, Dex 12, Con 17, Int 9, Wis 11, Cha 9  
Senses: Passive Perception 10  
Challenge: 2 (450 XP)  

**Giant Pretzel Lobster**  
Large Monstrosity, Unaligned  
AC 14 (natural), HP: 39 (6d10+6)  
Speed 30 ft., Burrow 10 ft.  
Str 17, Dex 11, Con 13, Int 1, Wis 13, Cha 6  
Senses: Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 11  
Challenge: 2 (450 XP)  

**Reckless.** As Barbarian ability.  

**Actions**  
**Lollypop Mace.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 2d6+3 bludgeoning damage.  

**Appearance:** A burly humanoid that appears to be made of swirled frozen yogurt wearing armor made of beef jerky.  

**Huge Dessert**  
Large Monstrosity, Unaligned  
AC 6, HP: 28 (3d12+9)  
Speed 10 ft.  
Str 14, Dex 3, Con 16, Int 1, Wis 6, Cha 1  
Damage Resistance: Bludgeoning  
Condition Immunities: Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone  
Senses: Blindsight 60 ft. (blind beyond this radius), Passive Perception 8  
Challenge: 1/2 (100 XP)  

**Candy Critters**  
Tiny Monstrosity, Chaotic Evil  
AC 13, HP: 2 (1d4)  
Speed 10 ft.  
Str 8, Dex 16, Con 11, Int 1, Wis 10, Cha 3  
Senses: Passive Perception 10  
Challenge: 1/8 (25 XP)  

**Sticky.** Candy Critters have advantage on checks made to maintain or resist losing a grapple.  

**Hive Mind.** Candy Critters may perform the help action to aid an attack of an adjacent Critter even if the target of the aided attack is not adjacent.  

**Clumsy.** Candy Critters suffer disadvantage on all dexterity saving throws and Strength (Athletics) checks.  

**Actions**  
**Chomp.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 10 Strength saving throw or become grappled except that the target's speed is not reduced to zero and the Critter moves automatically with the target while the grapple is maintained. A grappled target suffers a cumulative -5 speed and a -2 penalty to Dexterity ability checks and saving throws for each Candy Critter grappling the target.  

**Chew.** A grappled target receives 1 piercing damage.  

**Appearance:** Small hard candies the size of a house cat with gaping mouths and slim stick-like legs.  

**Engulf.** The dessert moves into the space of an adjacent large or smaller target. The creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the dessert. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the dessert enters the creature's space, and the creature is engulfed. The engulfed creature can't breathe, is restrained. When the dessert moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the dessert.  

**Appearance:** An ooze-like creature made of humanoid tissue.
Ryle, The Chocolate God
Huge Fiend (Chocolate), chaotic evil
AC 13 (Natural), HP: 136 (13d12+52)
Speed 25 ft.

Str 25, Dex 10, Con 19, Int 10, Wis 10, Cha 10
Damage Resistance: Nonmagical Piercing and Slashing.
Vulnerabilities: Radiant Damage and Silvered Weapons.
Skills: Perception +4
Senses: Passive Perception 14
Languages: Common, Abyssal
Challenge: 8 (3,900 XP)

Stench. Any creature that starts its turn within 20 feet of Ryle must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

Unbalanced. Ryle has disadvantage on checks and saves against falling prone. An action is required for Ryle to get up from prone.

Actions
Multiattack. Ryle makes two slam attacks. If both hit a large or smaller creature, the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Ryle can't use Multiattack.

Slam. Melee Weapon Attack: +10 to hit, reach 5ft., one target. Hit: 4d8 + 7 bludgeoning damage.

Engulf. Ryle engulfs a Large or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of Ryle's turns or take 2d8 + 4 acid damage. If Ryle moves, the engulfed target moves with him. Ryle can have only one creature engulfed at a time. If Ryle receives a critical hit from a bludgeoning weapon while a creature is engulfed, he vomits up said creature and loses his next action.

Appearance: A huge rotund demon made of chocolate with a massive stomach and small legs and arms. Walks clumsily like an infant.

Additional Thoughts and Suggestions
- The DM should add as much or a little detail to the grotesque environments as suits the enjoyment of the group.
- Gertrude is likely "sampling" a bit of the elixir and interaction with her that reflects that can be fun and revealing.
- It is possible for the characters to take a long rest during this adventure – even after taking the elixir (as it lasts 24 hours). If they do, consider throwing in a random encounter with some lollipop enemies (see chapter 7) if they aren't out of the way or hidden.
- Additional dungeon levels and rooms can easily be added between chapters 6 and 7 to make for a longer delve.
- If the characters interrogate a lollipop enemy, they might receive some valuable information about how to deal with him (like his trouble standing, his vulnerability to silver and radiant attacks, or the effects of the soda shower).
- Ryle is basically just a spoiled demon infant not above eating his own followers.
- Suggestions for Blood Garlic:
  - Cooking: Requires a DC 15 Intelligence (Cooking) check to incorporate into a dish (one bulb will effect 6 servings). After consuming a Blood Garlic dish, a character gains advantage on the first saving throw made within the next 8 hours against an effect caused by a fiend.
  - Spellcasting: A bulb may be consumed as an additional material component when casting Magic Circle and choosing to effect Fiends. When doing so, the spell's duration is doubled.
- Upon returning – victoriously, one hopes – Gertrude could indicate that Ryle was only the first of a series of new Archdemons entering the world. Her elixir may help in defeating the rest. This could easily become a theme to a much larger and longer series of adventures.

The author welcomes input and can be reached at klauskneale@gmail.com. If I do make more adventures, they will likely appear at voidgarlic.wordpress.com.