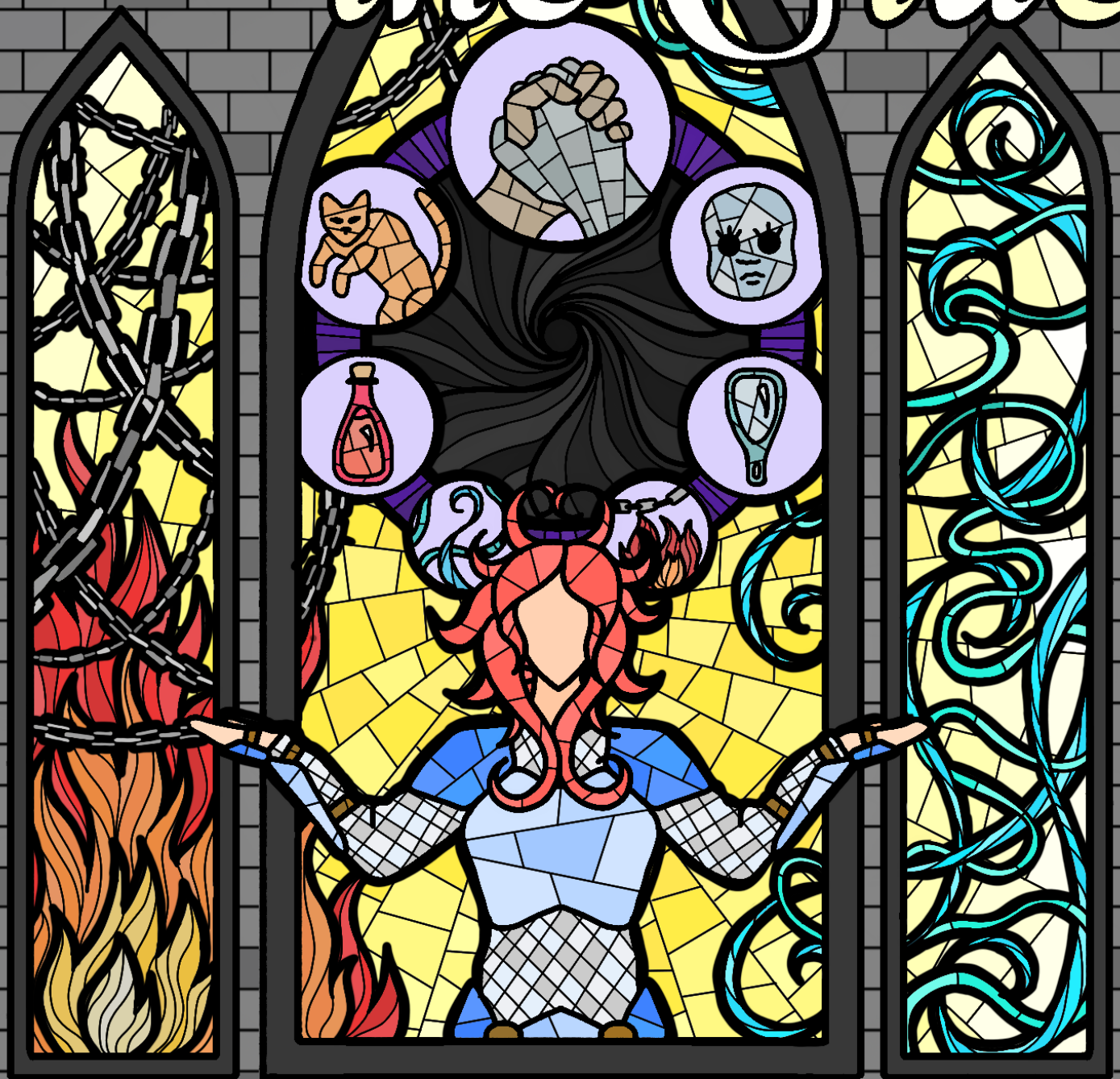


To Undo the Glue



Alex Niederberger

TO UNDO THE GLUE

LOVE, CATS, AND THINGS THAT ARE JUST TOO STICKY

Hey, did you hear what happened to Beni Firmhand? The dope glued their hands together. With the *good* stuff. They've got folks all over the place asking for help. Apparently Beatrice gets back in the morning and they don't wanna be caught with, uh... sticky fingers, so they're looking for adventurers to go check out that old church of... Sune, yeah. Dunno what's up with that, the folks there seem alright. Something weird's afoot, or should I say a-hand? Sorry.

A 3 to 6 hour adventure for 4th to 6th level characters

By Alex Niederberger



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TABLE OF CONTENTS

INTRODUCTION	4
CHAPTER 1: STICKY FINGERS	5
CHAPTER 2: SUNE & SHAR	6
CHAPTER 3: REUNIONS	14
APPENDIX A: STATBLOCKS	18
APPENDIX B: PLAYER MAP	21
APPENDIX C: BATTLEMAP	22
APPENDIX D: SOUNDTRACK	23

CONTENT WARNING

Frightening Situations, Religious Persecution, Unhealthy/
Abusive Relationships

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INTRODUCTION

"And what would humans be without love?"

RARE, said Death.

-Terry Pratchett, *Sourcery*



An eccentric noble has glued their hands together. Yes, you heard that right, they've *glued their hands together*. Perhaps for good. Their only hope is a *wish* spell, and rumor has it there's a djinni in residence at a nearby church of Sune. Inside you'll find cats, strange statues, and the greatest treasure of all... Love.

SYNOPSIS

The characters meet noble Beni Firmhand, who accidentally stuck their hands together with *sovereign glue*. One of their contacts told tale of a djinni hidden in the Second Church of Sune who could free them with a *wish* spell.

The characters explore the church, which is actually a front for followers of Shar. They discover that the djinni I'Nogeno was trapped in a statue of Sune by the succubus Donia. The characters will find the missing pieces of the statue to free the djinni, potentially aided by Heroic, a widowed tiefling, and Leo, I'Nogeno's air genasi boyfriend.

As a last ditch effort to stop the characters, Donia may summon her partner, a chain devil named Pietro. Once they've freed I'Nogeno and defeated Pietro, the characters can make their wish and undo the glue.

BACKGROUND HOOKS

Acolyte. Something's up at the Second Church of Sune and apparently this Beni Firmhand has an interest in it.

Charlatan. Nobles have connections and there's nothing more valuable in this world.

Criminal. Rumor says Beni Firmhand used to be the city's greatest thief. What's behind their upward climb?

Entertainer. Rumor has it Beni Firmhand is hosting an event soon, and a job well done can lead to another.

Folk Hero. The Firmhands are the rare nobles that care about the people. Help them and they'll pay it forward.

Guild Artisan. Beni Firmhand seems to have a wide variety of connections which could help the guild.

Hermit. Churches often carry a strange magnetism for isolated folk, so a chance to explore one could be fruitful.

Noble. The Firmhands are a lovely folk, and there's always something to be gained from helping fellow nobles.

Outlander. The city is a scary place, but Beni Firmhand is a friendly face among it all.

Sage. Beni Firmhand is a mysterious person; what secrets might they be hiding?

Sailor. "Help Needed" signs are posted all over the docks. Beni Firmhand seems to want help of the seedy variety.

Soldier. Beatrice Firmhand helped your company during its service, so it's only natural to help her partner.

Urchin. The Firmhands are known for being kind, and this is sure to gain their favor.

ADDITIONAL HOOKS

In Need of a Wish. The characters also need a *wish* spell and hear that Beni Firmhand has information that could be useful. Whether they must double-cross Beni or I'Nogeno has the ability to grant multiple wishes is up to you and the tone you wish to set.

A Call in the Streets. Several employees of the Firmhands search the streets for adventurers that might be able to drop everything to help Beni out.

BACKGROUND

The Second Church of Sune was abandoned years ago after a schism caused by church politics. A year ago, followers of Shar, led by the good-natured Francisco, purchased the building. The congregation explored worship of Shar through a unique lens: finding how to grieve in a healthy manner, turning services into something akin to group therapy. They kept up the appearance of followers of Sune in order to avoid persecution. Whether this care is actually needed is up to the setting and the DM.

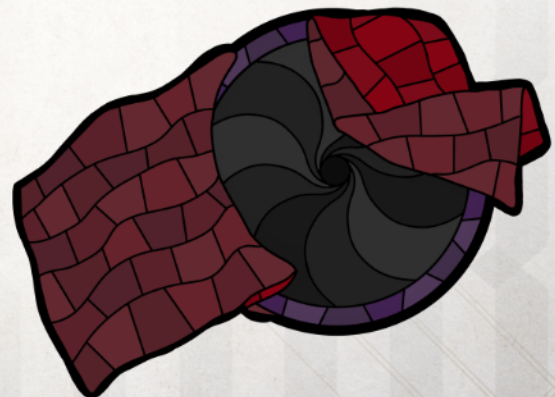
In the last month, the succubus Donia charmed Francisco and took over the congregation, reverting the congregation into a more traditional, harmful obsession with grief. She intends to manipulate this emotional vulnerability to corrupt souls to aid her partner, a chain devil named Pietro, although a certain degree of her actions are projections of her unhealthy relationship with Pietro.

Recently, the djinni I'Nogeno and his air genasi boyfriend Leo came to pray to Sune about their love. Donia and Pietro used the opportunity to magically bind I'Nogeno inside the statue of Sune, casting a magical aura of grief around the church. Leo was subsequently captured in an antique lamp.

SETTING

This adventure should be placed in a town or city large enough to have nobility and multiple churches. Avoid locales with strict religious oversight or hierarchies, as that could make the followers of Shar be less realistically able to hide.

This adventure uses goddesses from the Forgotten Realms, although you could likely adapt it to other settings by swapping out deities, although some of the imagery may become a hair less compelling.



CHAPTER 1: STICKY FINGERS



he characters are escorted through an elegant mansion to a door labelled "Office." The employee who's assisting them thanks them for their help, and suggests they don't mention the smell. Once the characters are allowed entrance, read or summarize:

The office is cluttered. Paintings, strange artifacts, and weapons cover the walls, and fragments of siege weapons are scattered across the floor. In the center of the whirlwind of junk is a writing desk, behind which an older human sits. Their lavish clothing is disheveled, their graying beard holds remnants of their last meal, and a heavy perfume doesn't quite cover the smell of sweat. Their hands, one of which is made of metal, are clasped together in a somewhat odd manner.

Beni (N human **spy**, *MM* pg. 349, they/them) introduces himself warmly, thanking the characters for their presence before sharing their story:

- While moving furniture, Beni accidentally ran into their wife Beatrice, causing her to drop the chair she was carrying, which broke her watch, a family heirloom.
- Beatrice left for business recently and Beni tried to fix the watch using *sovereign glue*, a magical adhesive that can only be undone with *universal solvent*, *oil of etherealness*, or a *wish* spell.
- They fell asleep after fixing it, and woke up to find their prosthetic glued to their wedding ring, making their hands inseparable.
- Beni doesn't want to damage their prosthetic or wedding ring, as both are really important to them.
- A contact told them a djinni that might be able to cast *wish* could be found at the Second Church of Sune.

FURTHER QUESTIONING

- What's up with the church?
"Oh, the Second Church of Sune was recently renovated actually! It had been abandoned for a few years but a new crop of folks have been bringing it back to life."
- Why don't you just send an employee?
"I sent Jeffrey, but he came back quite quickly. The head priest scoffed when he mentioned a djinni and turned him away. I trust my source though, and this lead is the only one we have time for before Beatrice comes back."
- What business is Beatrice on?
"She's working to reduce the amount of weaponry floating around in underground markets in a nearby region. The Firmhands used to deal primarily in war, but she's been doing her best to repair that legacy. She's wonderful."
- How did your contact learn of the djinni? - With a successful DC 10 Charisma (Intimidation or Persuasion) check
"I know a woman who sells rare books. One of her patrons works in the church and mentioned in passing that they had a djinni on the grounds. It seemed like a long-term situation."
- Why do you have a prosthetic hand? - With a successful DC 15 Charisma (Intimidation or Persuasion) check
"Well when I was younger, I was a bit of a thief. I was pretty well known in some circles. Unfortunately I was eventually caught by a particularly litigious town and my hand was cut off in punishment. After I married Beatrice, I finally had enough money to get a nice prosthetic."
- How did you get the glue? - With a successful DC 15 Charisma (Intimidation or Persuasion) check
"I used some connections from my... less savory days to find some on the black market. Cost me a pretty penny, but it's for my love so nothing's too much."

- Beatrice is returning tomorrow morning and Beni hopes to be free by then.

Beni asks the characters to find the djinni and ask them to free Beni's hands. Beni will not join the characters as they'd just be a nuisance with their hands glued together.

REWARD

What Beni offers is dependent on the DM's choice. They're willing to pay characters 10-50 gp per person. They also have political clout and criminal connections in the region and could assist in that way. If the DM is willing to give the players a powerful magical item, the rest of the sovereign glue (with one ounce left) could be a reward.

TRAVEL TO THE CHURCH

The church is easy to find with Beni's directions. If an encounter is added, try to make it thematically relevant to the rest of the adventure: perhaps a wedding parade with a few pickpockets snooping about, a man who lost the engagement ring he was going to use to propose, or a pair of highwaymen who are deeply in love.

SOVEREIGN GLUE

Wondrous item, legendary

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with *oil of slipperiness*.

One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *universal solvent* or *oil of etherealness*, or with a *wish* spell.

CHAPTER 2: SUNE & SHAR



any strange sights and curious characters fill the Second Church of Sune, and the characters can encounter many of them within Chapter 2. The location is meant to serve as a small, contained open world, where the characters find their own path to discovering where the djinni is trapped and how to free him.

SECOND CHURCH OF SUNE

The Second Church of Sune holds a congregation of Shar, Faerûn's goddess of darkness and loss among other things. It is currently controlled by Donia, a succubus in disguise, on behalf of Pietro, a chain devil. She's replaced the staff with loyalists: an arcanaloth librarian, merregon janitor, cultist cook, and several imps disguised as animals.

Donia's goal is to claim more and more souls for the Nine Hells to help Pietro's ascension in the infernal ranks. Several forces might work to undermine that: Heroic, a follower of Shar that doesn't trust Donia; Francisco, the former priest-turned-meazel of this church; Leo, the air genasi boyfriend of the djinni; and Donia's own reservations about her relationship with Pietro.

Through exploration, the characters will discover the djinni I'Nogeno has been bound inside the statue of Sune in area 6, and that to release him they must fix the statue. This can be done with the missing pieces - a stone perfume bottle found in area 6c and a stone mirror found in area 13 - or real versions of the same items.

GENERAL FEATURES

The church is two stories tall, although the second story is smaller than the first. All walls are made of white marble and floors are hardwood, except for area 6 which has a raised stone walkway around grass. Ceilings are 12 ft. high, except in area 6 which is open to the sky.

Donia's Salvation. Evidence of Pietro's abuse is scattered around the church. These can help convince Donia to switch sides in **Chapter 3**.

Doors. Doors are made of tough oak and require a successful DC 20 Strength (Athletics) check to break down, which will draw attention of a **Wandering Encounter**.

All locked doors are locked from one side only (generally noted in the description of the room on the locked side) and require a DC 15 Dexterity check with thieves' tools to unlock. All secret doors are locked with hidden mechanism and described similarly to locked doors.

Lighting. The building is brightly lit by lanterns enchanted with *continual flame*. The enchantment is local to the church and will fade quickly if taken from the grounds.

Time. The church is different in night or day. Unless the players decide otherwise, assume they arrive in late evening and it turns to night shortly after they enter area 3 for the first time.

Windows. None of the windows open, but they can be broken with a successful DC 10 Strength (Athletics) check. The sound draws attention from a **Wandering Encounter**.

WANDERING ENCOUNTERS

Wandering encounters should be used to add atmosphere or to push the characters further.

IMPS, THE IMPOSTERS

1d4 **imps** (*MM* pg. 76) disguised as spiders, rats, or ravens (whichever makes the most sense for the area) patrol the church. They will not engage unless forced to, and will instead notify nearby church staff of the intruder's location and actions.

In the event of them being caught or captured, they can share the following with a successful DC 15 Charisma (Intimidation) check:

- The building is full of fiends, led by Donia.
- The congregation is not aware of the fiendish incursion.
- She captured the djinni in the statue of Sune in area 6.

DONIA, THE DECEIVER

Encountering **Donia** (statblock on pg. 8) can be one of the most compelling parts of the adventure and can benefit from advance planning. Depending on your level of rule adherence, consider finding a candidate among your players and speaking to them before the adventure. When the moment is right, assume they fail their saving throws and covertly let them know they've been replaced and allow them to roleplay from there.

Once Donia is aware of the characters, she will stalk them. At an opportune moment when a PC or NPC companion is separated from the rest, she will use her **Charm** ability to quickly send them away (to area 19 or 22), then use her **Shapechanger** ability to take their place.

Donia (or the player that has been replaced) should be subtle but try to do the following:

- Steal any statue pieces the characters have acquired.
- Make noise or use other strategies to draw attention from Donia's imps or other workers.
- Pit the party against each other.

If found out, Donia will use her **Etherealness** action to escape.

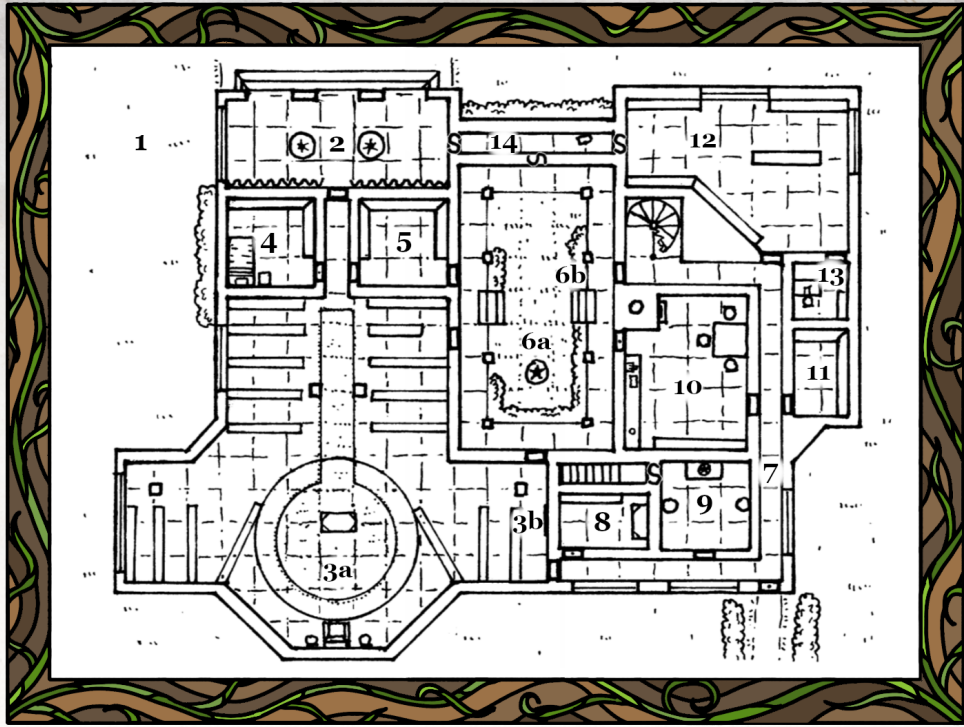
THE JANITOR, THE JANITOR

During the night, **The Janitor** (statblock on pg. 9) will walk through the building on their cleaning rounds. They have been instructed to avoid contact with humanoids and not attack unless necessary.

The Janitor can be used to build a sense of fear and unsettle the characters:

- The characters hear clanging footsteps.
- Rooms the characters rifled through are clean on a repeat visit.
- The characters see the Janitor's metal baby face peeking around a corner or through a cracked-open door.
- The Janitor contacts them with telepathy to urge them to leave, or something cleaning related, like to wipe their boots before coming in.

Lower Level

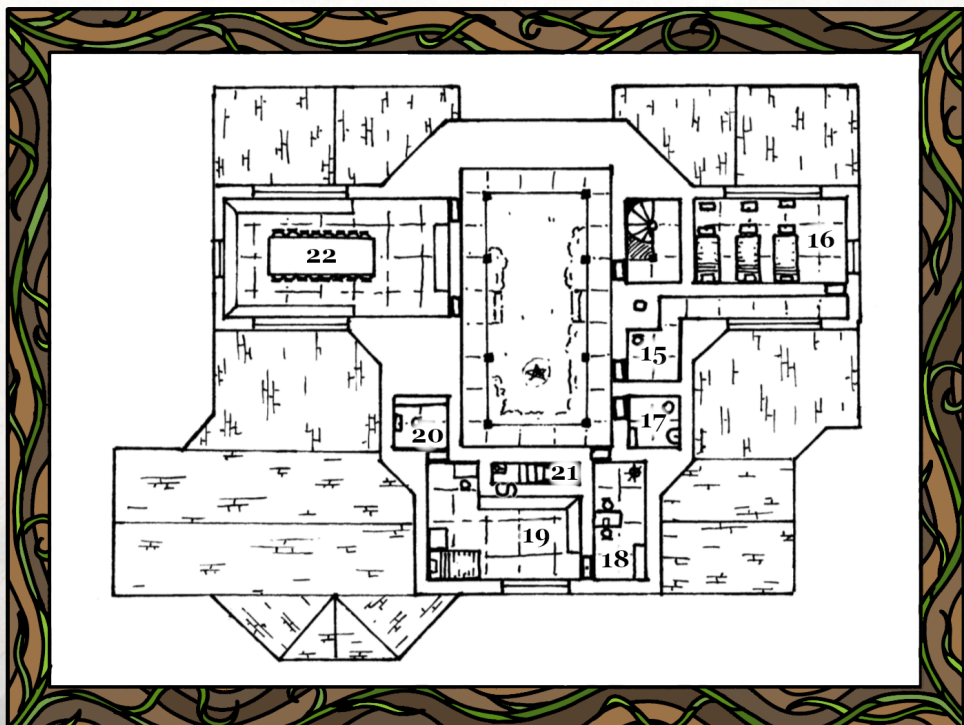


1 Square = 5 ft.

Door	Statue	Chest
Locked Door	Railing	Chair
Secret Door	Stairs Up	Bushes
Window	Stairs Down	
Column	Spiral Stairs	

Key

Upper Level



1. OUTSIDE THE CHURCH

When the characters arrive, read:

The church is a two story building of creamy white marble. The red, clay-shingle roof is spotted with patches of older shingles, dirty and chipped. Set into the face of the right wing are three archways that lead into a foyer.

Locked Door. The back door to area 7 is locked.

2. MEETING IN THE NARTHEX

The narthex holds two round cocktail tables, each with a potted plant as a centerpiece. Flanking the door to area 3 are two tapestries. The east-most tapestry depicts a tall red-haired figure clad in blue-tinted armor—Sune—talking to several other figures. The west-most tapestry shows Sune examining her reflection in a pond.

Day. During the day, **Heroic** and **Donia** are whispering angrily to each other. When the characters arrive, Donia will smile at them and move to area 3 while Heroic greets the characters.

Heroic (LN tiefling **acolyte**, *MM* pg. 342, she/her) is in a lot of pain but puts on a cheerful face and covers any hints of sadness with jokes and general charisma.

- Heroic will ask what brings them to the church to assess their trustworthiness and usefulness to her.
- If asked about a djinni, she'll mention she saw Donia bringing an antique lamp into the sanctum.
- If asked about Donia, she'll share that she's new and and has been changing a lot of things: worship, staff, etc.

- If asked about the building, Heroic will share basic info, but Donia has been restricting access to most areas.

Once she's a little more comfortable, Heroic might share the following:

- The church is dedicated to Shar not Sune.
- Heroic's husband, a half-elf named Cla'ya, was wrongly executed a year ago.
- The old priest, Francisco, invited her to come and work through her grief in a healthy space.
- Donia replaced him and has changed worship for the worse.

Night. If the characters wait to enter until nighttime, Heroic will be in area 3 and Donia will be in area 18.

Secret Door. The secret door to area 14 can be spotted with a successful DC 15 Wisdom (Perception) check. A successful DC 15 Intelligence (Investigation) check finds the lever that unlocks it behind the east-most tapestry.

3. SANCTUARY

Red carpet stretches through the sanctuary. Simple wooden benches line the nave (the north to south stretch) and the choirs (the east and west nooks).

Day. Five **commoners**, followers of Shar, will be sitting in the nave, heads bowed. **Donia** will be speaking to them.

Donia (LE **succubus**, *MM* pg. 285, she/her) is an intelligent and intense woman who speaks quietly but firmly. She's strong and in control, except in regard to her partner Pietro. She's disguised as a human priestess, wearing billowing robes that hide her hand crossbow and master key.

DONIA (SUCCUBUS)

Medium fiend (shapechanger), lawful evil

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 +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. Donia ignores the range restriction on her telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. Donia can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, Donia loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she's wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid Donia can see within 30 ft. of her must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Donia's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, 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 Donia's Charm for the next 24 hour. Donia can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Draining Kiss. Donia kisses a creature charmed by her or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10+5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. Donia magically enters the Ethereal Plane from the Material plane, or vice versa.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120, one target. *Hit:* 6 (1d6+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1d4 rounds.

- She will preach about love, beauty, and self-care if she believes the characters think it's a church of Sune.
- If they reveal they know about Shar, she'll say loss is what contextualizes love and grief is a passage to growth.
- She insists they only stay in areas 1-3.
- In general she's uncomfortable answering questions, and a successful DC 20 Wisdom (Insight) check will reveal she seems to be afraid of angering someone (her partner, Pietro).

Night. The sanctuary is empty except for **Heroic**. See area 2 for information on encountering her.

The crossing (area 3a) contains an altar with a carving of Sune's symbol: a woman's face surrounded by swirling red hair. Several well-made wooden chairs sit behind the altar.

A successful DC 15 Wisdom (Perception) check while examining the altar will reveal a hidden drawer holding a white cloth embroidered with Shar's symbol: a black circle ringed with purple. A successful DC 15 Wisdom (Perception) check while examining the altar's chairs will find devils carved into the central chair.

The east choir (area 3b) has a painting at the east end. If they examine the painting, read:

The painting depicts a calm scene: a cloister ringed with columns that hold up a balcony, all connected to a creamy-white stone building. At the end of the small grassy stretch is a stone statue of a beautiful armored woman with her arms outstretched. In one hand she loosely holds a hand mirror and in the other, a bottle of perfume.

If the characters go (or have been) to area 6, they immediately recognize it as the statue of Sune. They may realize that the statue is missing the mirror and perfume.

Locked Door. During the day, the door to area 4 is locked.

4. JANITOR'S OFFICE

A wrought-iron bed frame with a few blankets piled on top is pushed into a corner, next to a desk covered in letters. The shelves are full of cleaning supplies, polishing instruments, and paints.

Above the desk is a poster written in Infernal. It's titled *A Lemure's Guide to Writing in the Nine Hells* and resembles something you might find in a primary school: instructing the basics of writing in Infernal script. There's a neat pile of letters from Donia, mostly about mundane topics but with regular questions about the Janitor's progress and her excitement for their first letter to her. Several incomplete, error-filled responses lay crumpled across and around the desk, but one sits crisp and complete. It reads: *You deserve better*.

Donia's Salvation. The complete letter can help convince Donia to change her ways in **Chapter 3**.

Day. The Janitor (LE merregon, *MTof* pg. 166, they/them) will be sitting on the bed. They're an armored devil with a baby-faced mask. They have a master key on a belt around their waist. If encountered here, they will put a blanket over their head and pretend they're not there.

- They know Leo is trapped in a lamp in area 21 and I'Nogeno is trapped in the statue in area 6. They brought the stone hand mirror to Bella in area 13.
- They insist Donia is an excellent person.
- They do not comment on Pietro.

Night. The Janitor will be on their rounds (see the **Wandering Encounter**).

THE JANITOR (MERREGON)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the Janitor's darkvision.

Magic Resistance. The Janitor has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Janitor makes two mop attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the Janitor makes three mop attacks.

Mop. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.

5. CHARITY CLOSET

Shelves on the east, north, and west walls are filled with donations: shelf-friendly food, makeup, perfume, and other beauty supplies (but no hand mirror).

6. CATS IN THE CLOISTER

A stone pathway encircles a lower grassy stretch. Stone columns ring the path, holding up a balcony. Bushes ring the southern half of the grass. If the characters have seen the painting in area 3b, they recognize the area from there.

A stone statue of an armored Sune (area 6a) with her arms outstretched stands at the southern end of the cloister (see **Statue Puzzle** sidebar). Characters may remember the statue in area 3b's painting was holding a bottle of perfume and a hand mirror. A successful DC 10 Wisdom (Perception) check when examining the statue will also reveal the hands used to hold items, but they were severed cleanly.

A successful DC 10 Wisdom (Perception) check will reveal a small nest of six kittens just north of the east stairs (area 6b). If spoken with using *speak with animals* or a similar ability, they will ask for their mother (in area 11) or for food and attention. If the characters need guidance, the kittens

may be able to give hints. Several tuna cans are scattered around the bush: opened and licked clean.

Donia's Salvation. The tuna cans can help convince Donia to change her ways in **Chapter 3**.

A successful DC 15 Wisdom (Perception) check will find the stone perfume bottle (see **Statue Puzzle** sidebar) in a bush in the southwest corner (area 6c). The bush is actually an **awakened shrub** (*MM* pg.317), brought to life by the residual magic of the bottle, which it will attempt to protect.

Locked Door. The door to area 10 is locked.

Secret Door. There is a secret door to area 14 on the north wall of area 6. It can be found with a DC 15 Wisdom (Perception) check but can only be opened from the other side.

Development. Bringing both (or the final) pieces to complete the Statue Puzzle (see sidebar) into area 6 will start Act 3 of this adventure.

STATUE PUZZLE

I'Nogeno has been trapped inside the statue of Sune, and therefore it serves as the central puzzle of the adventure. The characters will not initially know I'Nogeno is in the statue. Certain magic may let the players know, or they can be told by Leo (in area 21), the Janitor (area 4 or **Wandering Encounters**), or Donia (area 3, 18, or **Wandering Encounters**). Bella (area 13) or some other NPCs might be able to provide some information to help the characters.

When the characters enter area 5 with both pieces of the puzzle (or the final piece), progress to **Chapter 3** of the adventure.

The stone perfume bottle can be found the bushes in the southwest corner of area 6. The stone mirror was hidden in area 14 by the librarian.

If the DM wishes to, the characters can use real versions of the stone items in place of the original stone items. This can be allowed to save time or just to reward creativity. Real bottles of perfume can be found in area 5, area 7, or area 20. Real hand mirrors can be found in Donia's possession or in area 16.

AWAKENED SHRUB

Small plant, unaligned

Armor Class 12
Hit Points 10 (3d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances piercing
Senses passive Perception 10
Languages Auran
Challenge 0 (10 XP)

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

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 1 (1d4 – 1) slashing damage.



7. SNAKING HALLWAY

A long hallway snakes around the east wing of the church. This can be a great location for a **Wandering Encounter**. As the characters move through, they might hear the sounds of cooking in area 10 or something rummaging in area 11. The spiral staircase leads to the balcony above area 6.

Locked Door. The door to area 8 is locked.

8. SACRISTY

The sacristy, which is a fancy name for the closet where a priest prepares for services, contains shelves and a cabinet topped with purple linen. The shelves have incense, perfume, and a few religious texts regarding Sune and Shar. Inside the cabinet are cleric's vestments for the church of Shar, which could provide advantage on convincing the church's chef Borachio and all the imps that the characters belong.

9. SECRETS IN THE SANCTUM

Two brass braziers light the sanctum. An ivory idol of the goddess Shar (worth 10 gp) sits on an altar. An inscription on the altar reads, "To seek witness with Shar, first allow her to witness you."

A successful DC 15 Intelligence (Religion) check will remind the character that myth says Shar sees everything that happens in the dark. Heroic can also provide this information if asked.

Secret Door. There's a secret door to area 21. It can be spotted with a successful DC 15 Wisdom (Perception) check. The secret door opens when the room is pitch dark.

10. KITCHEN

The kitchen contains an oven, several cabinets full of cooking supplies, and a long counter with a recipe book, cutting boards, knives, pots, and pans. All of these are kept neat and clean by **Borachio**, the chef, who can be found preparing fish.

Borachio (LE **cult fanatic**, *MM* pg. 345, he/him) knows about the other staff members' fiendish origins but doesn't mind. They pay well and have good taste, so what's the issue? Borachio does not wish to fight, and will bargain or flee if confronted. He's very interested in getting rid of that pesky cathedral cat. He has the keys to area 10 and his chest in area 16.

The cookbook has several pages marked with bookmarks that read "Donia's Favorites." Many of those have extra notes tucked in that read "The boss doesn't want her to eat this."

Donia's Salvation. The recipe book can help convince Donia to change her ways in **Chapter 3**.

11. PANIC IN THE PANTRY

When the characters enter, read or summarize:

Two identical-looking cats stand inside a pantry. One looks at you and meows. The sound is awkward and forced. The other is staring at the first, afraid with its tail puffed up.

Allow a beat for the characters to react. The unafraid cat is **Conrade** the imp in disguise. If a spell or ability allows them to understand animals, the second cat is saying “Not cat, not cat, not cat...” in a panicked tone. Read:

The first cat looks at the other and suddenly stands on its back legs in a way no cat should and sprints for the door as if it were a biped.

Conrade (LE **church imp**, statblock below, *MM* pg. 76, he/him) will try to escape and report to **Donia**. He has been feeding the cathedral **cat** (*MM* pg. 320) and will only fight if he or the cat are in danger.

CHURCH IMP (IMP)

Tiny fiend (devil, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapeshifter. The imp can use its action to polymorph into a beast form that resembles a cat (speed 40ft., climb 30 ft.), rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

If the cat is spoken to using a spell or ability, she can share the following:

- The librarian smells like dog.
- Once the librarian disappeared into the library's west wall.
- She saw a man disappear into the cloister's statue, and a “stone bottle” bounced into the bushes. Donia gave another stone object to the “sweeping baby.”

Development. Loud combat will alert Borachio in area 10 and Bella in area 13. Borachio will investigate and arrive in two rounds. Bella will prepare herself for potential visitors.

12. LIBRARY

The books here are generally theological in nature. A majority regard the goddess Sune, although Bella has added some books on Shar and on the Nine Hells.

Secret Door. There is a secret door to area 14 on the west-most wall. It can be spotted with a successful DC 15 Wisdom (Perception) check. The switch is behind a book on a nearby shelf, which can be found with a DC 15 Intelligence (Investigation) check. The characters make these checks with advantage if they've been told about the secret area.

Development. A large amount of noise will attract Bella from area 12.

13. BELLA'S OFFICE

The room contains a small bookshelf and a desk, behind which sits **Bella** the librarian. The shelf is filled with books about the relationships (of all flavors, *wink*) between gods. The key to the chest in area 14, a bag holding 15 gp, and a letter that reads “Back off” in Infernal are in the desk.

Bella (NE **arcanaloth**, *MM* pg. 313, she/her) has disguised herself as a halfling woman and has cast *mind blank* on herself. Since joining her in the Material Plane, Bella has fallen for Donia and hates Pietro for what he puts her through. If the characters mention their interest in Donia or Pietro, Bella will share the following:

- Pietro, Donia's partner, put Donia up to taking control of the church and ruining everything.
- Bella does not think he treats Donia well.
- Donia asked Bella to hide a stone mirror on Pietro's behalf. It's in a chest hidden in a secret hallway that connects the narthex, cloister, and library.

If the characters seem to be interested in helping Donia, Bella will also share the following:

- The chest is locked (Bella hands them the key from her desk). They should also speak a keyword, “Donia” (Bella blushes) before opening it.
- Bella thinks Donia's on the verge of accepting that Pietro is toxic. Bella just received a note from Pietro warning her to “Back off” with regards to Donia, and gives it to the players to show to Donia.

Donia's Salvation. The warning can help convince Donia to change her ways in **Chapter 3**.

14. SECRET HALLWAY

This hallway contains secret doors to areas 2, 6, and 11. Each is easily visible and easily opened from this angle. There is a

small locked metal chest near the door to area 11, inside of which is a **stone hand mirror** (see **Statue Puzzle** sidebar).

Trap. The chest is locked, requiring a DC 20 Dexterity check with thieves' tools, or the key in area 13. If the password "Donia" is not spoken, a *glyph of warding* will target all creatures within a 10-foot-radius sphere with a *confusion* spell, the save DC of which is 17.

15. STYGIAN SENTRY

A **church imp** (statblock pg. 11, *MM* pg. 76) is stationed here. During the day they'll be disguised as a cat.

Development. If there's a fight or the imp is able to shout, the imps in area 16 will turn into ravens and fly out the window to find Donia or the Janitor to let them know there are intruders.

16. DEVILISH DORMS

The dormitory contains six messy beds, each with a paired chest. All chests are unlocked except for one, labelled "Borachio," which can be unlocked with thieves' tools and a DC 15 Dexterity check or the key in area 10.

Two **church imps** (statblock pg. 11, *MM* pg. 76) relax in the dormitory if they did not already escape. If combat breaks out, one will cover the other's escape to warn Donia or the Janitor.

Treasure. The unlocked chests have a total of 8 gp, 7 sp, and a variety of clothing: some commoner's clothing and some cleric's vestments. Borachio's chest has 15 gp, several cookies, and a hand mirror.

17. BORING BATHROOM

The bathroom contains a sink, a chamber pot, and a cabinet. The cabinet contains several towels, some soap, and a *rod of prestidigitation*, which can be used to cast the cantrip *prestidigitation* three times per day.

18. DONIA'S OFFICE

Past a small potted plant sits a beautiful teak desk with two chairs and a small bookshelf.

The potted plant is actually an **awakened shrub** (statblock pg. 10, speaks Infernal, *MM* pg. 318) that attacks anyone that enters without Donia, or anyone that Donia commands it to attack.

The shelf contains religious texts of Sune and Shar. The desk has some writing utensils, a dozen unopened cans of tuna, and six poisoned hand crossbow bolts (see Donia's stat block on pg. 8 for more information).

Donia's Salvation. The tuna cans can help convince Donia to change her ways in **Chapter 3**.

Night. Donia (statblock pg. 8, *MM* pg. 285) will be here during the night if she isn't stalking the characters.

Locked Door. The door to area 19 is locked.

19. DONIA'S BEDROOM

The priest's quarters include a bed with exquisite woodwork and soft-looking sheets. The night stand has a simple lamp that casts *light* on itself with the flick of a switch (the enchantment is local to the church and will fade quickly if removed). There is a small, unused writing desk and several wardrobes.



Inside the wardrobes are gorgeous clothing, a small coin purse containing 12 gp, and several hatboxes.

Secret Door. One wardrobe has a secret door to area 21 that can be spotted with a successful DC 15 Wisdom (Perception) check. The switch is inside a fake hatbox, which can be found with a successful DC 15 Intelligence (Investigation) check.

Development. If Donia is in area 18 and the characters make a great deal of noise, she will begin stalking them (see **Wandering Encounters**).

20. CREATURE IN THE CLOSET

Inside are shelves, a small wooden chest, and a stool, upon which crouches **Francisco**: an emaciated, hunched figure covered in grey and black fur.

Francisco (NE **meazel**, *MToF* pg. 214, he/him) is a bitter creature, unpleasant and bitter but willing to work with others if necessary. After being banished to the Shadowfell by Pietro, he turned into a meazel and only just recently managed to get back to the Material Plane. He hopes to find evidence of their infernal nature to regain his congregation.

The chest can be unlocked with thieves' tools and a successful DC 15 Dexterity check, or smashed with a successful DC 20 Strength (Athletics) check. Inside is a bottle of perfume (which will be destroyed if the chest was broken open) and a small stone statuette of a humanoid covered in chains.

A DC 15 Intelligence (History or Religion) check will identify the figure as a chain devil. If anyone touches it, the statue casts a *sending* spell, allowing the character to send a 25 word or less message to **Pietro**, the **chain devil** husband of Donia. If Pietro could reasonably believe the message is from Donia, he will respond in a derogatory and cruel fashion. If he knows it is from someone else, he will threaten them.

Donia's Salvation. The statue can help convince Donia to change her ways in **Chapter 3**.

FRANCISCO (MEAZEL)

Medium humanoid (meazel), neutral evil

Armor Class 13

Hit Points 35 (10d8 - 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	9 (-1)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Shadow Stealth. While in dim light or darkness, Francisco can take the Hide action as a bonus action.

ACTIONS

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target of Francisco's size or smaller. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 10 (2d6 + 3) bludgeoning damage at the start of each of Francisco's turns.

Francisco can't make weapon attacks while grappling a creature in this way.

Shadow Teleport (Recharge 5–6). Francisco, any equipment he's wearing or carrying, and any creature he's grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place Francisco has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature Francisco teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

21. SECRET STAIR

From within the stairway, the secret doors to areas 9 and 19 are easily seen and opened. A golden, antique lamp sits on a dusty end table. **Leo** is trapped in the lamp.

If the top of the lamp is opened, or the characters do something else the DM finds suitable, read:

A thick fog begins pouring out the neck of the lamp. It fills the stairway, then dissipates just as quickly. Standing in front of you is a tall, handsome man with pale blue skin and white hair. He's wearing noble clothes and hovers an inch off the ground before landing lightly.

Leo (LG air genasi **noble**, *MM* pg. 348, he/him) is a bit haughty, leaning towards stereotypical nobility, although it comes from his sheltered life and not any ill intent. His love for I'Nogeno is clear whenever he talks about him. Leo will share the following:

- Leo and I'Nogeno, his djinni husband, came to the church to consult Sune about their love.
- The priest, Donia, brought them to a statue in the cloister.

- A figure suddenly appeared in the shadows and bound I'Nogeno to the statue with a loud crack ("Some pieces even fell off!").
- Leo was knocked out from behind and doesn't know where he's been.

Leo will accompany the characters on their journey, but is a coward and will flee if things get intense.

21. MEETING HALL

The edges of this hall are filled with low cabinets that double as tables filled with flatware and silverware. A DC 15 Intelligence (Investigation) check will find several newspapers regarding accidents in and around the city stuffed in a religious book of Shar.

A wide central table is surrounded by chairs. One of the chairs has a golden ring worth 50 gp on the seat.



CHAPTER 3: REUNIONS



When the characters have entered area 6 with the final item that's necessary to release I'Nogeno from the statue of Sune, this chapter begins. The characters will finally come head to head with Pietro, resolve their conflict with Donia, and hopefully release the djinni I'Nogeno.

DONIA AND PIETRO

If Donia is still disguised as someone in the party, she will use her *Etherealness* ability to travel to the balcony. Otherwise she will appear on the balcony. Read:

A voice, tinged with fear, rings out from above. "Please don't do this." Donia is standing on the balcony overlooking the cloister, holding a small hand crossbow. "He'll be so upset."

If the characters speak to her, she'll plead with them, telling them that her husband Pietro trapped the djinni, and he'll get upset if he's released. If the characters attempt to convince Donia to change her ways, proceed to **Donia's Salvation**. If they make a run for the statue, proceed to **Pietro Arrives**. Note that even if they run for the statue, the material in **Donia's Salvation** still can come to pass.

DONIA'S SALVATION

Donia and Pietro's relation is incredibly unhealthy and abusive. Donia is not blind to this, but it's harder to leave an abusive situation than people often assume. The characters can help convince her to cut ties with him through dialogue. Below is a system-heavy way of approaching this conversation, although feel free to ignore it and allow the conversation to play out more naturally.

If the characters try to convince her to leave they may bring up the following points. Succeeding at any of them will be enough to convince her, although let the conversation come naturally:

He's Controlling You. A successful DC 20 Charisma (Persuasion) check will succeed, as will presenting her with the recipe book (area 10) or the statue (area 20).

He Has Problems With Your Friends. A successful DC 20 Charisma (Persuasion) check will succeed, as will presenting her with the Janitor's letter (area 4) or Bella's warning (area 13).

You Care About Others, Not Him. A successful DC 20 Charisma (Persuasion) check will succeed, as will presenting her with a tuna can (areas 6 or 18).

Succeeding will either stop her from summoning Pietro or will convince her to banish him if he's already in the church. She'll break down, apologizing for everything, and will help assist the characters return the items to the statue. Move to **Leo and I'Nogeno**.

PIETRO ARRIVES

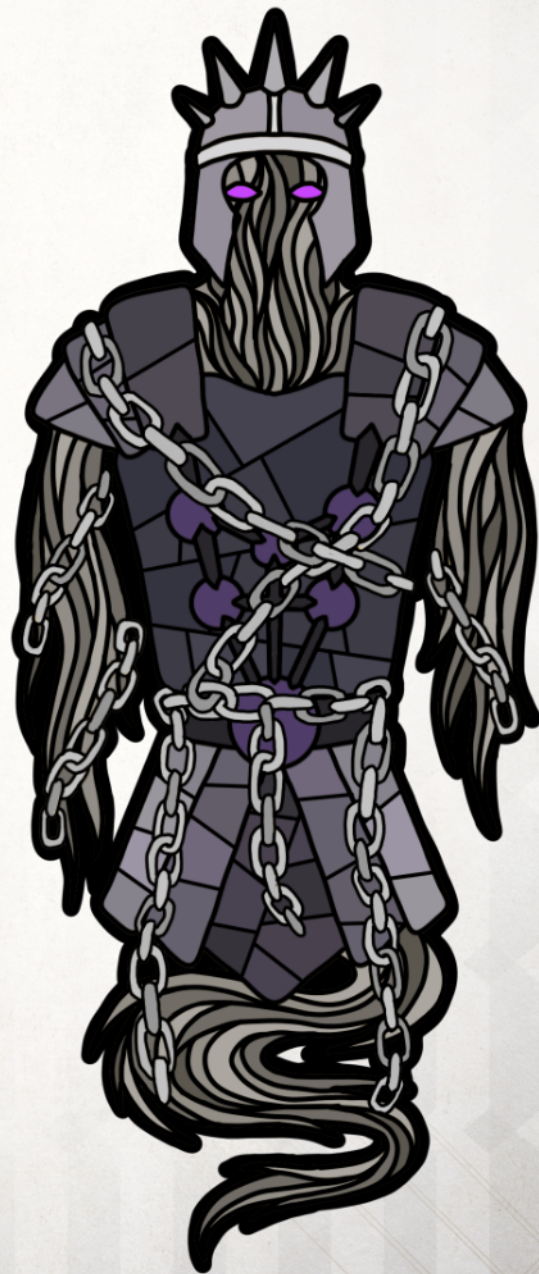
If the characters make a move for the statue, they'll have to reach it, then successfully climb high enough to reach its hands, which requires a successful DC 10 Strength

(Athletics) check. The battlemat in **Appendix C** can help with this encounter. Donia will summon **Pietro**. Read:

A mass of thick, metal chains suddenly erupts from the ground, twisting around each other like a den of snakes. They constrict and constrict, eventually wrapping around a humanoid figure that wasn't there a moment earlier. He regards you coldly.

Pietro (LE **chain devil**, *MM* pg. 275, he/him) is cruel and haughty, attacking in a random manner. Fighting both Donia and Pietro is an unfair fight; make sure to communicate that well. Heroic, Francisco, or Leo may be able to help if they're present. Pietro also might spend a round arguing with Donia if the characters need a breather.

The characters' goal should be to return the items to the statue. Pietro may target those on the statue, but Donia is much more likely to be strategic enough to target them, weakening them with her hand crossbow. If the characters succeed, immediately move onto **Leo and I'Nogeno**.



PIETRO (CHAIN DEVIL)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede Pietro's darkvision.

Magic Resistance. Pietro has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Pietro makes two attacks with his chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage. The target is grappled (escape DC 14) if Pietro isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Chain Slam (Recharge 5-6). If Pietro has a creature grappled with his chains, he has two options.

If another creature (the target creature) is within 10 feet of Pietro, he can hit the target creature with the grappled creature. This moves the grappled creature to a space adjacent to the target creature and both creatures take 11 (2d6+4) bludgeoning damage. The target creature must make a DC 14 Dexterity saving throw or be knocked prone.

If no other creature is within 10 feet of Pietro, he slams the grappled creature to the ground, dealing 11 (2d6+4) bludgeoning damage and knocking it prone.

REACTIONS

Unnerving Mask. When a creature Pietro can see starts its turn within 30 feet of him, Pietro can create the illusion that he looks like one of the creature's departed loved ones or bitter enemies. If the creature can see Pietro, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

DONIA (SUCCUBUS)

Medium fiend (shapechanger), lawful evil

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 +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. Donia ignores the range restriction on her telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. Donia can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, Donia loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she's wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid Donia can see within 30 ft. of her must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Donia's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, 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 Donia's Charm for the next 24 hour. Donia can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Draining Kiss. Donia kisses a creature charmed by her or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10+5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. Donia magically enters the Ethereal Plane from the Material plane, or vice versa.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120, one target. *Hit:* 6 (1d6+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1d4 rounds.

LEO AND I'NOGENO

Once the **Statue Puzzle** is complete and the items have been returned to the statue of Sune's hands, read:

The statue shakes slightly. A huge gust of wind blows through the cloister and suddenly a large, blue-skinned man whose lower legs disappear into smoke floats in front of the complete statue, scimitar drawn.

I'Nogeno (CG **djinni**, *MM* pg. 144, he/him) has been released! If combat is still occurring, I'Nogeno will quickly destroy Pietro while Donia escapes using her *Etherealness* ability if **Donia's Salvation** didn't occur, or isn't likely to occur.

After, if Leo is with the characters, they will embrace for an uncomfortable but still adorable amount of time. If Leo is not present, I'Nogeno will use his magic to reunite them, and then they'll explain what happened to them.

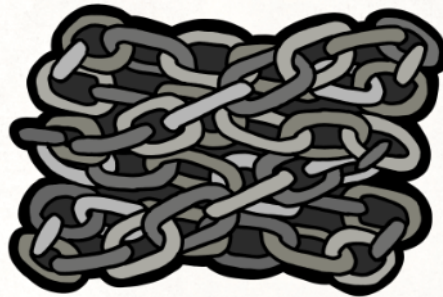
I'Nogeno will offer the characters a single *wish* as thanks. If Heroic is with them, move onto **Heroic and Cla'ya**, otherwise allow the characters to make their wish. Everyone will say their goodbyes, then proceed to **Conclusions**.

HEROIC AND CLA'YA

If Heroic is around when the *wish* is offered, she will gasp, and try to convince the characters to allow her to wish Cla'ya, her slain husband, back to life.

The characters have a tough choice: undo Beni's glue, bring Cla'ya back, or wish for something of their own choosing. If the characters deliberate and end up bringing Cla'ya back or using the wish to bring another relationship together, consider having I'Nogeno inquire as to what their other wish was going to be. If they tell him about Beni, he'll laugh and gift the characters a single ounce of *universal solvent*, which can undo the glue.

After this choice is sorted out, everyone will say their goodbyes, then proceed to **Conclusions**.



I'NOGENO (DJINNI)

Large elemental, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran, Common.

Challenge 11 (7,200 XP)

Elemental Demise. If I'Nogeno dies, his body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. I'Nogeno's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *thunderwave*
3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

1/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*, *invisibility*, *major image*, *plane shift*
2/year each: *wish*

ACTIONS

Multiattack. I'Nogeno makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (I'Nogeno's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point I'Nogeno can see within 120 feet of him. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but I'Nogeno that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space.

CONCLUSIONS



Depending on the character's choices near the end of the adventure, there are a number of ways things could go. If they succeeded in finding a way to undo the glue, go to **The Glue, Undone**. If they did not, go to **The Glue, Still There**. The rest of the options depend on how you approached certain interactions and situations. Feel free to have any characters return in future adventures!

THE GLUE, UNDONE

If the characters return to Beni with either the glue *wish*-ed away or with the *universal solvent*, Beni will thank the characters, give them the promised reward, and invite them to breakfast.

If the characters stay, allow them to roleplay the reunion between Beni and Beatrice and the subsequent breakfast, during which Beni will present the fixed watch to Beatrice and thank the players for their help once again.

THE GLUE, STILL THERE

If the characters return to Beni after *wish*-ing for something else, Beni will be sad, but will likely understand. Beni won't give them the promised reward, but will invite them to breakfast.

If the characters stay, allow them to roleplay the reunion between Beni and Beatrice. Beatrice thinks the whole situation is quite funny. While she's sad the watch is glued to Beni's hands, she's quite touched that they went through so much to try to make everything right. They'll figure everything out later.

DONIA'S FREED

Donia helps the congregation of Shar at the Second Church of Sune return to its more healthy roots, with the help of Francisco, Bella, and other members of the church. They become a close, if odd, collection of friends.

Donia may find a job for the characters, perhaps sending them to the Nine Hells in order to end Pietro's terror once and for all, or setting plans in motion for the church of Shar to shed its secrecy.

DONIA FLEES

Donia escapes, finally freed of Pietro's influence. She meets up with Bella and starts a path of recovery away from the Church.

The characters might hear rumors of a succubus and an arcanaloth travelling together, which could serve as a hook for future adventures.

HEROIC REUNITED

Heroic and Cla'ya renew their vows, inviting the characters to attend a secret ceremony.

They might have a new job for them: clearing Cla'ya's name for the crime he didn't commit.

HEROIC ALONE

Heroic continues to attend the Second Church of Sune to work through her emotions surrounding Cla'ya's unfair end.

She may approach the characters for help finding a new way to resurrect him, or to clear his name posthumously.

APPENDIX A: STATBLOCKS

AWAKENED SHRUB

Small plant, unaligned

Armor Class 12
Hit Points 10 (3d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances piercing
Senses passive Perception 10
Languages Auran or Infernal
Challenge 0 (10 XP)

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

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 1 (1d4 – 1) slashing damage.

CHURCH IMP (IMP)

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a cat (speed 40ft., climb 30 ft.), rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

DONIA (SUCCUBUS)

Medium fiend (shapechanger), lawful evil

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 +9, Insight +5, Perception +5, Persuasion +9, Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 4 (1,100 XP)

Telepathic Bond. Donia ignores the range restriction on her telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. Donia can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, Donia loses her flying speed. Other than her size and speed, her statistics are the same in each form. Any equipment she's wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid Donia can see within 30 ft. of her must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Donia's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, 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 Donia's Charm for the next 24 hour. Donia can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Draining Kiss. Donia kisses a creature charmed by her or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10+5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. Donia magically enters the Ethereal Plane from the Material plane, or vice versa.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120, one target. *Hit:* 6 (1d6+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1d4 rounds.

FRANCISCO (MEAZEL)

Medium humanoid (meazel), neutral evil

Armor Class 13

Hit Points 35 (10d8 - 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	9 (-1)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Shadow Stealth. While in dim light or darkness, Francisco can take the Hide action as a bonus action.

ACTIONS

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target of Francisco's size or smaller. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 10 (2d6 + 3) bludgeoning damage at the start of each of Francisco's turns.

Francisco can't make weapon attacks while grappling a creature in this way.

Shadow Teleport (Recharge 5–6). Francisco, any equipment he's wearing or carrying, and any creature he's grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place Francisco has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature Francisco teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

I'NOGENO (DJINNI)

Large elemental, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran, Common.

Challenge 11 (7,200 XP)

Elemental Demise. If I'Nogeno dies, his body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. I'Nogeno's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, thunderwave*
3/day each: *create food and water* (can create wine instead of water), *tongues, wind walk*

1/day each: *conjure elemental* (air elemental only), *creation, gaseous form, invisibility, major image, plane shift*
2/year each: *wish*

ACTIONS

Multiattack. I'Nogeno makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (I'Nogeno's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point I'Nogeno can see within 120 feet of him. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but I'Nogeno that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside of the whirlwind.

THE JANITOR (MERREGON)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the Janitor's darkvision.

Magic Resistance. The Janitor has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Janitor makes two mop attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the Janitor makes three mop attacks.

Mop. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.

PIETRO (CHAIN DEVIL)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede Pietro's darkvision.

Magic Resistance. Pietro has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Pietro makes two attacks with his chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage. The target is grappled (escape DC 14) if Pietro isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Chain Slam (Recharge 5-6). If Pietro has a creature grappled with his chains, he has two options.

If another creature (the target creature) is within 10 feet of Pietro, he can hit the target creature with the grappled creature. This moves the grappled creature to a space adjacent to the target creature and both creatures take 11 (2d6+4) bludgeoning damage. The target creature must make a DC 14 Dexterity saving throw or be knocked prone.

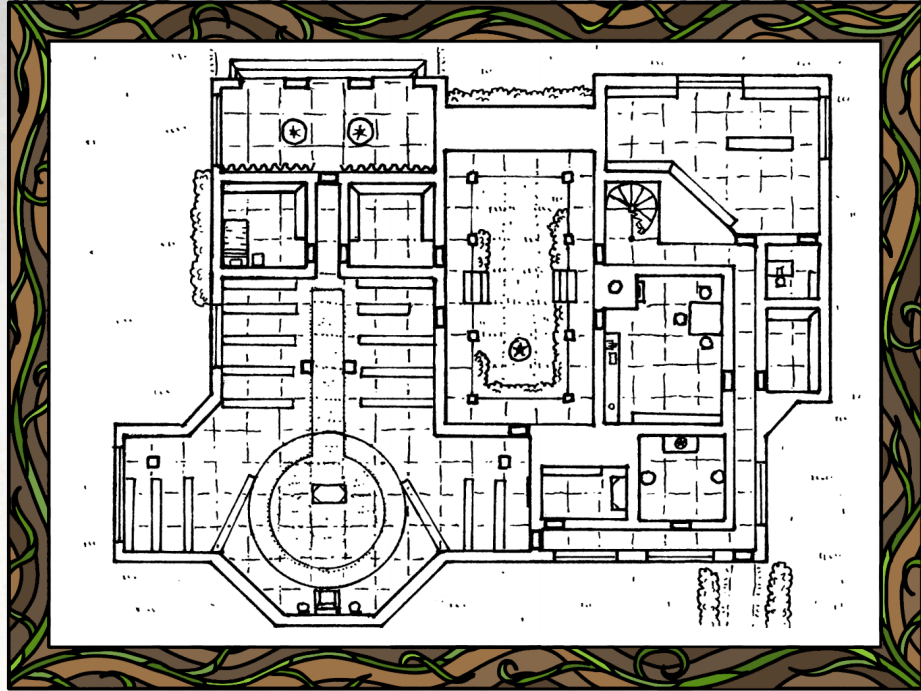
If no other creature is within 10 feet of Pietro, he slams the grappled creature to the ground, dealing 11 (2d6+4) bludgeoning damage and knocking it prone.

REACTIONS

Unnerving Mask. When a creature Pietro can see starts its turn within 30 feet of him, Pietro can create the illusion that he looks like one of the creature's departed loved ones or bitter enemies. If the creature can see Pietro, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

APPENDIX B: PLAYER MAP

Tower Level

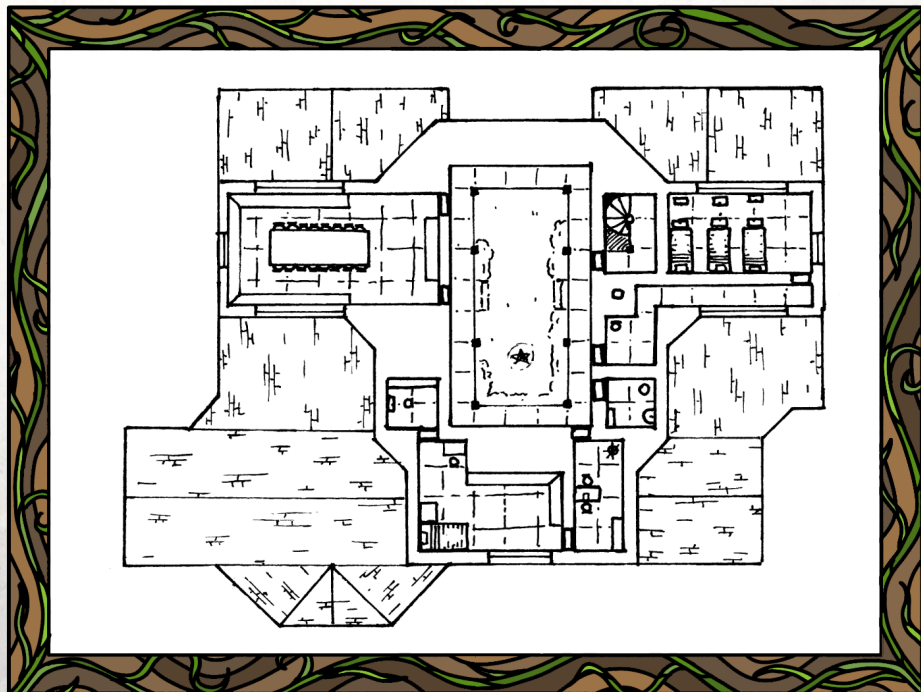


1 Square = 5 ft.

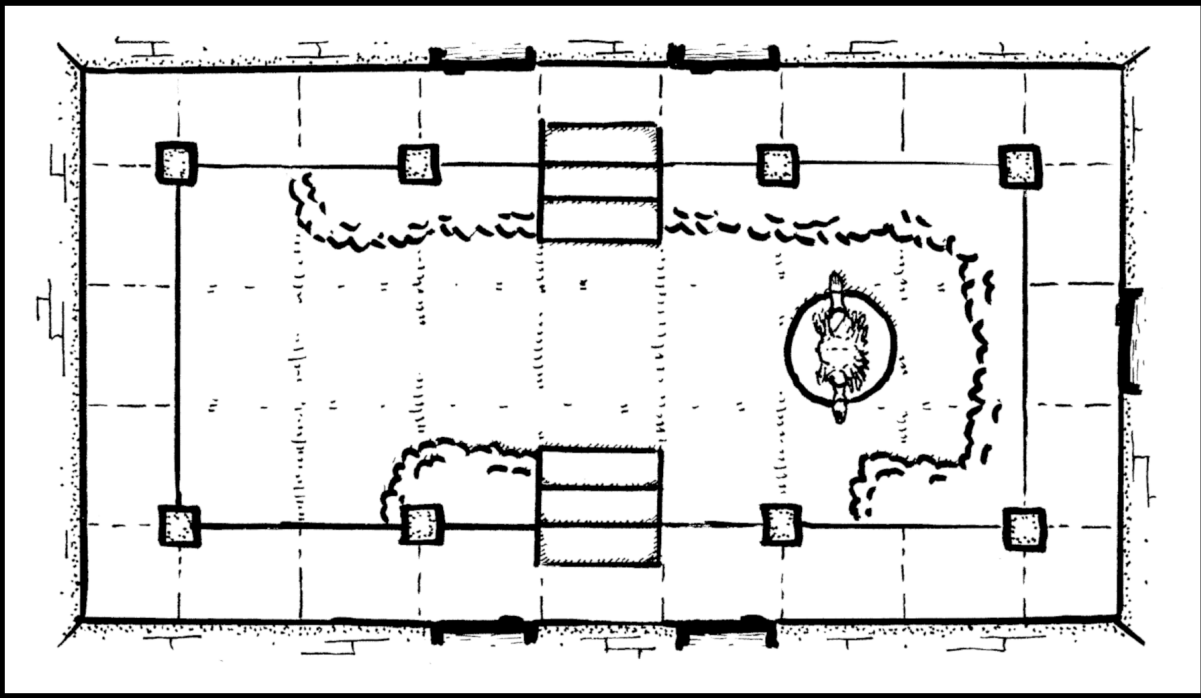
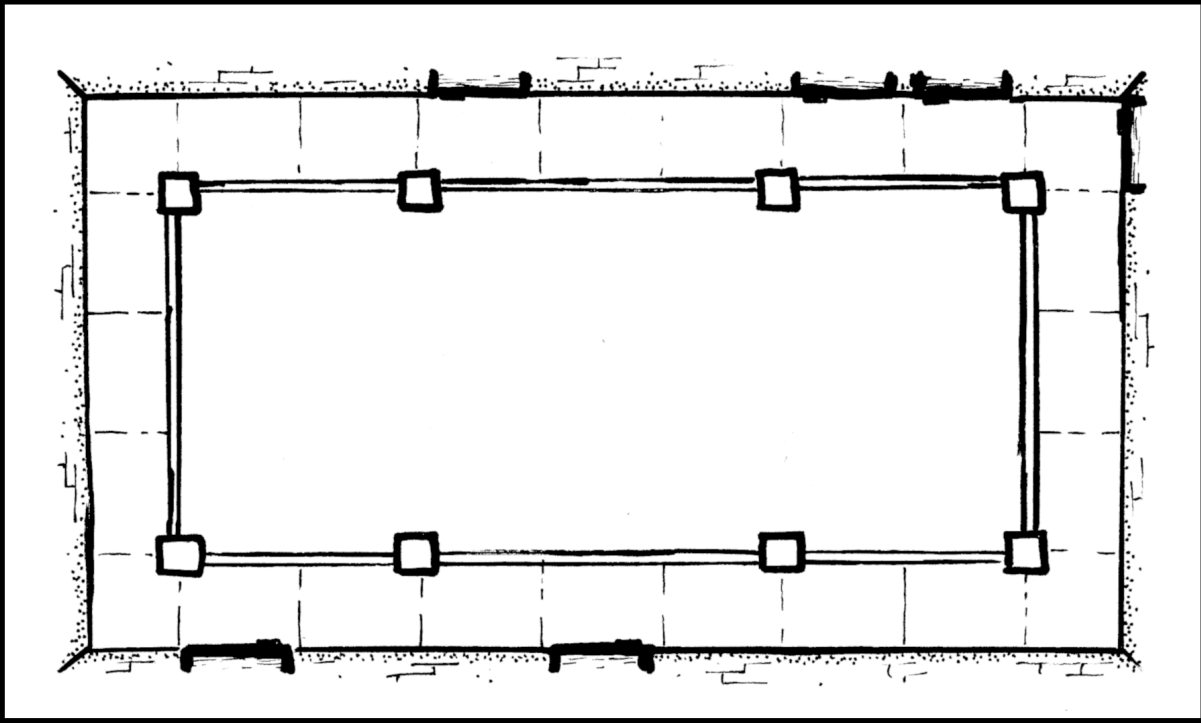
Door	Statue	Chest
Locked Door	Railing	Chair
Secret Door	Stairs Up	Bushes
Window	Stairs Down	
Column	Spiral Stairs	

Key

Upper Level



APPENDIX C: BATTLEMAP



APPENDIX D: SOUNDTRACK

To Undo the Glue comes with a custom soundtrack! You can play it from the browser, download it for free, or purchase it (which includes a bonus track!). Here's the link:

<https://soundsofbones.bandcamp.com/album/to-undo-the-glue>

While running this adventure, you can use the music as you'd like, although here are some suggestions:

1. BENI'S BLUNDERS

"Beni's Blunders" is a 1-minute and 52-seconds long loopable track. It is a duo between clarinet and harpsichord and has a goofy, pseudo-pretentious tone with a hint of heartfelt kindness.

Suggested Uses. Use during **Chapter 1's** meeting with Beni Firmhand, and potentially during **Chapter 3's** scene with them and Beatrice.

2. THE SECOND CHURCH OF SUNE

"The Second Church of Sune" is an 8-minute and 59-seconds long loopable track. It features a cajón beat and the sound of an organ playing religious music in the distance.

Suggested Uses. Use during **Chapter 2** while the characters explore the Second Church of Sune.

3. PLEASANT STING

"Pleasant Sting" is an 8-second long sting (a track used as punctuation as opposed to atmosphere). It's pleasant, although still reserved, featuring a pleasant organ motion that's cut off by a cajón hit.

Suggested Uses. Use during **Chapter 2** when characters have a positive experience. Discovering items that can be helpful with **Donia's Salvation** would be a good use, as would finding items for the **Statue Puzzle**.

4. MYSTERIOUS STING

"Mysterious Sting" is an 8-second long sting. It is spooky in tone, featuring echoing cajón taps and a well of organ that quickly falls to distortion.

Suggested Uses. Use during **Chapter 2** when characters see something strange or scary. Glimpses of the Janitor, the secret door to area 21 opening, seeing Conrade run as the cat, or first spotting Francisco are all good uses.

5. PIOUS DEVIL

"Pious Devil" is a 2-minute and 56-seconds long loopable track. It features rhythmic organ and a cajón beat that gives a lightly intense tone. Partway through some dissonant boys choir hits emerge, giving it a creepier tone.

Suggested Uses. Use during tense encounters in **Chapter 2**, like any face to face encounters with the fiends of the Second Church of Sune.

6. CHAINS

"Chains" is a 3-minute and 57-seconds long loopable track. It features taiko drums and chain percussion, with low tenor-bass choir accompaniment. The choir sings a Sanctus, using a contemporary, dark choral sound.

Suggested Uses. Using during the characters' encounter with Pietro in **Chapter 3**.

7. REUNIONS

"Reunions" is a 3-minute and 9-seconds long loopable track. It features clarinet, organ, and French horn and has a gentle, warm, and somewhat reflective tone.

Suggested Uses. Use during the more pleasant scenes from **Chapter 3**: when the various couples get to reunite.

8. MOTET - A STATUE FACING THE SKY

"Motet - A Statue Facing the Sky" is a 2-minute and 30-seconds long bonus track. It is a Renaissance-style motet for organ, with a serene, church-like tone created by slow imitative counterpoint inspired by Palestrina.

Suggested Uses. You could use throughout **Chapter 2**, it could help score some scenes with Donia, perhaps functioning as a sort of theme for her, as the same material emerges in "The Second Church of Sune."