

SOMETHING'S COOKING FOR 5TH EDITION

A short adventure for four to five characters of 4th level.

ADVENTURE SUMMARY

When Andolyn met Gendrew, it seemed a match made in heaven. Andolyn was a skilled wizard with a love of a good meal, looking for an excuse to settle down from adventuring, while Gendrew was a master chef looking to create new methods of cooking. Together, they took up a quiet life of baking and brewing, content to live in a small cottage on the outskirts of town.

But now one of their experiments has gone horribly wrong, and the characters must save poor Gendrew from his own delicious concoction, while defending themselves from the inhabitants of the cottage, and couple of unwelcome invaders.

CHARACTER HOOKS

Any one of these suggestions could be appropriate for interesting the characters in the adventure.

- The characters overhear a local complaining about “those wizards” who live on the edge of town. “They’re always brewing up something strange,” he says. “And just this morning, I smelled the foulest stench yet coming out of the chimney. They’re up to no good, I reckon.”
- The characters are directed to seek out Andolyn to purchase alchemical substances or potions.
- A patron of the characters has sent them to negotiate with Gendrew for the chef’s services for an upcoming banquet.

THE COTTAGE

The cottage of Andolyn and Gendrew is a small, unassuming structure about a quarter-mile outside town, nestled in a grove of maple trees.

1. SITTING ROOM

This cozy room has a large sofa and an overstuffed chair facing a fireplace in one corner. A small reading table sits next to a window. A book lies open on the table. Archways open into a dining room on one side and a hall on the other.

Years ago, Andolyn dabbled in animation magic in an attempt to create various labor-saving devices. Though she didn’t pursue the effort very far, a few of her results are here in the sitting room. Unfortunately for the PCs, the berserk state of the golem in the pantry (Area 5) seems to have affected these items as well. Though normally peaceful and obedient, the animated objects here are agitated and attack anyone that approaches them.

An **Animated book** lies open on the table. It will slam shut on anyone who touches it.

The **Draw cords** for the curtains are animated and will attempt to constrict anyone within 5 feet.

An **Animated poker** is leaning up against the fireplace. It will lunge out at anyone approaching it.

2. DINING ROOM

This fine dining room has a table set for four. A large picture window provides a view of the trees outside. Archways lead to the sitting room and the kitchen.

This room is still intact, because the golem didn’t reach it before heading to the pantry (Area 5). The silver candlestick on the table is worth 20 gp. A side cabinet holds a box of silverware (12 pieces worth a total of 24 gp).

3. BEDROOM

A large bed dominates this room. Along one wall are bookshelves above a writing desk. Half-open doors lead to a wardrobe and water closet, respectively. A bloody, battered man lies sprawled across the bed, tied at the wrists and ankles. One small batwinged humanoid creature stands on the bed next to him, another two are perched on the desk, idly tearing books to pieces.

The bat-winged creatures are an **Imps** who serves a devil named Woganpuck, an old enemy of Andolyn. He sent the imps to cause trouble while the wizard was away, and they succeeded remarkably. Now they holds Gendrew prisoner, torturing him periodically.

The imps will not investigate sounds of combat, assuming that any commotion they hear is just the sound of the golem breaking more objects below. They will immediately attack anyone who opens the door, though if they see any female human who looks like a wizard (robes, staff, etc.), they will mistake her for Andolyn and attempt to flee invisibly.

The battered prisoner is Gendrew, Andolyn’s husband. He looks worse off than he actually is, though he is unconscious affected by Imp’s poison. Anyone investigating his wounds will note that some of the “bloodstains” are actually tomato sauce (from the wounds of the calzone golem; see areas 4 and 5).

The books on the shelves deal primarily with two topics: arcane lore and cooking. Many have been damaged, but most can be repaired with a little work.

The wardrobe is full of mundane clothing; a secret compartment in the bottom requiring a successful DC 20 Wisdom (Perception) check to find holds a box with six potions: Potion of Hill Giant Strength, Cat’s Grace, Potion of Greater Healing, Potion of Fire Resistance, Jump, and Darkvision.

If Gendrew is revived, he tells the PCs about the calzone golem's berserk rage. He doesn't know where it is now, but warns the characters that it is very strong and resistant to fire.

4. KITCHEN

This well-appointed kitchen looks like a disaster area. Pots and pans are strewn about, broken crockery lies scattered on the floor, and ingredients of all kinds are spattered on the walls. A door (presumably leading to a basement) has a chair propped in front of it, holding it closed. The air in this room is warmer than elsewhere in the cottage.

When the imps triggered the calzone golem's berserk rage here, it attacked Gendrew and wreaked havoc in the room before heading downstairs to the pantry, where it is currently trapped. Anyone searching the room can find the following:

- Signs of someone being dragged out of the room toward the hallway (Perception DC 13).
- Vaguely humanoid-shaped prints (without distinct toes) circling around the room and ending at the closed door (Perception DC 15).
- Small spatters of tomato sauce in a few places in the room, though no container can be found that might have once held this (Perception DC 18).

Successful Perception check (DC 15) will allow a character to hear a fire crackling in the stove (which is warm to the touch). A **Firegeist** lives in the stove, providing heat for Gendrew's cooking needs.

It currently hides from the calzone golem trapped in the basement pantry (see area 5) as well as the imps in the bedroom (see area 3), both of whom are immune to its fiery attacks. It will attack anyone who approaches the stove. (It isn't terribly bright, and fears that anyone unfamiliar is an enemy.)

5. PANTRY

This basement room looks like it was used as a pantry, though every shelf and container here has been smashed to bits. Standing in the center of the room is a six-foot-tall creature that seems to be made entirely of pastry. A few reddish smears mar its wellbaked crust.

The **Calzone golem** will immediately attack anyone it sees. It has a few minor wounds (from the imps), but it will fight to the death. There is nothing of value left in this pantry; everything has been destroyed by the golem's fury. However, an Investigation check (DC 15) can ascertain that the ingredients stored here were of fine quality.

CONCLUSION

At some point during the adventure, Andolyn teleports back to the cottage from her investigations. When this happens is up to the DM.

If the characters are having particular trouble with the calzone golem or the imps, she can arrive just in time to bail them out. (If this happens, you may want to reduce the XP gained from the encounter.)

Otherwise, she shows up just after the fighting settles down. She thanks the characters profusely for rescuing Gendrew and apologizes for the attacks they endured from the other inhabitants of the house. (She won't hold any grudges over the destruction of the fire elemental or animated objects.)

Furthermore, she rewards the PCs by giving them the box of potions in area 3 (or letting them keep them, if they found them). If anyone in the party is a wizard, she offers to teach that character one spell. Of course, in addition to these rewards, as a wizard and a maker of magic items (potions, scrolls, and wondrous items), Andolyn can be a powerful ally to the PCs during their careers. Gendrew is similarly thankful, and offers to prepare a fine feast for the heroes at some later date, free of charge.

Of course, if either one finds any evidence that the PCs have been looting their home, Gendrew and Andolyn will not be so friendly, instead asking clearly for the return of any stolen items and brusquely ushering the characters out.

CREATURES

ANIMATED DRAW CORD

Small Construct, unaligned

Armor Class 16
Hit Points 25
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages -
Challenge 1 (200 XP)

False Appearance. While the Animated Draw Cord remain motionless, it is indistinguishable from a normal Draw Cord.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) Bludgeoning Damage, and medium or smaller target is grappled (escape DC 8). Until this grapple ends, the target is restrained, and the Draw Cord can't constrict another target.

ANIMATED BOOK

Tiny Construct, unaligned

Armor Class 18
Hit Points 20
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages -
Challenge 1 (200 XP)

False Appearance. While the Animated Book remain motionless, it is indistinguishable from a normal Book.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) Bludgeoning Damage

ANIMATED POKER

Small Construct, unaligned

Armor Class 16
Hit Points 25
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages -
Challenge 1 (200 XP)

False Appearance. While the Animated Poker remain motionless, it is indistinguishable from a normal Poker.

Actions

Lunge. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 6 (1d8 + 2) Piercing Damage.

ANDOLYN

Medium Human, Neutral Good

Armor Class 13 (Mage Armor)

Hit Points 56

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	14 (+2)	18 (+4)	14 (+2)	16 (+3)

Skills Arcana, History, Religion, Insight

Senses passive Perception 10

Languages Common, Halfling, Elvish

Challenge 6 (2,300 XP)

Special Equipment. Andolyn has a spellbook that contains the spells listed in her Spellcasting trait.

Spellcasting. Andolyn is a 9th-level spellcaster. Her spellcasting ability is Intelligence (Spell save DC 16, +8 to hit with spell attacks). She has following Wizard spells prepared:

Cantrips (at will): mending, control flames, prestidigitation, message
1st Level (4 Slots): Grease, Unseen Servant, Mage Armor, Identify
2nd Level (3 Slots): Arcane Lock, Knock, Locate Object, Gust of Wind
3rd Level (3 Slots): Dispel Magic, Blink, Fly
4th Level (3 Slots): Confusion, Dimension Door, Polymorph
5th Level (1 Slots): Animate Objects

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 2 (1d6 - 1) Bludgeoning Damage

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20ft., 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 120ft., 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 rat (speed 20ft.), a raven (20ft., fly 60ft.), or a spider (20ft., climb 20ft.), 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 5ft., one target. *Hit* 5 (1d4 + 3) piercing damage and the target must make 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.

CALZONE GOLEM

Large Construct, neutral

Armor Class 9

Hit Points 114(12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances Lightning, Poison;

Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Understands the language of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Fire Absorption. Whenever the Golem is subjected to Fire damage, it takes no damage and instead gains a bonus AC equal to the fire damage dealt/3, minimum of 1.

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

Spurt. If the Golem is struck for damage by a slashing or piercing weapon, it spurts out a small splash of extremely hot juices from the wound. This spurt inflicts 2 (1d4) fire damage to all individuals within 5 feet of the golem.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 4) Bludgeoning damage.

MAPS

PLAYER VERSION



CLEANED UP (IF PLAYERS RETURN NEXT DAY OR SOMETHING)

