

ANGEL'S BACCHANALIA

A MINI-ADVENTURE FOR 4-5 PCs OF 11TH OR 12TH LEVEL NEAR A SETTLEMENT AND WOODLANDS



A CREATURE CLAIMING TO BE an angel throws a revel every year on the solstice. These celebrations are legendary where every pleasure is indulged and the divine host absolves all sins. Rumors abound about the holy benefactor, but one thing is certain--some of the revelers never come home.

What happened to those missing guests? What danger resides within the angel's bacchanalia?

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BACKGROUND

Samyaza is an [erinyes](#) masquerading as a benevolent angel. For the past 12 years he's been desecrating the ruins of an ancient temple dedicated to a goddess of purity, trying to open a portal to the sixth level of Hell by overloading a sanctifying pool with excessive amounts of moral sin and 13 mortal sacrifices. By impersonating an angel, he has convinced the local populace that he can 'absolve' sins and he welcomes them to indulge every possible sin in his yearly solstice bacchanalia before 'baptizing' themselves in the sanctifying pool. This solstice is the 13th and if another mortal is sacrificed, Samyaza's portal will open and plunge the whole celebration into the depths of the realm infernal.

HOT TICKET INVITE

A young girl named Beruse was sacrificed during the last solstice bacchanalia, and her mother Bora beseeches the party to investigate her disappearance. She approaches the PCs wherever it's most convenient in the current campaign, generally along a road or within a small town. Read or paraphrase the following:

A haggard old woman approaches you cautiously, saying "You there! You lot've got to help me! You've got to help them! Nobody here believes me but that solstice is evil! People drinkin' and fookin' like animals, crime against any living god it tis! My girl Beruse went last year and never came back! Lost in the woods my left foot, pull the other one it's got bells on! Please, I've got nuthin to offer, but it's happening again tonight! You've got to stop it!"

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Bora provides any additional information the PCs ask of her, to the best of her abilities. This includes the location of the solstice bacchanalia, and a rudimentary description of Samyaza. Bora doesn't follow with the adventurers, explaining that the revelers threw her out the last time she tried to interfere and that she'd be recognized.

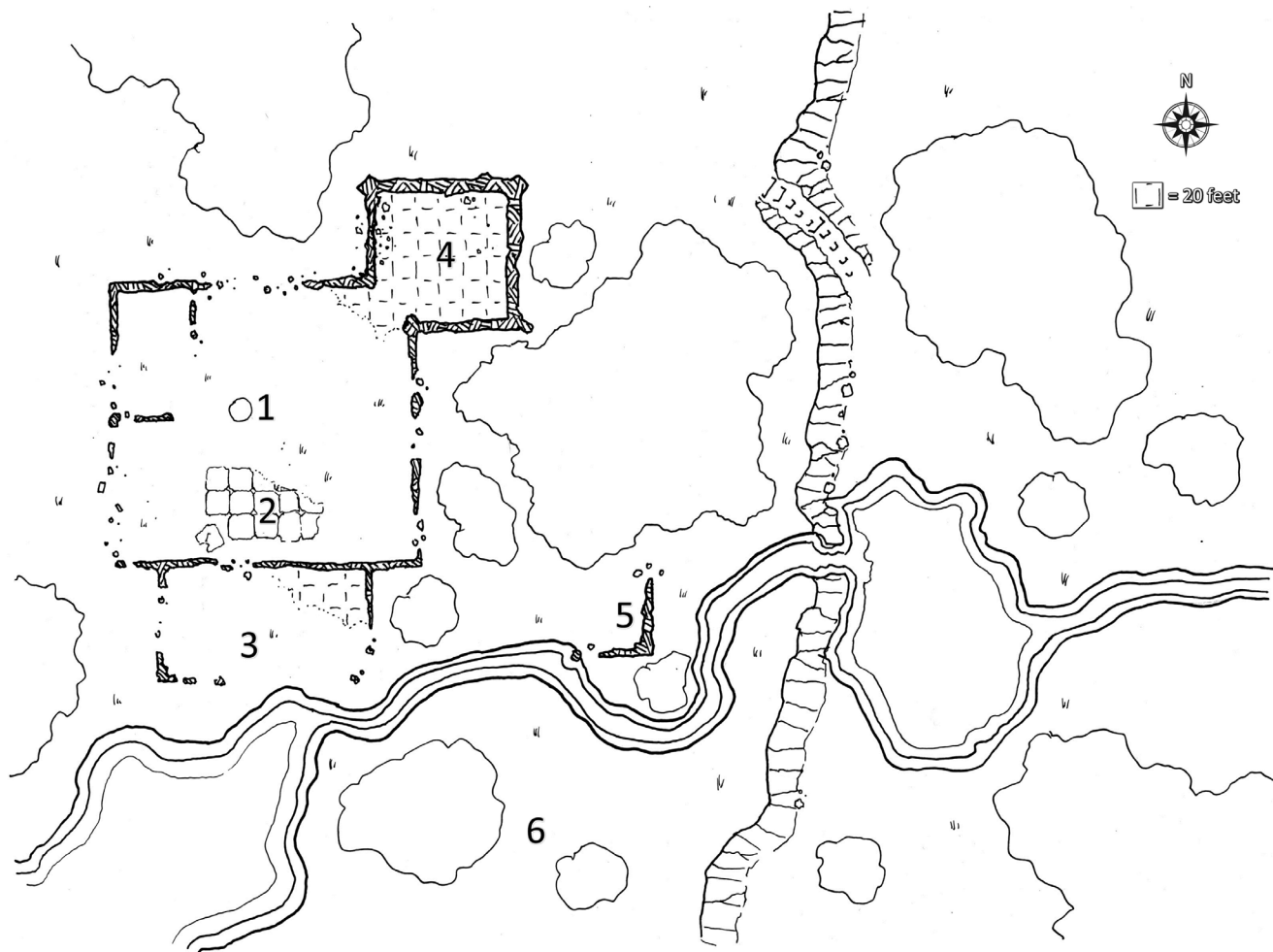
UNCHECKED DEBAUCHERY

As the party approaches the bacchanalia from the north, read or paraphrase the following:

You reach the clearing to find hundreds of people amidst a raucous celebration in a ruined temple. The figures feast and revel, partaking of drink and drug and indulging pleasures of the flesh. A resplendent gray-winged angel sits atop a dias at the center, lounging among cushions and a half-dozen unclothed men and women. Carved upon the base of this dias you can clearly read, "Welcome weary mortals. Bring no judgment with you, for here there is no shame, and absolution for all sins."

The PCs must infiltrate and investigate the bacchanalia, determine Samyaza's true nature, and discover how and why guests have been going missing. They are largely regarded as fellow revelers and allowed to traverse the grounds freely. The moon is full and the whole area is illuminated in dim light.

If the adventurers attack Samyaza directly the revelers treat them with hostility, as they regard Samyaza as a benevolent ally. There are approximately 200 guests at the bacchanalia (use the statistics for [cultists](#)). In addition, Samyaza has several [succubus/incubus](#) agents disguised as humans that mingle throughout the celebration and attempt to tempt mortals towards 'sins' that go against the will of this temple's ancient goddess. Mark down a note whenever a PC partakes in one of these sins, as they will become relevant during the Party's Over section (page 5). If an adventurer has an evil alignment, start them off with 5 sins. Any accrued sins can be removed by spending at least 1 round submerged within the Pool of Sanctification.



#1: The Pool of Sanctification

This circular 20-foot wide pool is filled with an opaque magical blue liquid that obscures its depth. Two robed 'disciples' of Samyaza keep a watchful eye over it.

This relic was left in the foundations of the temple and Samyaza hatched his plan when he discovered it. Magical detection discerns that the pool is filled with strange celestial magic. When a creature bathes within the pool it 'absolves their sins', which appears visually as a black tar-like substance that leeches off the bather before dispersing into the pool. A pair of succubus/incubus guard the pool, and only allow revelers to bathe within it if they have accrued 3 or more 'sins'. The pool is 20 feet deep and the bones of the previously sacrificed guests still line the bottom, discovered with a successful DC 14 Wisdom (Survival) check or DC 16 Intelligence (Investigation) check.

#2: Samyaza's Pedestal

Rubble stretches down from the northeast corner of his raised plinth, it ascends 15 feet up at the center of the ruin and is capped with a vision of decadence. A gray-winged angel lounges atop it along with six of the most attractive revelers that he has taken as lovers. Occasionally one runs down the piled scree to dive into the sanctifying pool, only to emerge and return to this pinnacle of debauchery.

Samyaza is busy indulging and takes little notice of the party, his attentions on pleasure, and he allows his 2 succubus/incubus guards to stop the adventurers if they attempt to climb the pedestal. PCs that make a DC 18 Charisma (Persuasion) check are allowed up to see Samyaza. Read or paraphrase the following:

The statuesque angel wipes the sweat from his brow as you climb the ruin, half a dozen gorgeous men and women lay naked and exhausted about the cushion-lined plinth. “Hello new faces, partake of anything and everything and know you will be absolved. What pleasures lie unbidden within your souls?”

Samyaza tells the PCs to enjoy the revelry and claims to know nothing about missing guests. If questioned about the sanctifying pool, he explains that it is a gift he chose to bestow upon mortals to allow them to indulge without fear of retribution.

Samyaza is an [erinyes](#) and wearing a [ring of mind shielding](#) that is currently invisible, preventing detection of his alignment or creature type as well as any attempts to detect his thoughts or lies.

Any PC that succeeds on a DC 14 Wisdom (Insight) check feels like Samyaza is lying about something, but finds him difficult to read. Anyone with a result of 24 or higher notices a tiny flicker of Samyaza’s eyes towards the pool whenever the missing guests are mentioned.

Samyaza invites any adventurer with a Charisma score of 20 or higher to stay and join his orgy. Any PC that participates in such activities gains 1 sin and 1 additional sin for every 10 minutes they remain here.

#3: The Banquet

Numerous small tables litter this ruined courtyard and sit heavy with countless rich foods and drinks as the revelers engorge themselves. Whole roasted oxen and pigs sit among ranks of wine bottles and trays of psychedelic powders and exotic drugs.

A [succubus/incubus](#) patrols the banquet area and tries using their charm ability on any adventurer that enters the area. They convince any PC charmed in this way to indulge in the banquet--particularly the drugs. The goddess of this temple regarded meat eating as sinful, as well as drunkenness and all forms of mind-altering drugs.

Any PC that partakes in the banquet gains 1

sin and 1 additional sin for every 10 minutes they continue to partake. Any PC that partakes of the drugs gains the poisoned condition for the next 10 minutes, and for the next hour has disadvantage on Wisdom saving throws.

#4: The Fight Room

A great 120-foot square room in the northeastern corner of the ruin seems to have survived the test of time far better than the rest of the grounds. Countless heavenly statues adorn the wall, though all of their statuesque figures have been defaced by vulgarity and broken with impunity. The broken stone faces look down upon a mindlessly shouting horde and blood-stained floors. The walls are lined with onlookers as combatants--seemingly chosen at random--separate from the crowd before violently attacking each other, the losers of these battles left unconscious by the entrance.

A [succubus/incubus](#) patrols this area and tries using their charm ability on any adventurer that enters the area. They convince any PC charmed in this way to run into the center of the room and fight another reveler. The revelers use the statistics of [cultists](#) and should hold little challenge. PCs gain 1 sin for each reveler defeated in this way.

#5: The Stage

A 30-foot wide area of ruin has been beaten and cleared into a simple stage tucked into a lone remaining corner of ruined wall. A dozen musicians fill the area with pulsing drum beats and rhythms that fuel the dancing feet of more than 100 guests.

A [succubus](#) named Krynaela patrols this area and has been ordered to keep the dance going--dancing with someone other than one’s betrothed is strangely a sin to the ancient prudish goddess. The fiend doesn’t want the portal to open however as she would have to return to servitude under her fiendish masters, and she recognizes the PCs as a potential way to stop the ritual. Read or paraphrase the following:

A beautiful woman emerges from the crowd and disappears back into the throng, but not before whispering in your ear, "You're not safe. Meet me in the westernmost boudoir across the river--bring your cohorts."

Krynaela makes her way across the river and waits for the party to arrive there. PCs gain 1 sin for each 10 minutes they spend dancing here.

#6: The Boudoirs

An 8-foot deep temperate river lazily makes its way across this field. Dozens of makeshift tents made of stretched fabrics and stone salvaged from the ruins create private boudoirs just across the river, and countless swimmers cavort in the waterway, occasionally pairing together and making their way up the banks and into one of the primitive enclosures.

The area holds little except for guests attempting to find privacy.

If Krynaela has already spoken to one of the PCs, she waits within the westernmost boudoir. When the adventurers converse with her here, she explains the entire situation and reveals herself as a succubus.

Tonight is the thirteenth solstice and if Samyaza completes the ritual the portal will open, throwing chaos into the region and returning her to her masters. She offers the adventurers an angel's feather, promising that if it is dropped into the sanctifying pool it will repurify the sacred waters and undo all of Samyaza's efforts.

PARTY'S OVER

This point can be reached in one of four ways.

1. By discovering and bringing up one of the bones from the pool.
2. By dropping the angel's feather given by Krynaela into the pool.
3. By damning the risks and attacking Samyaza or his succubus/incubus directly.
4. If the PCs allow the partying to continue for more than 6 hours, the solstice reaches its zenith and Samyaza chooses a sacrifice.

Most of the revelers have fallen unconscious from one indulgence or another, and he quietly plucks a slumbering mortal and attempts to drown them within the pool.

Should a conflict arise, [Samyaza](#) and the 6 [succubus/incubus](#) in the area (not including Krynaela, who flees) fight the PCs to the death.

If the adventurers have any sins, the latent desecration remaining on the PCs empower the fiends. Samyaza and his cohorts all gain a bonus on attack rolls made against a target equal to the target's current number of sins.

If the PCs repurify the pool, it starts glowing with golden light as Samyaza screams in horror. Any fiend that ends its turn within 30 feet of the sanctified pool or enters the area for the first time on a turn takes 10 radiant damage. Any creature with sins that ends its turn within the area has 1 of those sins removed.

If the PCs attack directly, without purifying the pool or displaying the bones of the sacrifices, 12 of the revelers (using the statistics of [cultists](#)) try to defend their host and attack the party alongside him. Otherwise they all disperse and flee as fighting breaks out.

RESOLVING THE ADVENTURE

By putting an end to Samyaza's plans the adventurers stopped a hellmouth from opening in the region and prevented yet another human sacrifice in this ruin. A search of Samyaza's remains yields his [ring of mind shielding](#), a suit of full plate armor, and his longbow and longsword—along with a slender golden key. A search of his pedestal yields a small lockbox that can be unlocked by the key on his person or with a successful DC 22 Dexterity (thieves' tools) check. Inside of it are 12,000 gp (in platinum) and a set of [dimensional shackles](#).

If the pool was repurified, it now provides the PCs with a useful tool. Any creature that bathes within the glowing golden pool is cured of all diseases afflicting it as well as any curses targeting it. 