

THE WITCHING



FLOUR



**An occult, baking adventure
for 3rd-level characters
by Mage Hand Press**



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WITCHY CAKES

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INTRODUCTION

In the kitchen of a grim manor, a furnace door creaks open to reveal a blazing fire and dozens of strange, hateful baked goods: apple pieders, a blueberry gruffins, and living lava cakes. Each leaps from its tin of its own accord and stomps around, gnashing its teeth and drooling on the floor. The abominable bakes assembled, their creator announces “Go out into the town and bring me those witches’ secret ingredients!”

Background

A pumpkin-lined country road leads westward toward the hidden hamlet of Genoise, home of the best-kept secret in all the land: a confectionary coven of witches. Indeed, villagers from across the land agree that there is no baker finer than those of Genoise—even if they are unaware of their magical nature. Their sponge springs the spongiest. Their meringue marshes the mallowiest. Their piping is perfection. There is no greater gift than a birthday cake from the witches of Genoise.

Once a year on All Hallows’ Eve, the witches of Genoise come together to make the tallest, most magical cake under the light of the harvest moon. To this end, each witch contributes a secret ingredient: a single drop, dollop, or sprinkle to make the Hallows Cake the most magical of the year. By morning, the cake appears in the town square to the delight of Genoise townsfolk, kicking off the yearly harvest festival with a sugary feast.

Overview

The Witching Flour is an adventure for 3rd-level characters suitable for a one-shot campaign in which the party must defend a small village from a mob of animated baked goods, track down a trio of baking witches, and complete the recipe for an enormous magical cake to save the local harvest festival.

In the chapter *Genoise*, the characters race across a small town to fend off evil animated baked goods known as the Crumbags. Once the town is saved, in *Re-Treat!* the party can properly meet the townsfolk and assess the situation.

Next the characters navigate the Black Forest in pursuit of the Bad Bakes, eventually finding their way to the *Coven’s Cakery*, a magical bakery run by a trio of kindly witches in the remotest part of the forest. The characters help find the witches’ secret ingredients and complete the annual Hallows Cake before battling the sinister baker behind the Crumbags’ plot.

Key Characters

The following characters feature prominently in this adventure:

The Witches of Genoise

Three baking witches have made the cakes and pies of Genoise famous throughout the land.

Nonnette. The youngest of the three witches, Nonnette is still learning the twin disciplines of baking and magic. Though she alternates between too shy and entirely too excited, she is very much a magical prodigy.

Chiffon. Chiffon plays the part of a humble baker’s wife by day. Her husband Gateau is too oblivious to realize her magical nature, but he loves her and baking in equal measure. Whenever possible, Chiffon adds little enchantments to his baked goods, causing them to become supernaturally delicious.

Dacquoise. The white haired matron of the baking witches, Dacquoise is a veritable reservoir for baking and magical wisdom. She has memorized decades of spells and recipes, and though she sometimes gets them mixed up, the results are almost always superb.

Gateau

Bakers like Gateau are the lifeblood of Genoise. Owner of the Tout Sweet Bakery, Gateau is often the first friendly face visitors meet on their way into town, and the last they see as they leave. Gateau believes that baking is a type of high art, like painting or sculpture, but designed to be transient. If allowed, he’ll wax lyrical on this topic, interspersed with clever baking observations he has acquired over the years.



Monsieur Ganache

Monsieur Ganache is an ex-adventurer who now acts as a middle man and quest-giver for adventuring companies across the land. As such, the characters might already work with him in some capacity.

This weekend, however, his duties are fatherly, as he struggles to organize his daughter Amandine's birthday party.

Countess Jaconde of Crowhaven

The countess of Crowhaven has always been bitterly jealous of Genoise and its baking reputation. Countless hours of practice has never remedied the fact that she is an abhorrent baker, and her town's reputation is no better. However, having purchased a bag of magical Jack-O-Lantern-Spice, the countess developed a scheme to animate a mob of helpers to steal the secret ingredients that make Genoise so special.

Le Choux. A put-upon butler and jester, Le Choux has learned to answer the countess's questions and demands with some form of affirmative statement or risk consequences. Whenever possible, the jester retorts with jokes and idioms that go right over the countess's head, to make his true thoughts known to others that are listening.

Set Up

The adventure begins on All Hallow's Eve outside Genoise, a hamlet nestled among rolling, golden hills of wheat. Pick from the scenarios below or invent your own explanation as to how the characters arrived here.

Missing: Sugar, Flour, Eggs

For the last week, common cooking ingredients have gone missing in the sleepy village of Genoise. At first, only a few bags of sugar and some eggs vanished, but as the days went on, practically every storeroom, cupboard, and shop has been magically emptied! You have received an urgent letter signed by bakers and chefs from Genoise, a plea for assistance!

Birthday Party Invitation—Free Cake!

One of your many mysterious quest-givers, Monsieur Ganache, sends you a rare non-work-oriented communique: an invitation to his daughter's sixteenth birthday party. The pair have traveled to the small hamlet of Genoise to pick up one of the town's famously delicious cakes and celebrate the party in the town's quaint pavilion. The invitation is as much a request as a plea, as Monsieur Ganache seems utterly unequipped to plan a birthday party, and they can't find anyone in town to bake them a cake!

My Beans!

Your packs are weighed down with the loot from a recent successful quest: several weapons, some gold, and a magical *bag of beans*. You're in high spirits as your camp outside the hamlet of Genoise. However, in the middle of the night, you awaken! Something scurries away into the forest carrying your beans! You lose sight of the tiny thief after a few minutes, but you find that it left a powdered white trail to follow. Flour, perhaps? By morning, you have tracked the creature to the edge of Genoise.

Abbreviated Stat Blocks

This adventure contains statistics for all creatures that the characters are intended to battle. When a creature's name appears in **bold** type, that's a visual cue for you to reference its abbreviated statistics.

Instead of including fully detailed monster statistics, this adventure uses abbreviated stat blocks for its monsters and nonplayer characters. These stat blocks are much shorter than normal but omit the most infrequently-used information found in stat blocks.

The following explanation uses an owlbear as reference to explain which information is included and which types of shorthand are employed.

Owlbear (Large Monstrosity) CR 3		
HP 59	AC 13	Speed 40
STR +5 DEX +1 CON +3 INT -4 WIS +1 CHA -2		
Keen Sight and Smell. Adv Perception checks		
Multiattack. Beak + Claws		
Beak. Melee: +7 to hit, 10 (1d10 + 5) pierc.		
Claws. Melee: +7 to hit, 14 (2d8 + 5) slash.		

Title Line

The title line includes the monster's Name, Alignment, Size, Type, and Challenge. Alignment is abbreviated (LE means Lawful Evil, for example) and is omitted entirely when a monster, such as the owlbear above, is unaligned. The monster's Challenge Rating (CR) omits the number of experience points it awards, as this adventure uses milestone leveling.

HP, AC, Speed

The three boxes below this list the monster's hit points (HP), Armor Class (AC), and speed. It omits the monster's Hit Dice calculation, its source of Armor Class, and most information about its speed, except for its fastest movement, and the means by which it can move. In this case, the owlbear can only move along the ground, so its speed is listed as 40 (feet).

Ability Scores

The six values listed are the monster's ability score modifiers, which are used for its ability checks and saving throws unless otherwise mentioned. Its actual ability scores are omitted, as few effects can reduce a creature's ability scores directly. In this case, the owlbear has 17 in Constitution, but only the modifier of +3 is listed.

Traits

Below the ability score modifiers, each of the monster's notable special traits are listed. For the purposes of this adventure, assume that all monsters with an "owl" in their name have darkvision with a range of 60 feet. The special traits section omits senses and languages and summarizes the monster's special abilities using the following shorthand abbreviations:

- › Adv = Advantage
- › Disadv = Disadvantage
- › Skills, such as Perception = ability checks made using the skill's normal ability score, such as Wisdom (Perception) checks
- › The owlbear's full Keen Sight and Smell ability reads: "The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell," which is summarized here to "Adv on Perception."

Actions

Finally, the monster's Actions are listed, usually consisting of its attacks and Multiattack, if the monster attacks more than once on its turn. An attack lists whether it is a Melee, Ranged, or Spell attack in *italics* with its range in parentheses, when applicable. It then lists the attack bonus in **bold**, followed by the attack's damage in **bold**, and an abbreviation of the damage type (usually bludgeoning, piercing, or slashing; listed as buldg., pierc., or slash.) Conditions, such as grappled and frightened, are listed in **bold** when applicable.

If a monster's ability happens as a bonus action or reaction or if it recharges once used, this is detailed in parentheses.

One Stop Shop!

This adventure is designed to include every magic item and monster you need exactly when you need it. However, it does mention the other rules of 5th edition and invokes general spells for interacting with the world. If you are familiar with running 5th edition, everything here should be comfortable and convenient. If you're brand new to 5th edition, make sure to check the System Reference Document (SRD), available for free online, if you come across a rule or spell that you don't recognize.





GENOISE

The adventure begins as the characters arrive in Genoise, a picturesque hamlet nestled among wheat fields and trees that have just embraced the red and orange hues of autumn. As the characters approach, they encounter a panicked scene. Please read or paraphrase the following:

An autumn breeze at your back propels you along a road of rolling, golden hills of wheat toward the town of Genoise. Even before you reach the edge of the town and the first of its many bakeries, you catch the scent of sugar on the air. Moments later, however, you hear panicked screams and sounds of struggle, as a rolling pin crashes through the bakery's front window! A terrible creature of pie crust and teeth skitters through the opening and dashes down the street!

Confectionary chaos at the bakery! A **DC 9 Wisdom (Perception) check** detects yet more struggle inside the bakery while a **DC 12 Wisdom (Survival) check** can roughly track the escaping pie monster toward the town square. **Roll initiative.**

The entire town of Genoise is being raided by a group of animated pastries called the **Crumbags!** Each crumbag has its own statistics, which are presented when they appear.

In particular, the Crumbags are attacking four disparate locations: the *Tout Sweet Bakery*, *The Gobble Inn*, the *Outdoor Pavilion*, and the *Town Square*. A character can move from one of these locations to any other by taking the Dash action and using their entire movement. When the party has defeated the Crumbags or caused them to retreat from each location, proceed to *Re-Treat!* The characters begin at the *Tout Sweet Bakery*.

Tout Sweet Bakery

As the characters approach the Tout Sweet Bakery, they find it being ransacked by a pair of piders! Any character with a **passive Perception score of 12 or higher** detects cries from townsfolk across Genoise and determines that the chaos isn't contained to this bakery.

Inside the 30-foot square bakery, **two piders** have cornered **Gateau**, the baker, and his wife, **Chiffon**. Gateau uses the statistics of a **commoner** and wields a rolling pin as a club. Unbeknownst to her husband and the party, Chiffon is one of the three witches of Genoise. She magically succeeds on all saving throws, and attacks targeting her automatically miss.

Pieder (Medium Monstrosity) CR 1

HP 26 **AC** 14 **Speed** 30 climb

STR +2 **DEX** +3 **CON** +1 **INT** -4 **WIS** +0 **CHA** -3

Pieder Climb. Can climb difficult surfaces, including upside down on ceilings.

Bite. Melee: **+5** to hit, **7 (1d8 + 3)** pierc. and **DC 11 Con** save or **4 (1d8)** psn., half on success.

Once per round, a character can use their bonus action to verbally command Gateau and Chiffon to distract the piders by throwing muffins, plates, and kitchen utensils. Until the end of the turn, the character has advantage on attack rolls they make against the piders.

If the characters defeat the piders, they will be needed elsewhere in Genoise post haste! However, Chiffon offers them each one muffin for their trouble. These are actually *magical muffins*, a fact which is only identified with an *identify* spell or a successful **DC 14 Intelligence (Arcana) check** by a suspicious character. If a character uses their action to eat a muffin, they regain 2d6 + 2 hit points and have advantage on ability checks they make during the next minute.

The Gobble Inn

The characters can spot the plume of smoke extending from the Genoise's only tavern, The Gobble Inn, no matter where they are in town. When they arrive at this location, read or paraphrase the following:

Rolling black smoke billows out of the tavern's windows and doors, obscuring the once-charming sign hanging from the entryway reading "The Gobble Inn." A wave of heat meets you at the tavern's threshold as well as muffled cries for help from inside

Once the characters arrive at The Gobble Inn, start a **4-round countdown** in view of the players. At the end of each round, the conditions inside the tavern become more dangerous as the building inches closer to collapse, as shown on the following table:

Countdown	Effects
4	Inside the tavern is lightly obscured.
3	A creature that ends its turn inside the tavern takes 1d4 fire damage.
2	Inside the tavern is heavily obscured.
1	A creature that ends its turn inside the tavern takes 2d4 fire damage.
0	The tavern collapses. Each creature inside must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much on a successful one.

A successful **DC 12 Strength (Athletics) check** made to fight the fire as an action prevents the countdown from decrementing at the end of the round. Nearby buckets and a pump provide enough water to extinguish small fires, but not enough to entirely quell the blaze.

As an action, a character in the tavern can search for trapped patrons with a **DC 12 Wisdom (Perception) or Intelligence (Investigation) check**. This check has disadvantage if the tavern is heavily obscured. On a success, the character can escort the patron from the tavern as an action on the subsequent turn. There are **three patrons** trapped in The Gobble Inn. Note that if the characters rescue everyone before the tavern collapses, they will be rewarded for their firefighting bravery during the *Re-Treat* section.

Outdoor Pavilion

A colorful gazebo stands at the center of a park in Genoise, strewn with scraps of paper and streamers. When a character arrives at this location, read or paraphrase the following:

A banner listlessly curls in the wind, proclaiming "Happy 16th Birthday, Amandine!" Beneath it, the remains of a party have been scattered in a panic, with unwrapped gifts, lengths of ribbon, novelty tablecloths, and vibrant party favors littering the entire pavilion. A gentleman in a long coat brandishes a rapier at a mob of irate blueberry muffins, placing himself between the crumbags and a young girl in a conical birthday hat.

A crowd of **twelve blueberry gruffins** have surrounded **Monsieur Ganache** and his daughter **Amandine** in the center of the gazebo. Each round, up to four blueberry gruffins attack, but none target Amandine. If Monsieur Ganache drops to 0 hit points, he becomes stable instead of dying.

Blueberry Gruffins (*Tiny Monstrosity*) CR 1/8

HP 5 **AC** 12 **Speed** 30

STR +1 **DEX** +0 **CON** +0 **INT** -4 **WIS** +0 **CHA** -3

Slam. *Melee:* +3 to hit, **3 (1d4 + 1)** bludg.



Monsieur Ganache (Medium Humanoid)

CR 1/2

HP 14

AC 13

Speed 30

STR +0 DEX +2 CON +0 INT +1 WIS +2 CHA +3

Rapier. Melee: **+4** to hit, **6 (1d8 + 2)** pierc.

Parry (Reaction). Ganache adds 2 to his AC against one melee attack that would hit him.

A character can use a bonus action to open any of the discarded birthday gifts in search of useful weapons or valuable loot. In the chaos, a **DC 12 Dexterity (Sleight of Hand or Stealth) check** avoids the notice of Monsieur Ganache or Amandine. Roll on the following table (rerolling duplicates) to determine what they find:

d6 Gift

- | | |
|---|---|
| 1 | A glittery tin tiara. |
| 2 | A yellow summer dress. |
| 3 | A charm bracelet with a cake-shaped charm. |
| 4 | A silver-handled rapier |
| 5 | A silver buckler (using the statistics of a shield) |
| 6 | A <i>potion of heroism</i> |

If the party defeats the mob of blueberry gruffins and Monsieur Ganache is conscious, he gives the characters each a potion of healing for their assistance. He doesn't offer a reward to any character he noticed unwrapping his daughter's birthday presents.

Town Square

The town square is decorated in oranges and reds for the annual harvest festival, which is scheduled to begin the following day. When the characters arrive, read or paraphrase the following:

Though there's little to be ransacked in Geonoise's town square, you find a quartet of Crumbags dragging their ill-gotten gains—a noblewoman and jester tied firmly with rope—toward an unknown destination. Spotting you, they rush toward an alleyway, moving at best sluggishly against the weight of their cargo.



Four eclauds have kidnapped an out-of-town noble, the **Countess Jaconde of Crowhaven**, and her traveling jester, **Le Choux**. The abbreviated statistics for Jaconde and Le Choux can be found in *Cake Day!* section at the end of this adventure. Though they intend to escape from the party, the four eclauds can move at only 10 feet per round while carrying their captives. When a character comes within 10 feet of them, the eclauds switch tactics and instead attack!

Eclaud (Small Monstrosity) CR 1/4

HP 13

AC 13

Speed 30

STR +2 DEX +1 CON +1 INT -2 WIS +1 CHA -3

Snack Tactics. Adv on attacks if one of the pieder's allies is within 5 feet of the target.

Slam. Melee: **+4** to hit, **5 (1d6 + 2)** bludg.

The ropes restraining Jaconde and Le Choux can be cut (AC 11, 2 HP) or untied with a **DC 13 Dexterity (Sleight of Hand) check**. Once released, Jaconde rewards the party with **2d12 sp** and an aggrieved huff. If both Jaconde and Le Choux are freed, the remaining eclauds flee.

RE-TREAT!

Proceed to this section only when the characters have defeated or driven away the Crumbags from each area of *Geonoise*. Read or paraphrase the following:

As the discord around the village quiets, the townsfolk emerge from their homes and begin to take stock of the damage. Burned-down buildings, shattered windows, and missing food! Practically every morsel has been stolen in mere hours, with a trail of breadcrumbs leading out of town.

The baker Gateau stands on a soapbox in the town square and declares to a crowd of dazed villagers: "Thanks to the bravery of our visitors, Geonoise is safe. But with so much damage and without so much as a bag of flour, the harvest festival must be canceled."

If the characters saved three people from the burning Gobble Inn, the townsfolk take up a collection and offer each character **50 gp** for their firefighting bravery.

With the townsfolk collected in one place and the chaos of the Crumbags temporarily halted, the characters can interview persons of interest and learn more about Genoise. They can formally meet the baker Gateau, his wife Chiffon, Monsieur Ganache, his daughter Amandine, and Countess Jaconde and her jester Le Choux, all of whom might have pertinent information.

Talking with the Townsfolk

With a **DC 9 Intelligence (History or Investigation) check**, the characters can gather some general information about Genoise:

- › People from across the kingdom travel to Genoise for the almost supernatural deliciousness of their baking.
- › Each year on All Hallow's Eve, the townsfolk celebrate the start of the yearly harvest festival with an enormous cake.
- › The townsfolk don't go into the Black Forest. It's far too easy to get lost, and rumor has it that the forest is the domain of witches!

Gateau and Chiffon

The baker and his wife, **Gateau** and **Chiffon**, are shaken from the pinders in their bakery, but have collected enough themselves to administer first aid and help organize the townsfolk.

Gateau is happy to divulge the following information:

- › Gateau believes that the village of Genoise is magically protected from all kinds of unpleasantness, and credits the quality of his baking to the town's "blessing."
- › A secretive group of townsfolk bakes the Hallows Cake each year. They're so quick you could almost imagine it magically appears in the town square!

Chiffon seems less willing to gossip about her hometown, but notes that the trail of breadcrumbs leads toward the Black Forest. A **DC 14 Charisma (Persuasion) check** convinces her to divulge the location of a hut on the western side of the forest where they can rest during their travels.

Monsieur Ganache and Amandine

Monsieur Ganache and his daughter **Amandine** are visitors to Genoise, and thus know little about the town. However, Ganache is also a veteran adventurer, and knows a thing or two about monsters. He will happily explain the following:

- › It is Amandine's 16th birthday, and it's common knowledge that the very finest birthday cakes come from Genoise. As a gift to his daughter, they took a day-long wagon ride to stage the party in a pavilion in town. Sadly, her birthday cake was ruined by the Crumbags!
- › Ganache recognizes the Crumbags as a type of animated object. He reckons that such a specific variant of the spell might originate from a magic item designed for the task.

Countess Jaconde and Le Choux

The **Countess Jaconde** of Crowhaven and her jester **Le Choux** were passing through Genoise when the Crumbags attacked. The Countess has nothing but vile things to say about the town, especially because she was kidnapped here only minutes ago. She'll accuse the town of the following:

- › Genoise is a haven for witches and hags!
- › The bakers of Genoise simply stole their most famous recipes from Crowhaven!
- › The villagers almost certainly unleashed the Crumbags to kidnap her!
- › Gateau hasn't brushed his teeth in years!

For his part, Le Choux mimes along to the countesses' accusations, quietly but theatrically mocking the countess and the townsfolk at the same time.

The Black Forest

When the party is ready to pursue the escaping Crumbags they can take a short rest before following a trail of breadcrumbs leading out of town. They can reach the edge of the Black Forest without difficulty. When they do so, read or paraphrase the following:

Crows caw and peck at breadcrumbs littering the trail into the Black Forest. As you reach the forest's edge, the clear trail vanishes into the gnarled trunks of old growth trees. An ominous wind whistles from your back, coaxing onward you into the woods.

Following the Crumbags further requires two successful **DC 12 Wisdom (Survival) checks**. The first success leads the characters to *Wishing Well*, and the second success leads the characters to *The Little Hut*. A failure on the check leads the characters to Fork in the Trail; subsequent failures lead the characters back to where they entered the forest.

Wishing Well

Following the trail of breadcrumbs through the Black Forest eventually leads the party to a forlorn well erected in the center of a clearing. Read or paraphrase the following:

The forest canopy opens to a small clearing, the first of its kind along your journey. Among the peaceable, green grass stands a mossy well bearing the erosion of centuries.

A **DC 10 Intelligence (Investigation) check** discovers an inscription on the well's bricks, reading "Knife, ring, platter, spoon—drop me in and drink up soon". This riddle describes how to activate the well's magic: if a character drops a silver coin into the well and draws water from it, imbibing the water within 1 minute causes them to **regain 9 (2d8) hit points** and grants advantage on the next ability check they make during the next hour. Each character can use the wishing well once.

Fork in the Trail

Characters that lose the trail in the Black Forest find themselves lost and at a crossroads. Read or paraphrase the following:

The trail has been narrow and rough for miles, and your confidence plummets. You might be lost. Ahead, the trail meets a towering, gnarled tree and forks in two.

Whether the players choose the right path, left path, continue backwards, or find some other way to proceed through the forest, they magically find themselves back at the fork in the trail. Reiterate the prior narration each time they arrive there.

While near the gnarled tree, a **DC 13 Wisdom (Perception) or Intelligence (Investigation) check** discovers a carved, wooden fork nestled in a notch in the tree. Breaking the fork releases the magic trapping the party here, allowing them to continue in any direction and make another Wisdom (Perception) check to navigate the forest.

The Little Hut

The characters stumble upon a small hut in the remote western side of the forest. A **DC 12 Wisdom (Perception) or Intelligence (Investigation) check** spots breadcrumbs on the ground converging on the little hut's door. Read or paraphrase the following when the characters approach the hut:

As you walk toward the quaint hut standing in this remote corner of the forest, a creaking groan sounds and the structure shudders. With a lurch, the hut rises up into the air, borne on a pair of enormous chicken legs. Bending down to acquire you in a pair of circular windows reminiscent of eyes, the hut settles into a crouch a few feet off the ground. Its door swings open, revealing a cozy, well-lit interior and the aroma of freshly-baked goods.

Despite towering over the characters, the animated hut patiently waits for the characters to walk inside. It is magically reinforced against damage and doesn't attack the party. When the characters enter, proceed to the *Covens' Cakery*.

COVEN'S CAKERY

Despite its austere exterior, the witch's hut is far grander on the inside, opening into an assembly room with a domed, glass ceiling. Read or paraphrase the following:

A grand foyer opens in front of you, revealing a space far larger than the hut's exterior. Inside, swirls of icing and ingredients whip through the air around a colossal, ten-foot-diameter cake already stacked half a dozen layers high.

A friendly face glides down on a flying broom to meet you: it's Chiffon, who now appears less like a baker's wife and more like a glamorous witch bearing a magic whisk in one hand and a cookbook tome in the other.

Unbeknownst to her husband, **Chiffon** is actually one of the three witches of Genoise! In fact, Gateau is something of a clumsy baker and Chiffon has been magically enchanting his baked goods for years.

Wasting no time, Chiffon petitions the party for help: after ransacking the town of its food, the Crumbags have stolen the *secret ingredients* that she and her fellow witches use to construct the Hallows Cake each year. The Crumbags are currently running amok in the cakery, messing with every stage of the magical baking process. Chiffon and her fellow witches are preoccupied assembling the cake, but if the party can assist in dispatching the invaders, Chiffon will give them a *broom of flying* and a few baked goods for their efforts.

The foyer of the cakery acts as its assembly room, connecting every other room in the hut: the *Frosting Studio*, the *Icebox*, the *Infernal Oven*, the *Mixing Cauldron*, and the *Pantry*.

Once the party has rid each of these locations of the Crumbags, proceed to *Cake Day!*

Frosting Studio

The cakery comes equipped with an open space that the witches use to decorate cakes, lovingly named the frosting studio. When the characters enter this location, read or paraphrase the following:



Bright pastels and vibrant hues fly about like a warzone as you enter this spacious hall. The center of the room is dominated by a towering layer of cake like those you saw in the foyer, but completely unadorned, without frosting, fondant, or sprinkles of any kind. Along the perimeter, canisters attached to what look like fire hoses splatter magical icing everywhere except the cake.

A thin, teenage witch named **Nonnette** glides down to meet you on her flying broom and shyly asks for help. The Crumbags have come and gone from the frosting studio and messed up all the magic automation, and she can't decorate the cake by herself. Can the party help add frosting and toppings to the Hallows Cake?

To help decorate the cake, the characters can *Fire the Frosting Cannons*, *Air Drop the Sprinkles*, and *Launch the Candles*.

Fire the Frosting Cannons

A set of four frosting cannons are mounted in the corners of the room, each consisting of a magically pressurized frosting canister and a hose. The canisters have only two settings: "OFF" and "EXTREME." Turning them to "EXTREME" causes a full blast torrent of icing and a whipping, difficult to control hose.

To successfully coat the cake in frosting, at least three characters must succeed on a **DC 14 group check** using various ability checks of the players' choice. Characters can participate by making a **Strength (Athletics) check** to control the hose, an **Intelligence check** to set the dial to a workable level between off and full blast, or a **Dexterity check** to arc the frosting to difficult parts of the cake. If the players come up with other ways to help, allow them to contribute using different ability checks. On a failed group check, the character with the lowest personal result takes 1d6 bludgeoning damage from an errant hose.

Air Drop the Sprinkles

Bushels of sprinkles in all shapes and colors are mounted on four *brooms of flying* near the room's entrance. To add sprinkles to the cake, the characters will need to succeed on a **DC 12 group check** using various ability checks of the players' choice. Characters can participate by making an **Intelligence (Arcana) or Dexterity check** to skillfully control their broom of flying or by making a **Strength (Athletics) check** to simply hurl the bushels' contents onto the cake from below. If the players come up with other ways to help, allow them to contribute using different ability checks. On a failed group check, the character with the lowest personal result takes 1d6 bludgeoning damage from a falling bushel or *broom of flying*.

Launch the Candles

Two ballistae are mounted high on the walls of the room, one loaded with enormous wax candles, and the other with incendiary siege bolts. To decorate the cake with a lit candle, two characters must each make **ranged attack rolls** (adding their proficiency bonuses to their attack rolls). If both attacks hit a **DC 14** or if both rolls are **within 2 of each other**, the candle lands in the cake and is lit by a flaming ballista bolt. The cake requires three candles. On a failure, the character with a lower attack roll result takes 1d4 piercing damage from a splintering ballista bolt.

Finishing Touches

When the party is done decorating the cake, give the players a chance to improvise any finishing touches and award **Inspiration** for anyone that does.

Icebox

The door to the icebox is an enormous bulkhead covered in a thick layer of frost, which requires a **DC 12 Strength (Athletics) check** to open. Once the characters open the door, read or paraphrase the following:

An icy blast of air meets you the instant the door opens. Beyond the doorway is a foggy, frozen, cavernous landscape of shimmering frost and ice sculptures. Small Crumbag tracks and breadcrumbs lead into the snow.

Magical sources of fire, such as the *produce flame* and *fire bolt* cantrips, don't extend into the icebox. Nonmagical fires sputter out the instant they enter the frigid room.





A **DC 12 Wisdom (Survival) check** locates the Crumbags in the frigid icebox: a group of jelly foenuts were carrying away the stolen secret ingredient, a barrel-sized container of *batwing buttercream*, when the thieves and their goods were frozen solid in a block of ice. The container is rigidly frozen to the Crumbags, which are frozen to the floor.

The only way to acquire the buttercream is to break it free of its base with a **DC 14 Strength (Athletics) check** and drag it out of the icebox to defrost. Dragging the container isn't a feat requiring physical strength as much as endurance, as the slick floor and bitter cold temperatures make for slow progress. **Three DC 12 Constitution checks** move the buttercream through the icebox door. On a failure, a character takes 1d4 cold damage and has disadvantage on the next next ability it makes before warming up outside the icebox.

Mixing Cauldron

When the characters enter the mixing cauldron room, read or paraphrase the following:

An implausibly colossal cauldron the size of a swimming pool dominates the center of this room. Enchanted oversized whisks stir the cauldron's batter-like contents, creating waves and vortices like a churning sea.

An elderly witch named **Dacquoise** flies down to meet the party when they enter the cauldron room. Unfortunately, several of the Crumbags have fallen into the cauldron and none of them have been able to swim; this has caused some problems with the batter. Specifically, it seems to have risen to life and become belligerent. However, the witch believes that, with some elbow grease from some of the "young'uns" in the party, the batter can be fixed.

Dacquoise directs the characters to a set of six canoes, each equipped with oars and oversized, two-handed whisks. To help mix the magical batter, the characters can each row a canoe to different locations in the cauldron and stir with their canoes. Doing so isn't a challenging feat, for the waves calm down once they mount their canoes.

However, once one or more characters begin whisking, the waves become choppy and the batter becomes progressively angrier. After one round of whisking, each character must succeed on a **DC 12 Dexterity saving throw** or their canoe will capsize. After the next round of whisking, each remaining character must succeed on a **DC 12 Strength saving throw** or have their whisk pulled out of their hands and into the batter. Finally, at the end of the third round of whisking, the remaining characters must make a **DC 12 Constitution saving throw** to continue whisking against an increasingly viscous batter. If at least one character succeeds all three checks, the batter calms down and loses its lumpy consistency.

For the party's help, Dacquoise offers each character 4 *jelly beans*.

Pantry

Opening the door to the pantry doesn't at first seem to lead the party to a cavernous magical room, but instead to a modest, well-stocked storage room. Inevitably, however, the characters will realize that the room just keeps extending upward. Read or paraphrase the following:

The cabinets and shelves of this otherwise ordinary pantry extend upward in a vertical column leading out of sight. Dozens of feet up, a croissant Crumbag climbs furiously with a bag clutched firmly in its teeth.



A **DC 12 Wisdom (Perception) or Intelligence (Investigation) check** confirms that the bag is a secret ingredient: *hemlock sugar!*

To catch the croissant Crumbag (the **croisoff**) the characters will have to climb the pantry with a series of group checks and play through a vertical chase in three stages. If the characters fail a group ability check, they suffer the consequences listed in the stages below. Let characters substitute making a check by employing clever tactics, and be liberal when awarding advantage or Inspiration for particularly canny solutions.

Stage 1: Getting a Leg Up

The croisoff already has a head start, so the characters need to quickly ascend the pantry to catch up! Each character contributes to the group ability check by making a **DC 12 Strength (Athletics) check** to perform a vertical leap or a **DC 12 Dexterity (Acrobatics) check** to dash up the side of lower cabinets. Characters with a climbing speed have advantage on this check, and flying characters automatically succeed.

If the group ability check is a failure, the character with the lowest personal result falls and takes 1d6 bludgeoning damage. They don't participate in the next stage of the chase.

Stage 2: Look Out Below!

The croisoff rains down glass jars and heavy bags down from shelves at the characters. Each character contributes to the group ability check by making a **DC 10 Dexterity check** to avoid the falling debris or a **DC 10 Constitution check** to endure a hit from the debris without losing their grip. Characters with a climbing speed have advantage on this check.



Jelly Beans

Wondrous item, uncommon

This bag contains an assortment of vibrantly colored beans. When you eat a bean as an action, you regain 1 hit point and also gain a secondary benefit determined by the bean's color, which lasts for 1 minute or until you eat another bean.

d8	Color	Benefit
1	Black	Your attacks with melee weapons deal 1d4 extra damage.
2	Green	Your walking speed increases by 5 feet.
3	Orange	You gain a +2 bonus to ranged weapon attacks.
4	Pink	You gain a +1 bonus to saving throws you make.
5	Purple	Roll again on this table and use the effect rolled.
6	Red	You gain a +2 bonus to melee weapon attacks.
7	White	You gain 1d4 temporary hit points.
8	Yellow	You gain a +1 bonus to your AC.

Each character that chooses to endure the falling debris takes 1d4 bludgeoning damage, regardless of whether they succeed.

If the group ability check is a failure, the character with the lowest personal result falls and takes 1d6 bludgeoning damage. They don't participate in the next stage of the chase.

Stage 3: Leap Without Looking

The characters are closing in on the croisoff, which now can only hope to avoid the characters by leaping away from them. Each character contributes to the group ability check by making a **DC 14 Dexterity (Acrobatics) check** to attempt to grab the croisoff without falling or a **DC 12 Wisdom or Intelligence check** to interfere with the croisoff, such as by throwing a slippery ingredient at it.

If the group ability check is a failure, the character with the lowest personal result falls and takes 1d6 bludgeoning damage. Additionally, the pieder gets escapes with the hemlock sugar. On a success, the croisoff comes careening down and lands with a splat on the pantry floor.

CAKE DAY! ☺

Once the characters have explored every part of the coven's cakery, they return to the foyer to find a nearly complete Hallows Cake towering almost a dozen feet tall with multi-hued icing and elaborate decorations. The three witches, Chiffon, Nonette, and Dacquoise, are simply putting their finishing touches on it.

The characters can take a **short rest**.

As the witches finish the cake, each adds their secret ingredient to it (if the party recovered them) and prepare the ritual to teleport the cake to the Genoise town square. When they do so, they are rudely interrupted. Read or paraphrase the following:

Despite the efforts of the Crumbags, the Hallows Cake stands beautiful, delicious, and defiant as the witches begin to chant, "Oven, Coven, Baker's Dozen..."

At that moment, the door to the cakery swings open as the Countess Jaconde of Crowhaven and her jester barge inside. In a rage, she declares, "Hallow's Eve is canceled! My Crumbags couldn't steal them, but at last I'll have your secret ingredients for myself, and Crowhaven will be the baking capital of the world!"

The Countess waves a whisk-wand and throws a handful of Jack-O-Lantern spice into the air, causing the entire Hallows Cake to groan and shift.

Roll initiative. The Hallows Cake is alive and vaguely under the control of the **Countess Jaconde** of Crowhaven. The jester **Le Choux** defends his countess, but surrenders if she is defeated. The witches continue their spell to contain the Countess's influence.

At the end of each round, roll on the following table. Reroll if you roll the same result on consecutive turns.

Countess Jaconde (Medium Humanoid) CR 2		
HP 44	AC 15	Speed 30
STR +0 DEX +2 CON +1 INT +0 WIS +0 CHA +3		
Magic Resistance. Adv on saves against spells.		
Hex Blast. Melee or Ranged (60): +5 to hit, 10 (3d6) nec. and the target has disadv. on attacks against Jaconde until the end of its next turn.		

d4 Hazard

- 1 The cake unleashes a torrent of sticky icing. Each creature in the cakery must succeed on a DC 13 Dexterity saving throw or its movement is halved until the end of its next turn.
- 2 The cake radiates beguiling illusion magic. Each creature in the cakery must succeed on a DC 13 Wisdom saving throw or have disadvantage on attack rolls until the end of its next turn.
- 3 The cake erupts in a cloud of powdered sugar. The cakery is heavily obscured until the end of the next round.
- 4 The cake leans and slams down on those around it. Each creature in the cakery must succeed on a DC 13 Dexterity saving throw or take 1d8 bludgeoning damage.

When the party defeats the countess read our paraphrase the following:

As the countess falls, the living mass of cake stills and straightens back into the picture of a magical baking spectacle. The whole cake vanishes with a flash!

In the Genoise town square, the cake flashes into existence, as a small girl watches in wonder and amazement. Townsfolk emerge from their homes and lock hands as they gather around the seasonal miracle of All Hallow's Eve.

The Countess Jaconde carried all of the secret ingredients the characters failed to secure, as well as a *whisk wand*. If the characters were offered the "My Beans!" set up, Jaconde is also carrying their stolen *bag of beans*. The witches offer their thanks and a *broom of flying* from their storeroom.

Le Choux (Medium Humanoid) CR 1/2		
HP 33	AC 12	Speed 30
STR +0 DEX +2 CON +1 INT +1 WIS +1 CHA +2		
Multiattack. 2 Daggers.		
Dagger. Melee or Ranged (20/60): +4 to hit, 4 (1d4 + 2) pierc.		
Backflip (Bonus Action). Move 10 feet without provoking opportunity attacks.		

Lastly, the witches will happily teleport the characters back to Genoise to enjoy the harvest festival. In recognition for their bravery, the characters are hailed as local heroes and given a feast in their honor when they next return to the town.

Broom of Flying

Wondrous item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

Bag of Beans (Reduced Power)

Wondrous item, rare

Inside this heavy cloth bag are 1d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, a giant beanstalk sprouts after 1 minute, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.

Whisk Wand

Wand, uncommon

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *create food and water* spell from it. When you cast the spell in this way, you can choose to create a smaller amount of delicious food, enough to sustain four humanoids, instead of enough bland food to sustain fifteen humanoids. The wand regains 1 expended charge daily at dawn.



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