



 **MONKEYDM**

LOVE IS LOST

5TH EDITION ADVENTURE

VALENTINE'S DAY HAS NEVER BEEN SO EPIC

MONKEYDM

LOVE IS LOST

LOVE IS LOST IS A LOVELY TALE DESIGNED FOR 3-6 LEVEL 4 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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Plot Hook

The party of aspiring adventurers have found themselves in a beautiful port town a few days before the yearly Day of the Lover Gods. Everything seemed fine and dandy, until a woman came in the tavern to ask for aid from anyone that cares to help. She feels something is wrong.

CHAPTER 1. WHAT IS LOVE?

In which the adventurers meet a priestess of the lover gods, council a marriage then head out to the docks.

1.1. A PRIESTESS OF LOVE

Read this:

'It is a beautiful and simple day with the port town of Lifdranas. Of course, no one would expect anything else during late winter, so close to the day of the lover gods. Although this town may not be the centerpoint for these particular deities, it does host plenty of romantic isles nearby, which make for beautiful holiday retreats. You find yourself within the Crashing Tide Tavern, not far off from the beach, a resting point for many adventurers. As you dig deep into your morning meal, the door bursts ajar and a figure pants leaning against the frame. Beautiful, slender and with caramel skin and long curly hair, the figure looks up with an air of complete confusion. She dusts her black and white priestess garb, before looking around in the tavern. "Are there any adventurers around? I am afraid we are in terrible trouble."

The adventurers now meet Isabelle Fairchild, a beautiful half-elven priestess of the lover gods, who will explain to them her unusual predicament.



ISABELLE FAIRCHILD

Information: Born a flower child, Isabelle was sent to the temple of the lover gods from a young age, where she has spent most of her years. She is young and beautiful, but her concern shows on her face, aging her drastically.



Isabelle explains she is in charge of guiding couples who have lost their love back into the most passionate state, but in the past week, things have gotten odd. Every day, more and more females of the couples she councils have come to confess they have met the perfect someone and have left their husbands. At first, she assumed it was a blessing from the Lover gods, so close to their day of worship, but then, as she heard more and more, all these women had been given a rendezvous on the Day of Love on the same small isle.

This is particularly odd, as there are so many other isles around that are perfect for couples. Out of fear, she asked her gods for an answer. They replied, this was NOT their doing. Something, or rather someone, was breaking up all marriages and leading these women to their doom.

She pleads with the party to aid her, saying that a young priestess like her can't do anything more. But they can. As a first bit of advice, she urges the party to go meet with Helen and Helga, two women, married and in love, who have found themselves fighting lately. Weirdly, although both of them have only loved women thus far, they have both met a mysterious man in the past two days. Because of this reason, they have also spoken to each other about the man, so they know something is... wrong. She also urges the party to mention her name, as they are quite the closed couple and do not wish to speak to many others about their issues.

1.2. COUPLE THERAPY

Read this:

'With a little bit of guidance as to how to arrive at the house of the two women, Isabelle leaves you. Not too long after, you find yourself in front of a small wooden chateau, not too far from the inn, with a nice view towards the beach. The windows are wide and luminous and the door is made of a light birchwood. You knock, then, a small figure appears before you, with a trimmed beard and a dwarven physique. The woman eyes you up and down, then sighs sadly. "I had hoped it was him... Who are you?"'

The figure in front of them is Helga Crumbcruncher, a dwarven female with the powerful hands of a baker. Arriving a short while later behind her is Helen Swiftstep, a tall and lively elf with the slim physique of a dancer. Once the party mentions Isabelle, they will kindly and openly welcome in, though Helga will remain somber and look vaguely angry for the entire duration of the visit.

They will welcome the party into the living room and sit them down. From there, the party can look over the room by making a **DC 12 (Wisdom) Perception check**. On a success, they see a painting hung up on the wall, which portrays Helga, Helen and three other figures. One is a large man of color, the other is a tortle with a big smile on his face and the last is an aarakocra figure, female, who looks quite somber.

They can choose to approach the painting, then make a **DC 14 (Intelligence) Investigation check**. On a success, they will notice a plaque underneath that reads "Helen, Helga, Jeramon, Sadon and Ef - The Circle of Roses". This information can be helpful later in this chapter.

After a while Helga will come in with home baked cookies, while Helen will brew mint tea to go alongside them, then they'll sit down too, joining the party for a chat and explaining a little about themselves. Both of them, as different as they are, were once part of the same adventuring group. Helen is a past bard and loved dancing with swords as her form of expression. She still does it as her job, though no longer anything related to fighting. Helga is a tried and true fighter, but since her retirement she has been taking up baking. Once the two wound up in the same adventuring crew, they fell in love and were never to be parted.

Once you get to this part of the couple's story, read this:

'As the couple begin to talk about their adventuring career, you feel a sadness come over their voices. Helen places her hand over Helga's, who moves it away. The elf sighs, as the dwarf continues their story. "See, when we were adventuring, all of it was easy! There wasn't anything our love couldn't withstand, you know? Even... Mindeaters! But then... retirement isn't so easy. I miss the thrill of battle from time to time! And I wish to go out there ag -" At this point, Helen interrupts her partner and overtakes the story. " - And then I tell her that I wouldn't want to risk her going through what Sadon had to go through... Losing love is never easy." She looks at the ground in sadness, while Helga continues. "But letting it slowly die is even worse, you know?! I've said that so many times, I wish you would just listen to me!" After this, the words become harder and harder to discern, as the couple begins bickering and fighting verbally, ignoring the rest of you.'

The couple will fight for a quick moment or until interrupted by the party. Then, they'll ask the party who is in the right and who is in the wrong. The players may attempt to convince them to make up by making a **DC 18 Charisma (Persuasion) check**. If they have seen the picture and bring up the adventuring party the group were a part of, they gain advantage on this check.

After the fight ends, either by the party siding with one character or helping them make up, the two will sigh and look down, before beginning to speak about the man they both met. Although he looked and sounded different, they both remember feeling charmed by him almost instantly and spending a brief time with him, maybe an hour or so. They also both met him near the port, where they had stopped to buy fresh fish. They mention he had invited them to the Halfmoon Patch, a small sandbank not far from the coast. Then, they'll mention they haven't heard anything of them.

At the end of the discussion, when the party chooses to leave, the person they had sided with during the fight will pull them to one side. If they sided with no one and helped the lovers make up, both will say they have a gift for them.

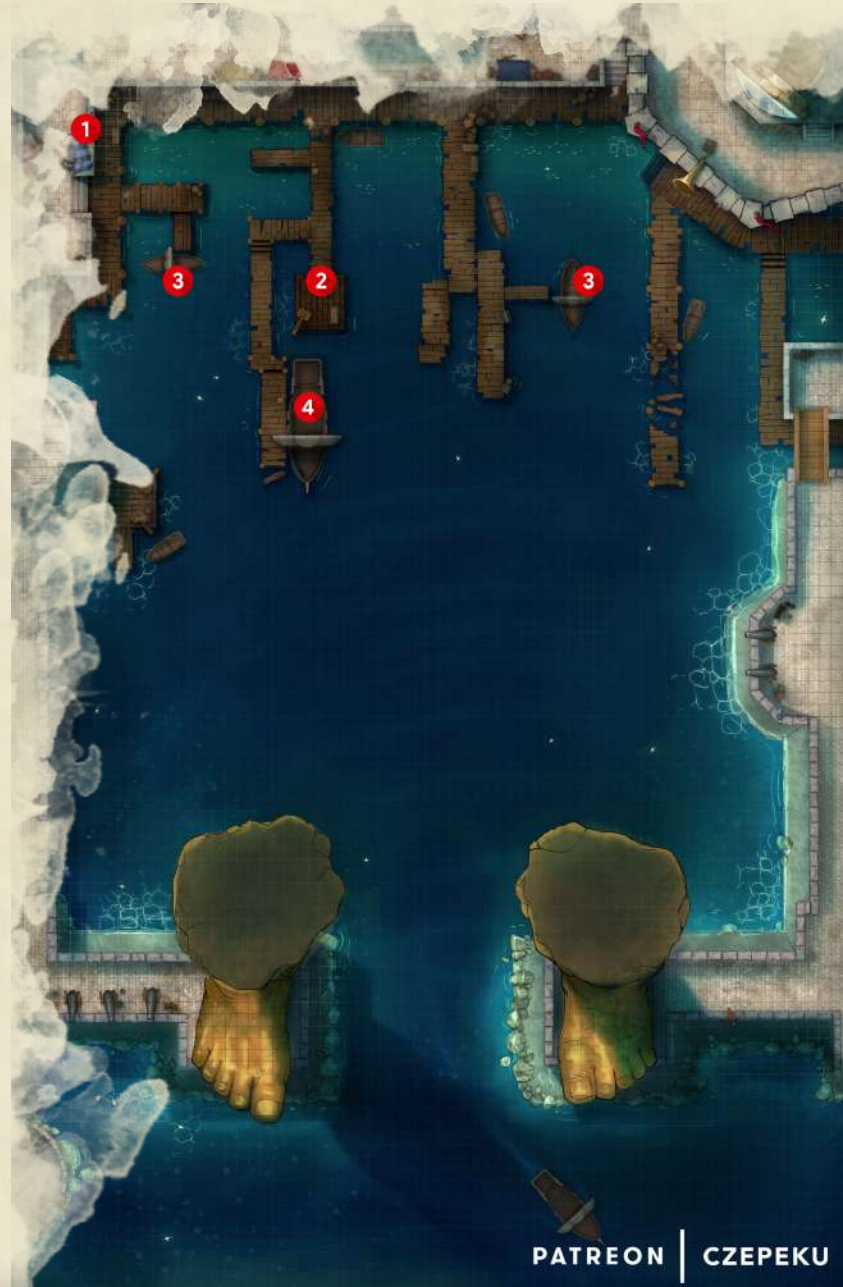
- If they helped Helen, she grants them a *+1 rapier*, stating it was one of her favorites to dance with during her time as an adventurer.
- If they helped Helga, she grants them *3 small healing potions*, stating she has no use for them any more.
- If instead the party helped both, they will receive both the items.

After receiving the items, the party will most likely go to the port. You may proceed to the next chapter.

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MAP 1: PORT



CHAPTER 1.3. FISH & FOGGY MEMORIES

The port is bustling with traders and fishermen, but also many boats of varying sizes. One might wonder where this mysterious man is hidden...

AREAS OF THE PORT

In case of points 1 and 3, they are not situated just in those points. Regardless of which stall or boat the party approaches, read those same points.

1 - FISH MARKET STALL

Read this:

'The fish market is adorned with all types of fresh or not so fresh catches, and all the merchants look just sleazy enough to be able to sell you any information for a few pennies.'

Any merchant the party talks to will be quite talkative, as nobody really cares much about them or what they think for most days. They will mention an unbelievable rise in women coming to the docks these past few days. They will mention that most, but not all, come alongside a man or meet a man here, then look at him as if he is some sort of god. Not the same man, just plenty of different men, all of which looked to be instantly charming these women.

Players may also attempt to discern if any of the merchants are hiding anything by making a **DC 15 (Wisdom) Insight check**, discovering that they do in fact know a little something. They have all been asked to yell out "No fish better than mine!" when they see a woman walking alone. As to who asks them, they were all asked by an older gentleman, who paid them 5 gold coins each.

2 - DOCKMASTER

Read:

'Sitting calmly at their stand, with a large ledger in front of them, a male dockmaster, human seemingly, writes down names at a quickened pace, not bothered by what is around.'

When the party approaches, the Dockmaster will tell them that the docks are full and they may move away. Any character with a passive Perception above 13 will notice plenty of coin purses on top of the ledger, all of which have a small piece of paper attached to them. The party may bribe the Dockmaster into informing them of what those purses are, or they may perform a **DC 15 (Charisma) Intimidation** or **(Charisma) Deception check**. On a success, he will tell them that women have been coming in troves to buy trips to the Halfmoon Patch, tomorrow, at 7. It seems they all have a date. No boats are available for tomorrow anymore.

If they ask for a boat, he'll say their best shot is with Zorren and Lofren, who do not work with the dock, but rather work alone.

3 - SMALL BOATS

All of the sailors with the small boats seem to be readying up the boats. If the party approaches any of the boats, they'll find they are manned by one or two people, who seem to be tying up everything and are soon going to leave for lunch. The party may attempt to steal any of the boats after the pirates leave by performing a **DC 15 (Dexterity) Sleight of Hand check** to first untie the boat, then a **DC 17 (Dexterity) Stealth** or **(Charisma) Deception check** to sail out undetected. A magical or non-magical disguise will allow them to forgo these checks. A failure on any check will prompt an encounter with 4 dock **guards**.

If the party does manage to grab a boat and sail out, they will be followed out by the smaller boat of Zorren and Lofren. They may spot them with a **DC 16 (Wisdom) Perception check**. Regardless of if they spot them or not, proceed to chapter 2.

4 - LARGER BOAT

The larger boat is manned by a pirate by the name of Polt, who is angry that a part of his rudder seems to be destroyed, but he can't seem to fix it. If the adventurers approach, he will ask for aid. The adventurers may either use a *mending* spell or go underneath the water and perform a **DC 14 (Strength) Athletics check** to get the rudder back into place. A character with proficiency in Carpenter's Tools and a set of them may perform a **DC 10 Carpenter's Tools check** to perform the same task.

Aiding Polt will make him thankful and open to the party. He'll mention that he is readying to take his employer, a beautiful young man with silver blonde hair back from the Halfmoon Patch, where he left him alongside some cargo. The man said he "had to prepare for tomorrow's celebrations". In thanks, he will also give the party 2 pinches worth of *dust of dryness*.

5 - ZORREN AND LOFREN

Read this:

'On a small dock that is surely handmade and not as well-built as the others, the slim build of two oddly gaunt humanoids stare into the crowds, their beards messy and unkempt. They are both playing with bits of rope, their faces close to expressionless.'

The two human brothers, Zorren and Lofren, are unsuccessful fishermen, who don't take too well to people. They'll offer to take the party anywhere they wish, whenever they wish for only 2 silvers. A **DC 18 (Wisdom) Insight check** will reveal they do seem to have an ulterior motive.

If the party chooses to hire them and go out with them the next day, proceed to the next chapter.

CHAPTER 2. ONLY A MOTHER COULD LOVE

In which the players get to an isle, then to a different isle.

2.1. THE SEA

GM NOTE: At this point, it is worth mentioning that there is a small chance the party waited an extra day before sailing out to find their villain. This doesn't make much of a difference. Simply proceed normally with the story, saying that no women have arrived on the island just yet. It should work just as well.

If the party chose to steal a boat and sail out on their own, read this:

'As you go out on the ocean, you find yourself slowly approaching a point where the land behind you is no longer so easy to spot, but plenty of small isles find their way ahead of you. Confused, you look on for a few seconds as to which one might be the Halfmoon Patch, and yet you find yourself dumbfounded, until you hear a whistle from behind you. Two scraggly men in a boat look at you, although their faces are hard to make out.'

Zorren and Lofren will offer to help lead them to the right island. They'll say it is the one furthest left. Any character proficient in History may make a **DC 18 (Intelligence) History check**. On a success, they remember that it might have been the second one to the left on a map they once saw.

They might choose to go to either island. If they go to the island suggested by the brothers, proceed to map 2. If they chose the other one, proceed to map 3, but follow the chapters normally. Either way, the brothers will follow them and dock alongside them.

If the party instead chose to take up Zorren and Lofren on the offer and ask them to take them to the Halfmoon Patch, read this instead:

'From the small boat, you see as you slowly approach an isle to the left of the main landmass, with your boat hitting gently against the sand. It seems you have arrived with little to no issue.'

You may now proceed to the next chapter.

2.2. THE SAILORS

Read this:

'As you dock, you see the two scraggly brothers begin to extend their bones and get close to you. They begin to chuckle. "See... The leftmost island is not actually Halfmoon Patch. The second to left one is. But that shouldn't matter too much to you anyway. Since you are well... about to die!" Within but a second, you notice the humanoid figure shift, as the true nature of these monstrosities reveal themselves. Roll initiative!'

The two brothers turn out to be two **doppelgangers**, who attack the party and take them by surprise.

After fighting them, the party may take their boat and sail to the right island, if they aren't on it already. Either way, you may proceed to the next chapter.

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MAP 2: ISLAND 1



CHAPTER 3. ALL THIS LOVE

In which the party faces off against the source of all this love.

CHAPTER 3.1. THE LOVERBOY

First off, proceed to map 3.

Having arrived on the Halfmoon Patch, players observe as it is all mostly empty, with but a few small crates underneath the palm trees.

If the players examine any of the crates, they find they are filled with wine bottles and wine glasses, but nothing that seems outwardly... aggressive. Give them a few minutes to examine the location. They may make a **DC 12 (Intelligence) Nature check** to look over the sand, noticing there are patches of misplaced and wet sand. Someone was here recently.

After a few minutes, read this:

'As you look over the entirety of the Halfmoon Patch, it feels awfully lonely and you cannot help but wonder if there is anything you were missing. Then, you begin to hear slight chuckles. You look above and find, sitting on top of a palm tree, a beautiful young man, half-dressed, looking at you with dreamy eyes. "Adventurers, right? You people always suck the love out of everything. I wasn't intending to harm anyone! I just wanted to drain their souls of life and love. No harm no foul, right? Surely, you must understand that one like me NEEDS that to live. I do not wish to fight, really.'

Such, the **Loverboy** reveals himself and may talk to the party for a short while before fighting them. He explains that he used to be an angel of the lover gods, but they shunned him because he wanted too much love. Now, he NEEDS love to live. And he will stop at nothing to get it. Then, he'll shrug and tell the party that a little more love won't hurt anyone. Roll initiative!

The party will fight the **Loverboy**. Once they've killed him, proceed to the next chapter.

CHAPTER 3.2. THE END

After defeating the Loverboy, he will shout out in anger, then the players will hear a faint noise in the distance.

Once they return to port, it is filled with women asking for their refund from their boat rides tomorrow. If asked, all of them will say that they saw a vision that the man they met was a devil of sorts. They were almost tricked! The players can choose to tell them they were the ones to solve their issue, in which case they will thank them and give them the refund money, making up to a total of 200 gold.



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MAP 3: ISLAND 2



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LOVERBOY

Medium fiend (shapechanger), neutral evil

Armor Class 16 (natural armor)

Hit Points 99 (18d8 + 18)

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 +11, Insight +7, Perception +7, Persuasion +11, Stealth +9

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

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

The Perfect Fit. The loverboy can sense the perfect physical partner for any creature within 30 feet of it and is able to shapeshift into it using its Shapechanger feature.

Shapechanger. The loverboy can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Everlasting Love. If the loverboy has maintained its charm on a creature for an entire hour, they fall in everlasting love with them and will remain charmed until he is killed. When a creature is charmed in such a way, the loverboy may use his charm once more, without breaking the effect on the previous creature.

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 the loverboy can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the loverboy'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 this loverboy's Charm for the next 24 hours.

The loverboy can have only one target charmed at a time. If it charms another, the effect on the previous target ends. This prerequisite is negated by Everlasting Love.

Draining Kiss. The loverboy kisses a creature charmed by it 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.

Infidelity. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage. The loverboy grasps a creature into a passionate kiss. Their mind begins to feel the regret of having ever loved anyone but him. If another creature charmed by the loverboy is within 60 feet of the loverboy when it uses this attack, they become jealous, and may repeat the saving throw to save from the charm.

Regardless of if they save or not, for the next minute, they do 1d6 additional psychic damage with their attacks. This effect stacks.

THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

Covert art by Daniel Commerci, used with permission.

Art inside by Bob Greyvenstein.

Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !



A MASSIVE THANK YOU TO ALL MY PATRONS !