



HIGH CUBE MUSICAL

Your quest? Easy: Dismantle a Hollowdark-wide emotional control conspiracy. Totally standard resume builder. Except it actually means:

- Waking up in a fungal forest with a heavy hangover and corporate-looking IDs (Oh no! A real job?! Your mom would be disappointed.)
- Watching drow giggle their way through monster attacks like it's brunch
- Dealing with singing darkmantles, zen-practicing behir, and a cleric who's emotionally flatlined into board games
- Reconnecting with a silkblood queen you may or may not have emotionally gaslit last week
- Heisting trauma crystals from a drow matriarch's vault while an eye tyrant throws the party of the year
- Watching said tyrant merge with the cube, ascend into his final delulu form, and declare himself the king of Hollowdark
- Fleeing from an enraged matriarch with a bug army holding hands with your silkblood BFF

And if you mess up? You don't die - you get promoted. To cube food. Welcome to emotional capitalism, baby.

WHY YOU'RE IN THIS MESS

That's... GOOD QUESTION. You can't remember. Spoiler alert?

You signed up. Willingly. For money. To let a giant emotion-sucking cube slurp your trauma for "science." You even got a little cube-shaped sticker. It sparkled.

Now? You've woken up memory-wiped in the gloom of the Hollowdark, holding a facility key with your name on it and a business card that smells like mint despair.

STARRING:

- **Kaesalia T'sinrae**, Memory CEO: Matriarch of mismanagement. Graceful ruler hoarding trauma crystals like emotional NFTs. Wants to "make Hollowdark grim again".
- **Elo the Superior**, Floating Eye Diva: Delusional disruptor. Declared himself King of the Hollowdark and somehow has the vibes of both a motivational speaker and a dangerous toaster.
- **Aelwen Figheadair**, Spider Lady: Glam as hell, petty as sin. Rules her hive with silk, sarcasm, and a blade hidden in her tiara. The only one not affected by the cube.
- **Gramir Brighthold**, Tea Cleric of Consequences: Only surviving researcher of BlissCore. Emotionally flatlined but still delivers savage truths with a smile.

TYRANNY OF BLISS

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

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INTRODUCTION

Welcome to **Hollowdark**. It's like a sad goth basement, but with more emotional repression, a brainwashing facility, and suspiciously chipper drow offering unsolicited back massages.

You thought you signed up for a paid internship with housing benefits and mental health support in a nice-sounding greykin dwarf facility. Well. You did. And now your vibes have been consumed by a sentient gelatinous cube running on trauma and corporate slogans like "Sadness Is So Last Era."

Recover your past. Sabotage a therapy-went-wrong experiment. Escape Hollowdark. Or join the wellness cult and sip drinks with pretty drow. We wouldn't blame you.

Either way: your keycard says "Welcome Back."

HOW TO DESTROY THE CUBE:

(For Interns with No Memory and Questionable Life Choices)

Step 1: Remember Who TF You Are

Time to do a little self-discovery - aka wandering through the aggressively-friendly halls of BlissCore and Hollowdark. Collect your emo memory shards, and then visit Mommy Drow Matriarch who is def sus. HR said "do NOT trust her," and when has HR ever lied?

Step 2: Understand The Cube

Basically a gelatinous therapy blob that eats your depression. Love that for us... right?

Weakness: Too much trauma (same).

Side effects to exposure: Extreme vibes. You'll feel blissful but also start acting like your brain's on airplane mode.

Step 3: Team Up With The Eyeball Diva

Enter Elo: floating eye tyrant. Somehow more mentally stable than you. He's got a plan. You: Steal the trauma crystals from Mommy Drow. Him: Distract her court with drama. Then? YEET the trauma into the cube like it's emotional dodgeball.

Step 4: Emotionally Stuff The Cube Like It's Thanksgiving

Congrats! You did a heist! Now go absolutely ruin that cube's day. Matriarch is NOT happy. Cube... Also not. It cried and then shrunk to a little, sobby cubelet.

And oh yeah, Elo? He wants to be an "absolutely eye-conic king" now. He is serious.

Step 5: Throw Something (Again)

Your spider-friend screams: "Throw the mini-cube at his dumb floaty head!!" Why do we throw so many things in this arc, you ask? Because it's therapeutic, bestie.

With your perfect shot, Elo descends from being a diva to being an absolute ruler - at least in his own head. Sashay away, king.

Step 6: Uh-Oh, Here Comes the Drow

Remember that drow matriarch? She brought her army. Options? Run or fight a little, cry a lot, then run.

And when you escape, the Hollowdark is... Dark. Monsters? Monstering. People? Screaming. Rent? Definitely not paid.

Blisstastrophe achieved.

