

PERIL OF THE FAT PRINCESS

AN ADVENTURE FOR 1ST LEVEL CHARACTERS
TOTAL EXPERIENCE: 800-1000 XP PER CHARACTER

Premise: Lur, an evil dragonborn avenger, has kidnapped a princess in order to fatten her up and sacrifice her to the old gods. The **Player Characters** have been hired to save her.

Synopsis: Lur steals away Princess Lisbeth Carn to an old abandoned royal storehouse. She uses crafty magic to fatten her up to be the ultimate sacrifice to the flesh god, heralding her return. The princess' father, **Cheswick Carn**, is hiring any capable sell-swords to rescue her. Of course, he firmly believes she's been kidnapped by a rival king, **Olaf the Oggler**. The players may discover otherwise. Using investigation and/or perception skills, the players find the princess' trail leads to an old abandoned royal storehouse. The surface floors are dilapidated and empty, but the entrance to the basement is surrounded by recent footprints and tracks. Players can enter either through the front entrance or break into the greenhouse (FLOOR 2). All map squares equal 5 feet.



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FATTENING CAKES

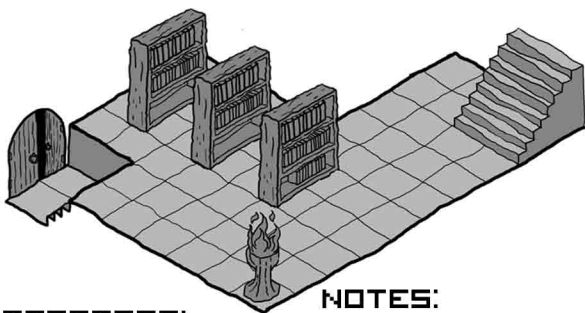
All of the cake in this adventure is magically fattening. Any PC that eats any part of a cake gains 1d6x10 pounds. If a character gains 100lbs past their starting weight, their armour bursts at the seams and they lose any/all AC bonus from it.

FLOOR 3: HIDDEN SHRINE

This ancient buried shrine still holds power. The fattened princess, now 1000lbs, rests in the magical circle. Lur guards her, using her magic and animated cakes to perform a summoning ritual.

FLOOR 1: COOKBOOKS & RECORDS ROOM

The entrance to the storehouse is locked (moderate DC). Inside are several musty bookshelves and several hired goons lying in wait. The greenhouse of FLOOR 2 can be seen from the surface as well.



MONSTERS:

Human Guards (x1d6)
HP 20 AC 16
Initiative +3
Speed 30ft
*Shortsword +6 vs AC 1d6+4 damage

Big Bertha
HP 50 AC 18
Initiative +1
Speed 25ft
*Greatsword +7 vs AC 2d12+4 damage

TREASURE:

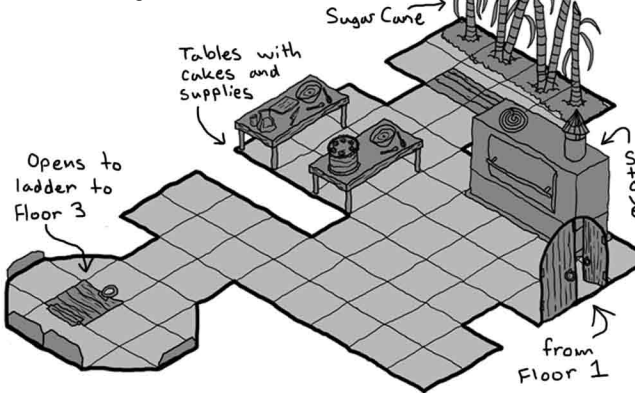
-Rusty weapons -4d8 gold pieces
-Books
(estimated at 500gp for the whole library)

NOTES:

*All of the guards are lazing about and can be ambushed/snuck past with a skill check (High DC).
*The bookshelves are old, rickety, and flammable.
*The leader of the hired thugs, **Bertha**, is a butch, 8-foot tall amazon. She focuses on one enemy at a time. If she is defeated, the other **Human Guards** will beat a hasty retreat up the entrance staircase or run to warn Lur.

FLOOR 2: KITCHEN & GREENHOUSE

The room is warm and smells of sweets and baked goods. If disturbed, the oven and/or sugarcane plants come to life and attack. The glass walls/ceiling around the sugar cane can be broken into from the surface (DC 20). Doing so alerts the guards on FLOOR 1.



MONSTERS:

Animated Sugar Cane (x2d4)
HP 2 AC 15
Initiative +4
Speed 20ft
*Bite +5 vs AC 1d6+4 damage

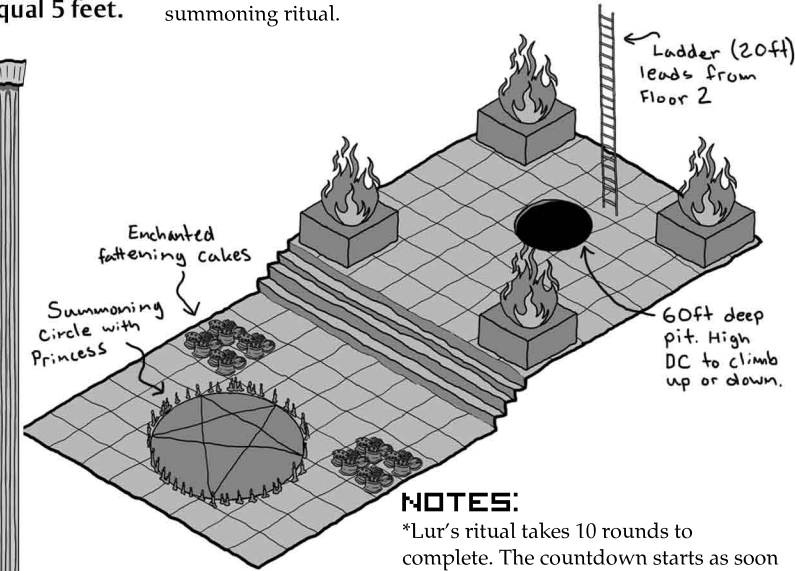
Hearth Golem
HP 60 AC 16
Initiative +2
Speed 10ft
*Slam +4 vs AC 1d8+4 damage
*Belch of Hot Coals (cone) +6 vs AC 3d6+5 fire damage

NOTES:

*Cakes float from the stove onto the table, cutting themselves into slices.
*A Perception skill check (DC 20) alerts the PCs that the Sugar Cane is alive and hostile. Otherwise, they can ambush the PCs.
*The **Hearth Golem** (stove) comes to life one round after the PCs trigger the Sugar Cane.

TREASURE:

-Assorted kitchen goods
-1 pouch magic sugar



MONSTERS:

Lur, Dragonborn Avenger
HP: 42 AC 19
Initiative +6 Speed 25ft
*Radiant Vengeance (range 50ft) +5 vs AC 1d8+5 damage
*Overwhelming Strike +5 vs AC 1d10+5 damage

Animated Cakes (x12)
HP 1 (minion) AC 10
Initiative +2 Speed 40ft (fly)
*Feed
The cake selects a target, moves its speed, and feeds itself to the target. Target must make a saving throw to avoid gaining weight.

NOTES:

*Lur's ritual takes 10 rounds to complete. The countdown starts as soon as initiative is rolled. If she is not defeated in time, the princess is consumed and an elder god appears.
*Lur can fight and continue the ritual at the same time.
*Players can use the portal scroll to create a doorway back to town, big enough for the princess to fit through. Once used, its magic is expended.
*The princess can be carried/rolled by the PCs. It is extremely difficult and time consuming, but it can be done.
*The PCs doing the carrying need at least a 16 strength to attempt to lift her.

TREASURE:

- +1 Holy Symbol
- Scroll of portal (one way)
- 200 gold pieces
- Recipe for enchanted cake