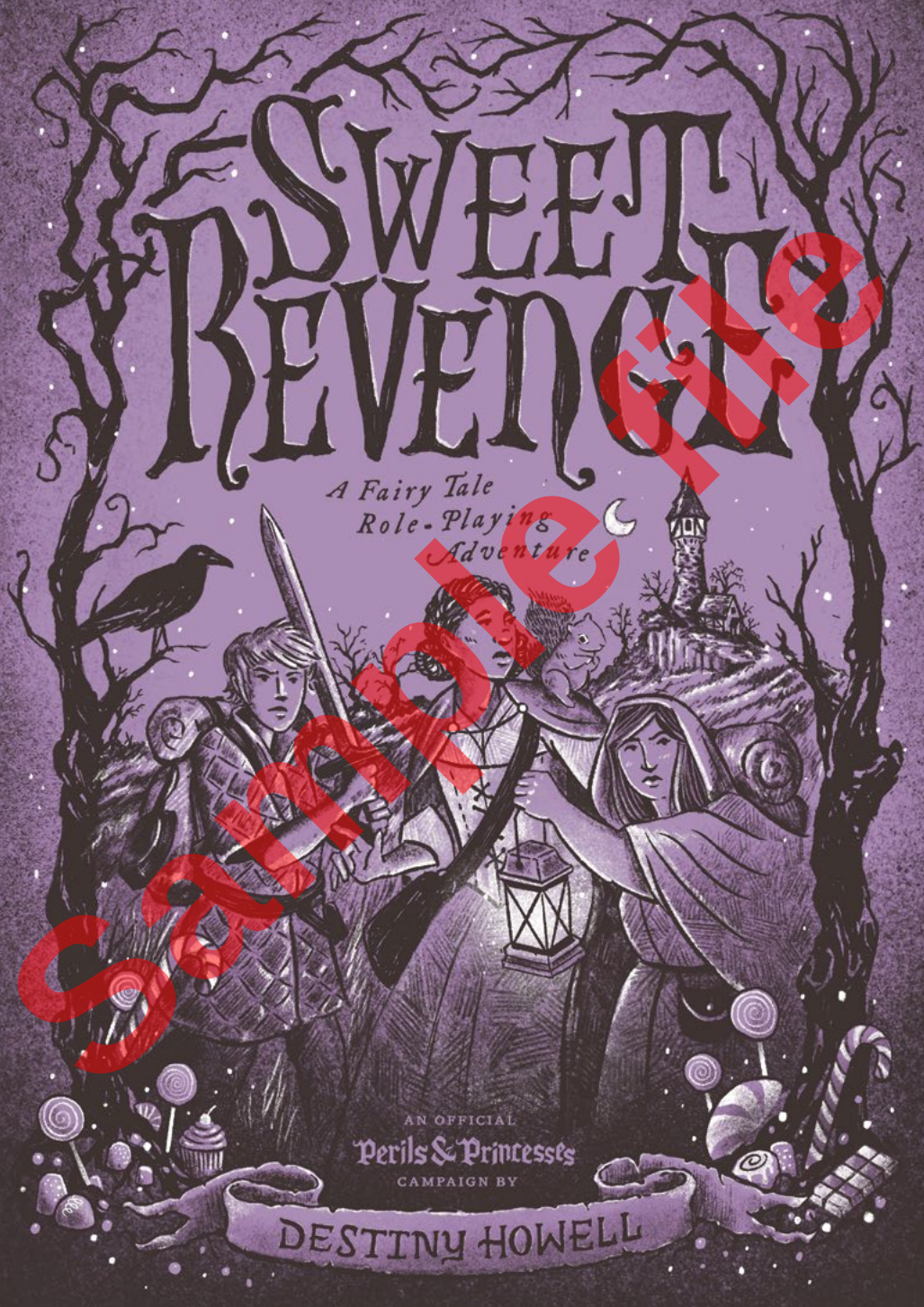


SWEET REVENGE

*A Fairy Tale
Role-Playing
Adventure*

AN OFFICIAL
Perils & Princesses
CAMPAIGN BY

DESTINY HOWELL



Villagers (d20)

- | | | |
|-----------------------|---------------------|-----------------------|
| 1. Brighton Delacorte | 7. Mazie Barlow | 14. Elias Bauer |
| 2. Arjun Kapoor | 8. Omar Abadi | 15. Esme Edward |
| 3. Alice Meadows | 9. Virgil Young | 16. Malika Harris |
| 4. Lucas Adamas | 10. Iris Macintosh | 17. Lionel Fitzgerald |
| 5. Warner Arnett | 11. Delia Baxter | 18. Sienna Woodward |
| 6. Penelope Drakos | 12. Nadia Khan | 19. Isabel Ortega |
| | 13. Cliff Davenport | 20. Kai Sato |

Jobs (d20)

- | | | |
|------------------|-----------------|----------------|
| 1. Candlemaker | 7. Launderer | 14. Cloth dyer |
| 2. Stonemason | 8. Embroiderer | 15. Tinkerer |
| 3. Clergy member | 9. Locksmith | 16. Busker |
| 4. Fletcher | 10. Brewer | 17. Cooper |
| 5. Barber | 11. Carpenter | 18. Tanner |
| 6. Bookbinder | 12. Haberdasher | 19. Fisher |
| | 13. Woodcutter | 20. Town clerk |

Candy (d20)

- | | | |
|----------------------|-----------------------|----------------------|
| 1. Jawbreaker | 7. Candy corn | 14. Gummy candy |
| 2. Jelly bean | 8. Caramel | 15. Nougat |
| 3. Peanut butter cup | 9. Gumdrops | 16. Peanut cluster |
| 4. Candy apple | 10. Rock candy | 17. Strawberry candy |
| 5. Sugarplum | 11. Cinnamon candy | 18. Chocolate raisin |
| 6. Fudge | 12. Chewing gum | 19. Ginger chew |
| | 13. Chocolate truffle | 20. Marzipan |

Sweets (d20)

- | | | |
|---------------------|--------------------|------------------------|
| 1. Snickerdoodle | 7. Pumpkin pie | 14. Tiramisu |
| 2. Cheesecake | 8. Cannoli | 15. Apple cider donuts |
| 3. Blueberry muffin | 9. Fruitcake | 16. Blondie |
| 4. Churro | 10. Mochi | 17. Carrot cake |
| 5. Baklava | 11. Popcorn balls | 18. Lemon meringue |
| 6. Flan | 12. Almond strudel | 19. Dulce de leche |
| | 13. Crème brûlée | 20. Ice pop |

SWEET REVENGE

AN OFFICIAL *Perils & Princesses* CAMPAIGN

Version 1.0

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NCE
upon a time...

there was a little village called **Deerhollow**
that was very much like any other little village.

It had a blacksmith and an inn and a bakery
that all the citizens were quite proud of.

Unlike other villages, however,
Deerhollow was nestled at the heart of the

Wild & Magical
Tanglewood.



Rumors abounded
on the source of **the Tanglewood's** magic...



Some say
that it **was** *enchanted* by a powerful fae.

Others say that the *blood* of a
great magical beast was spilled in the wood.

All that's **known** for certain is that the Tanglewood
is extremely **dangerous** to traverse,

and things that *enter* don't always *leave*—
and those that *do* don't return *unchanged*.



The *braver* citizens of Deerhollow entered the
Tanglewood as needed to hunt and forage.

But not even the bravest of the villagers dared go near the
tower of the witch

Dulcinea

For there is bravery and there is *foolishness*.
And as everyone knows, there is nothing more foolish than
entering the domain of a
witch.



Background



Sweet Revenge is an adventure for *Perils & Princesses* designed to take a party of 2–4 Princesses from level 1 to level 4. It includes a mix of dungeon crawling, social encounters and problem solving that players can tackle in any order to break the curse at the adventure’s heart.

What’s Going On?

A little less than a year ago, the witch Dulcinea began luring children away from Deerhollow and imprisoning them in her tower. She planned to harvest their innocent souls to create powerful magical sugar for use in a ritual.

When children began to disappear, the town guard of Deerhollow sent a search party into the woods to rescue them and slay Dulcinea. But before she died, she laid a confectionary curse on the village to slowly turn each citizen into candy! Most of the town has succumbed to the curse, which now infects the very forest itself.

The only way to break the curse is to find the tail of the fearsome Rat King, a ring from the imperious Erlking and Dulcinea’s Soulcalf Periapt. All three items tossed into the town’s well will break the curse, but such an effort would not go unopposed; Dulcinea’s spirit has not passed on, and she hates the idea of her revenge being thwarted. She plots to remain in the land of the living by any means necessary.

Hooks

Choose one of following to give your party a reason to investigate the Tanglewood, or feel free to create your own hook, especially with a more experienced party. Be sure to describe the premise to your party prior to starting the adventure to help them craft characters that complement the story.

SWEET DREAMS: Some Fairy Godmothers never visit their Princesses again after they bestow their gifts. Not yours. Your Fairy Godmother is never shy about pointing you in the direction of a good deed or a person who needs your help, usually in cryptic dreams. The latest dream includes the scent of gingerbread and your Godmother’s voice saying, “Nothing, dear, is quite so sweet as helping those with needs to meet.”

STRANGE SIGHTINGS: You’ve always known that the Tanglewood is full of strange creatures, but lately even more unusual fauna have been spotted at the edges of the Tanglewood: cotton candy-tail rabbits, chocolate moose and is that... a marshmallow bird peeping from its nest? Troublingly, the animals seem to be spreading from the wood’s borders. A local noble has hired you to investigate the cause of the confectionary critters before they infest their lands.

MISSED MEETING: A friend of yours is a courier, one of the few people who makes frequent trips into the Tanglewood to deliver things to and from Deerhollow. But she hasn’t come around in a long time—in fact, no one’s seen her in about a year. You decide to form a search party to try and find her.

✧ **HOOK NOTE** ✧ **LOOK FOR HOOK NOTES LIKE THIS THROUGHOUT THE TEXT FOR SUGGESTIONS ON HOW TO INCORPORATE SPECIFIC CHARACTER HOOKS THROUGHOUT THE ADVENTURE!**

Level Progression

The Princesses advance a level each time they retrieve one of the three items needed to break Dulcinea’s curse. More information on the items and their locations can be found on page 39.

How to use this book

1. Read through the whole book to give yourself a grasp of the characters, themes and potential encounters for your campaign.
2. Gather your players for a “Session 0” before the first game session. Here you can discuss the basic premise of the game, create characters together, and decide which hooks you want to use. This is also a great time to discuss scheduling, snack and beverage preferences, and communication tools (see page 108).
3. Use “Starting the Adventure” (page 12) to kick off your first session.
4. Follow the party’s lead on what interests them as they learn about the world and decide where their adventure goes. There’s a complete campaign’s worth of material here, but it’s OK if they end up skipping something or if you need to add in your own inventions!
5. Remember to trust your gut and not overthink it! If you get stuck, it’s OK to invite your players to help build the world or to take a break so you can figure out how to proceed.

Dulcinea

Dulcinea is a deceptively charming witch with designs on cheating death. Underneath her bright, sweet exterior is a twisted, ruthless center that would never let a little thing like child murder stand in her way.

When the adventure begins, Dulcinea has been seemingly defeated by the combined efforts of the Deerhollow villagers. Unfortunately, her soul lives on in her tower, bound to a magical artifact and trapped in her partially complete new body. If the artifact is removed, Dulcinea's soul will attempt to inhabit the closest empty vessel and, failing that, attack the party as a powerful wight.



A Timeline of Events

80 Years Ago

- Dulcinea began studying magic with the goal of cheating death and living forever. She set up in the Tanglewood, hoping to learn its secrets and grow her power.
- While traversing the Tanglewood, she encountered a pixie village and inquired about their magical honey, as honey lasts forever without spoiling.
- She feigned friendship with the Queen of the Pixies, who revealed magical secrets to her. Dulcinea betrayed that trust by stealing her magical Honey Dipper Wand and leaving the pixie village vulnerable. This caused the pixies to shroud their village in mist and become distrustful of largefolk.
- Dulcinea spent the next several years honing her craft in confectionary magic, but she was not able to learn the secret of immortality through honey.

60 Years Ago

- Now an accomplished witch, Dulcinea turned her attention to the immortal fae to learn the secret to their longevity.
- She located the Eternal Ball and was stuck there for several years. While there, she learned that fae immortality is not replicable by humans. However, she was able to trade her stolen Honey Dipper Wand for another powerful magical item—the Soullcall Periapt, used to ensure one's soul returns to one's body after temporarily leaving it.

✿ **HOOK NOTE** ✿ IF YOU ARE USING THE SWEET DREAMS HOOK, PERHAPS YOUR GODMOTHER MET DULCINEA AT THE ETERNAL BALL ALL THOSE YEARS AGO. PERHAPS THEY EVEN TRADED HER THE SOULLCALL PERIAPT, NOT REALIZING WHAT SHE WOULD USE IT FOR.



20 Years Ago

- After escaping the Eternal Ball with her prize, Dulcinea began work on her new plan: creating a perfect copy of her youthful body that her soul could enter. She started creating candy constructs as practice.

- She learned to unstick her soul from her body so she could move it into a constructed body, once she gained the skill to make one.

5 Years Ago

- Before starting work on her own candy body, Dulcinea created a Dark Chocolate Knight as her final test. Satisfied with the results, she moved on to creating her own vessel.

1 Year Ago

- Dulcinea completed work on her new vessel, but she needed one last ingredient to ensure a smooth transfer—sugar made from the sweet, innocent souls of seven children. She lured the children into her tower and trapped them, readying them for her ritual.

- The villagers of Deerhollow formed a search party and rescued the children, killing Dulcinea in the process.

- With her last breath, Dulcinea cursed the villagers of Deerhollow to turn into candy constructs.

- As her body died, Dulcinea's soul was recalled to the Soulcall Periapt. However, because the last ingredient was never obtained, her soul remained trapped in the unfinished body.

- Dulcinea's loyal knight construct continued searching the woods for children to complete the ritual.

- Selene, the captain of the Deerhollow town guard, used the Malefic Mirror, a cursed artifact, to obtain instructions on how to break the curse. In the process, she was cursed to roam the Tanglewood as a werewolf, unbeknownst to the rest of the town, who believes her to be dead.

- More and more villagers succumbed to Dulcinea's curse and became human confections. The woods themselves became twisted by Dulcinea's magic.



Today,
A group of
Princesses
enters the
Tanglewood...



Starting the Adventure

Throughout this book, suggested passages to read aloud are in *italics*.

You have spent several days making the trek to the village of Deerhollow. Though you have so far traveled through the Tanglewood undisturbed, sticking to the path that leads to the village, you've been haunted by the foreboding feeling of the calm before the storm. You've heard stories of the strange things that lurk in these woods, and your intuition tells you that they're only going to get stranger.

Ask the players to introduce their Princesses and what kind of rapport they've established with each other as they traverse the last leg of their journey to Deerhollow. After an hour of travel, the air starts to smell overwhelmingly sweet, and **the Princesses hear a young boy crying for help somewhere off the path.**



✧ **HOOK NOTE** ✧ If you used the **STRANGE SIGHTINGS** hook, players may wish to leave the path early to search for candy animals. If so, they can attempt to track the **GUMMY BEAR** and have advantage to ambush it if they do so skillfully and stealthily.

Sticky Situation

Following the sounds, they find a young, redheaded boy (Rory Foster) halfway up a tree just out of reach of a Gummy Bear swiping its claws at him. The Gummy Bear appears grotesquely mid-transformation from brown bear to candy creature. Gumdrops erupt from its shoulders like lesions. Like most candy creatures, it will confer a Candy Curse to anyone it Wounds (see page 35).

Gummy Bear

HP 8 SAVE 10 Armor 1

Attacks twice: Bite (d6) and Claws (d4)

Thrashing and tearing, rampaging and scaring...

If Wounded by a Gummy Bear, suffer the Candy Curse.

Susceptible to melting; heat- or water-based attacks ignore Armor.

The Boy in the Tree

Once the bear is defeated, scared off or otherwise dealt with, Rory comes down from the tree and introduces himself to the party. If the players fail to defeat the bear or ignore the cries for help, the bear escapes with Rory, who is then "rescued" by the Dark Chocolate Knight. He can thereafter be found trapped in the keep of Dulcinea's tower.

Rory excitedly leads the party back to Deerhollow and answers any questions to the best of his knowledge.

Rory Foster (8): Adventurous. Scrappy. Curious.

Rory is a small boy with bright red hair and a daring streak that often gets him into trouble. He is the son of Gerald Foster, Deerhollow's baker, and is one of the children Dulcinea kidnapped for her ritual. He is currently turning into a gingerbread boy and smells sharply of gingerbread. He is in the Tanglewood looking for his lost dog Brownie (see page 44).



Fighting Candy Creatures

When confronting the candy monsters in this adventure, the party may try to melt monsters with fire or dissolve them with water. Use the guide below for common situations.

If the party comes up with something not covered here, use your best judgment, confer with the players, and establish a ruling that works for your table. Ask what the player's goal is, tell them the stakes of success or failure and ask them to test their Virtues accordingly.

Armor: Damage from flames ignores Armor on meltable candy creatures.

Torches: Striking a monster with a lit torch deals d4 damage. The torch is expended after the fight is over. Lighting a torch with a tinderbox counts as an action while fighting, so be prepared!

Critical Hits: Rolling a 1 while attacking with a lit torch means you strike true and deal 2d4 damage, but your torch extinguishes from the solid contact. If you roll a 20, you miss and your torch is extinguished.

Lamp Oil: Candy creatures may be set ablaze if you have fuel to aid the flames. During a fight, test GRACE to douse a monster with lamp oil or another flammable substance. Failing this test means you miss and your flask is wasted.

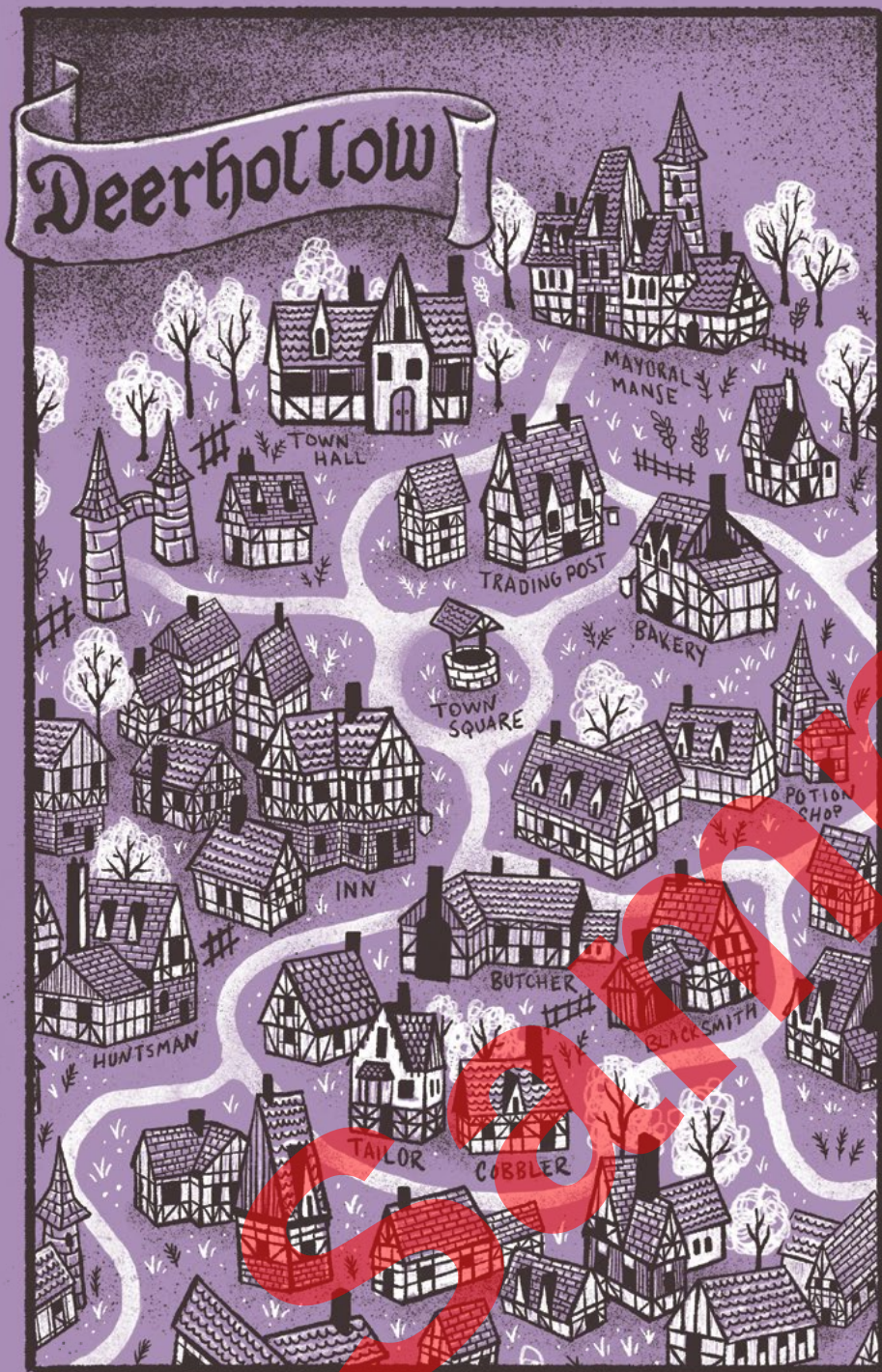
Set Ablaze: Being ignited with oil does d8 damage immediately.

If still ablaze during their turn, the monster may either:

- Spend their turn extinguishing the flames.
- Take an additional d4 damage as they do another action while on fire.

Water: Large quantities of water (especially if it's boiling hot!) may be useful against some candy creatures. Depending on the situation and the specific candy in question, being saturated might:

- Do damage that ignores Armor.
- Make a creature slow and sticky, giving advantage when defending against it.
- Distract a creature, giving another Princess advantage on their attack.



Arriving in Deerhollow

As you reach the end of the path, you find yourself at the edge of the village of Deerhollow, where a group of villagers is gathered. Standing at the front of the crowd is a large, stocky man calling out orders. But as you get closer, you realize that the man isn't fully human. None of the people are.

Rory's father, Gerald Foster, is forming a search party to look for Rory. If the party has Rory with them when they arrive, the boy runs up to meet his very grateful father.

Once the party is up close to the crowd, it's clear that everyone in it is suffering from Dulcinea's curse and at least partially turned to some kind of confection.

Gerald wants to take Rory home to make sure he's OK, so Mayor Theo Everson, who is also a part of the search party, can step in to explain the situation and answer any questions the Princesses might have.

Gerald Foster (38): Lively. Creative. Generous.

Gerald is a large, stocky man who was always sprinkled with a dusting of sugar and flour even before he began turning into a gingerbread man. He is Deerhollow's baker and has fallen into a bit of a depression as the town has understandably lost its taste for sweets. He is Rory's father and dismayed that the town is under threat by Dulcinea again so quickly after she kidnapped his son.

Theo Everson (62): Nervous. Harried. Cautious.

Theo is a tall man, stretched thin by the demands of governing a town whose citizens are turning to sweets. He's the mayor of Deerhollow, which is a tough enough job on a normal day. He feels responsible for the fate of the town, and especially for letting Selene use the Malefic Mirror. His hair and beard have turned to wispy cotton candy.

Explanation

The mayor takes the Princesses to the Mayoral Manse and gives them a broad overview of the situation, focusing on the following points:

- Dulcinea has long lived in the Tanglewood, but mostly kept to herself until one year ago.
- When Dulcinea started stealing children, a rescue party led by Selene Clearwater was able to rescue the kids and kill Dulcinea.
- Before she died, she warned that the citizens would never escape her because her curse would be upon them.
- Soon after her death, the curse set in, slowly turning everyone to confections.
- Selene persuaded Theo to let her use an artifact in his possession (the Malefic Mirror) to ask for a way to break the curse.
- The mirror gave its answer, then cracked, and Selene immediately disintegrated into a black dust. The Mayor cannot forget the mirror's riddle:

*For this curse-breaking to succeed,
Three different items you will need:*

*The tail of the king of the pixie's land,
A ring of gold from the Erlking's hand,*

*The final thing, not least but last,
A treasure from the caster's past.*

*Together dropped into the well,
These items three will break the spell,
But time is short, so move your feet,
Or you will find revenge is sweet.*



The villagers have tried to locate the items for the past year and haven't had much luck, especially as the woods have grown more dangerous. Any efforts to leave are inevitably stopped by Dulcinea's terrifying Dark Chocolate Knight. Those unlucky enough to have crossed paths with the Dark Chocolate Knight tell of his ghostly pale horse, fiendish glowing eyes and devastating attacks. One guard member swears that he was able to narrowly defeat the knight, but the next day he was patrolling menacingly, as always.

Theo begs the Princesses for their help and offers them free room and board at the local inn while they investigate. He also offers them a reward (see table below) and is willing to negotiate what that is. Theo is well-acquainted with all of the residents of his town and is able to direct Princesses to the best person to ask about most matters.

Anyone present for the rescue can tell the Princesses the exact words of Dulcinea's curse if asked: "My magic will infect the land. It will infect the animals. It will infect your very bones. My death will only be the beginning of your problems. You will never escape me."

☞ **HOOK NOTE** ☞ If you used the Strange Sightings hook, players may instead be pursuing a reward from the noble who sent them on the quest, which will be provided once they find out what's causing the candy creatures and stop them from spreading further.



THEO'S REWARDS (d4)

1. 400 silver pieces.
2. The deed to a nice cottage in town.
3. An introduction to a powerful monarch that he is acquainted with.
4. A mysterious artifact that he is in possession of.

Key Locations in Deerhollow

Deerhollow's Curse



To track the progression of the Candy Curse on the villagers of Deerhollow, use the following procedure: Roll a Curse Die each day. This die starts as a d8, but gets smaller as the curse progresses. **If you roll a 1 on this die, two things happen:**

1. **A villager succumbs to the curse**, being completely transformed into candy (or very-nearly transformed if you'd rather have them be able to talk to the party one last time). You can choose one at random, or select one that will impact the party how you see fit.
2. **Reduce the size of the Curse Die**. If you rolled a d8, switch to a d6; if you rolled a d6, switch to a d4. If you're already at a d4, the curse is as bad as it gets. Continue rolling a d4 each day.

Mayoral Manse

This well-appointed, two-story brick building is situated on a hill at the edge of Deerhollow, overlooking the town.

Quest: The mayor has been trying to think of a way to raise morale in town, but nothing he's tried so far has worked. If the Princesses help him come up with a good idea, he rewards them with a silver key to the city. The key doesn't open anything, but it is worth 15 sp and holds great sentimental value, which may resonate magically at the Game Master's discretion if cleverly invoked.

Theo is still in possession of the Malefic Mirror, which he doesn't allow the Princesses to use as he regrets letting Selene use it. He has hidden it in a trunk with a false bottom under his bed, and it's cracked and unusable until recharged.

The **Malefic Mirror** is a hand mirror engraved with the words, "I guarantee faithful advice/But nothing comes without a price." If asked a question, it answers truthfully, but curses the asker. The bigger the question, the more severe the curse. After answering a question, the mirror breaks and cannot answer another until its magic is restored. It can be repaired and recharged by burying it overnight by the Mysterious Gravesite in the Tanglewood. The symbol on the gravesite is engraved in the handle of the mirror.



Village Hall

It's the largest building in Deerhollow, except for perhaps the Mayoral Manse. Nearly the entire population of the town now occupies the hall, where they can shelter from pests who would love to gnaw on a person-sized cookie.

Balthazar "Baz" Hartly (38): Cranky. Competent. Organized.

Baz is a member of the town guard and the de facto leader with Selene missing. He would much prefer to be out on patrols than to organize them. Among the guards, he has the most know-how and the least fear of hungry animals, as he is turning to sour lemon candy they hate to nibble on.

- Baz was in the party that attacked the witch and worked closely with Selene.
- He knows that pixies tend to hang around the misty area of the forest, and that they can be mischievous and fierce for their size.
- He has fought the Dark Chocolate Knight and can describe its appearance and methods of attack (see page 47).

Quest: Keeping the mice away from the village hall is Baz's full-time job! If the party can devise a better method of pest control, he'll offer them a Spearmint Spear looted from one of the witch's candy constructs.

Spearmint Spear (2): (d8 damage)

Can be wielded on a charging horse to do 2d8 damage. Smells minty-fresh.