

# HONEY, I SHRUNK THE PARTY!



Shrunk to a tiny size, can you survive the myriad dangers of an ordinary kitchen, defend yourself from bloodthirsty house mice, and scale the heights of the countertop to escape?



A MINI-ADVENTURE BY  
**MAGE HAND PRESS**



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*Disclaimer: Mage Hand Press takes no responsibility for any persons who are squished like a bug under someone's butt by using this very powerful transmutation magic. Stop trying to pull these pranks, Steve, it was funny the first time, but I'm definitely going to sit on you one of these days, and it won't be pretty.*

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# HONEY, I SHRUNK THE PARTY!

*Honey, I Shrunk the Party* is a mini-adventure for 5th-level characters, in which the party is shrunk to a tiny size, and must negotiate the myriad dangers of an ordinary kitchen. A mini-adventure is a bite-sized adventure which can be slotted into any larger campaign for a diversion and change of pace.

## SET UP

The party has been shrunk down to the size of toys! Pick from the scenarios below or invent your own explanation as to how this happened.

### THE MAD MAGE

An insidious warlock, granted arcane powers by a supernatural toy, has cornered the party in an everyday home and laid an empowered version of *enlarge/reduce* spell on them. The warlock shrinks too, but with a deft hop, lands on the windowsill. The moment he crosses the window's threshold, the process reverts, and he returns to normal size. Meanwhile, the party ends up on the kitchen floor, with tables and chairs towering above them.

### DOLLHOUSE DUNGEON

While the party is exploring an ancient dungeon, they come across a curious sight: a large, intricate dollhouse, arranged in the center of the room. Every detail is immaculate, and an entire wall is arranged on a hinge, such that the house's interior can be displayed as a diorama. If anyone opens the dollhouse for a better look, a magical trap fills the room, flipping the scale of the house and the party in an instant. After a moment of dimension-bending distortions, the characters find themselves at the floor of a gigantic kitchen! The dim lit, stone wall of the dungeon can still be seen out the kitchen's window. Perhaps it's a means of escape?

### THE GIANT'S HOUSE

Via a comedy of errors, the party has found themselves in the home of a truly colossal giantess, perhaps the largest ever on record. More precisely, they find themselves in the giant's kitchen, while the giantess sleeps fitfully in the next room. Should they be discovered, the giantess might crush them like rodents, or add them to her stew! The easiest point of escape is via an open window on the countertop, which will doubtless be a journey to reach.

#### RELATIVE SCALE

For the purposes of this mini-adventure, all distances and character statistics remain unchanged; the environment and its creatures are simply scaled up to represent the characters' tiny size. In general, a 3-inch tall object would be 5 feet tall, from the characters' perspective.

## THE KITCHEN FLOOR

The characters begin the mini-adventure having been shrunk down to a minuscule size. The largest characters stand over three inches tall, the shortest may reach only two inches. Though their armor has shrunk with them, their weapons and other gear have not, and lay in piles, which are enormous from the characters' perspective, around the room. The characters are scattered across the now-enormous kitchen floor. The normally twelve-by-fifteen-foot floor is now fully 240 feet wide by 300 feet long. A character can make a **DC 13 Intelligence (Investigation) or Wisdom (Perception) check** to determine the exact location of all the party members amongst their new environment. Additionally, any creature with a **passive Perception score of 13 or higher** hears the distant scurrying of paws echoing underneath the floorboards. Characters are located at the following landmarks:

- **The Door.** Rising from the floorboards, hundreds of feet to the ceiling, the door represents an impassable obstacle in the kitchen.
- **The Drawers.** Ostensibly the most direct means of reaching the window, a set of drawers in the countertop stand almost entirely closed.
- **The Chairs.** At the center of the kitchen floor stands a table, with three colossal chairs around it.
- **The Cupboard.** Standing abreast of the table, an open cupboard contains various dishware and enormous quantities of ingredients.

Flanking an entire wall of the kitchen is a long countertop filled with a veritable banquet of foods, many of which can be seen from the characters' perspective on the ground. At one end, the countertop meets an open window, the party's best chance at escape and returning to normal size.

## TINY WEAPONS

Weapon	Damage	Properties
<i>Simple Melee Weapons</i>		
Carrot	1d8 bludgeoning	Two-handed
Match (Lit)	1d10 fire	Special
Match (Unlit)	1d6 bludgeoning	Special
Toothpick	1d6 piercing	Finesse, light, thrown (20/60)
<i>Martial Melee Weapons</i>		
Nail	1d8 piercing	Versatile (d10)
Sewing Needle	1d10 piercing	Two-handd
Teaspoon	1d12 bludgeoning	Heavy, two-handed

### CLIMBING DIRECTLY TO THE TOP

Climbing to the countertop from the kitchen floor is a challenging endeavor, if not a foolhardy one, as it necessitates a 120-foot vertical rope climb. Furthermore, there are no places to stop and rest, and few handholds. If a character with flight or the *spider climb* spell scales the countertop to tie off a rope, the rest of the party can attempt this climb with a **group DC 19 Strength (Athletics) check**. On a failure, the twine used to climb snaps, and the character with the lowest result takes 2d6 bludgeoning damage from a short fall.

At your discretion, you can eliminate this route altogether, by insisting that flight magic, teleportation, and the *spider climb* spell do not work while under the effect of this peculiar size-changing magic. Generally, it's unwise to remove character agency in this manner, but most players will be sympathetic if you communicate from the outset that using such options would deprive them of the meat of the adventure.

### FASHIONING RANGED WEAPONS

Canny players will be able to use thread and toothpicks to create rudimentary bows, but doing so will require a **DC 12 Wisdom (Survival) check** over the course of 10 minutes. With some creativity, characters might even be able to make slings or nets.

### THE DRAWERS

When the characters approach the drawers, read or paraphrase the following:

THE ROUGH WOODEN DRAWERS ARE closed tightly, except for the lowest, which is cracked half-open. At its feet rests a menacing device of metal and wood, with a lump of cheese perched attractively at its center.

### THE MOUSETRAP

Haphazardly placed at the base of the drawers is a loaded mousetrap laden with a two-foot wide hunk of cheese. Removing the cheese springs the mousetrap. Any creature within the trap's arc must make a **DC 20 Dexterity saving throw** or take 10d6 bludgeoning damage. The trap can be moved 5 feet with a **DC 17 Strength check**, and an especially canny player might determine that they can launch themselves up to the countertop using the trap. Such a stunt requires a **DC 18 Intelligence check** to think through, and a **DC 14 Dexterity saving throw** to land properly. A failed launch deals 6d6 bludgeoning damage to the launched character.

### INSIDE THE DRAWER

Hanging out of the top of the only open drawer is an enormous rag, which nearly reaches the floor. A character can scale the rag and climb into the drawer with a **DC 12 Strength (Athletics) check**. Inside, the characters can find a number of useful items, which include:

**Buttons.** At the bottom of the drawer, the characters find four unmatching buttons. A character can use an action to lash a button to their arm with a small amount of thread, allowing them to use the button as a shield.

**Matches.** The characters find 8 matches in a matchbox. A match is a 4-foot long torch, which can be lit by striking it across the ground as an action. The match can then be used as a melee weapon to deal fire damage. However, 2 rounds after being lit, the match burns low enough to harm the wielder; if not dropped by the end of their turn, they take 2d10 fire damage, and drop the match, which extinguishes itself 1 round later.

**Nails.** Two very loose nails of the drawer can be pulled free with a successful **DC 14 Strength (Athletics) check**. Heavy and sharp, they make formidable weapons at this scale.

**Teaspoon.** Underneath the great rag, the players find something heavy and silver, a teaspoon. In the right hands, this silverware could inflict serious harm.

**Toothpicks.** The players can find 15 tooth picks, scattered randomly across the bottom of the drawer, perhaps spilled there absent-mindedly. While not terribly heavy, each toothpick is sharpened to stakes on either end.

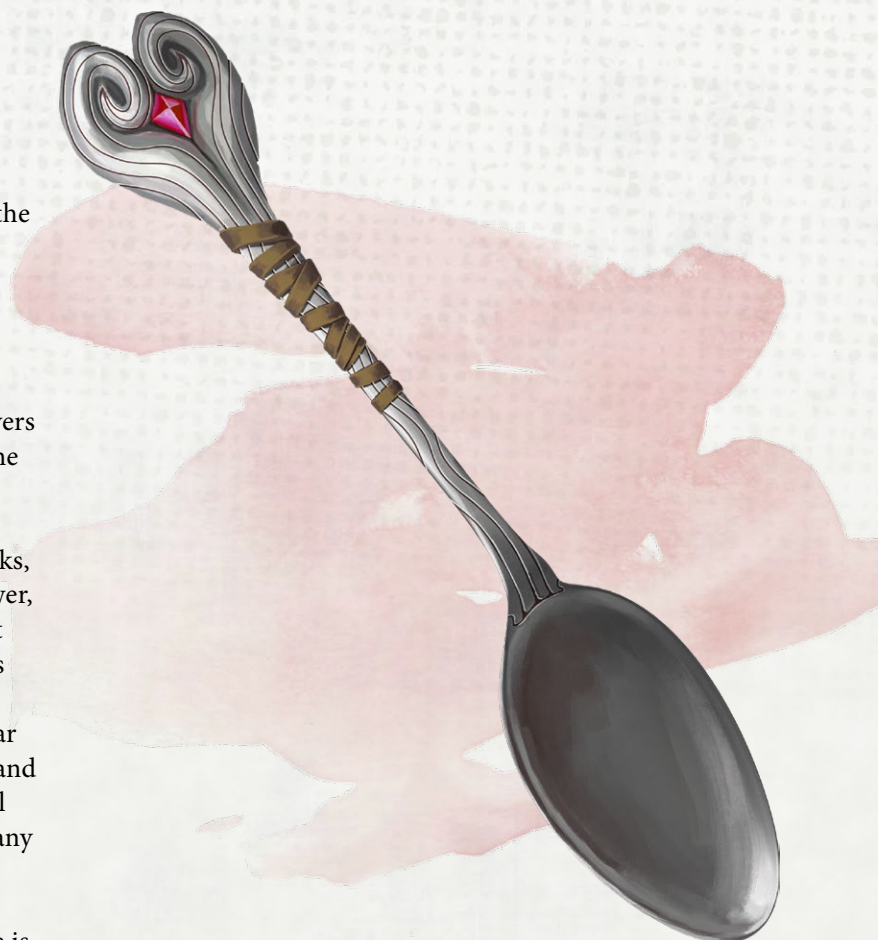
**Twine and Thread.** A pair of spools at the rear of the drawer contains hundreds of feet of twine and thread. The former acts as a rough, but functional rope, while the latter can be used as a cord for many other purposes. If the characters are to reach the window and escape, this twine will be invaluable. Furthermore, a long and menacing sewing needle is embedded in the thread.

## THE DOOR

Only introduce the characters to the door, and its possible combat encounter, after they have had the chance to explore the drawers and acquire weapons. When the characters investigate the door, read or paraphrase the following:

TOWERING HUNDREDS OF FEET INTO THE AIR is an impassable wooden door. As you draw close, you can see the spider webbing cracks in its white paint and the feet-thick wood beneath. Beneath the door, some sort of wooden stopper has been fixed, allowing no passage underneath.

Any character near the door can make a **DC 12 Wisdom (Perception) or Intelligence (Investigation) check** to investigate the door for a way through. Regardless of the result, the characters find no means of bypassing the door, but on a success, they spot a twinkle at the door frame. Additionally, skittering can be heard coming from a



### BLOODSTIRRER

The *bloodstirrer* uses the following rules:

#### BLOODSTIRRER

*Weapon (teaspoon), rare (requires attunement)*

This silver teaspoon was originally enchanted to gently stir tea on command. However, following unrelated magical hijinks, it has grown to over six feet in length, leaving the original enchantment quite dangerous.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned to the spoon, you can use an action to set it to start stirring. When you do so, the spoon leaves your hand and starts flying around you in a sweeping motion. At the end of each of your turns, each creature within 5 feet of you must succeed on a DC 15 Dexterity saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much on a successful save. The spoon continues to stir until you grasp its shaft again on your turn (no action required).

hole in the floorboards, roughly 30 feet away from the doorframe's leftmost edge. If a character draws close to the door frame to investigate further, they find a teaspoon, whose handle is wedged in between the door and its frame. Wrenching it free requires a **DC 16 Strength check**. This teaspoon is actually a *bloodstirrer*, a spoon enchanted to continue stirring once set to motion, which confers special benefits when used as a weapon at this scale. At that precise moment it comes free, **two house** mice emerge from the hole in the wall and attack! Though house mice are usually quite timid creatures, it seems they are more than willing to chew on a creature half their size. If a character has secured a piece of cheese from the mousetrap near the drawers, the mice prioritize attacking that creature.

## THE CHAIRS

Characters in the center of the kitchen floor find themselves beneath large chairs and a huge table. When they explore this area of the kitchen, read or paraphrase the following:

THE TWO-AND-A-HALF-FOOT DIAMETER wooden legs of the chairs and tables make a haphazard forest in the center of the kitchen, with a canopy of flat wood overhead. Though the wood is coarse, scaling these featureless trunks would be extraordinarily challenging. Curiously, beneath one chair lies a great saucer, empty, but quite deliberately placed.

A character which investigates the saucer can make a **DC 14 Intelligence (Nature) check**, or a **DC 12 Wisdom check**, if the character has a storied history with cooking. On a success, they determine that, while the saucer is nearly clean, a dry white residue can be found on it, indicating that it was filled with milk.

## UNDER THE FLOORBOARDS

Any creature underneath the chairs can make a **DC 13 Wisdom (Perception) check** to spot a sizable knot hole, some two feet in diameter, in a floorboard underneath the chairs. Upon closer inspection, they see a golden glimmer within: a gold piece has fallen between the floorboards, and come to rest 10 feet below this knothole. At this size, the coin is nearly two feet in diameter: it would easily be worth 500 gold pieces if scaled up with the characters. A **DC 13 Intelligence (Arcana) check** suggests that objects from the kitchen might, indeed, scale up with the characters whenever they are returned to

normal size.

If a character wishes to grab the coin, they will have to be lowered down into the hole using twine found in the drawers, or have some other means of escaping once lowered down. The space beneath the floorboards is utterly dark, concealing a sleeping house mouse. The moment a character touches the ground, the **house mouse** awakens and attacks. **Roll initiative** for the character and the mouse. If the character escapes the space beneath the floorboards, the mouse can't pursue. If the character tries to escape elsewhere underneath the floorboards, they'll find that this space is walled in by wooden supports, creating a 60-foot square space, which the mouse can evidently dig into and out of.

## THE CUPBOARD

Perhaps the easiest route of climbing to the kitchen's countertop begins at the cupboard. When the players approach this landmark, read or paraphrase the following:

LOOMING HUNDREDS OF FEET ABOVE YOU, and yet only a few dozen feet taller than the table, a cupboard stands with one of its doors hanging wide open. Inside are fantastic quantities of various ingredients, such as a bag of flour that weighs tons, and potatoes that are ten feet across, as well as bowels and plates higher up. Mercifully, markings from a poor sawmill line the interior edge of the door, forming a rough approximation of a ladder.

You can trace a rough course up the cupboard's interior, along the top of its door, across the table, over a short gap to the countertop, then a straight shot toward freedom.

The cupboard has three shelves, which can be scaled in order by climbing up the beveled edge of the cupboard's door.

## FIRST SHELF

In the first shelf of the cupboard, the party finds colossal sacks of flour, potatoes, rice, and sugar, along with miscellaneous glass jars of pickled things. The characters might find that the smallest vegetables held here, chiefly undersized carrots, make excellent bludgeoning weapons.

Moreover, the characters can plainly see three **blind house mice** rooting through a bag of walnuts.

## PEPPERGRAIN GRENADES

*Peppergrain grenades* use the following rules:

### PEPPERGRAIN GRENADE

*Wondrous item, uncommon*

This parchment wrapped parcel is filled with magically enhanced spices. Typically, 1d4 + 2 peppergrain grenades are found together.

You can use an action to throw the grenade up to 60 feet. The spices are released on impact and the item is destroyed. Each creature within 5 feet of where the grenade landed must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes 2d8 fire damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by the peppergrain bomb. A blinded creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

The spices in a single *peppergrain grenade* can also be used to season up to 8 meals. A creature that eats a meal laced with the spices must succeed on a **DC 12 Constitution saving throw** or take 1d8 fire damage.



The mice perk their ears and begin sniffing the air as the party approaches. Though they might be blind, they still keenly hear and smell their environment. The party can sneak by the mice to climb up to the next shelf by making a **DC 13 group Dexterity (Stealth) check**. The characters have advantage on this roll if they use a distant noise or powerful smell to distract the mice. On a failure, the mice fan out and attempt to find the party. If any one of them draws within 10 feet of a character, they precisely determine their position and attack, and continue to do so until the character takes the Hide action and succeeds a **DC 13 Dexterity (Stealth) check**. If the party succeeds in evading or slaying the blind mice, they find a discarded copper coin at the back of the shelf, which is easily worth 50 gp if scaled up with the characters.

## SECOND SHELF

Characters which climb to the second level of the cupboard find themselves in a veritable spice rack, standing among great quantities of salt, black pepper, mint, basil, ginger, etc. With a **DC 14 (Wisdom) Survival check**, a character can discern that one of the foremost bags contains fresh catnip. At the front of the sea of spices, the characters can find a mortar and pestle lined with a finely-ground combination of spices that stings the nose and waters the eyes. This substance might make an

effective weapon, if it could be bundled up into little bombs and thrown.

Each character that wishes to explore the back of the cabinet will need to make a **DC 14 Constitution saving throw** to climb through an open sack of black pepper. On a failed save, a character becomes poisoned for 1 minute, as the pepper causes them to sneeze incessantly. At the back of the shelf, the characters discover a sheet of parchment paper, perfect for use with the combination of ground spices in the mortar and pestle. If the characters gather some of those spices into squares of the parchment paper and tie off the tops with thread, they can create four crude, but effective, *peppergrain grenades*.

## THIRD SHELF

The third shelf, which mainly contains pots and pans, as well as dishes and silverware, is tall enough to allow the characters to see the top of the table, and the countertop beyond. However, the beveled, ladder-like edge of the shelf's door becomes so shallow that it's impossible to climb further to reach the top of the cupboard. The players will need to consider another, more creative way forward.

Players might come up with any of the following solutions, or one of their own, to solve the dilemma of how to navigate the kitchen from this new vantage:

**Swing to the Table.** With a well-placed throw of the twine, requiring a **DC 14 Strength (Athletics) check**, a character can loop a bit of twine over the top of the cupboard door. Characters can then swing over to the table with a **DC 14 Dexterity (Acrobatics) check**. On a failed check, a character falls down one shelf, and takes 2d6 bludgeoning damage. The table is almost entirely empty, save for some plates arranged for a meal. From this location, it is an easy matter to loop a rope on the handle of the top drawer and climb to the countertop.

**Climb to the Top of the Cupboard.** Attaching a bit of twine to any round weighted object, a character could toss the twine up to the hinge of the cupboard door with a **DC 14 Strength (Athletics) check**. This allows the characters to climb up to the dusty top of the cupboard. From this area, upon which is rested some glasses and mugs, the characters can climb out on the narrow door and walk carefully across it to the table. Each character attempting to do this must make a **DC 12 Dexterity (Acrobatics) check** or fall, landing on the kitchen table and taking 2d6 bludgeoning damage.

**Glide to the Countertop.** After climbing to the top of the cupboard, canny players might decide to glide to the countertop using some leaves, a bit of parchment paper, or some other light material shaped into a glider. This requires a **DC 14 Intelligence check** to construct a reasonable glider for the short journey, and a **DC 12 Wisdom (Survival) check or Dexterity (Acrobatics) check** to pilot it safely to the countertop. If any of these checks fail, the characters on board plummet to the ground, taking 3d6 bludgeoning damage from the fall, softened by the now crushed glider.

### MINDY'S BEHAVIOR

Though Mindy sees the characters as potentially tasty treats, she is also a naturally curious housecat, and prefers to play with her food. A **DC 12 Wisdom (Insight) check** reveals that she regards the characters suspiciously, but not outright maliciously. If she is not directly attacked for three turns, or a character makes a successful **DC 14 Wisdom (Animal Handling) check**, she will closely follow the characters across the countertop, using her action to bat at them with her paws, knocking them 20 feet in any direction she chooses, or she will ready her action to interfere with an ability check, causing it to instantly fail. However, if the characters decide to harm her, she will dispense with the games and try to eat one of the characters.

## COUNTERTOP

When the characters finally arrive on the tabletop, read or paraphrase the following:

FROM THE COUNTERTOP'S LOFTY VANTAGE, you can oversee the entirety of the kitchen, and an overflowing countertop of food standing between you and the window. Climbing atop a loaf of bread, you can see a carved leg of ham, wedges of cheese, a boiling stew, apples, grapes, a meat pie, eggs, a cherry slap pie, mushrooms, and a fruit pie sitting on the windowsill to cool. Between the banquet and the cooking utensils, it's a culinary obstacle course to the window.

Just when you think you've grasped the landscape before you, an orange cat nimbly bounds into the window frame alongside the pie and glares at you with wide eyes. It stalks its way onto the countertop, gingerly stepping over ingredients on its way to you.

Taking the party for a group of edible treats, **Mindy the Cat**, as the giant housecat's collar identifies her, investigates the party on the countertop, and attacks if they prove to be hostile. The characters can dash through the food and kitchen utensils, all the while avoiding the feline's teeth and claws, stand their ground and face their feline adversary, or some combination of the two. The chaotic sprawl of dinner preparation is roughly divided into four segments, the Cutting Board, The Stove, the Slab Pie, and the Windowsill. **Roll initiative** for the characters and for Mindy.

### THE CUTTING BOARD

No matter by which means by which the party makes it over to the countertop, they begin on the end opposite the windowsill, near a large cutting board. Here, they can see a great sliced ham, fruits and vegetables, a loaf of bread, and a large knife.

If the players decide to use the 20-foot long knife against Mindy, at least four characters will need to use their action to lift the knife, and make a **DC 12 group Strength** check to shoulder the blade. When Mindy approaches, each character holding it must make a melee weapon attack, treating the knife as an improvised weapon. If the majority of players beat Mindy's AC of 14, they deal a total of 10d10 slashing damage. Whether the party hits or misses, Mindy strikes the knife with a paw, knocking it clear



onto the floor and knocking each party member holding it prone.

If a character has the ability to detect magic or magic items, they will notice that a chunk of butter near the cutting board is actually enchanted. They can otherwise detect this item with a **DC 12 Intelligence (Investigation) check**. This *battlebutter* may have been imbued with magic for taste, but will be an extremely useful item if the characters intend to dash past the cat on their way to the window.

There are two direct routes through this 60-foot section of the counter: vaulting over a number of grapes and two cheese wedges, or climbing over the sliced ham. Both routes require a bit of climbing, but may separate the party if Mindy is in pursuit. A 10-foot high stone divider separates this section of the countertop from the stew. Characters can jump into the air a number of feet equal to 3 + their Strength modifier, so Medium characters with a 14 or higher in Strength can climb this without incident; smaller or weaker characters will need to make a **DC 14 Strength (Athletics) check** to bound the wall's height or a **DC 14 Dexterity (Acrobatics) check** to run up a series of small jars. Characters can also use an action to help one another up.

## THE STOVE

A single large obstacle blocks the entire counter: a hot stone stovetop, upon which a stew boils. There are three direct routes over this 30-foot square area of countertop, but clever players might come up with their own.

**Hop Through the Stew.** Agile characters will be quick to recognize the bobbing potatoes and mushrooms in the stew as being not unlike stepping stones, and will attempt to simply hop from ingredient to ingredient. This requires a **DC 15 Dexterity (Acrobatics) check** to perform successfully. On a failed check, a character is dipped entirely into the stew, before clamoring up on a potato, taking 3d6 fire damage in the process.

**Run Over the Stove Top.** Characters might simply try to run around the pot and brave the stovetop with the tops of their feet instead. Each character which does so must make a **DC 16 Constitution saving throw**, taking 3d6 fire damage on a failed save, or half as much damage on a success. Characters with a movement speed of 40 feet or higher have advantage on this saving throw.

**Swing Over the Utensils.** A rack of kitchen utensils hangs over the wall, running the length of the stovetop, which provides a way to keep characters a maximum distance from the hot stove and scalding stew. However, only one creature can use the utensils at a time, making a **DC 12 Dexterity check** to hop nimbly between ladles and spoons, or a **DC 12 Intelligence check** to carefully rock back and forth the right number of times to make easy jumps between them. This is also the slowest route, requiring two rounds to cross the stove. If a character fails their ability check to cross using the utensils, they fall prone on the stovetop and take 3d6 fire damage, and then must run the rest of the way, taking another 2d6 fire damage.

### BATTLEBUTTER

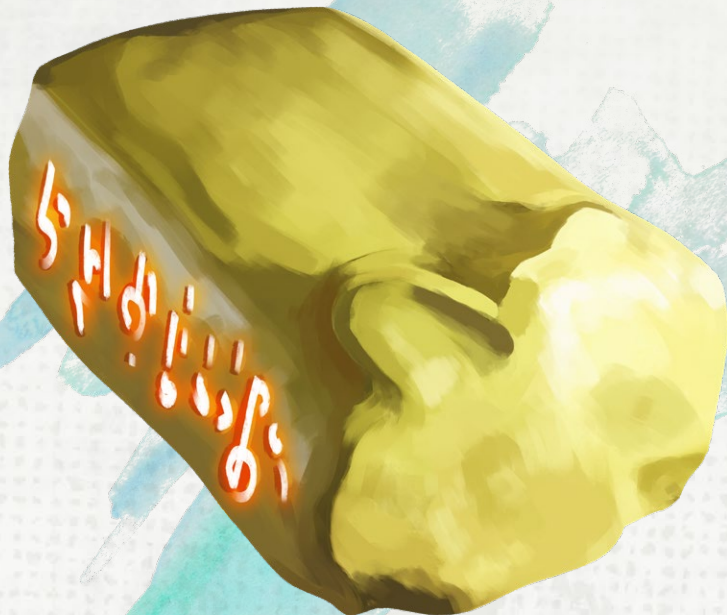
*Battlebutter* uses the following rules:

#### BATTLEBUTTER

*Wondrous item, uncommon*

As a bonus action, you can grease the bottoms of your feet with this butter. While your feet are greased, your movement speed is doubled until the end of your next turn. However, if you do not move up to your full movement on your turn, or do not move in a straight line, make a **DC 13 Dexterity saving throw**. On a success, you continue your movement as normal. On a failed save you keep moving in your initial direction for the remainder of your movement. If you collide with a creature or object as a result of this movement, you take 1d4 bludgeoning damage for every 10 feet you have moved on your turn.

The butter can be used like this 3 times before it is used up. Otherwise it acts as regular butter.





## THE SLAB PIE

Beyond the stove, the characters escape to a flour and dough-strewn stretch of countertop, followed by a huge cherry slab pie. The scraps of dough present small areas of difficult terrain, which can be left over with **DC 10 Strength (Athletics) checks**, but otherwise present no hazard. The slab pie, similarly, is not dangerous, but requires that characters move at half-speed over the lattice crust to make it across. If a character tries to speed through this area, they'll fall into the cherry filling, which will cover them up to the waist (or up to the neck, for Small characters) and reduce their movement speed by 5 feet until they can wash off the sticky, sugary filling with a gallon of water.

## THE WINDOWSILL

Finally, the characters arrive at the far end of the counter, where mushrooms and root vegetables spill out of a basket, which also contains flowers and pears, and a steaming fruit pie cools on the windowsill. From here, the characters can climb the basket to escape the kitchen. However, if Mindy the Cat is still curiously watching the characters, she will leap to the windowsill to keep them in the kitchen. As she thinks they're toys or elements of a game, she would prefer they play a bit longer, and will bat characters down from the windowsill. She can be distracted by preparing a treat from ingredients found on the countertop, placated by

petting her head and scratching her chin (with a **DC 12 Wisdom (Animal Handling) check**), or shooed away with a **DC 13 group Charisma (Intimidation) check**.

## WRAP UP

When a character crosses the window's threshold, they are returned to normal size, along with anything they are holding. This should lead to the characters inheriting comically-sized nails and spoons as functional weapons, as well as possibly coins which are feet in diameter. They might even return from the adventure with basketball-sized grapes, or a six-foot long carrot! They have no difficulty retrieving their normal equipment once returned to their ordinary size. Magic items such as the *bloodstirrer*, the *peppergrenades*, and the *battlebutter* retain their potency and make for quaint, combat-effective souvenirs of the characters' time in the kitchen.

Where the party goes next depends on how the adventure was set up, but the characters will likely never look at pet cats or house mice the same way again.

## MONSTERS

The following dramatically scaled up monsters feature in this adventure. For the purposes of spells and class features which refer to beasts, treat these creatures as monstrosities.



## MINDY THE CAT

*Gargantuan beast, unaligned*

**Armor Class** 14

**Hit Points** 165 (10d20 + 60)

**Speed** 80 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	22 (+6)	3 (-4)	12 (+1)	7 (-2)

**Saving Throw** Dex +7

**Skills** Perception +4, Stealth +7

**Senses** passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

**Keen Smell.** Mindy has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** Mindy makes two attacks: one with her bite or claws, and one with her tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Paw.** Mindy knocks a creature of Large size or smaller prone.



## HOUSE MOUSE

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

**Blood Frenzy.** The mouse has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Keen Smell.** The mouse has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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