



A WILD CATNAP

A ONE-SHOT FOR 4 5TH LEVEL CHARACTERS

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IN LOVING MEMORY OF MILANA, OUR OWN WILD MAGIC SORCERER
2018 - 2020

INTRODUCTION

IN ANCIENT TIMES CATS WERE WORSHIPPED AS GODS; THEY HAVE NOT FORGOTTEN THIS

—Terry Pratchett

A Wild Catnap is a one-shot D&D adventure for 4 players made for the **Owlbears Ate My Jam!** -writing jam. Feel free to add or modify any of the details to make it work in your campaign.

SYNOPSIS

The sultan of Corwin's Hill, Akeem Moncassin, has had nightmares for the past couple of weeks about locusts arriving and destroying the crops of the villages. The nightmares are a combination of the last memory of the long-gone race of thri-kreen and the spirit of the sultan's childhood cat Milana, which died 25 years ago, trying to contact the sultan indirectly.

LOCATIONS

The small town of Corwin's Hill, in the desert:

Corwin's Hill is small farming town in the middle of the desert. Caravans come and go every other day, but adventuring groups are rare. Larger cities are a way off in the distance, and the only road that leads to Corwin's Hill goes through a crossroads about an hour away from the town.

The upside down wagon and the hole beneath it:

The wagon is an old caravan wagon that's been standing there for decades. Traders that move from Corwin's Hill to bigger cities use this wagon as a landmark to navigate where they are and where they should go from the crossroads. There lies a small cavern beneath the wagon, where the combination of the sultan's and Milana's dreams manifest from the cat skeleton and the hairbrush.

The dreamworld of Milana:

The Dreamworld is a combined manifestation of the sultan Akeem Moncassin's nightmares and his old cat Milana's dreamlike escape from the cavern. Milana's spirit was restless when they died in the cavern, and the spirit tries to contact the sultan from the afterlife. Thri-kreen and the dry temple are a side effect of the manifestation.

CHARACTERS

Akeem Moncassin, the sultan of the Corwin's Hill:

Akeem Moncassin is the cursed sultan of Corwin's Hill. He has seen nightmares about a swarm of locusts coming down, eating the crops of the villages in the area. Akeem can't properly sleep or focus, and can't think about anything else other than the nightmare that's been haunting him.

Thri-kreen, the mantislike folk living in the Dry Temple:

The thri-kreen are raiding a dry temple built by people who invaded their lands. People killed most of the thri-kreen when they moved into the area, and the group that the player characters find is the memory of the last of their kind, who are starving and dying off.

Milana The Tabaxi, Wild Magic Sorcerer:

Milana used to be an ordinary friendly and outgoing house cat, after she ran away and got stuck and starved in the cavern beneath the upside down wagon exactly 25 years ago before the nightmares started. The tabaxi is the sultan's memory of the cat, manifested as a nightmare due to the side effect of the memory of the thri-kreen.



THE SULTAN AKEEM MONCASSIN

CORWIN'S HILL

The PCs enter the small town of **Corwin's Hill**, where the sultan has had some trouble. The sultan keeps having the same nightmare, where locusts destroy the whole town's crops over and over again.

Give players some time to get themselves acquainted with Corwin's Hill and to see what this small town has to offer and introduce themselves to the other player characters. There is a small bazaar, a tavern near it, some buildings made out of white rock and a modest palace of **the sultan Akeem Moncassin**.

At the town, either at the tavern or at the bazaar, player characters will hear some rumors about the cursed sultan and his trouble with nightmares. They will also find posters about Akeem Moncassin asking help from any travelling adventurers to help him in this task, paying for it with a handsome reward.

The palace is only slightly bigger than the tavern. It has a throne room, an entrance hall, a dining hall, few guards' quarter rooms for guards and a royal bedroom.

When the players meet Akeem in his throne room, read the following aloud:

You see a balding human man with long, dark circles under his eyes. He seems to nod his head back and forth slightly and blink a bit unusually longer. He rests his head on his palm as he sits on a marble throne and keeps dozing off. When you enter the throne room, royal guards raise their glaives and hit the dull ends of the glaives' poles on the floor. The thunderous echo of the guards' ceremony wakes the man dozing off on the throne, he starts coughing into his unkempt bushy beard and he lifts a huge white turban with a green feather from the floor back on top of his head. "Cough... What business you have with the sultan Akeem Moncassin?" he asks while he wipes drool drowsily from his beige robes and bushy beard.

Akeem tries his best to stay awake when player characters introduce themselves. He yawns a bit and asks again what business they have in the throne room. If PCs mention his nightmares, Akeem will say:

"Eh... yes, the nightmares"

His hand seems to tremble a bit when he combs his beard.

"I've seen the same nightmare endless times, for at least weeks now. Any pleasant dream I have suddenly takes a turn. I see a white marble temple in the middle of a desert. A huge swarm of locusts comes down, eating the crops until there is nothing left, but themselves. Then they jump on a wagon and drive it upside down until they arrive to my childhood home and terrorize my room."

He puts his face in his palms.

"I know how ridiculous this sounds, but I can't sleep, I can't think. This needs to change. I need someone to look into this, if this is some sort of sign from the gods or if this is some ruse plotted by some fiendish warlock."

Akeem will offer a small tour of his palace, if PCs think it would help to figure out what is going on.

Two palace guards follow the player characters and the sultan when they tour the palace. The dining hall is small, mostly used by the guards and the sultan. Guards' quarters are mostly stoic, there isn't a lot of furniture other than the bunkbeds for the guards.

Sultan's bedroom is a tad modest. He has many candles on his nightstand, and the bed is unmade. Akeem will say that he used to light candles as a child to keep nightmares at bay, but it hasn't helped him. If asked about the temple, the locusts, the crops or the wagon, Akeem will say that he does not understand the meaning or the location of any of those might be, but pleads the player characters asking around the Corwin's Hill's traders, as they have travelled in more places than anyone else has.

Some of the traders at the small bazaar know about the upside down wagon, as it is a fairly known landmark for the caravans that are moving between the town and some nearby bigger cities. Traders will also try to sell the player characters equipment, if they are preparing to venture into the desert.

When the PCs start traveling to the wagon, move to the next Chapter.

WAGON AND THE CAVERNS

BENEATH

There is an **upside down wagon** near a crossroads, on a sand dune not far away from the crossroads. In addition to some shrubs and palm trees, this wagon is pretty much the only thing that stands out in the desert.

The caverns inside the hole are filled with dreamlike wonders. The entrance right after the hole seems to be a small, lush oasis, with lots of vegetation and fireflies. On closer inspection (eg. via Detect Magic), this appears to be some sort of Transmutation magic. After a short trail through the oasis, there is a door standing in the middle of the trail. Behind the door, the trail continues behind some bushes, but if PCs start following the trail, they will go around in circles instead of finding anything noteworthy.

Right after they open the door, they see an open desert, some crops and a temple inside the realm that seems to be inside the door. The temple has four distinct spires in the corners and the whole building seems to be made out of white marble. When they step inside, they can see that there is a vast desert all around, even behind the door.

The blazing sun heats the sand underneath. Crops are withered on closer inspection, and they haven't been tended to properly for a long time. Moats seem to have dried up a long time ago.

When the players enter the front steps of the temple, they hear chittering and clacking. Four mantis-like creatures wearing green robes emerge from the top of the stairs, and halt immediately when they see player characters climbing the stairs. After a brief pause they open up their claws, start drooling and running violently at the players.

Combat I: 4 Thri-kreen, CR 1, 200xp (MM. p. 288)

See the official entry for full Thri-kreen stats.

When the PCs get rid of the Thri-kreen one way or the other, they can inspect them. A DC 15 investigation check or a DC 15 nature check reveals that they are malnourished at best.

The inner courtyard of the temple reveals a now yellow-brown garden and a dried up fountain. There is a small hut made out of white marble with some light shining under its door.

When PCs walk in the garden, the first one in their walking order will hear a nasal voice in their head:

"Well, well, the kind who destroyed our lives and our future return."

Tak-tha, has hidden himself with *invisibility* near the hut. Other thri-kreen warriors are hidden in the rustling leaves of the dried garden (Adv. on Stealth checks +3 vs. player perception to find). If the PCs stop and try to figure out who is talking; the voice will continue:

"I am Tak-tha, the leader of the last of this clan of Thri-Kreen. Our crops are dead, our water dried up, our food supplies are scarce, and it's all thanks to your kind."

PCs might try to convince the voice by bargaining with food, if so, the voice will answer:

"Bargaining and bartering... Bah! We've had to eat our own for many years, but now you present us with a delicious platter of bipedal fools!"

If thri-kreen are still hidden from PCs at this moment, they start the combat by throwing chatkchas at the player characters. Otherwise, roll initiatives. The thri-kreen are done negotiating.

Combat II: 5 Thri-kreen with gythkas and chatkchas and 1 Thri-kreen psionic (Tak-tha), CR 1, 200xp (MM. p. 288)

See the official entry for full Thri-kreen stats.

When they enter the small hut in the inner courtyard, they will notice that the interior is different from the rest of the temple.

The room is similar in design and furniture to the sultan's bedroom rather than the rest of the temple. The difference being the bed is a lot tidier and smaller. Instead of many candles on the nightstand, there is only one unlit candle. The room feels comforting and peaceful, and safe to rest in.

Looking around the room, there is also a diary and two potions of healing underneath the bed. The diary belongs to the sultan, but the entries are decades old. The handwriting seems to be written by a child. The last entries tell that the child had nightmares about his cat going missing, so he lit up a candle before resting and the nightmares vanished.

PCs can take a long or short rest inside the bedroom. After they have lit a candle, they start going to magical slumber and then move to the next Chapter.

SORCERER'S DREAM

When player characters leave the bedroom, they notice that something is off. The temple area outside of the bedroom seem to have transformed into an open space with floating islands green with vegetation and flowing waterfalls. There seems to be an endless sea below the floating green islands. In the distance after a couple floating islands, there seems to move a giant golden hairbrush with some figure standing on top of it.

Jumping from one floating island to another seems to be easier than in the real world. If PCs want to use climber's kits to move between the islands, allow them.

On top of the flying hairbrush, there stands Milana, a black female tabaxi in green robes with golden accents. Read the following aloud when the player characters jump on the hairbrush:

The green robed figure standing on top of the flying hairbrush turns around when the weight shifts after you jump on board. You see a catlike humanoid with glowing green eyes and black fur. She seems startled and almost jumps in her place. She raises her hands against the player characters and seems angry.

"I don't know you! Leave me alone!" she cries threateningly.

Milana uses *mage armor* on herself after she's threatened the player characters. PCs might try to convince her that they're not a threat, but she seems to think that the player characters are some nightmare beings. The fight starts immediately when any of the players try to convince her that she is just either just dreaming, a nightmare herself or causing harm in the "real world".



MILANA

Medium humanoid (Tabaxi), Chaotic Evil

Armor Class 12 (15 with mage armor)

Hit Points 72 (Max of 9d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Con +6, Cha +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages Common, Tabaxi, Elven, Draconic

Challenge 6 (2,300xp)

Spellcasting. The sorcerer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The sorcerer has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *lightning bolt*, *slow*

4th level (3 slots): *polymorph*

5th level (1 slots): *insect plague*

Wild Magic Surge. When the sorcerer uses a spell of 1st level or higher, roll a d20. On the result of 1, roll on the Wild Magic Surge table on p.104 PHB.

Tides of Chaos. The sorcerer can use this ability to gain advantage on one attack roll, ability check, or saving throw. However, when it does so, the next spell cast (of 1st level or higher) causes a roll on a Wild Magic Surge Table.

Metamagic (Recharge 3-6). The sorcerer can use this ability to modify a spell in one of the following ways:

Empowered Spell. The sorcerer may re-roll up to 3 of a spell's damage dice.

Quicken Spell. The sorcerer may use a bonus action to cast a spell with a casting time of 1 action.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4+2) piercing damage.

REACTIONS

Bend Luck (Recharge 6). The sorcerer can add or subtract 1d4 to another creature's attack roll, ability check, or saving throw after the roll, but before any of its effects are realized.

While in combat at initiative order 20, one of the following happens:

LAIR ACTIONS

1d6	LAIR ACTION
1	A huge bouncing ball of yarn hits the flying hairbrush. Each creature on the hairbrush must succeed on a DC 15 Dexterity save, or be knocked prone.
2	A pine tree appears on the handle side of the hairbrush. Each creature on the hairbrush must succeed on a DC 15 Wisdom save, or must try to climb the pine tree on their next turn.
3	A tiny red light appears and starts moving unpredictably around the hairbrush. Each creature on the hairbrush must succeed on a DC 15 Intelligence save to realize that the red light is an illusion, if they fail the save they have to attack the red light as an immediate reaction.
4	A giant plush mouse on a string flies right past the hairbrush. Each creature on the hairbrush must succeed on a DC 15 Strength save, or get crushed under the plush mouse momentarily and take 2d6 bludgeoning damage.
5	A swarm of cats appears running across the hairbrush. Each creature on the hairbrush must succeed on a DC 15 Charisma save, or be frightened of the swarm.
6	A rain cloud flies through the hairbrush. Each creature on the hairbrush must succeed on a DC 15 Constitution save, or take 2d6 cold damage from the freezing rain.

Note that Milana is not herself immune to the Lair Actions.

After the fight is over, Milana gasps for the final time before collapsing on top of the hairbrush. The dream world starts collapsing and reverting its environment back into the original cavern.

There seems to be nothing that even remotely suggested there ever being anything other than cavernous rocks, other than a small, golden hairbrush lying on the ground and an old skeleton of a small cat.

There is no more oasis in the entrance of the cavern, or the white marble temple in the middle of the cavern, and no sign of the thri-kreen.

MILANA'S HAIRBRUSH

Wondrous item, common (requires attunement)

This golden hairbrush with some cat hair stuck permanently in its bristles. While attuned to this item, whenever you take a short rest and brush your hair with it, roll a d20. On a result of 16-20, your next attack is a guaranteed critical hit.

If the heroes return to the Corwin's Hill and visit the palace, sultan Akeem Moncassin will congratulate them that for some reason instead of seeing the usual nightmares, he saw a dream of his old black cat Milana that chased the locusts from the fields.

When asked about the thri-kreen, sultan will say that they used to be an ancient race of mantis-people who lived in the area centuries ago, but are now dead all.

When asked about Milana (either the cat or the tabaxi), Akeem will tell that he loved that cat, and she disappeared one day with the hairbrush stuck on her fur when the sultan was young and couldn't find her anywhere.

If players decide to give Milana's Hairbrush to the sultan, he will explain that it used to belong to him as he used to groom his cat decades ago with it and inquire the party where they found it. Akeem will reward players handsomely if they give the hairbrush back.

For stopping the nightmares: 1500 xp

Akeem rewards the player characters with 1000 gp, and a Periapt of Wound Closure (uncommon, DMG p. 184)

For finishing off thri-kreen: 1000 xp

Akeem rewards the player characters with additional 500 gp, and a Wand of Magic Missiles (uncommon, DMG p. 211)

For returning the hairbrush: 1000 xp

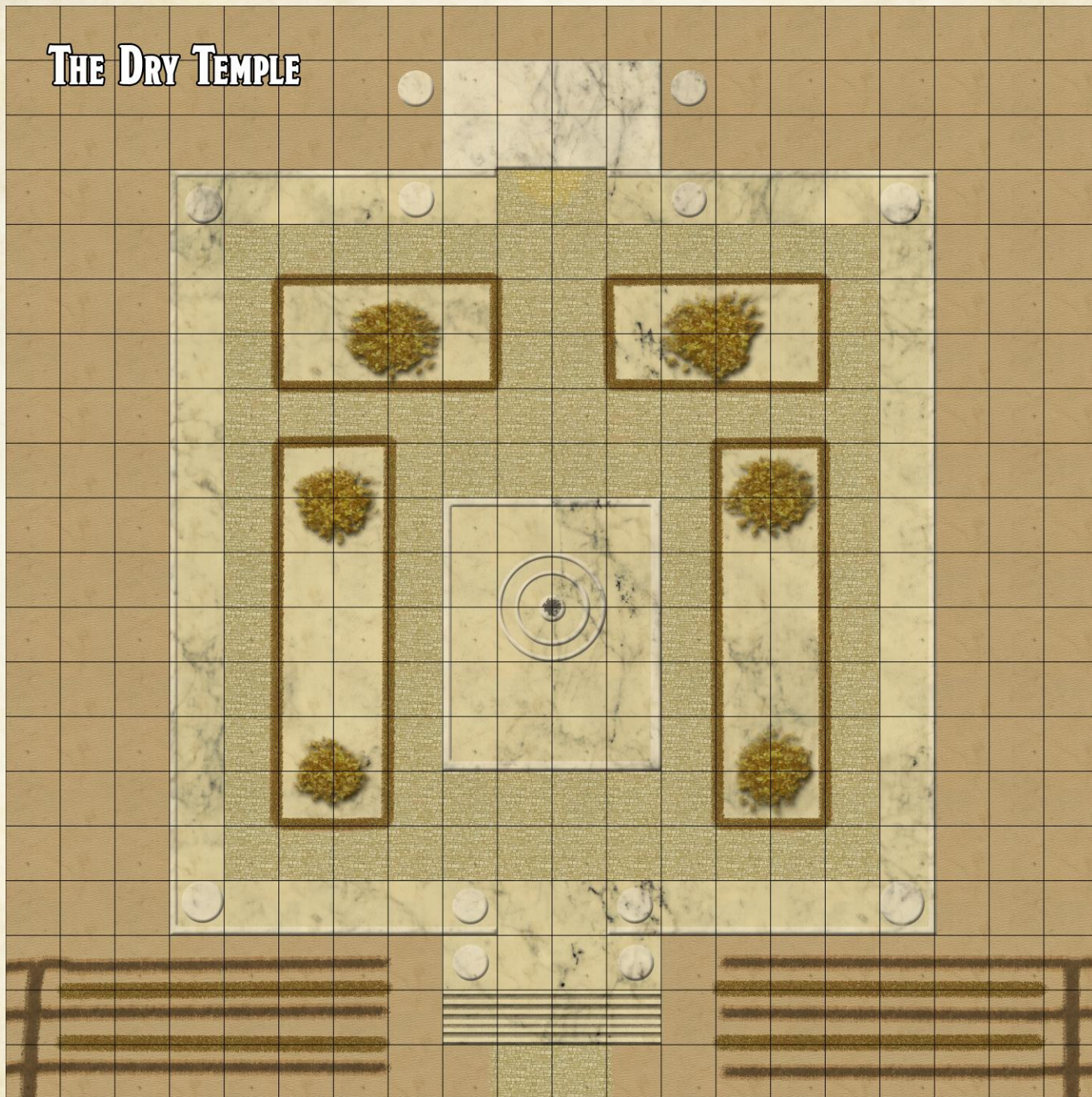
Akeem rewards the player characters with additional 1000 gp, and his family heirloom, a +1 Scimitar (uncommon, DMG p. 213).

For returning the skeleton of the cat: 1000 xp

Akeem starts weeping openly, and thanks the player characters for giving him the closure he never had. He offers the hairbrush back if they want to keep it, as now he has something other to remember Milana by.

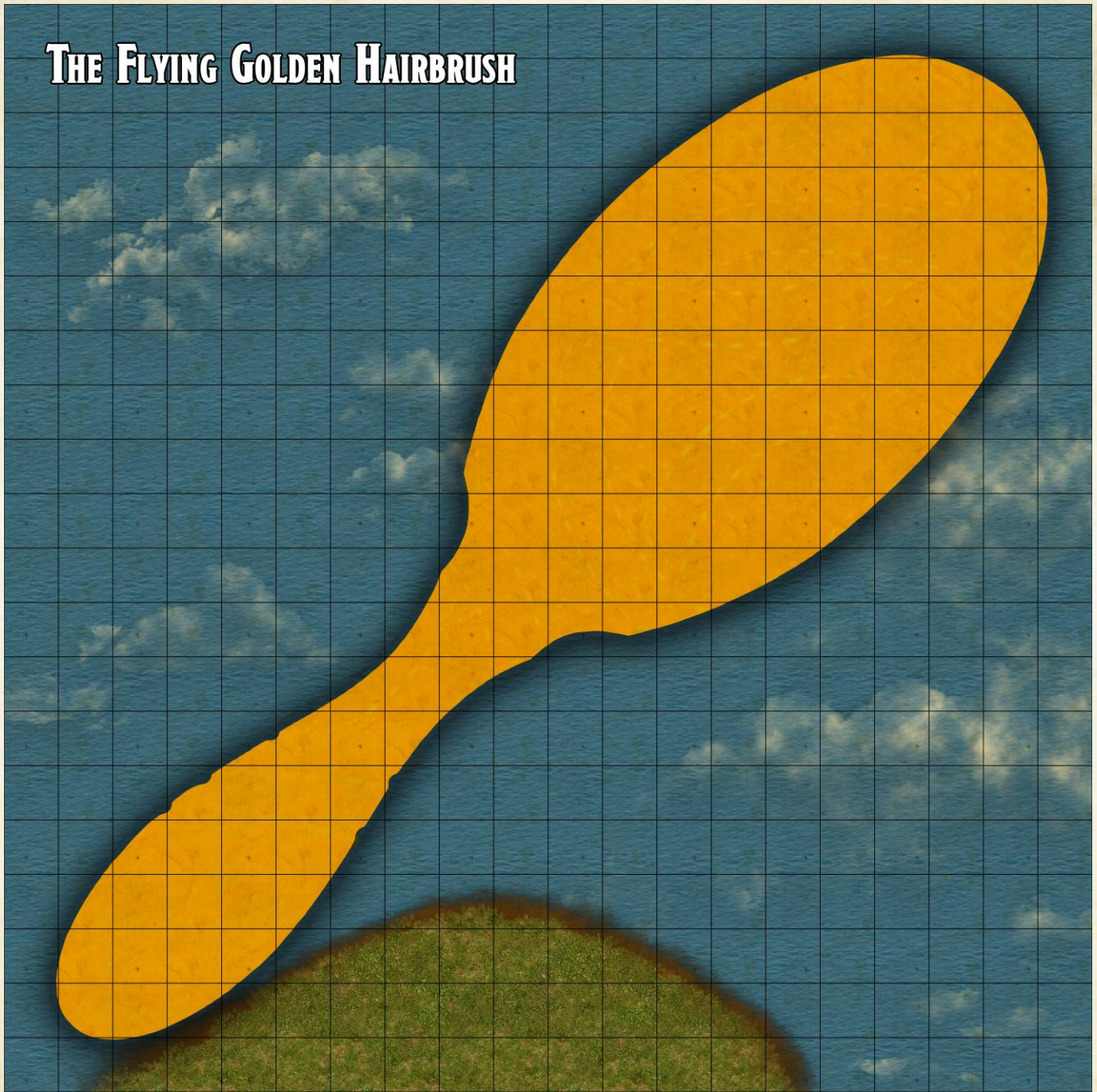
THE MAP OF THE DRY TEMPLE

THE DRY TEMPLE



THE MAP OF THE FLYING HAIRBRUSH

THE FLYING GOLDEN HAIRBRUSH



CREDITS

This template made by Darawnal, and is heavily modified from a document by Akshat Bhatnagar with some elements by byronb.

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Milana's stats are based on Rlyehable's Wild Magic Sorcerer (5e NPC).

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