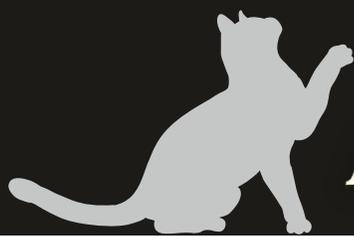
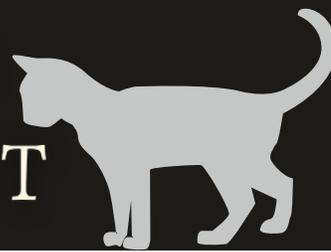


A Cat's Quest





SIDE QUEST: A CAT'S QUEST



A CAT'S QUEST: THE OVERVIEW

THE VERY ODD CAT



The party encounters a **bright orange cat that tends to show up in very odd places**. A party member might catch a glance of a bushy orange tail in a *remote dungeon* or see bright, yellow eyes staring at them, very intentionally, in a swamp.

This cat is different somehow. It seems to understand when the party speaks to it and attempts its own communication occasionally. It will even bring the party useful gifts or provide a needed distraction. It seems...helpful.

Eventually, the cat leads the party to a mystery they can hardly believe..



QUESTS IN THIS SERIES



UNCOVER A MURDER

This cat is the spirit of aspiring wizard, **Winston Belleville**, who has returned as a familiar.

Winston was murdered for uncovering the plans of a professor who was preparing to turn himself into a **Lich**.

FIND A MONSTER

Professor Langston Good failed in his attempts of Lichdom and became a dark and twisted monster. The professor is gone and his soul, **now a Boneclaw**, serves a dark master whose singular purpose is revenge.

BRING JUSTICE

Winston found a way for his spirit to return as a familiar to stop the plot he could not stop in life. He attempts to lead a worthy group of adventurers to the truth, before it is too late! **Can they help Winston bring the Professor and his new master to justice?**

PLOT OVERVIEW

This quest occurs in **three parts or episodes**. In **episode one** the party uncovers *who* Winston is and *why* he was murdered. In **episode two**, the party learns of the professor's fate and begin to investigate a series of gristly murders. In the **final episode**, the party encounters the professor's new form and must find a way to destroy him, or Winston's soul will never be at peace.

Each episode can be completed at different times, if needed, and can be staged in *any city* in your campaign world.

Winston, in his cat form, can even be **introduced early in your campaign** and wait/help the party grow to the point where they can be useful.

This adventure as written is **deadly for a party of 4 at level 15**. If you want to adjust either direction, increase/decrease the number of tomb guardians or give you players some magic items! I recommend using **Kobold Fight Club** to determine where you need the encounter for your group.

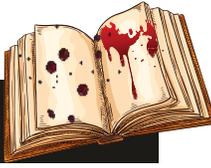




MURDER HE PURRED



A CAT'S QUEST: EPISODE 1



MAIN EVENTS

EVENT THAT BEGINS THE QUEST

Winston brings the party a page ripped from a book. The page is smeared with blood, making it difficult to read, but it is clear the process being described is that of **becoming a Lich**. At the bottom is a stamp that says, "*Property of The Arcane Academy*"

EVENT THAT ENDS THE QUEST

The party finds a **hidden book in the "Restricted Access" section at the Library of the Arcane Academy**. It is filled with notes, observations and accusations against **Professor Langston Good**. The book is covered with bloody hand-prints and the last message, written in blood, says, "**He must be stopped!**"



SCENES

SCENE 1

If the party wishes to investigate the page, they must go to the **Arcane Academy**. However, the Academy will not let just anyone into their school. **The party will have to come up with an excuse to get in.**

Some options include:

- Posing as potential students
- Forging an acceptance letter/summons from a professor
- Pretending to be VIPs on a tour
- Sneaking/breaking in

SCENE 2

Option One: The Quest

The librarian will deny access to the party, but suggests they talk to the **Dean of Archeological Finds, Fester James**. The Academy is too busy to send him any combat wizards to secure his dig site, if your party can, **he will gladly write them a letter for one hour entry.**

Option Two: Break In

There is a **grand masquerade ball** at the Academy tomorrow night. It might be a great time to sneak in! (DC 15 Charisma)

SCENE 3

After gaining entrance to the Library, the party must follow Winston and **sneak in** to the "Restricted Access" collection. Winston will open the gate, **but will always hide from the Librarian who escorts the party at all times**. Once inside, Winston will lead the party to the hidden book. The party must choose to **either read the book quickly or try to sneak it out.**

IMPORTANT

NPCS

Fester James: Dean of Archeological Finds Fester is **overworked and stressed**. He is on the **verge of a breakthrough**, but none of his colleagues believe him.

Penelope Lancaster: The quiet spoken librarian who is a stickler for the rules but also a **hopeless romantic**. She is *always* reading a **sappy romance novel**.

Golius Hammerforge: The head of the archeological dig. He is a surprisingly strong dwarf-wizard who **specializes in ruins**

ITEMS

The Page: This is a page from the book *On Life Force, Dark Magic, and Eternal Life*. The page is mostly unreadable and covered in old, dried blood. The only clues on the page is the property stamp and a **single word circled multiple times** in black ink, "**Lich.**"

The Book: This is Winston's Diary. Players learn the following: Winston has a crush on the Librarian, Winston has been suspicious of Good and Aylmer for a while and discovered some of their more unethical experiments. **The diary reads like a detective novel.**

LOCATIONS



The Arcane Academy: You can name this anything you want and put it in any city you want, but it should be a **large University** with many famous Wizard professors.

The Academy Library: This is a world renown library housing some of the world's rarest books. Only top scholars can use the facility (Alternative, use Candlekeep if you want to introduce other mysteries!)

The Dig Site: Golius and a small group of students have been working to uncover some strange ruins just north of the city. **The group accidentally activated sentinel machines**, making progress impossible.

THE PROFESSOR IN THE LIBRARY WITH THE WAND



A CAT'S QUEST: EPISODE 2

MAIN EVENTS

EVENT THAT BEGINS THE QUEST

After learning of Professor Good's plan, the party is shocked to learn that the **professor died recently during an experiment**. Winston brings the party a bounty offering a reward for anyone who can give information on a **series of grisly murders**. The murders began on the same night as the professor's "accident"...

EVENT THAT ENDS THE QUEST

The party comes face to face with the **Professor's twisted soul** as he attacks another victim. Now a **Boneclaw** and void of any of his past personality, the party must find a way to stop this monster before the whole city is destroyed by fear and panic. But how can they stop a **seemingly immortal monster**?

SCENES

SCENE 1

The players can either talk with the guards or start investigating the murders on their own. **The murders seem to be random, all of them gruesome.**

Many of these murders are connected to the Arcane Academy, leading the guards to believe it a student. **But there are many murders outside of campus as well**, all of them following the same pattern and **there is no way a student could be responsible with curfew enforced.**

SCENE 2

Investigation options:

NPCs: The players can talk to the victims families and friends to learn that all the murdered individuals had a falling out with Aylmer Pratt.

Library: Players can do research at the local academy or talk to the resident wizards to learn that the **description matches a Bone Claw**.

Diary: If they players break-in and investigate Aylmer Pratt's room, **on a DC 12 Investigation check, they will find her diary**, in which she keeps record of the **how the people she hates most keep dying**, but she doesn't know why. The next name written in the book is **Professor Tesh Aldadhen**.

SCENE 3

Now that the party knows the Bone Claw's next victim they can either guard her or use her as bait. No matter what they chose, the Bone Claw will attack Tesh Aldadhen **that night, regardless of her location.**

If the party questions Tesh, they will find out that **Tesh is going to recommend that Aylmer be expelled from the university**. Tesh found out Aylmer has been conducting some very unethical experiments using school resources.

IMPORTANT

NPCS

Aylmer Pratt: A bright student, dedicated to their studies. Aylmer has few friends, but many rivals and **is paranoid of her research being leaked before all the preparations are complete**. Aylmer worked closely with Professor Good and shared his passion for discovering eternal life.

Tesh Aldadhen: A strict professor who teaches **Mage Ethics at the University**. She always disagreed with Professor Good and his philosophy of arcane practices.

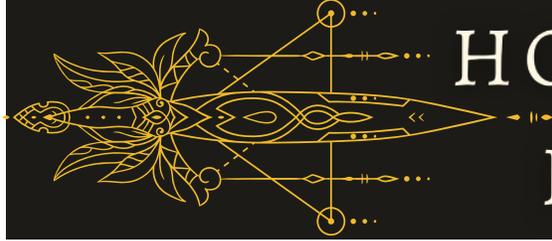
ITEMS

Aylmer's Journal: This journal is filled with the a mixture of mad ramblings and brilliant arcane work. **In the margins are dark drawings of shadowy figures**. From the journal players can learn the Aylmer has gradually become consumed with ancient and forbidden magic **after discovering a ceremonial dagger at a school dig site**. It is this dagger that the sentinels were protecting and returning it will stop them, but Aylmer will only be released from the daggers influence **if the dagger is destroyed**.

LOCATIONS

Aylmer's Room: This room is beyond messy. It is packed with books, scrolls, and torn, crumpled pieces of paper. **On the walls are arcane symbols with pieces of red string linking them**. On the desk are piles of strange drawings (all of the same shadowy figure), cut outs of newspapers featuring the gruesome murders and spell components in various states of decay.

Note: The dagger is not in Aylmer's room. She keeps it on her at all times.



HOW TO KILL A BONECLAW



A CAT'S QUEST: EPISODE 3

MAIN EVENTS



EVENT THAT BEGINS THE QUEST

Armed with the knowledge of who is controlling the Boneclaw, the party must make a choice. **Either they kill Aylmer or destroy the dagger controlling her.** These are the only ways to stop the Bone Claw permanently. If players choose to kill Alymer, they will find the dagger on her and it will begin its evil plot all over again.

EVENT THAT ENDS THE QUEST

After either killing or freeing the Bone Claw's master, Winston approaches the party. His form grows and changes into the **shape of a young man, his true form.** He smiles at the party, gratefully, tears in his eyes, then the shape fades away. **Winston is finally at peace.**
Note: If Winston's soul is consumed to destroy the dagger, the same scene happens, he is then sucked into the dagger instead of freed.

SCENES

OPTION 1

Kill Aylmer: If players choose to kill Aylmer, they can find her back at the dig site. She is in one of the lower rooms, frantically searching for something.

Aylmer cannot be reasoned with, she is completely under the control of the Dagger of Secrets and **she will attack the party on sight,** convinced they are trying to steal the dagger.

Because she controls the dagger, **she also control the Sentinels,** if they party has not yet destroyed them, **AND a Bone Claw servant.** This is a deadly encounter.

OPTION 2

Destroy the Dagger: If players discover the dagger's secrets and want to destroy it in order to free Aylmer, they will need to get the dagger away from her.

Aylmer will not willingly part with the dagger and the dagger can only be destroyed by the willing sacrifice of a pure soul. **This secret can be revealed by holding the dagger and succeeding on a DC 15 Wisdom check.** Winston will offer to make this sacrifice. When anyone attempts to stab Winston with the dagger, **the dagger knows the danger it is in and attempts to stop the wielder.** They must succeed on a **DC 15 strength check.** If the player fails, Winston jumps onto the dagger himself. His soul is freed from the familiar form for just a moment before it is sucked into the dagger. **The dagger explodes dealing 10d10 force damage to anyone within 20 feet of it.**

ADDITIONAL OPTIONS

Each party will want to approach this problem in their own unique way, let them! Allow for creativity and change anything that needs changed to fit your party.

Bring in NPCs they already know and love (or hate!) Keep in mind that anything can change location or purpose depending on what you are trying to accomplish.

NPCS

Aylmer: Now manic and completely insane, **she is convinced that she is only one step away from god-hood.** She is looking for the Talisman of Planar Doorways.

The Dagger of Secrets: The dagger has convinced Aylmer that if she opens a doorway, she can bind an ancient entity to her service (like she did the Bone Claw) and absorb its powers to become a god. **However, the dagger's true purpose is to reunite with its master, The Dark Queen of Mysteries.**

ITEMS

Talisman of Planar Doorways: Found in a secret room in the ruins. **This talisman requires a willing victim.** The talisman will consume the sacrifice and use it to create a doorway to any plane of existence the wearer desires.

Clues to the Dark Queen of Mysteries: Once considered a fairytale, the ruins in this temple seem to suggest she is very real and very dangerous.

LOCATIONS

The Ruins: (see map)

It is possible for the final encounter to occur outside of the ruins. If that is the case, the encounter will be considerably easier without the Iron Sentinels.

SUGGESTED MAP RESOURCES

For the Ruins:

\$3

<https://2minutetabletop.com/product/for-gotten-crypt/>

Free

<https://2minutetabletop.com/product/infested-crypt/>



BONECLAW

Large undead, chaotic evil

Armor Class 16 (Natural)

Hit Points 127 (17d10 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

Saving Throws DEX +7, CON +6, WIS +6

Skills Perception +6, Stealth +7

Damage Resistances Cold, Necrotic; Bludgeoning,

Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 16

Languages Common plus the main language of its master

Challenge 12 (8,400 XP) Proficiency Bonus +4

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the [Hide](#) action as a bonus action.

Actions

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

Reactions

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.



TOMB GUARDIAN

Medium construct, neutral

Armor Class 17 (Plate Armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiaction. The golem makes two melee attacks.

Spiked Gauntlets. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) piercing damage.

