



ADVENTURERS LEAGUE

THE PECULIAR CASE OF THE SELPTAN FELINES



A 2-hour to 4-hour Border Kingdoms adventure
for characters of 1st - 4th level



THE PECULIAR CASE OF THE SELPTAN FELINES

Well that's odd. There sure are a lot of cats in the hamlet of Selpt. In fact, it seems as if just about everyone has one, and boy do they pamper those cats. Even if you've never been a cat person, it's hard to say no. In fact, you should probably be adopted by one straight away. Yes, that's it. You belong to that cat. Who's a pretty human?

A Two-Hour to Four-Hour Adventure for Tier 1 Characters



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A SPECIAL NOTE ABOUT ENCOUNTER SCALING

The Peculiar Case of the Selptan Felines is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance. The “Adjusting the Encounter” sidebars within the adventure are developed for an average party, but just like real life, one size doesn’t necessarily fit all.

Players have a tendency to bring their best and brightest to shows like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength you determine at the adventure’s start. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from **average** to **strong**, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps, just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!

the border kingdoms



ADVENTURE PRIMER

Cats choose us; we don't own them.

—Kristin Cast

BACKGROUND

BELRREY “BELY” TARMIKOS has always been a rambunctious youth. Together with his tomcat **SCRATCHES**, they are always getting into trouble and exploring the countryside, often in the company of several other cats from the Tarmikos farm.

Three days ago, while exploring Stonefist, one of the two ruined castles near Selpt, Bely found a magical tiara (*helm of telepathy*) and for a laugh put it on Scratches.

Unfortunately, the theft disturbed the **PHANTOMORPH**, a despicable psionic creature that lain in the dungeons beneath. When the creature went to crush the boy's mind, it found that it was repelled by the cats. The *helm* interacted unexpectedly with the magic of the place and created a feline hive mind strong enough to protect nearby humanoids. Under the effects of a *suggestion* spell cast by the cat mind, Bely when back to **SELPT** and began making sure everyone had a cat to protect them.

Now the Phantomorph prowls the outskirts of the village, possessing and turning those who do not have cats to protect them. While the felines of Selpt seek to protect the town, they also enjoy a pampered status with their new human servants.

EPISODES

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure during or after Episode 2.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: On the Run.** The party is all that remains of caravan out of Irl making for Gallard before falling to bandits. In an effort to lose their pursuers, the party has traveled south toward Selpt, and is attacked by local wildlife behaving oddly. The Phantomorph has noticed the approach of the characters. This is the **Call to Action**.

- **Episode 2: Welcome to Selpt.** The party arrives in the truly strange village of Selpt where everyone has a cat. Don't they want one too? There is a mystery to unravel that leads to the The Stonefist. This is **Story Objective A**.
- **Episode 3: Dungeon of the Phantomorph.** The characters rally to the side of the fuzzy heroes of Selpt and enter the Dungeon of the Phantomorph to end the threat to the village. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. The bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: The Missing Lords:** Bely and Scratches have gone to the Tarmikos farm to rescue his ma and da, but they haven't returned. Someone needs to save the “Lords of Selpt.” This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: The Blackguards of Blackturrets.** A band of cutthroats in the service of the **BLACK WYVERN** are hiding out in the nearby ruins of Blackturrets, raiding the locals. The characters have a chance to deny the Phantomorph more hosts. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, play style, and environment, this adventure will take approximately two to four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These objectives branch off Episode 2, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

EPISODE 1: ONE THE RUN (CALL TO ACTION)

Those who'll play with cats must expect to be scratched.

—Miguel de Cervantes

Estimated Duration: 20 minutes

The day is bright and warm, and the characters are running for their lives. Their only hope is to lose their pursuers and take refuge in the village of Selpt.

SCENE A. SOLE SURVIVORS

PREREQUISITES

The characters are the remaining survivors of caravan out of Irl that was heading for the town of Gallard but was attacked by bandits flying the colors of the Black Wyvern: a black wyvern on a field of yellow. In an effort to lose their pursuers, the party has traveled south toward Selpt.

Having been running for over a day, with only the food and water they could consume while moving, each character must attempt DC 10 Constitution saving throw or gain one level of exhaustion.



WHAT THE CHARACTERS KNOW

The characters know the following things:

- They were members of a caravan from the town of Irl, The Jeweler's Paradise, heading for Gallard, a town known for its skilled craftsmen. They are all familiar with each other after a few days of travel.
- The caravan was about a day from the ford at Burntbridges when the caravan was set upon by bandits. Heavily armored horsemen drove the caravan into an ambush of archers and spellcasters and many were killed. The party was forced to flee. They believe they are the only survivors.
- Some of the bandits, more than the characters can deal with, have been chasing the party for over a day. The characters are tired and hungry.
- Pinned against the River Selptar, the characters have fled south hoping to lose the bandits in the hamlet of Selpt, the ruins of Halark's Stonefist or Blackcurrents (both of the later are ruined castles in the area).
- About an hour ago, the bandits turned back, apparently giving up. The wise among the party realized they could be trying to flank the

characters and there is no time to stop for rest until they find cover. Smoke on the horizon suggests they are very close to Selpt.

- Characters that succeed in a DC 12 Intelligence (History) check know the information about the surrounding area provided in **Player Handout 6**.

After the players understand the situation, have each of them describe and introduce their characters and offer a reason why they were traveling with the caravan.

SCENE B. FURY OF NATURE

The characters are close to sanctuary, but as they approach they may notice some oddities. Each character that succeeds on a successful DC 10 Intelligence (Nature or Investigation) check notes one of the following:

- It's very quiet. Any animals or insects in the area have ceased making noise and have either fled or gone to ground.
- The lands around the Selpt seem healthy, but wild. The fields look untended, though only recently.
- The smoke coming from Selpt is the normal amount expect for a small settlement.

Any character searching the area for a threat and has a passive Perception of 13 or higher notices a pair of eyes staring at them from some very large bushes.

OBJECTIVES

While surviving the encounter is important, realizing that there something weird going on is the true objective for the party.

CREATURES/NPCs

The Phantomorph is possessing the local fowler Branwyne (**scout**) and a **brown bear**; using them to watch the town.

A passive Insight of 13 or higher notes that the woman is acting stiffly and has a blank stare. A similar passive Nature of 13 or higher notes the bear is not behaving like a wild animal, even one that is ill or afraid. It moves mechanically on its hind legs and is not afraid of humans. Neither fights with any concern for their own safety.

If either is targeted by any effect that would end a charm such as *protection from good and evil* spell, they stop attacking. Branwyne immediately looks about confused and throws down her weapons. The bear runs away.

Objectives/Goals. The Phantomorph wants to keep the characters from getting to Selpt and also potentially gather more minions that it can control. Upon being spotted, or when the characters get close, the bear stumbles out of the bushes while Branwyne tries to harry lightly armored targets from range. If they knock a character unconscious, they grab the

downed character and try to take them the ruins of Stonefist.

What do they know? If Branwyne or the bear are freed from the Phantomorph's control, they can share what they know.

- **Branwyne.** Freed of the influence of the Phantomorph, Branwyne can explain that the last she remembers she was hunting for grouse near Halark's Stonefist and heard a noise like a falling rock. When she turned to investigate, she felt an overwhelming pressure in her head that became a splitting headache. After that, she remembers nothing more. If told the date, she realizes that she blacked out three days ago.
- **Bear.** If the bear can be calmed with a successful DC 12 Wisdom (Animal Handling) check, it stops running. A character capable of speaking with an animal, such as by using a *Speak with Animals* spell, can get the bear to share that it doesn't know how

is got here. The last thing it remembers, it was near a ruined man building and smelled rotted meat, which it investigated. Then it felt a pain in its head and then it doesn't remember anything else.

AREA INFORMATION

Dimensions & Terrain. The road is lined with tall bushes to the south and a wheat field to the north. There is ample flat land with bushes larger than a man dotting the area.

Lighting. It is bright and sunny.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak:** Replace the **brown bear** with a **black bear**.
- **Strong or Very Strong:** Add a second **brown bear**.



EPISODE 2: WELCOME TO SELPT

In ancient times cats were worshipped as gods; they have not forgotten this.

—Terry Pratchett

Estimated Duration: 40 minutes

The characters have made it safely to the hamlet of Selpt, but what they find here might worry them.

PREREQUISITES

After Episode 1 is complete, Scene A occurs as the characters arrive in Selpt, allowing them to explore as time permits. Scene B should occur whenever unadopted characters are in town. Scene C occurs only if you are not using Bonus Objective A.

OBJECTIVES

The goal of this encounter is for the characters to determine that Selpt is under attack, but the strange behavior of the felines is not a symptom but part of what is protecting the hamlet.

DEVELOPMENT

If Branwyne is still possessed and brought to Selpt, all of the cats hiss and spit towards the scout and eventually several of the villagers rally to confront the adventurers. They demand Branwyne be ejected from the village because she is corrupted and dangerous. They can't explain why, only that they know it and the cats demand her removal. For her part, Branwyne remains quiet and watches everything possible, transmitting all she sees back to the Phantomorph.

SCENE A. THE HAMLET OF SELPT

Selpt is a small hamlet that services the surrounding farms and those few travelers that pass through the otherwise empty lands of Suldamma. It is the only settlement that remains since the rest were razed after many years of fighting.

Complication. As the party travels through the village, they come across the Svidne house. Tor and Eaglla (human **Commoners**) have barricaded themselves inside their home with their dog, terrified of what has become of their daughter and the rest of the hamlet. Tor has begun nailing planks over the windows from the inside.

Outside the house sits the couples' happy seven-year-old daughter Skora. She is playing in the dirt with three cats. Skora has bound to a scruffy tom named Mr. Bitey, and through that bond has the urge to bond her parents. Her parents realize that something is amiss with the cats and have locked

themselves inside. The entire scene should seem disturbing, as the Svidnes beg the newcomers to save their daughter, and sweet Skora asks the characters why her parents no longer love her. Won't they help her go into her home?

AREA INFORMATION

Dimensions & Terrain. Dirt roads pass through the walled hamlet. Important sites are listed below.

Lighting. It is sunny and clear when the characters arrive in Selpt.

Cats. Everywhere the characters look there are cats. Cats lying in the sun. Cats having their chins rubbed by wide-eyed children. Cats supping on pieces of meat, handfed by loving admirers. In each location below there is at least one cat.

CREATURES/NPCs

There are forty-two residents (**Commoners**) in Selpt. Unless otherwise noted below, each Selptan is accompanied by a cat and has begun to take on the personality of their bound cat. Some might lay in the sun while others are scrubbing themselves clean. Anyone bound to a cat seems to have a general empathic sense of what makes their cat happy or unhappy. All the residents of Selpt are a bit glassy eyed and have wide, happy smiles.

The de facto leader is Thaddee (male human **Commoner**), the hamlet's speaker. Wearing a wide smile, red hat and a gold chain of office, Thaddee welcomes all to Selpt on behalf of himself and his cat Nugget that rides on his shoulders. Thaddee should really be working at his farm, but it's such a nice day, he just wants to explore the village and is happy to take the new adventurers on his walk and see what they see.

Objectives/Goals. Thaddee's behavior is colored by his bond with Nugget. He is curious to see what everyone in town is doing and so the pair is wandering from area to area to see what might be going on. Before moving on, they rub their chin on an object or person to leave their scent.

Nugget is indeed curious, but he is moving with a purpose, patrolling the area for signs of the Phantomorph infesting the hamlet. If he sees unbound humans, he realizes that they are potential danger to Selpt's human and feline population and he tries to direct the humans towards an unbound cat who might protect them.

What do they know? Thaddee sees no problem with all the cats now infesting Selpt. In fact, it seems only right and proper. Being both protected by a *mind blank* and being cat, it's very hard to communicate with Nugget who has no real concept of language between nudging, purring, or the occasional yowl.

If you are using **Bonus Objective A: The Missing Lords**, Thaddee knows that Bely and Scratches have

gone to the Tarmikos farm to rescue his ma and da, but they haven't returned. He is worried that something has happened to them and implores the characters to see what has become of the missing lords.

If you are using **Bonus Objective B: The Blackguards of Blackturrets**, but not Bonus Objective A, then Thaddee also knows that leaders of the bandits sponsored by the Black Wyvern have been seen at Blackturrets. If the characters want to disrupt the bandit activity in Suldamma, this is their chance. If you are using both Bonus Objectives, Thaddee does not have this information, but rather Bely does.

S1. TOWN SQUARE

The town square is a center of lazy activity as humans and cats lay in the sun, chase blowing leaves, or gorge on food. As the characters enter town, they likely encounter Thaddee and Nugget here.

S2. TATTERCLOAKS INN

Tattercloacks is a good quality inn offer cheap food and lodging. Erst Evermug, wife Yalla, and daughter Yesta, see to the needs of the patrons (all human and half-elf **Commoners**). All of them are bound to a cat and protected by the hive mind.

A half dozen patrons are eating while their feline companions sit on the table next to them drinking sweet cream or eating fresh fish. It is common to see the cats and the humans eating from each other's bowls without complaint.

S3. THE BUCKET AND BASILISK TAVERN

A two-room public house, the Bucket and Basilisk is of fair quality but with cheap prices that normally attract a number of the local farmers. Now Berkle Foambeard (male dwarf **Commoner**) the tavernkeep and his cat Hammer are constructing an elaborate cat tree in the tavern yard outside. He has also cut several holes into the walls of the tavern with ramps and tunnels so the cats can come and go as they please. Berkle has become obsessed with creating entertainment for the felines of Selpt to the point of ignoring his duty to his business.

S4. TRAUNETH'S CONVEYANCES

Trauneth's conveyances is a busy wagonmakers and wagon repair shop run by Mistolla Trauneth (female half-elf **Commoner**) and her three employees. Each of them, as well as her three horses in the pen outside, are bound to a cat.

Mistolla's cat companion Wiley is a conscientious sort, so the wagon shop is still in operation. Outside a small black furred cat named Timber, fascinated with the horses, has made sure that all are bound. Timber can be found sitting atop one of the horses, riding around the pen.

S5. BRULHELM THE BLACKSMITH

Maudren Brulhelm (male dwarf **Commoner**) is a blacksmith of crude skills but much energy, buoyed by low prices, and jovial enthusiasm. Nugget has instructed Maudren's cat Priceless to make sure Maudren keeps working, so the two proceed with gusto. He and his chubby cat Priceless sing a combination of off-key notes and yowling while pounding away at the creation of another box of nails that will be needed for the town's defenses.

S6. YUNCHARR'S USEFULS

Delvar Yuncharr (male halfling **Commoner**) runs the many goods store and is a talkative tall-tale teller who keeps a cluttered, labyrinthine shop with new and used goods crammed together. His cat Cleo prowls through the heaps, hunting mice and dust bunnies.

Delvar is barely changed by his bonding, taking it with a smile and little change to his routine. He was always a bit scatterbrained and loved telling rambling tells anyway. As such, Delvar is well suited to calm worried characters or impart background information about Selpt and the nearby ruins.

S7. CHAPEL TO CHAUNTEA

This small chapel to Chauntea is maintained by Sister Ilice (female human **acolyte**) who is new to town, having only arrived in the spring. Since bonding with her cat Ray, Ilice has become focused on Ray and Ray's four newborn kittens. Ilice lays in the sun with all five cats in her lap, dripping milk into their mouths. A successful DC 10 Charisma (Persuasion) check is needed to motivate Ilice to move or aid the characters. Any appeal that focuses on her mother instincts should gain advantage.

CHAUNTEA, GODDESS OF AGRICULTURE

Chauntea is called the Grain Goddess, the Great Mother, and She Who Shapes All. The goddess of all life, she is most frequently venerated by farmers in her role as the goddess of agriculture, leaving care of wild things to the Oak Father, Silvanus.

SCENE B. ADOPTION

As the characters explore the hamlet they encounter any number of felines who have not yet bonded with a human. The cats take an interest in the newcomers and move to investigate them: sniffing, rubbing on, or otherwise investigating and demanding attention.

If a character is violent toward the cat, that cat and the rest avoid the character, hissing and spitting at their approach before running away. The only cat that is willing to consider forgiveness is Mrs. Biggles, who will give one character a second chance.

CREATURES/NPCs

At the start of the adventure there are eight unbound **cats** in Selpt. When one of the characters shows an interest in a cat, or tries to avoid the attentions of a cat, that cat targets the character with a *charm person* (DC 13). If the character succeeds, the cat wanders away. Other cats might try to charm the PC in the future. Characters that fail the saving throw become bound to the cat, with all that it entails. Give the character the appropriate handout from **Appendix 7: The Felines of Selpt** for the chosen cat. They now role-play both their character and the cat.

When choosing a cat, the DM may choose one whose personality seems most likely to mesh with the character, or roll randomly.

Objectives/Goals. The cats of Selpt seek to protect the humanoid of their village, and any humanoid not protected by the hive mind is a threat.

What do they know? The cats cannot speak or write. They are also not a target for most forms of magic that would allow communication due to the ever-present *mind blank*.

FELINE TELEPATHY

The felines that are part of the hive mind are capable of telepathy with any other feline. For purposes of player characters this excludes tabaxi but does include tressyms.

Cats of Selpt

1d8	Cat's Name	Personality
1	Cupcake	Aggressive bruiser
2	Cloud	Sleepy oracle
3	Squeak	Shy and sneaky compulsive eater
4	Avolea	Preening and preening dandy
5	Deathfang	Shadowy assassin
6	Violet	Supporting and helpful ally
7	Truffles	Curious scout
8	Mrs. Biggles	Bumbling but good-natured grandmother

SCENE C. BELY AND SCRATCHES

If you are using **Bonus Objective A: The Missing Lords**, then this scene does not occur until after completing that Episode. If you are not using Bonus Objective A, then Bely's parents are already safely in town and bound to cats.

After the characters have had a chance to explore the village (or complete Bonus Objective A), they find Bely and Scratches at play.

CREATURES/NPCs

Belrrey "Bely" Tarmikos (male human **Commoner**) is strong looking human boy of ten summers with a dirty shirt and torn short pants. He is frequently swinging a stick back and forth as if it were a sword. His cat Scratches is a large grey tom with several scars in his fur from the fights he frequently gets into. Scratches (male **Cat**) is the largest and meanest cat in Selpt, just the way Bely likes him. Scratches wears a jeweled tiara that is the focus allowing the feline hive mind. As such, both Bely and Scratches, as well as everyone else in Selpt, fight to keep it where it is as long as the Phantomorph remains a danger.

Objectives/Goals. Bely doesn't fully understand what has happened, but he realizes that he and Scratches are in charge. This has awakened a vague sense of responsibility in his normally bullying personality. Now he seeks to protect everyone, but gets frustrated if anyone doesn't listen to him.

What do they know? The *mind blank* makes communication with Scratches impossible, but Bely can impart the following:

- Three days ago, Bely and Scratches were playing in the ruins of the Stonefist. They found a winding tunnel that went down and while inside the ruins, they found shiny girl hat (tiara). Bely put it on Scratches because it's funny to see his big cat wearing a girl hat.
- Not long after that he saw the monster. It stared at him really hard and his head hurt. Bely thought it was gonna eat him, but Scratches hissed at the big monster and it ran away. Scratches is a good boy.
- The monster looked like goeey bubbles and ropes.



- They decided they better leave then, in case the monster had friends. All the way back to town, Bely felt like someone was watching him and Scratches was very protective, staying real close and looking around a lot.
- When they got back to town, the other cats in town all came and looked at Scratches and nodded and then ran off throughout the town.
- Not long after that, animals started coming out of the fields and woods. They would howl and stare at people and the cats would hiss and spit back; especially Scratches. Anytime any of the wild animals tried to get into town the cats would run over there and pounce on them, killing it. Eventually all the other animals slunk into the fields or woods.
- Bely doesn't really understand is going on, but he knows that he and Scratches need to protect everyone. Oh, and everyone needs a cat. Cats are luminous! (a common Realms slang for awesome or brilliant)
- Bely encourages any character who hasn't adopted a cat to do so and pouts if they do not.

- If the characters also plan to do Bonus Objective B, Bely encourages them to do that first before going to the Stonefist. If the characters fail, the men at Blackturrets might help the monster attack the village.

DEVELOPMENT

If checked for, the tiara radiates abjuration and divination magic and seems to be connected to every cat and every bound humanoid with webs of magic overlain upon them.

Everyone in the hive mind does everything within their power to keep the tiara where it is, on Scratches head. If it is removed, the hive mind ends and all effects from it cease. In this case, the Phantomorph enters the town in the form of a sparrow and starts to take control of cats and humanoids alike. The controlled hunt down and hold others until they succumb to its power. At this point, the characters will soon have no choice by to run. Only killing the Phantomorph in its lair can save the citizens of Selpt.



EPISODE 3: DUNGEON OF THE PHANTOMORPH

What greater gift than the love of a cat?
—Charles Dickens

Estimated Duration: 60 minutes

The party has travelled to the Stonefist to confront the Phantomorph.

PREREQUISITES

To have arrived here, the characters should have encountered Bely and Scratches who have filled them in on where the Phantomorph lairs.

OBJECTIVES

To succeed, the characters must locate and defeat the Phantomorph.

HALARK'S STONEFIST

Before its fall, Halark's Stonefist was a castle worthy of fairytales: white stone towers, red roofs, gold accents, and central keep carved out a massive fist of rock. In the many years since, many of the towers and the upper floors of the fist have crumbled. Water has gotten inside causing parts to collapse so rubble is everywhere.

AREA INFORMATION

Dimensions & Terrain. Weeds and tall grass cloak frequent piles of rubble throughout the courtyard. Inside, water seeps along the passageways, pooling in low spots. Everything is old and neglected.

Lighting. Outside the sun shines brightly, but inside the keep there is no light but which the characters bring with them.

H1. LEANING TOWER

The last one standing, the southeastern tower leans at a precarious pitch. A successful DC 10 Dexterity (Acrobatics) check is required to climb the steep stairs and balance across the exposed beams where the floor has collapsed in order to make it atop the walls. Characters that fail suffer 3+APL (1d6+APL) bludgeoning damage from falling.

Anyone who gets to the top can see for miles and also gains access to the walls. A quick investigation notes ruined timbers and rusted metal where siege engines once defended the castle. In addition, it is clear that the upper floors of the Stonefist have collapsed in on themselves. It's possible that some might be excavated, but it would take significant time, manpower, and equipment.

H2. LIVERY

This was once a barn for housing horses. There is just enough of the stone walls and collapsed roof left to discern its original purpose.

H3. STORAGE

In ages past, this would have been storage for fodder, tack, and a resting place for the grooms. Now it is in a similar dilapidated condition as the Livery.

A DC 15 Wisdom (Perception) check locates a hidden sally port that leads outside the castle.

H4. WATCH HOUSE

A watch house is carved into a small outcropping of rock. Arrow slits overlook all sides of the courtyard allowing defenders to rain death on anyone who breaches the gate. A DC 10 Intelligence (Investigation) check notes signs of previous mendicants using this building as a waystation. In particular, the cauldron once used to boil oil is now filled with trash.

H5. BARRACKS

The door to this room remains intact and locked. A successful DC 15 Dexterity check with proficiency in thieves' tools opens the lock or a successful DC 20 Strength (Athletics) check can batter it down. Inside rotted beds, chests, and weapon racks make it clear this was once a barracks.

A ring with a single iron key hangs on the wall providing means to unlock the cell in the northwest corner. In the cell there is candle stub and a poorly written letter on brittle parchment covered in a smeared rust colored ink, begging an unnamed person for letting them down and getting caught. The paper is very old and easy crumbles into smaller pieces if disturbed.

H6. THE GREAT DOORS

Two large timbered doors could once be barred. Now one door lies on the ground and the other hangs from one rusty hinge. A successful DC 10 Intelligence (Investigation) check notes several tracks in the dirt. A successful DC 10 Wisdom (Survival) check suggests that Bely and Scratches left some of the tracks, but others are made by different animals and humanoids.

H7. OFFICERS' QUARTERS

A table and six wooden chairs sit in the center of the larger room. A hearth in on the eastern wall and a large piece of slate covered in old chalk dust is affixed to the southern wall. The two adjoining rooms each have a desk and a rotted bed.

A family of mice nest in the southern room. All are possessed by the Phantomorph, and if they are disturbed, the creature knows the party has entered the Stonefist.

H8. DINING HALL

A large table with benches dominates the room. One of the benches has rotten through and lies on the floor. On the northern wall are several narrow arrow slits, proving fresh air, light, and a way to defend this side of the castle.

On the western wall, two hooks hold brass rings and fragments of a tapestry with the rest of the rotting remains settled to the floor.

CREATURES/NPCs

Two possessed **chokers** are hiding here, one in the rafters and one under the table.

Objectives/Goals. Possessed, the chokers are extensions of the Phantomorph's will. They note the approach of potential enemies and try to eliminate the threat.

What do they know? If the chokers are freed from control, they know that they wandered up from a tunnel to the Underdark and then remember nothing.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 1 **choker**.
- **Weak:** No change.
- **Strong or Very Strong:** Add 1 **choker**.

H9. STORAGE

This dusty room is locked (DC 12 Dexterity with proficiency in thieves' tools). Inside the walls are covered with cubie holes and cabinets. The remains of various sundries and supplies for the fortress have rotted, long past salvaging.

H10. KITCHEN

This room is a mess of rot and rust. What was once a large kitchen has succumbed to the elements assaulting from the arrow slits in the northern wall.

A dozen sparrows nest in this room. Most taking flight and fleeing if the characters enter the room. However, one little chick is possessed by the Phantomorph and stares without fear, noting the party's arrival.

H11. LAIR OF THE PHANTOMORPH

This chamber was once a chapel to the Red Knight, goddess of strategy and battle tactics. The floor is covered in tiles alternating white and black like a lanceboard. In each of the three alcoves is a statue of a lanceboard piece the size of a man. In the center room was once a pool, but part of it has fallen away giving access to the Underdark.

CREATURES/NPCs

Two **chokers** hide behind the statues, one in the northern alcove and the other in the southern alcove. A DC 16 passive Perception notices one of the chokers, and a DC 21 spots both. The physical form Phantomorph (use statistics for an **adult oblex**) lives in the basin in the center using its *sulfurous impersonation* to make a copy of Branwyne kneeling in front of the pool. If the characters interact with "her," the cloaked figure stands up, offering a hand in friendship as she exclaims how thankful she is that the characters have come, as she is lost and needs help. A successful DC 14 Wisdom (Perception) check recognizes the impersonation as Branwyne, despite her cloak. Whether the characters take her hand or not, the Phantomorph attacks.

Tactics. Once the Phantomorph's *eat memories* fails due to the *mind blank*, it realizes that some or all of the characters are protected by their feline companions. Thereafter it is willing to attack any cats that come within reach. This potentially allows it to attack a character with its psychic abilities in future rounds should a bound cat perish.

AREA INFORMATION

Lighting. There is no light in the room except which the characters bring with them.

Statues. The statues are large enough to provide cover or hide behind.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 1 **choker**. Decrease the **Oblex's** hit points by 25, *pseudopod* to hit by 1 and its *eat memories* damage by 4.
- **Weak:** Decrease the **Oblex's** hit points by 15, *pseudopod* to hit by 1 and its *eat memories* damage by 4.
- **Strong:** No change.
- **Very Strong:** Add 1 **choker**. Increase the **Oblex's** hit points by 15.

TREASURE

Amidst the rubble can be found two scroll tubes, one with a *spell scroll of beast bond* and one with a *spell scroll of snare*.

H12. COLLAPSED TUNNEL

This tunnel rises up to the higher levels of the Stonefist, but a pile of rubble blocks the path. Moving beyond would require significant excavation beyond the scope of this adventure.

CONCLUSION

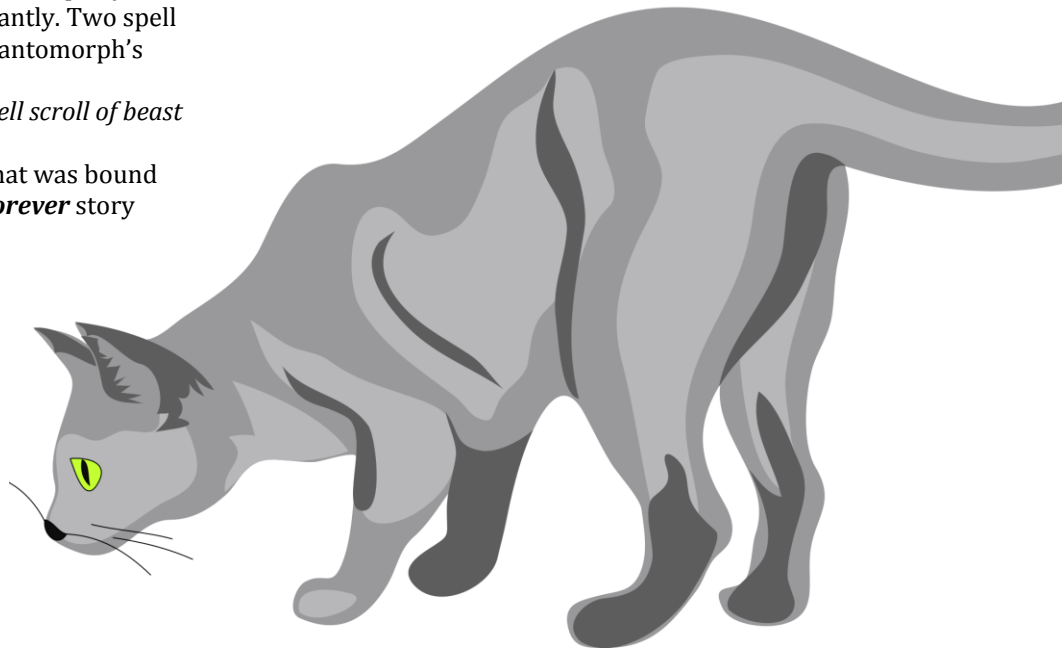
When the Phantomorph is destroyed all of the creatures controlled by it regain their senses and normal behavior. Bely offers the characters the Scratches' tiara (see below) as a thank you.

TREASURE & REWARDS

Having saved the village, Bely says that a girl hat isn't really right for a boy cat like Scratches, and he willingly gives the *helm of telepathy* to the party. Doing so destroys the hive mind instantly. Two spell scrolls can be recovered from the Phantomorph's lair (H11).

Magic Items. *Helm of telepathy, spell scroll of beast bond, and spell scroll of snare.*

Special Rewards. Any character that was bound to a cat receives the **Feline Friend Forever** story award.



Playing the Pillars

Your players are bound to attempt to engage with an encounter in unexpected ways. This is a great place to describe what happens if any of the three core pillars of the game are used as an approach by the characters. This is particularly useful if the encounter in question is intended to engage one pillar (i.e. combat), but through clever roleplay and discourse the players turn it into a social or exploration encounter.

COMBAT

Ways to use the felines in combat:

- If the characters are having trouble, the cats can always attack themselves, or aid a character's attacks.
- If a cat takes enough damage to knock it unconscious, all benefits of the bond cease until the cat is conscious again.
- Any cat that takes enough damage to kill it outright, is instead unconscious.
- Cats make death saving throws like characters do.

EXPLORATION

The floor of the basin is unstable. Pushing a heavy object on to it, such as one of the statues, or succeeding at a DC 20 Strength check breaks enough of the floor away that the Phantomorph and anyone in the basin could fall 50 feet down (5d6 bludgeoning damage). It takes the Phantomorph five rounds to ooze its way back up the rough walls of the cavern below.

SOCIAL

The cats are highly social individuals and if the players are not getting into roleplaying their cats, feel free to do so instead. What a cat wants to do isn't always in the best interests of the character and the feline can use *suggestion* to back up their requests.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement, treasure, and faction recognition; and may include new downtime activities and story rewards, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** Discover the felines of Selpt are protecting the villagers.
- **Story Objective B:** Defeat the Phantomorph.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Rescue Bely and Scratches.
- **Bonus Objective B:** Defeat Karex and the bandits.

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Helm of Telepathy. This helm of telepathy takes the form of bejeweled tiara sporting a tiger's eye stone and the heraldry of the Dukes of Scelptar.

When worn, you feel an affection for house cats.

While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply-using a bonus action to do so-while your focus on it continues. While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

This item can be found in **Appendix 8**.

CONSUMABLES

During this adventure, the characters may find the following consumable items:

Spell Scroll of Beast Bond. This item can be found in **Appendix 8**.

Spell Scroll of Snare. This item can be found in **Appendix 8**.

STORY AWARDS

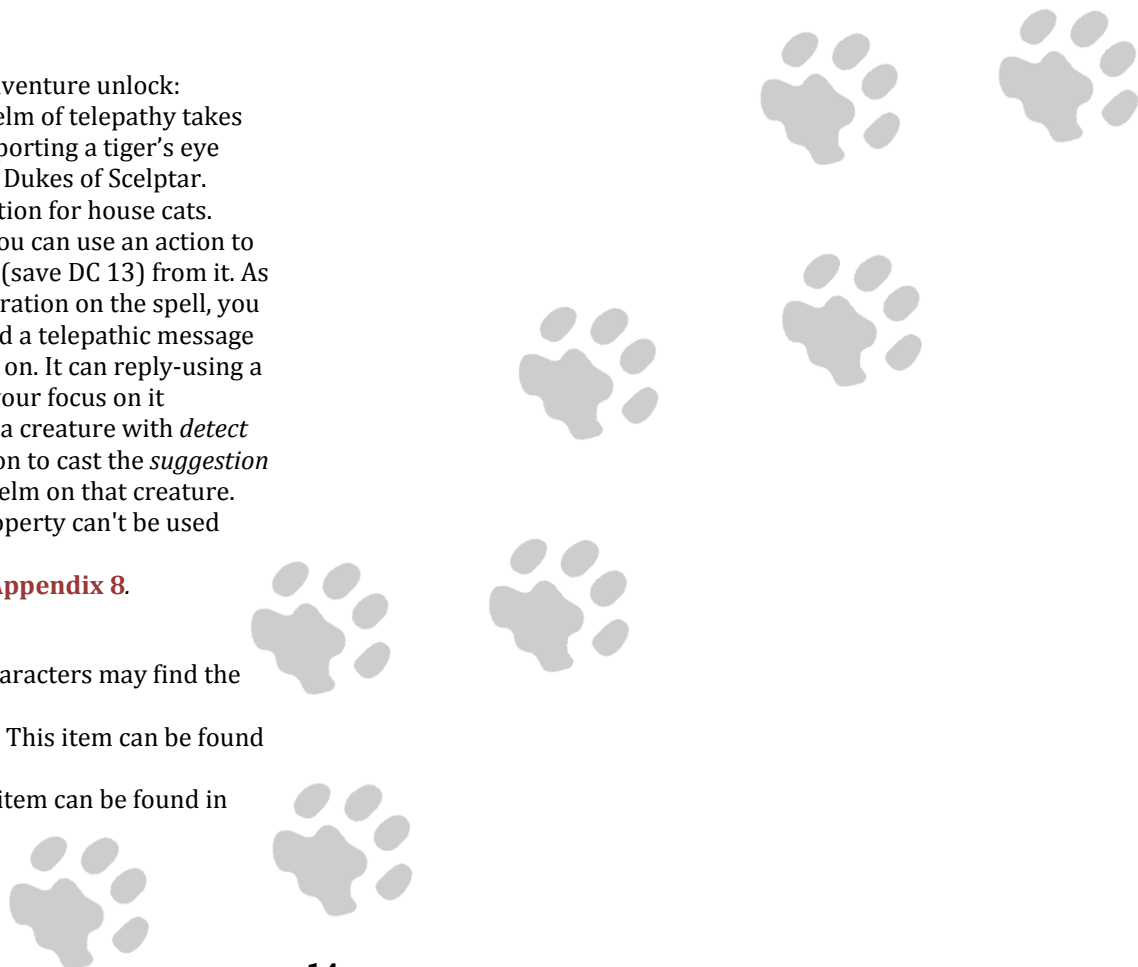
During this adventure, the characters may earn the following story award:

Feline Friend Forever. While your cat no longer has any magical bond to you and has lost all of their abilities, they remain affectionate toward you and have followed you from Selpt. As a final gift from the hive mind, they have been granted long life. As long as you care for your cat, they will never leave you; growing old together with you. Your cat's statistics are as a normal cat from the *Monster Manual*. Your cat is a suitable target for the *find familiar* spell, should you be able to cast it. More information can be found in **Appendix 8**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Belrrey “Bely” Tarmikos (Bell-EE Tarm-E-kos).**
Bely and his cat Scratches are rough and tumble youngsters, but also the focus of the feline hive mind. It was their encounter with the *helm of telepathy* and the Phantomorph that first created the hive mind and the means to defend the hamlet. Bely and Scratches like being in charge, but are devoted to protecting everyone.
Personality: I’m stronger and smarter, so obviously I should be in charge.
Ideal: I am always in search of adventure.
Bond: I care most about my Ma and Da, and my cats. It’s my job to keep everyone safe.
Flaw: I am a bully.
- **Blackturrets.** Blackturrets is carved from the local black stone it was quarried from. Inside Blackturrets is a labyrinth of caverns and passages that is always cold, damp, and spartan. The Black Wyvern’s men are currently using it as their base in the region.
- **Branwyne (Bran-wine).** A loner who lives in the woods outside Selpt, Branwyne is the local fowler, and was one of the first victims of the Phantomorph, three days ago while hunting around Halark’s Stonefist.
Personality: I am quiet and ever watchful.
Ideal: Live free in nature.
Bond: I prefer the company of animals to people.
Flaw: I am uncomfortable around others.
- **Halark’s Stonefist.** Named for Duth Halark, the warcaptain and builder who oversaw its construction, “the Stonefist” today is the deserted shell of a “fairytale” castle: all soaring towers, white stone, and so on. The whole place was abandoned, except by shepherds grazing their flocks in the yards, occasional lurking brigands, and monster. The Stonefist has deep wells that reach subterranean streams (the Underdark), and various monsters over the years have made their ways up the well-shafts and crevices (as parts of the cellars collapse and crack open thanks to seepage and winter ice) to inhabit the castle. It is now the home of the Phantomorph.

- **Karex (Care-X).** Karex is a brutal, ruthless former soldier in the employ of the Black Wyvern. He cares nothing for his men, and always puts himself first.
Personality: A bright smile distracts from a dull knife.
Ideal: Sufficient violence solves any problem.
Bond: You can buy my loyalty for a time.
Flaw: I am the most important person in the room.
- **The Phantomorph (Fan-TA-morph).** The Phantomorph is a creature of vicious psychic energy that seeks to feed on the thoughts of others until they are but husks for it to use to work its will on the world. It takes the form of a blob of psychic ooze, but can mentally inhabit any creature that it crosses paths with.
Personality: I will feed.
Ideal: I am all.
Bond: Spread my strength by inhibiting the minds of others.
Flaw: Other life has no value.
- **Selpt.** The only settlement left in the fallen realm of Suldamma. Walled Selpt services wayfarers and the surrounding farms of the former Suldamma. Current home of the feline hive mind.
- **Thaddee (Thad-E).** Thaddee is the speaker of Selpt, and with his bound cat Nugget, he is responsible for the village when Bely is not around. He walks the perimeter regularly, watching over his territory with a wide smile.
Personality: I am friendly and curious.
Ideal: Everyone is welcome in Selpt.
Bond: I must protect everyone in the village and I can do that best while watching them.
Flaw: Nugget and I are very curious and easily distracted by new things.

APPENDIX 2: CREATURE STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

ADULT OBLEX

Medium ooze, lawful evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Int +7, Cha +5

Skills Deception +5, Perception +4

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Blindsight 60 ft. (blind beyond this distance), passive Perception 14

Languages Common plus two more languages

Challenge 5 (1,800 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

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

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

3/day each: *charm person* (as 5th-level spell), *color spray*, *detect thoughts*, *hold person* (as 3rd-level spell)

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 1d4 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning that the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

ACTIONS

Multiattack. The oblex makes one pseudopod attack and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 2) bludgeoning damage plus 5 (2d4) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends. When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

CHOKER

Small aberration, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Stealth +6

Senses Darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 1 (200 XP)

Aberrant Quickness (Recharge after a Short or Long Rest). The choker can take an extra action on its turn.

Boneless. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing.

Spider Climb. The choker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The choker scout makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target. The choker has two tentacles. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SWARM OF CRANIUM RATS

Medium beast, lawful evil

Armor Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10

Languages Telepathy 30 ft.

Challenge 5 (1,800 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *command*, *comprehend languages*, *detect thoughts*

1/day each: *confusion*, *dominate monster*

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

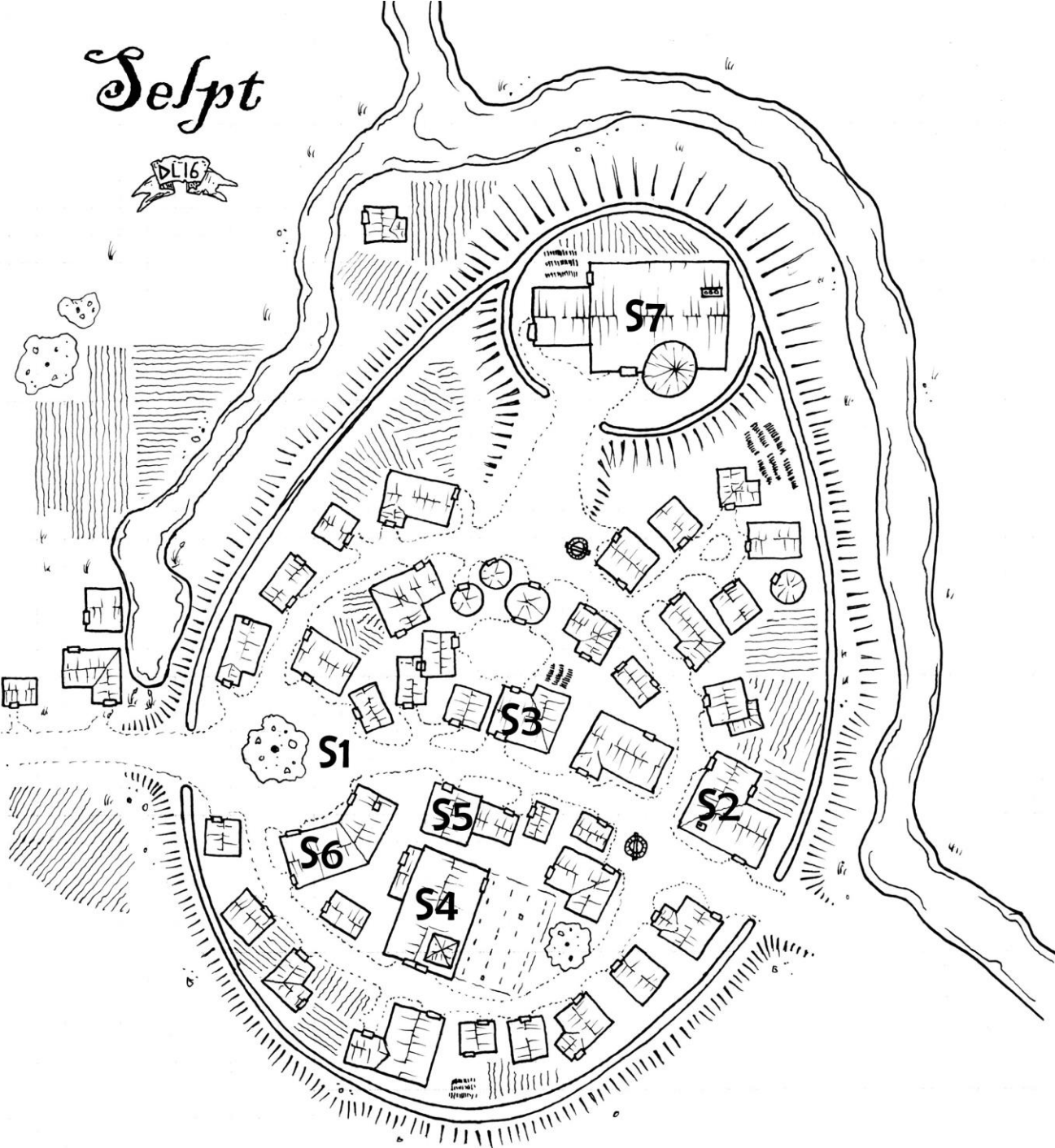
ACTIONS

Multiattack. The thug makes two melee attacks.

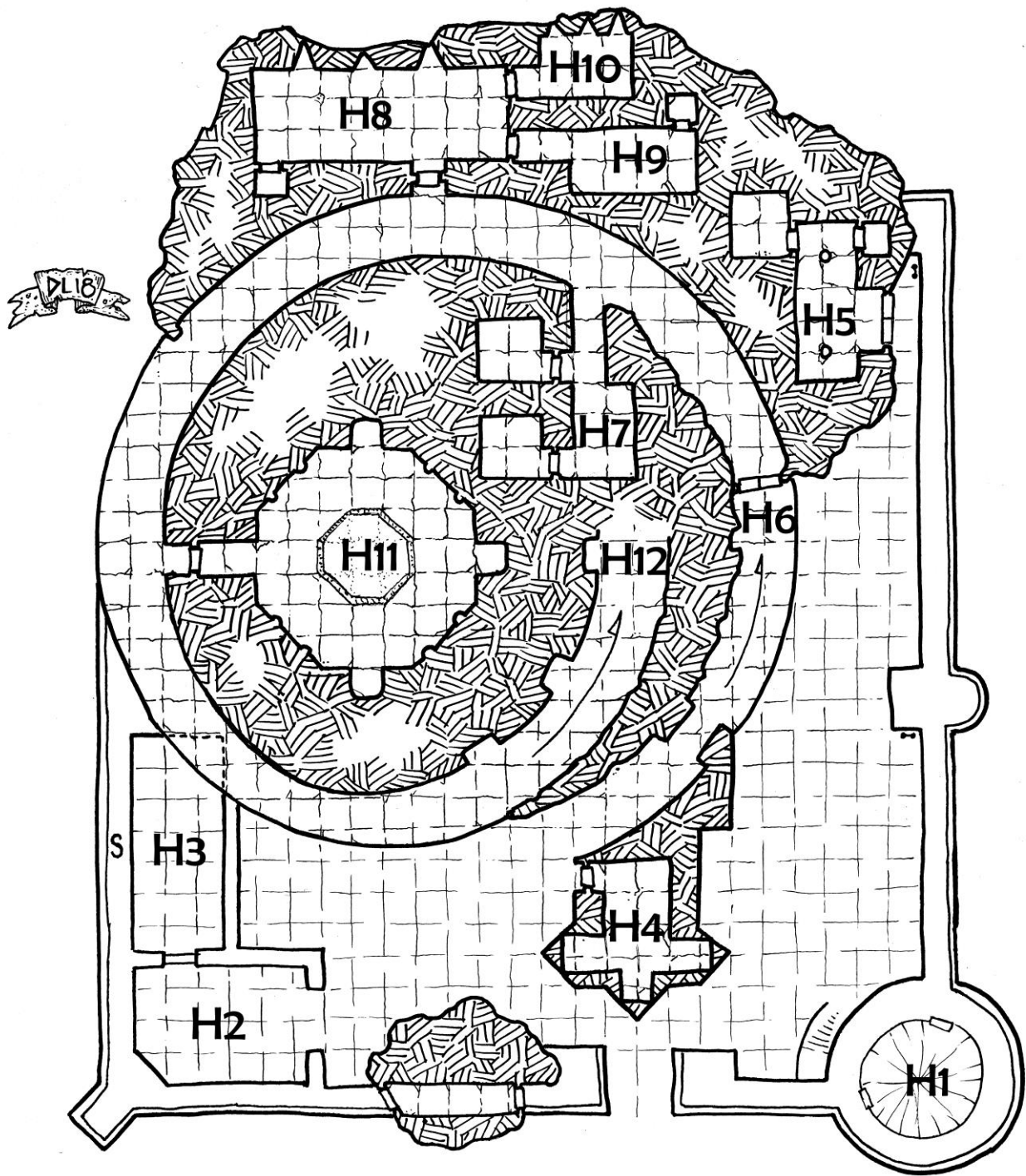
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

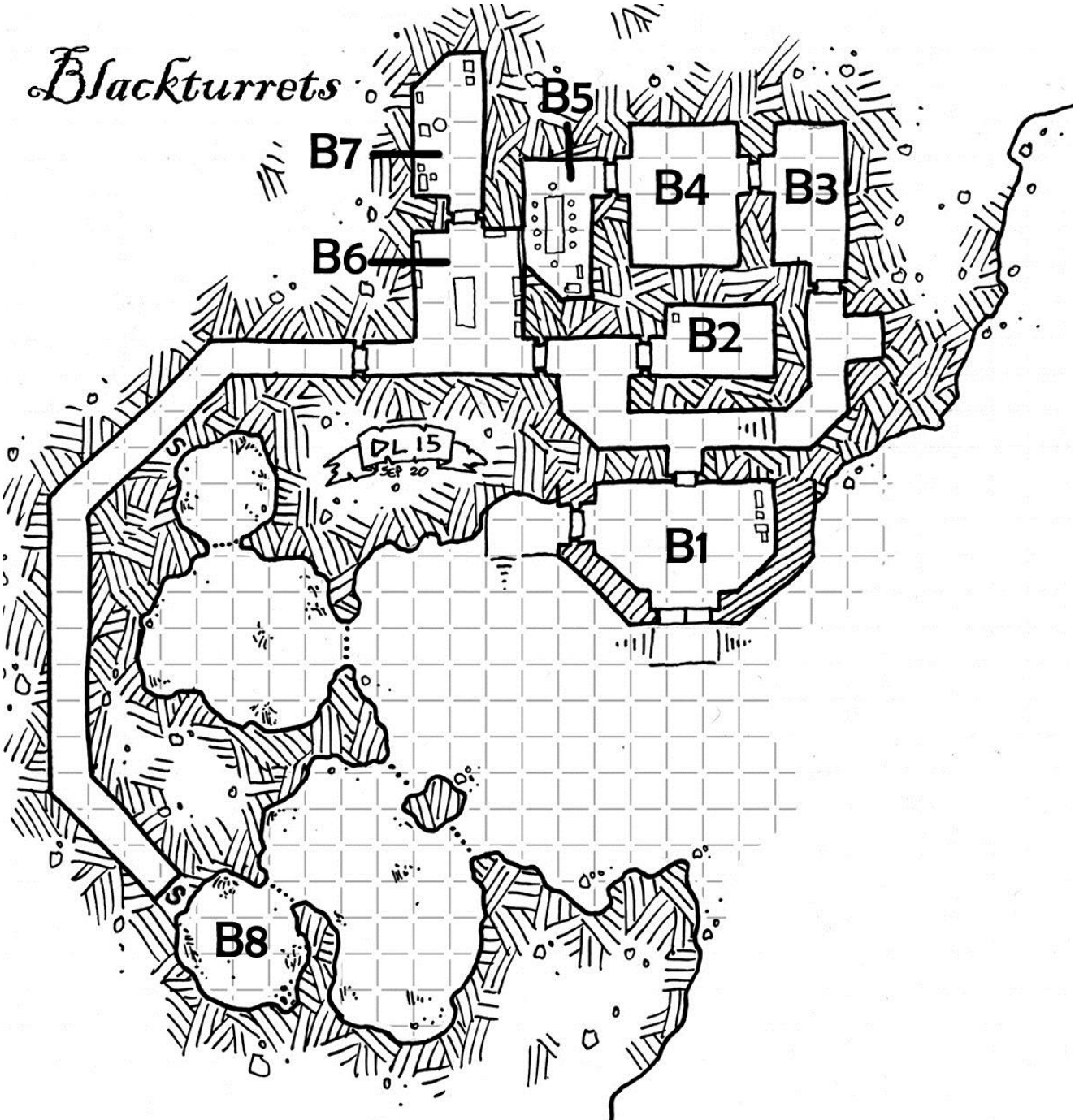
APPENDIX 3: MAPS



Halark's Stonefist



Blackturrets



APPENDIX 4- BONUS OBJECTIVE A: THE MISSING LORDS

The smallest feline is a masterpiece.

—Leonardo da Vinci

Estimated Duration: 60 minutes

The characters arrive at the farm just a few minutes outside the hamlet and find all manner of wildlife encircled around the barn. Bely, Scratches, and his parents are trapped inside.

PREREQUISITES

To arrive at the Tarmikos farm, the characters must have been directed here by Thaddee in Episode 2 or go exploring the surrounding farms on their own.

OBJECTIVES

To succeed, the characters must rescue Bely, Scratches, and his parents Jollan and Ella Tarmikos from the swarm of possessed animals.

THE SWARM

The Tarmikos' have just run into the barn a few minutes before the characters arrived. A swarm of sparrows, squirrels, chipmunks, rabbits, mice, and even a few raccoons surround the barn, covering the trees and fences. Their heads turn as one at the characters' approach. Treat the Phantomorph possessed swarm of animals as a **swarm of cranium rats**. They attack until destroyed.

AREA INFORMATION

Dimensions & Terrain. The farm is in good repair with a large barn, corral, and two-story home. There is a forty-foot square clearing between the house and the barn.

Lighting. It is daylight when the characters arrive unless they rest until night before arriving.

CREATURES/NPCs

The Tarmikos family is huddled in the barn. If the character's need a refuge from the swarm during the combat, they open the doors just enough for the characters to get inside. Jollan and Ella are terrified and do not aid in any combat, but if needed, Bely and Scratches will aid attacks or drag unconscious characters inside the barn to be stabilized.

Bely's Objectives and Goals. Bely wants nothing more than to rescue his parents and get back to the hamlet in order to help the rest of the villagers.

What does Bely know? Once his family is safe, he can share everything he knows listed under Episode 2, Scene C.

In addition, if you are using **Bonus Objective B: The Blackguards of Blackturrets**, Bely knows that leaders of the bandits sponsored by the Black Wyvern have been seen at Blackturrets. If the characters want to disrupt the bandit activity in Suldamma, this is their chance. He strongly encourages the characters to deal with them before looking for the monster so the creature doesn't get the chance to possess more people.

What do Bely's Parents know? Both of Bely's parents are frightened by the whole situation. The wildlife has gotten viscous. Everyone they know has a cat following them around and started acting strangely. Bely has a cat but other than the tiara, he hasn't changed. A successful DC 15 Wisdom (Insight) notes that they are secretly afraid that Bely is the cause of all the strangeness, and it's him they most fear.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** The swarm has 21 hp.
- **Weak:** The swarm has 29 hp.
- **Strong:** The swarm has 43 hp, +6 to hit, and does 16 (4d6+2) damage.
- **Very Strong:** The swarm has 50 hp, +6 to hit, and does 18 (4d6+4) damage.

DEVELOPMENT

If the characters take the Tarmikos family to Selpt, within five minutes, both of them are bound by a cat. After the bonding, both are bemused by their previous fear and expect that everything will be okay. They defer to Bely and Scratches in all things, referring to them as the Lords of Selpt.

APPENDIX 5 - BONUS OBJECTIVE B: THE BLACKGUARDS OF BLACKTURRETS

Way down deep, we're all motivated by the same urges. Cats have the courage to live by them.

—Jim Davis

Estimated Duration: 60 minutes

Karex, the leader of the Black Wyvern's men in Suldamma has set up a camp in some of the tunnels of Blackturrets. From this camp, Karex has been directing mercenaries and thugs throughout the region.

PREREQUISITES

The characters can find out the Black Wyvern's men are hiding out in Blackturrets from Thaddee or Bely in Scene 2 or Bonus Objective A.

OBJECTIVES

In order to succeed, the characters need to defeat the Black Wyverns men.

TUNNELS OF THE BLACK WYVERN

The fortress of Blackturrets is a labyrinth of passages carved into the black stone walls of a quarry. Karex and his men have chosen a small side area that doesn't connect to the rest of the complex, believing it to be easier to defend.

AREA INFORMATION

Dimensions & Terrain. All of the rooms are carved of black stone and are cold and wet. The rooms are largely empty, and what furnishings that are present are crude and stolen from elsewhere.

Lighting. Rooms B1-B7 have torches mounted on the walls, providing light. B8 and the tunnel to B6 are not lit.

CREATURES/NPCs

The Black Wyvern's men are led by a ruthless man (CE male human **bandit captain**) named Karex; a former soldier turned hired thug. Karex and six others hold up here, sending directions to their mercenaries throughout the region.

Karex's Objectives and Goals. Karex has been sent to sow chaos in the region. He cannot allow witnesses, so anyone that finds his camp needs to die.

What does Karex know? Karex knows he has been sent here by the Black Wyvern, and been given command of several groups of mercenaries. So far, he hasn't noticed the actions of the Phantomorph.

B1. GUARD ROOM

Stairs lead up ten feet to two different platforms that have locked doors which can be opened with successful DC 15 Dexterity checks using proficiency in thieves' tools. The thug in this room and Karex both have keys to the doors.

Two **bandits** and a **thug** with a **giant badger** pet are on guard duty when the characters arrive. If they hear the party coming, they have stacked crates up in front of the door leading further into the complex, and are using them for cover.

If overwhelmed, they fall back towards room B3.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 1 **thug** and the **giant badger**.
- **Weak:** Remove 1 **thug**.
- **Strong:** Add 1 **bandit**.
- **Very Strong:** Add 1 **thug**.

B2. BARRACKS

Karex's men have set up a half dozen bedrolls here and are using this slightly dryer room as a barracks. A **bandit** and a **thug** are resting here. If they hear combat, they join it after two rounds.

B3. EMPTY ROOM

The bandits haven't found a use for this room. A few sacks and crates containing goods from their raids are piled in the northeastern corner.

B4. KAREX'S ROOM

Karex (**bandit captain**) stays in this room with Drujillia (LE female human), an **acolyte** of Bane. An overly large bed and a table with two chairs completes the decoration.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Karex is **thug** instead of a **bandit captain**.
- **Weak:** Remove 1 **acolyte**.
- **Strong:** Add 1 **bandit**.
- **Very Strong:** Add 1 **thug**.

B5. LIBRARY

Shelves carved into the walls of this room mark it as a library, though any books are long since gone. Karex has been using the room as a place to plan his attacks. There is a map of Suldamma on the table,

noting trade routes and good places for his men to hide. The map might be useful to those who seek to thwart the Black Wyvern's plans for the region.

Trap. The door to this room is locked (DC 15 Dexterity check with proficiency in thieves' tools). In addition, the door has been trapped with contact poison. Anyone attempting to use the handle to open the door suffers 7 (2d6) poison damage and is Poisoned for an hour. A creature that succeeds on a DC 10 Constitution saving throw halves the damage and negates the Poisoned condition.

B6. DINING HALL

The brigands have been using this room as a dining hall. While they know that there is a door in the western wall, it is locked (DC 15 Dexterity with proficiency using thieves' tools) and they don't have the key. So far, they have ignored it.

B7. KITCHEN

This simple kitchen is poorly stocked and poorly cleaned. Some hunted game and dry goods stolen from the residents of the area can be scavenged.

B8. ABANDONED LAIR

Up a ten-foot ledge is a musty smelling cave with some old bones and bird droppings. It is clear that wild animals have been lairing here.

Ledges. Each of the ledges in the natural caves around B8 are ten feet high and require a successful DC 10 Strength (Athletics) check to climb safely.

Secret Door. In the cave labeled B8, the original builders installed a sally port disguised to look like it is part of the natural cave wall. A successful DC 15 Wisdom (Perception) check locates the door and another successful DC 15 Dexterity with proficiency using proficiency with thieves' tools opens it. Beyond the door is a dark tunnel that leads to B6.



APPENDIX 6: SELPT AND ENVIRONS

With Ed Greenwood

BLACKTURRETS AND HALARK'S STONEFIST

Ruins

Blackturrets was named for the local black stone it was made from; it literally began as a quarry, and when one side of the quarry was exposed as a soaring black wall (the rest of the useful stone south of it all having been cut and carried away), that wall became the south face of the castle, with the rock behind it being tunneled into rooms, and then laid bare and cut away on west, east, and north to form the other walls. So inside, Blackturrets was more "labyrinth of caverns and passages" than it was a constructed building. Always cold, damp, and spartan, it worked as a defensive stronghold, but was poor as living quarters and even as a storage granary (too damp/moldy for either purpose) and was soon abandoned, so it became home to roosting birds, small wild beasts, and eventually, lurking monsters.

That "soon" really means the moment Halark's Stonefist was far enough along in its construction to be habitable. Named for Duth Halark, the warcaptain and builder who oversaw its construction, "the Stonefist" today is the deserted shell of a "fairytale" castle: all soaring towers, white stone, and so on: a central (massive round, full of living quarters with granaries and armories below) keep opening onto a courtyard, surrounded by an oval inner wall linking seven tall stone towers with conical roofs, surrounded by a ring-shaped "outer courtyard" with a much lower outer wall linking sixteen flat-topped guardtowers that had ballistae on their crenelated roofs, and quarters for the garrison beneath, inside each tower. The Stonefist was finished as a structure, but never fully populated and furnished, and much of the outer wall and towers were built badly after Halark's death, and soon started to collapse in places. Eventually the

whole place was abandoned, except by shepherds grazing their flocks in the yards and occasional lurking outlaws and brigands...and also became monster-haunted. The Stonefist has deep wells that reach subterranean streams (the Underdark), and various monsters over the years have made their ways up the well-shafts and crevices (as parts of the cellars collapse and crack open thanks to seepage and winter ice) to inhabit the castle.

SELPT

Hamlet

Selpt is now the only settlement left in the fallen realm of Suldamma; the rest were razed and abandoned during the years of fierce fighting. It serves wayfarers and the surrounding farms of the former Suldamma, offering an inn, Tattercloaks (Good/Cheap); a tavern, The Bucket And Basilisk (Fair/Cheap); a busy wagonmakers and wagon repair shop (Trauneth's Conveyances); a blacksmith of crude skills but much energy, low prices, and jovial enthusiasm (Maurdren Brulhelm); and a many goods trader (Delvar Yuncharr, a stout, talkative and tall-tale teller who keeps a cluttered, labyrinthine shop of both new and used goods crammed together, Yuncharr's Usefuls). Much shrunken from its past days as a small town, "Scelptar," between by two castles (both now toppled ruins robbed of almost all their building stones). Scelptans firmly (and correctly) believe the dungeons and cellars of these castles are monster-infested, extensive, and open into natural caverns and fissures of the Underdark. There are local legends of successive High Dukes of Scelptar fleeing with their riches down into these underways, never to be seen again, when would-be assassins among their household staff, or invading usurpers, sought to murder them. So presumably, unless the High Dukes survived the Underdark to emerge elsewhere with their wealth, their treasures still lie somewhere beneath Selpt.



APPENDIX 7: THE FELINES OF SELPT

You are one of the felines of Selpt, a proud and wily race who watches over the humanoids that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

Your leader is the brave Scratches, long may he reign. From the shoulder of his young human Bely, he has gifted you the mind voice by which the felines of Selpt can communicate with each other and may form the lifesong that bonds you to a humanoid so that you may spread your protective paw over their feeble mind. Be vigilant for your six waking hours a day valiant cat, for the dreaded Phantomorph seeks to corrupt their simple minds with its evil. Only you, fuzzy hero, stand between your chosen humanoid and its foul encroachment on our home.

While you are bound to your humanoid, you gain the following:

- You may communicate telepathically with any other feline that you can see and is also a member of the Selptan feline hive mind. You cannot communicate with your humanoid.
- Your Intelligence is 7.
- You and your bonded humanoid are protected by the *mind blank* spell. You and your humanoid are immune to psychic damage, any effect that would sense emotions or read thoughts, divination spells and the charmed condition caused by any spell or effect not cast by the Selptan feline hive mind.
- Your bonded humanoid gains the charmed condition towards you. This effect bypasses the *mind blank* affect.
- You may use an action to read your bonded humanoid's thoughts as if you had cast the *detect thoughts* spell (no save). While focusing on your humanoid with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) on that creature. Once used, the *suggestion* property can't be used again until you have had a long rest.

You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

CUPCAKE (FEMALE)

You are the largest feline in Selpt after Scratches and prone to throwing your bright orange weight around. All problems can be solved with naked aggression and a strong paw.

Stat Modification (not included below): As a particularly large cat, you have +1 to your Strength and +2 hit points.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

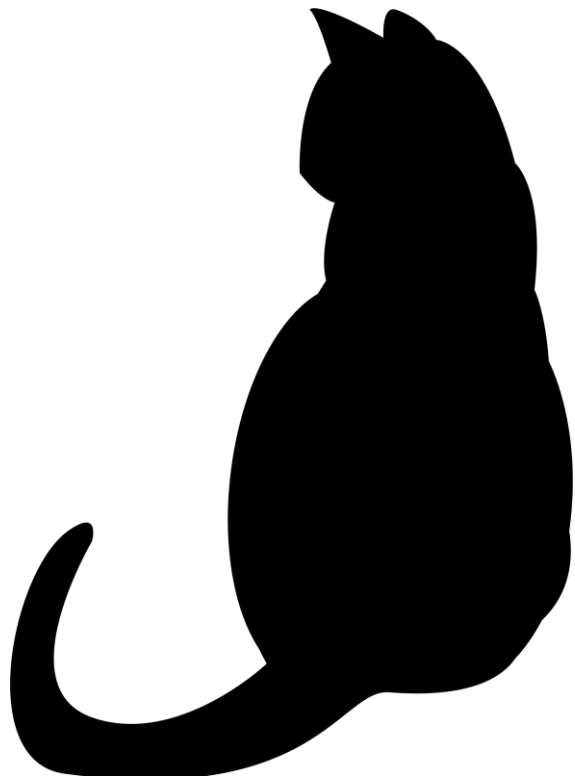
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



You are one of the felines of Selpt, a proud and wily race who watches over the humanoid that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

Your leader is the brave Scratches, long may he reign. From the shoulder of his young human Bely, he has gifted you the mind voice by which the felines of Selpt can communicate with each other and may form the lifesong that bonds you to a humanoid so that you may spread your protective paw over their feeble mind. Be vigilant for your six waking hours a day valiant cat, for the dreaded Phantomorph seeks to corrupt their simple minds with its evil. Only you, fuzzy hero, stand between your chosen humanoid and its foul encroachment on our home.

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- You may communicate telepathically with any other feline that you can see and is also a member of the Selptan feline hive mind. You cannot communicate with your humanoid.
- Your Intelligence is 7.
- You and your bonded humanoid are protected by the *mind blank* spell. You and your humanoid are immune to psychic damage, any effect that would sense emotions or read thoughts, divination spells and the charmed condition caused by any spell or effect not cast by the Selptan feline hive mind.
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- You may use an action to read your bonded humanoid's thoughts as if you had cast the *detect thoughts* spell (no save). While focusing on your humanoid with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) on that creature. Once used, the *suggestion* property can't be used again until you have had a long rest.

You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

CLOUD (MALE)

You have seen seventeen winters and with each passing season, it becomes harder to keep your eyes open. But while you sleep, you see connections that others miss. The other cats would do well to listen to your wisdom.

Stat Modification (not included below): By closing your eyes and taking a short ten-minute nap, you can ruminate on a problem and cast *augury*. You regain this ability after a long rest.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

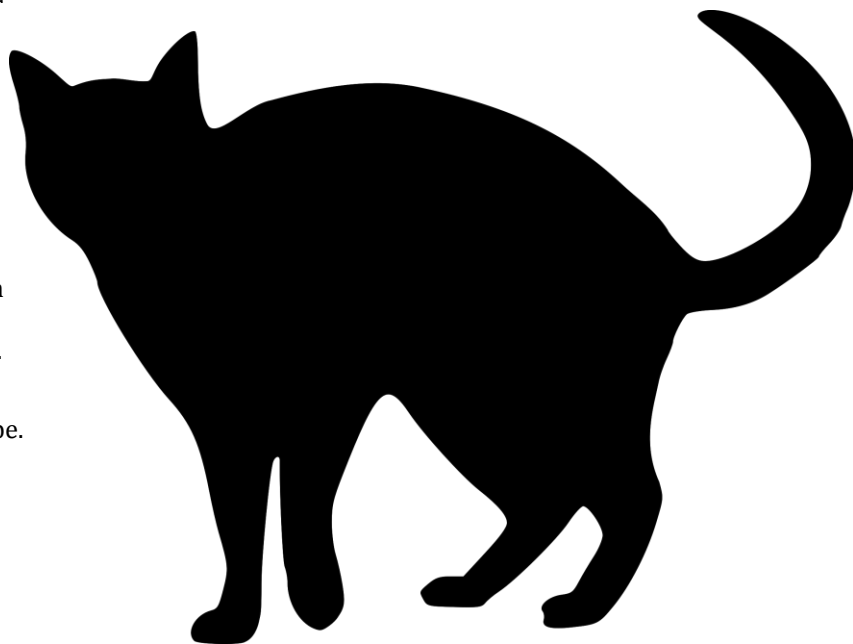
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



You are one of the felines of Selpt, a proud and wily race who watches over the humanoid that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

Your leader is the brave Scratches, long may he reign. From the shoulder of his young human Bely, he has gifted you the mind voice by which the felines of Selpt can communicate with each other and may form the lifesong that bonds you to a humanoid so that you may spread your protective paw over their feeble mind. Be vigilant for your six waking hours a day valiant cat, for the dreaded Phantomorph seeks to corrupt their simple minds with its evil. Only you, fuzzy hero, stand between your chosen humanoid and its foul encroachment on our home.

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You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

SQUEAK (MALE)

You have an appetite far exceeding your small size, but you are quiet and shy to the point of being skittish. It's okay, no one was likely to be eating that food anyway so clearly it was meant for you. You have brown fur with black strips.

Stat Modification (not included below): Your small size makes you quick. You have +1 to your Dexterity (increase your AC and Stealth by 1).

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

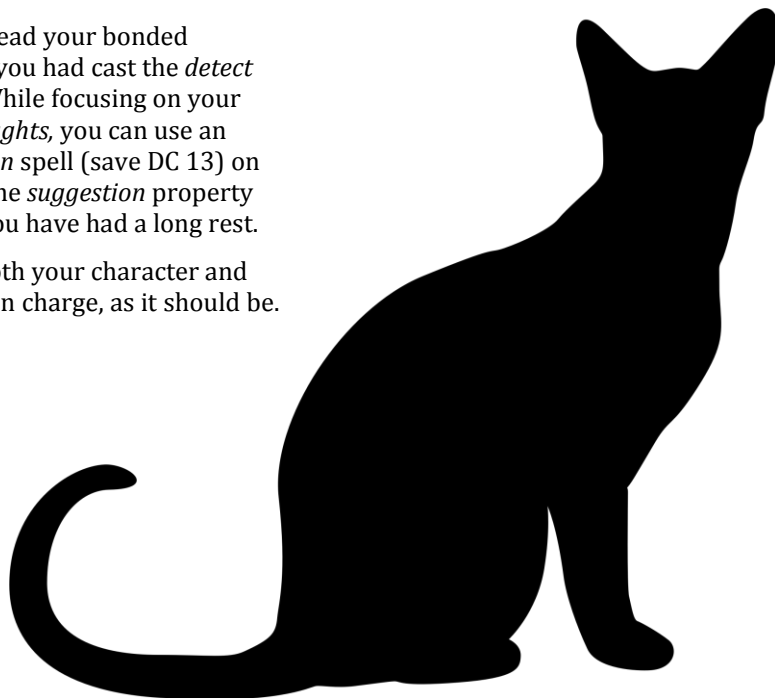
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



You are one of the felines of Selpt, a proud and wily race who watches over the humanoid that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

Your leader is the brave Scratches, long may he reign. From the shoulder of his young human Bely, he has gifted you the mind voice by which the felines of Selpt can communicate with each other and may form the lifesong that bonds you to a humanoid so that you may spread your protective paw over their feeble mind. Be vigilant for your six waking hours a day valiant cat, for the dreaded Phantomorph seeks to corrupt their simple minds with its evil. Only you, fuzzy hero, stand between your chosen humanoid and its foul encroachment on our home.

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- You and your bonded humanoid are protected by the *mind blank* spell. You and your humanoid are immune to psychic damage, any effect that would sense emotions or read thoughts, divination spells and the charmed condition caused by any spell or effect not cast by the Selptan feline hive mind.
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You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

AVOLEA (MALE)

You are the prettiest of all cats. All others should look upon you with despair they will never approach your fluffy, white glory! You need not worry about plans, work, or effort for you deserve to be worshipped and someone else will figure it out.

Stat Modification (not included below): You are pretty and others can't help but like you. You have +1 to your Charisma and Persuasion +1. You gain advantage on Persuasion checks made with humanoids.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

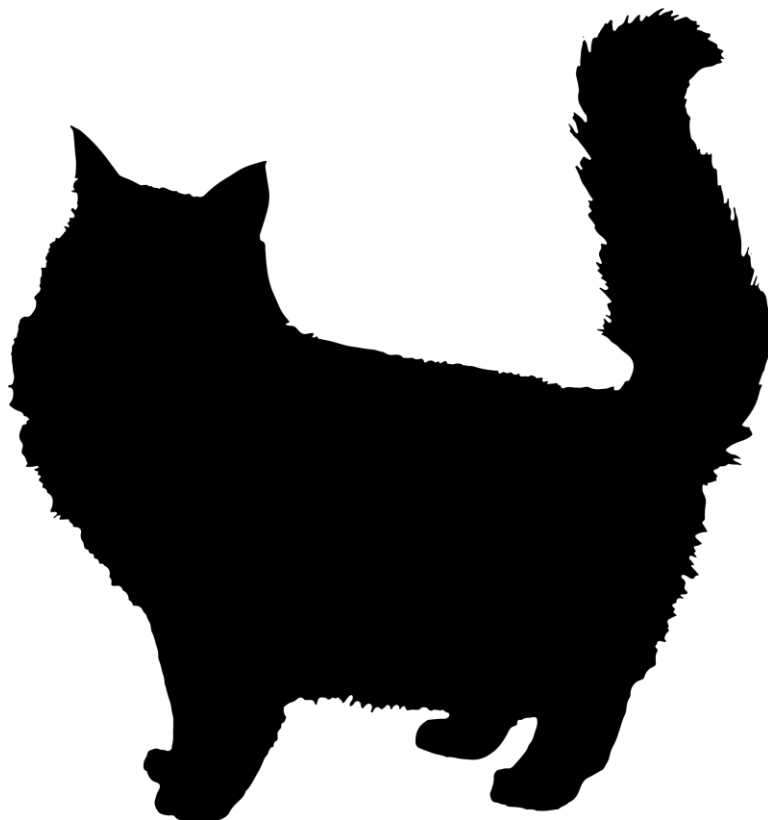
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



You are one of the felines of Selpt, a proud and wily race who watches over the humanoid that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

Your leader is the brave Scratches, long may he reign. From the shoulder of his young human Bely, he has gifted you the mind voice by which the felines of Selpt can communicate with each other and may form the lifesong that bonds you to a humanoid so that you may spread your protective paw over their feeble mind. Be vigilant for your six waking hours a day valiant cat, for the dreaded Phantomorph seeks to corrupt their simple minds with its evil. Only you, fuzzy hero, stand between your chosen humanoid and its foul encroachment on our home.

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You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

DEATHFANG (FEMALE)

You thirst for the hunt, and with your mottled black and grey coat, few see you coming when you choose to stalk your prey. You show your love with bloody gifts and especially enjoy torturing small animals before snuffing out the light in their eyes. You have midnight black fur and dark eyes.

Stat Modification (not included below): You are agile and quick. You have +1 to your Dexterity (increase your to hit and Stealth by 1).

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

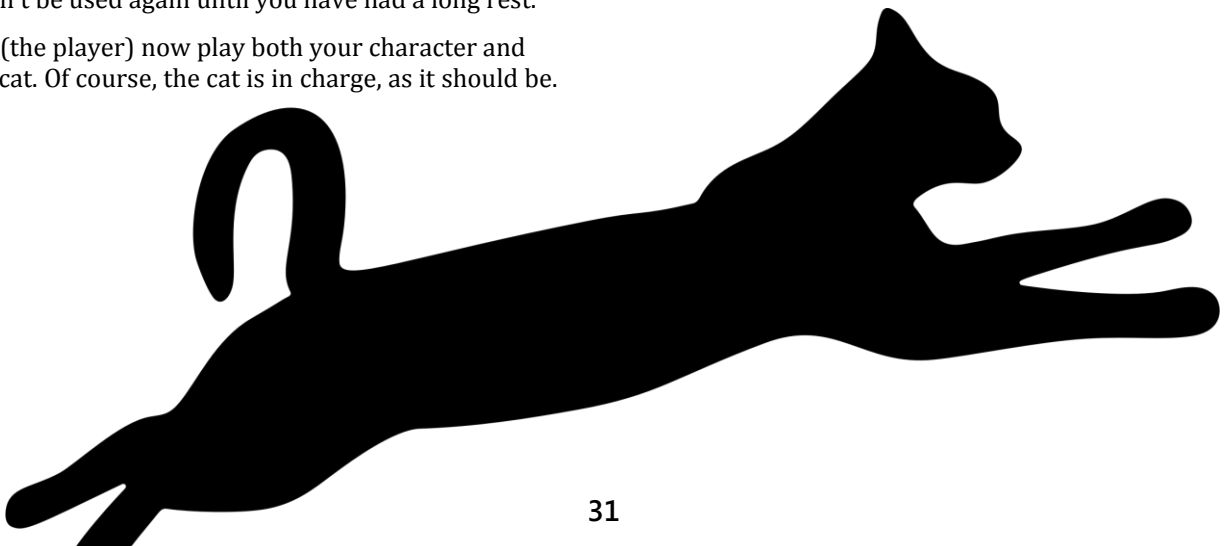
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



You are one of the felines of Selpt, a proud and wily race who watches over the humanoid that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

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You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

TRUFFLES (MALE)

You are always wondering what is just around the bend or over the next hill. While other cats laze in the sun, you are always nosing your way into dark places or climbing to the highest point in order to see what is there. There can be no secrets from you. You will see the world! Your fur is a mottled tortoiseshell pattern.

Stat Modification (not included below): You are especially good at tracking and avoiding being surprised. You have +5 Perception and make all Wisdom (Perception) checks with advantage.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

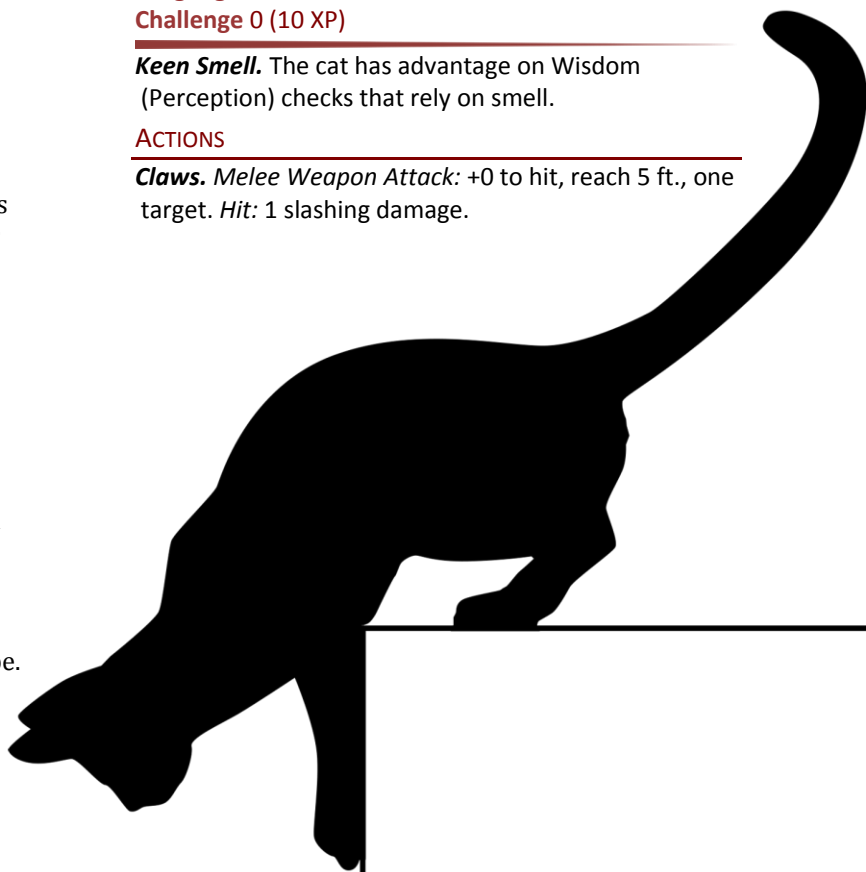
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



You are one of the felines of Selpt, a proud and wily race who watches over the humanoid that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

Your leader is the brave Scratches, long may he reign. From the shoulder of his young human Bely, he has gifted you the mind voice by which the felines of Selpt can communicate with each other and may form the lifesong that bonds you to a humanoid so that you may spread your protective paw over their feeble mind. Be vigilant for your six waking hours a day valiant cat, for the dreaded Phantomorph seeks to corrupt their simple minds with its evil. Only you, fuzzy hero, stand between your chosen humanoid and its foul encroachment on our home.

While you are bound to your humanoid, you gain the following:

- You may communicate telepathically with any other feline that you can see and is also a member of the Selptan feline hive mind. You cannot communicate with your humanoid.
- Your Intelligence is 7.
- You and your bonded humanoid are protected by the *mind blank* spell. You and your humanoid are immune to psychic damage, any effect that would sense emotions or read thoughts, divination spells and the charmed condition caused by any spell or effect not cast by the Selptan feline hive mind.
- Your bonded humanoid gains the charmed condition towards you. This effect bypasses the *mind blank* affect.
- You may use an action to read your bonded humanoid's thoughts as if you had cast the *detect thoughts* spell (no save). While focusing on your humanoid with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) on that creature. Once used, the *suggestion* property can't be used again until you have had a long rest.

You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

VIOLET (FEMALE)

You are a particularly sweet and friendly kitten with black and white fur and striking lavender eyes. You are especially fond of the pack. Everyone is part of the team and you strive to motivate them to their fullest. You don't like to be left alone.

Stat Modification (not included below): As a bonus action, you can utter a motivating yowl directed toward creature within 30 feet that can see and hear you. For 1 minute, whenever that creature makes an attack roll or a saving throw, it can add a d4 (called your leadership die) to its roll. A creature can benefit from only one Leadership or Bardic Inspiration die at a time. This effect ends if the you are incapacitated. Once your leadership die is expended, you cannot use this ability again until you have completed a long rest.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

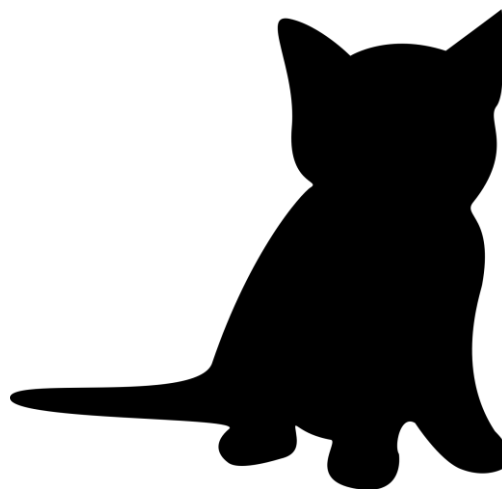
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



You are one of the felines of Selpt, a proud and wily race who watches over the humanoid that know not the full pleasures of the chin rub or the safety of the high perch. May the sun shine ever on your silky coat, mighty warrior, and may your claws find safe purchase to protect your chosen humanoid. For they are simple creatures who do not comprehend the dangers of this world: such as the cold bath, the barking dog, or the dreaded mail carrier.

Your leader is the brave Scratches, long may he reign. From the shoulder of his young human Bely, he has gifted you the mind voice by which the felines of Selpt can communicate with each other and may form the lifesong that bonds you to a humanoid so that you may spread your protective paw over their feeble mind. Be vigilant for your six waking hours a day valiant cat, for the dreaded Phantomorph seeks to corrupt their simple minds with its evil. Only you, fuzzy hero, stand between your chosen humanoid and its foul encroachment on our home.

While you are bound to your humanoid, you gain the following:

- You may communicate telepathically with any other feline that you can see and is also a member of the Selptan feline hive mind. You cannot communicate with your humanoid.
- Your Intelligence is 7.
- You and your bonded humanoid are protected by the *mind blank* spell. You and your humanoid are immune to psychic damage, any effect that would sense emotions or read thoughts, divination spells and the charmed condition caused by any spell or effect not cast by the Selptan feline hive mind.
- Your bonded humanoid gains the charmed condition towards you. This effect bypasses the *mind blank* affect.
-
- You may use an action to read your bonded humanoid's thoughts as if you had cast the *detect thoughts* spell (no save). While focusing on your humanoid with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) on that creature. Once used, the *suggestion* property can't be used again until you have had a long rest.

You (the player) now play both your character and this cat. Of course, the cat is in charge, as it should be.

MRS. BIGGLES (FEMALE)

You are a plump brown kitty who has seen many seasons, and are the oldest cat in Selpt except for Cloud. Your eyesight isn't what it used to be and your joints are wobbly so you are not as steady on your feet as you used to be. You have seen your humanoids grow and thrive and have come to love them more than most cats, even willing to forgive accidental kicks or forgetting to put out food. They are not as perfect as cats after all, but they are warm to sleep upon and as you have aged, the nights have grown so much colder.

Stat Modification (not included below): You have inexplicable luck that seems to kick in at just the right moment. Whenever you make an attack roll, an ability check, or a saving throw, you can roll an additional d20. You can choose to use your reroll after have made your initial roll but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also choose to your reroll when an attack roll is made against you or your bound humanoid. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

Once you have expended your luck, you may not use it again until you finish a long rest.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

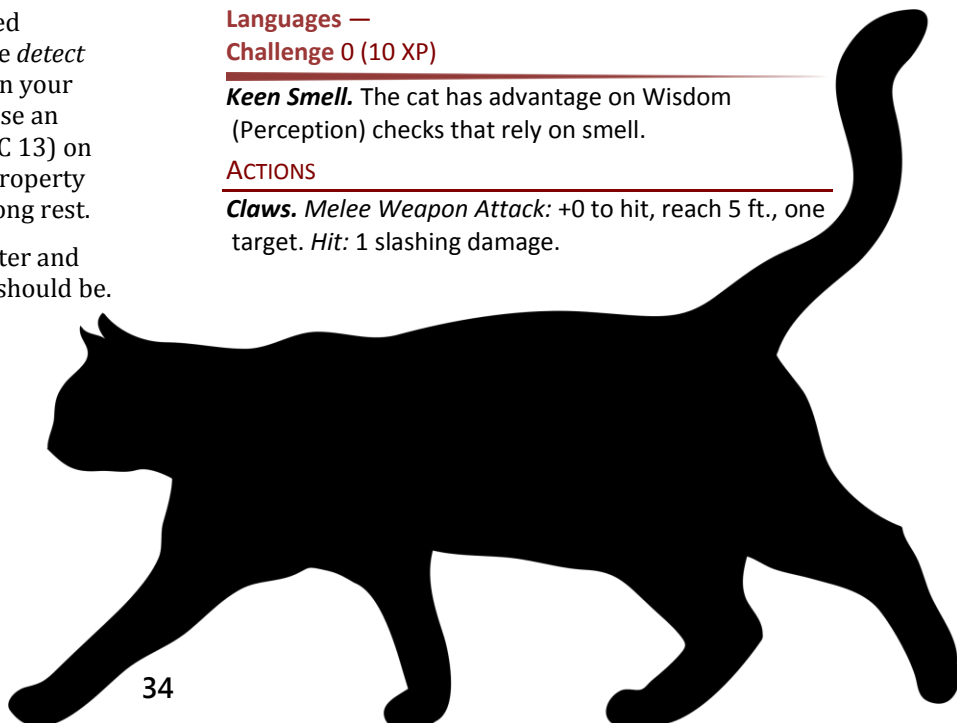
Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



APPENDIX 8: ADVENTURE REWARDS

MAGIC ITEM UNLOCK

HELM OF TELEPATHY

Wondrous item, uncommon (requires attunement), Table F

This helm of telepathy takes the form of bejeweled tiara sporting a tiger's eye stone and the heraldry of the Dukes of Scelptar. When worn, you feel an affection for house cats.

While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues. While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

This item can be found in the *Dungeon Master's Guide*.

CONSUMABLES

SPELL SCROLL OF BEAST BOND

Scroll, uncommon, Table A

This spell can be found in *Xanathar's Guide to Everything*. This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF SNARE

Scroll, uncommon, Table A

This spell can be found in *Xanathar's Guide to Everything*. This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

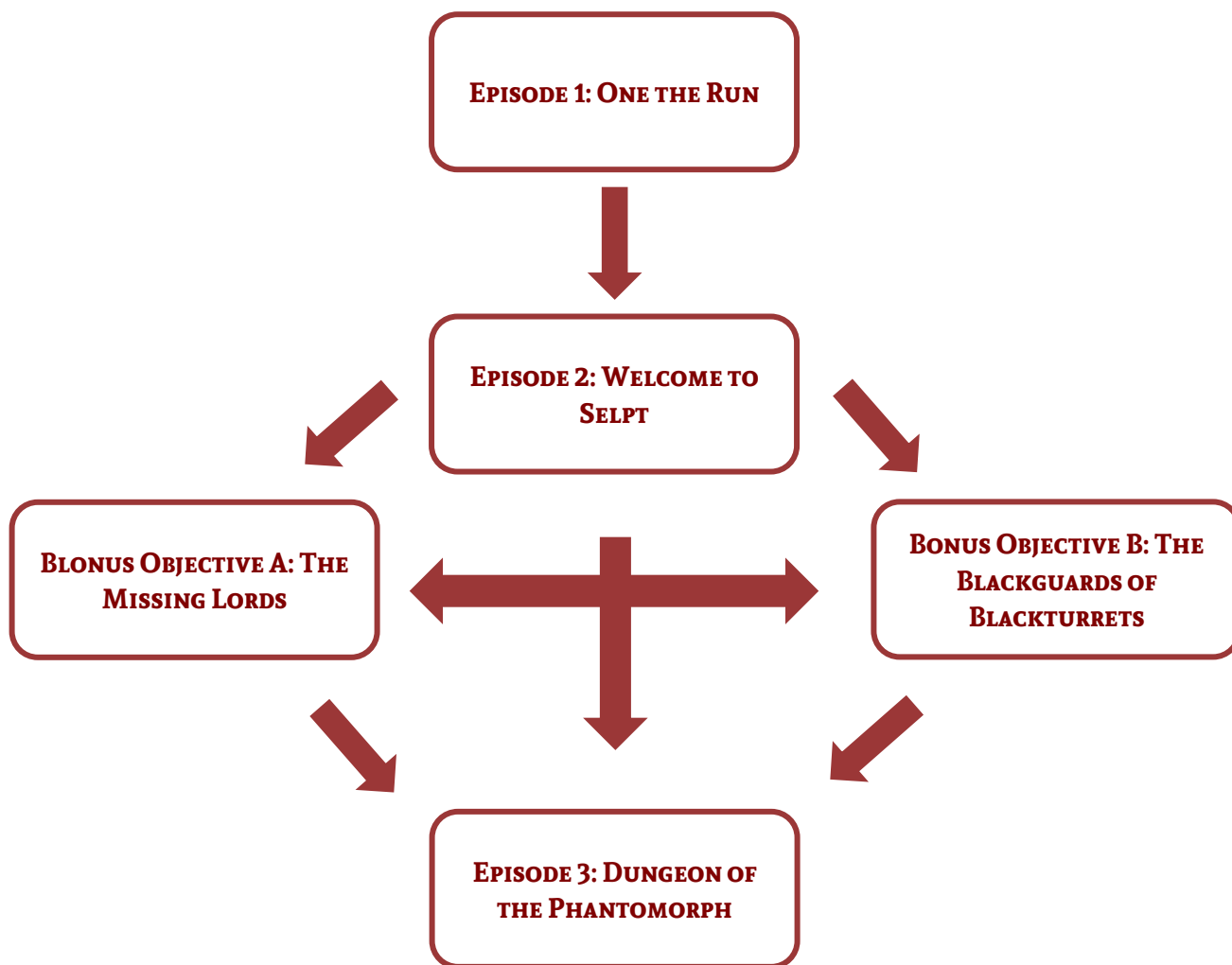
FELINE FRIEND

While your cat no longer has any magical bond to you and has lost all of their abilities, they remain affectionate toward you and have followed you from Selpt. As a final gift from the hive mind, they have been granted long life. As long as you care for your cat, they will never leave you; growing old together with you. Your cat's statistics are as a normal cat from the *Monster Manual*. Your cat is a suitable target for the *find familiar* spell, should you be able to cast it.



APPENDIX 9: ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



APPENDIX 10: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

NEW TO THE BORDER KINGDOMS STORYLINE?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the Dungeon Master's Guide and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

A NOTE ON PREREQUISITES AND OBJECTIVES

D&D Players love to do things that their DM's can't possibly anticipate, and at the same time, Dungeon Masters are encouraged to customize the content of our adventures, mixing and matching bits here and there to make the final story as-played, their own.

To help facilitate this kind of flexible play, please utilize a rearrangeable approach for each adventure, part of which is providing clearly stated PREREQUISITES, (things that must take place prior to the beginning of an episode) and OBJECTIVES (things that should be accomplished before the end of an episode).

Objectives and prerequisites allow DMs to more easily swap the position of episodes throughout play. The DM might even add content to an episode or remove content from an episode without losing track of what needs to happen when by explicitly calling out the dependencies that exist between the different parts of the adventure or episode.

A WORD TO THE WISE

It is also possible, given a complex episode with multiple locations, to make use of prerequisites and objectives to make encounter order flexible inside the episode itself. Consult with the admins in charge of content before doing this however.

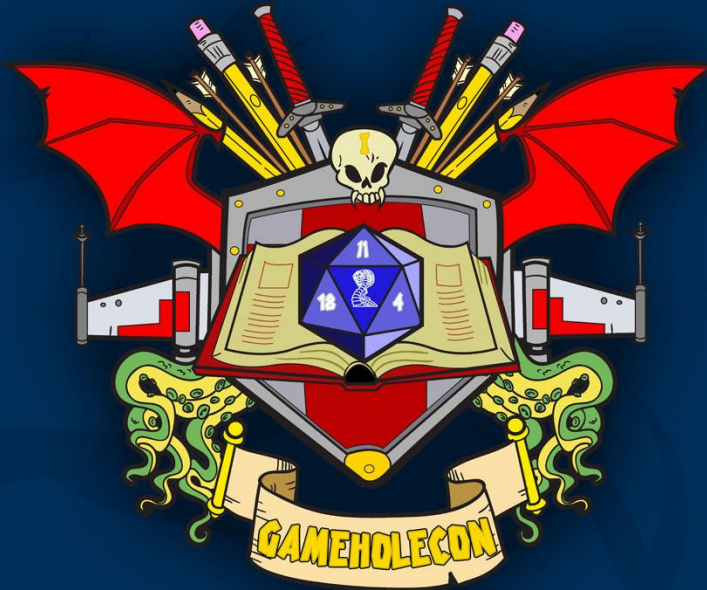


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Gamehole Con is the largest tabletop gaming convention in the upper Midwest. Tabletop gamers from around the country gather each November in Madison, WI for this carnival of gaming. The convention features role-playing games, board games, fantasy and historical miniature gaming, and collectible card games. Gamehole Con is for the fantasy and adventure tabletop gaming enthusiast. It features the best guests in the industry, an unbelievable Dealer Hall, and of course, lots and lots of gaming! If you are a tabletop gaming fan, do not miss Gamehole Con!

