

THE DEMIPLANES...?

A long time ago, the two demiplanes, Misneach and Argenté, lived together in harmony, but then everything changed when ~~the Fire Nation~~ Baba Yaga disappeared.

Now the demiplanes overlap (that's bad), the non-fey creatures turn into stones (that's worse), and the fey loyalists pretend that everything is going just fine, really, we didn't want all those mongrels around anyway.

Also, Baba's cats are roaming all over the two demiplanes, spreading havoc, chaos, and not getting enough snackies, which is probably the worst part of all of this mess. If this doesn't get you going, we don't know what will.

WHY SHOULD WE INVESTIGATE?

Long story short, you're stuck in the demiplanes with no way out, and chances are if you don't fix this, you will get stoned yourselves, so... Also, did we mention the sad, snack-less kittens? But, ok. Have some better reasons.

- Fey Board of Inspection - a very helpful eladrin politely asks you to help her and the people in solving the mystery of the surprisingly large number of stone statues that have been sold recently. It's always nice to be on the right side of the FBI.
- Misneach Residents - will somebody please consider the residents' tragedies? Think about it, one moment you're sipping tea with dear aunties, the next aunties are stones, which means they will never, ever, leave your home and you're stuck with your family forever until a hero comes to save you. Be that hero!
- Runan Circle - a very polite Owl Person named Arn asks you to help him end the ruthless rule of the - currently missing in action - Baba Yaga. The only way to do that is by ~~killing~~ pacifying her missing cats, who continue to spread chaos AND THE STONE CURSE. Arn seems like a nice birdie, always so wise and friendly. Why not give him a wing?

SO, ABOUT THE MISSING CATS...

No matter if you believe that the missing cats cause or can cure the stone curse, you need to find them first. There are seven cats to be found. That's quite a lot.

1. The Mushroom Alley. There's a cat high on mushroom gas over there. Also, some weird, small, green dudes, performing a weird ritual. Anyway.
2. Hammock Square. A cat is sleeping sweetly in the trees of Hammock Square. Below it, there's a bunch of less chill Firbolgs, who would like to get rid of the cat and also challenge you while you're at it.
3. Maith Seashore. You may discover a lost cat, plenty of salty water, seashells along the shore, and maybe, just maybe, some treasures.
4. Blostma Cave. This cat doesn't want to be caught, so best of luck. And as if an angry cat wasn't enough, there are also some furious Fomorians lurking around.
5. Unicorn Breeding Hills. There's another of the missing cats hiding in here. Also a dead unicorn. Pretty sure those two are not related.
6. Miroir Labyrinth. An angry cat, a maze of mirrors, a chance to have an epic duel with yourself... What more could a PC ask for?
7. Feynight Caverns. The Runan Circle has already found this cat. Which might be good or bad, depending on whether you like the make-fey-great-again guys or not.

Also did we say that all the missing kittens are actually deadly shadowcats? OK, cool.

WHO ELSE IS MEDDLING?

- **Conn Mistread.** A gnome illusionist, considered untrustworthy by almost everyone. She caused the demiplanes to overlap, so maybe almost everyone is right.
- **Devlin Saileach.** A firbolg cleric, who just wants to get everything back in order. Stones don't make a lot of noise, which is nice, but then again they don't really understand him that well either.
- **Ingunn.** A strix warlock with a simple plan for life. Get rid of all the non-fey, take control over the demiplanes, and make sure that Baba Yaga and her cats never come back. Ingunn is also the ruler of the Runan Circle.
- **Arn.** An unbelievably friendly owlin blight druid. When he's not busy making new friends, he's plotting to take control of the demiplanes, the cats, the Runan Circle, and generally everything else.
- **Orianne.** An eladrin paladin, a control freak, and boss of the FBI. She wants to fix everything - the stonification crisis, the dropping unicorn population, you name it.

LULLABY OF STONES



A Cheat-Sheet DnD adventure by:
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Want the whole module?
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entire pdf, including extended
descriptions of the adventure
plot points, NPCs, monsters,
places and so much more!

INTRODUCTION

The demiplanes have gone crazy. Baba Yaga is gone, and her disappearance causes all non-fey creatures to turn into stones. Will the PCs handle the crisis? Will they get stoned instead? And what about the missing cats?

During this adventure, the PCs will not only face formidable foes, lost cats, and themselves, but also sleep deprivation. Any attempt to take a nap will result in getting turned into stone, which is not ideal.

To help them with this issue, we introduced caffeine and the Awakening Potion. It keeps you up all night, and the next one, and the next! The only downside is the growing addiction and other unpleasant side effects.

Before use, read the leaflet carefully or consult a medic or apothecary as any potion is a threat to your life or health when used improperly.

THE NOT-SO-GRAND FINALE

When all's said and done, meaning all the missing kittens have been found - or dealt with, the only thing that remains is to confront Baba Yaga in her neat pocket dimension. The PCs can do that in two ways.

1. Friendly manner. Oh, great Baba, this shit is weird, we're stuck here, please help us. With the power of love, persuasion, and cats, Baba will return and end the stonification crisis, allowing the PCs to finally get some decent sleep and go home.
2. Not-so-friendly manner. With the help of the Runan Circle, the PCs can choose to overthrow the ruthless Baba stuck in a pocket dimension. With the cruel woman gone, Ingunn and Arn are in charge. Everything is going to be just sunshine and rainbows from now on. Except, the stonification crisis is ongoing, the demiplanes are still on lockdown, and the PCs are sleep-deprived and stuck. Fortunately, Arn the Friendly shows them a Secret Way Out. Yeah, of course, it's a trap.

POTION BREWING FOR DUMMIES

All your friends got turned into stones? There's no one else to play with? With our careful guidelines, you can bring everyone to their previous, more interactive state! And by „everyone” we only mean „those that you like”! That's right, you can forget about Weird Dave, he looks better as a cloak hanger anyway.

To liven up your party, you only need:

1. Unicorn Horn Powder
2. Treant Sap
3. Moonlight Dew
4. Crystalized Feywild Essence

Mix all of these together, and, BAM!, you've just gathered your party and are ready to venture forth!

We are not responsible for any harm that can happen to adventurers while trying to gather the necessary ingredients.