

Encounter: Bayun Cat

A lone tree stands in a clearing, and an enormous, furry black cat paces back and forth underneath its boughs. Though it has the features of a housecat, it is nearly the size of a leopard, and it walks on its hind quarters with its front legs crossed. On each turn around the tree, this cat alternates between muttering to itself quietly and breaking out into song.

The Bayun cat, Grizelda, uses the **panther** stat block with Intelligence and Charisma scores of 18. As an action, the Bayun cat may begin a story or song that magically puts a target that can hear her to sleep unless they succeed on a DC 15 Wisdom saving throw (this ability works as “Asleep” effect of the *Eyebite* spell).

When she becomes aware of the characters Grizelda does not acknowledge their presence, but begins following them from a distance while continuing her stories and songs. These may be well known fairy tales, nursery rhymes, or even pop songs! Each round, choose one player at random as the target of her *Eyebite* ability. Whenever Grizelda nears the end of a particular story or song, she suddenly stops, curses, and begins a new one.

If a character asks why she never finishes her stories or songs, she explains that she is a Bayun Cat, a living font of stories and music, but she seems to be cursed to always forget the endings. Players who succeed on a DC 12 Wisdom (Insight) or Charisma (Performance) check will notice that many of Grizelda’s fairy tales have curses. Grizelda can suggest they try a method from the stories to help her.

1d6 Solution

- 1 **Kiss from a true love, or at least royalty.** The characters can convince any royal characters from the adventure to kiss Grizelda.
- 2 **Travel to a far off land.** The characters merely need to bring Grizelda to any of the locations from chapters 4 through 7, but must continually try to resist falling asleep from Grizelda’s stories.
- 3 **Speak a fey being’s true name.** The characters can convince any creature with the fey type to tell its true name.
- 4 **Knitting six shirts from poison nettles.** Each shirt takes an hour to knit, and the character knitting must make a DC 15 Constitution saving throw or become poisoned for 12 hours.
- 5 **Drink from a certain well.** Grizelda leads the characters to the Wishing Well encounter.
- 6 **A sacrifice of blood.** One character willingly takes 4d8 slashing damage and make a DC 15 Constitution saving throw or subtract the same amount from their hit point maximum. This effect lasts until their next long rest.

Each solution has a 25% chance of working; if one fails, Grizelda will suggest another. If the characters are able to help Grizelda, she gains the ability to cast *Lesser Restoration* three times per day. Shortly after five total castings, Grizelda will begin to grow bored of the characters and eventually slip off.