

This scene takes place entirely in the common room of the Dran & Courtier, since none of the interior doors of this version of the inn can be opened. All the characters use their normal speed for movement, but you multiply the dimensions of the common room and any furniture or objects in it by a factor of 10. For example, relative to the characters the length of the bar is 300 feet, while a stool that stands 3 feet high is effectively 30 feet high.

The characters are free to move wherever they can, or to climb objects in the room. Additionally, at the end of each character's turn as they try to avoid Onyx, roll on the Cat Chase Complications table below to see what happens, or use the table as inspiration for your own complications.

Onyx uses the **cat** stat block with these changes:

- Her size (relative to the characters in their diminutive state) is Huge.
- Her speed (relative to the characters) is ten times normal. This gives her a speed of 400 feet and a climbing speed of 200 feet.
- Any damage Onyx would take is reduced to 0 (but see "Dealing with Onyx" below).
- She has advantage on ability checks and saving throws.

- Her claws attack uses the following statistics: +7 to hit, reach 20 ft., one target. *Hit*: 11 (2d10) slashing damage.

Onyx's relative speed likely allows her to move anywhere within the inn on her turn. On her turn, she uses her action to make a Claws attack against a random character if she can.

Dealing with Onyx. Onyx cannot be overcome or killed by combat. Any weapon attack against her that hits AC 12 makes contact but deals no lasting damage. However, if the attack would deal 10 or more damage, Onyx has disadvantage on attack rolls until the end of her next turn. If Onyx would take 10 or more damage from spells or other effects, it yields the same result. Spells that impose conditions function normally against Onyx, but those conditions end automatically at the end of the cat's next turn.

Ending the Chase. Onyx continues her "playful" chase as long as she can see any living characters. Only if all the characters successfully hide from her does she eventually give up. The characters might determine another location to hide at your discretion, but the mouse hole near the fireplace makes an obvious and effective safe spot.

CAT CHASE COMPLICATIONS

d20 Complication

- 1 A tumbling chair or other large obstacle blocks the character's path. The character must succeed on a DC 15 Dexterity (Acrobatics) check to maneuver over, under, or to the side of the obstacle. On a failed check, the character's speed is halved until the end of their next turn.
- 2 A small stool is tipped over, or a mug or plate goes flying off a table. The character must succeed on a DC 12 Dexterity saving throw to dodge it. On a failed save, the character is struck a glancing blow for 4 (1d8) bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone.
- 3 A previously unseen patch of spiderweb, chewing gum, or mud catches a character as they move. The character must succeed on a DC 12 Strength (Athletics) check to push through without becoming stuck. On a failure, the character's speed is halved until the end of their next turn. If the check fails by 5 or more, the character is restrained until they or another character succeeds on a DC 12 Strength (Athletics) check to free them.
- 4 A cloak suddenly slips down from the back of a chair. A character who succeeds on a DC 14 Strength (Athletics) check can grab it, pulling it down onto Onyx. On her next turn, the cat must use her action to free herself before she can move.

d20 Complication

- 5 Spilled ale turns the floor beneath the character into a slippery pool. The character must succeed on a DC 10 Dexterity saving throw or fall prone.
- 6 The character attracts the attention of three huge cockroaches, and must succeed on a DC 10 Dexterity (Acrobatics) check to pass the enormous insects unimpeded. On a failed check, the character takes 3 (1d6) piercing damage from the roaches' bites, and the character's speed is halved until the end of their next turn.
- 7 A bottle falls off a table and rolls toward the character. The character must succeed on a DC 10 Strength or Dexterity saving throw to dodge or jump over it. On a failure, the character takes 5 (2d4) bludgeoning damage and is knocked prone.
- 8 A plate of food spills, spreading a field of mashed potatoes, butter and jam, or some other thick, sticky substance in the character's path. The character must succeed on a DC 12 Dexterity (Acrobatics) or Strength (Athletics) check to avoid or push through the food. On a failure, the character's speed is halved until the end of their turn.
- 9 Three wasps feeding on fallen food catch sight of the character and zoom in. The character must succeed on a DC 10 Intelligence (Nature) or Wisdom (Survival) check to avoid angering them. On a failure, the character is stung and takes 3 (1d6) poison damage.
- 10–20 No complication.