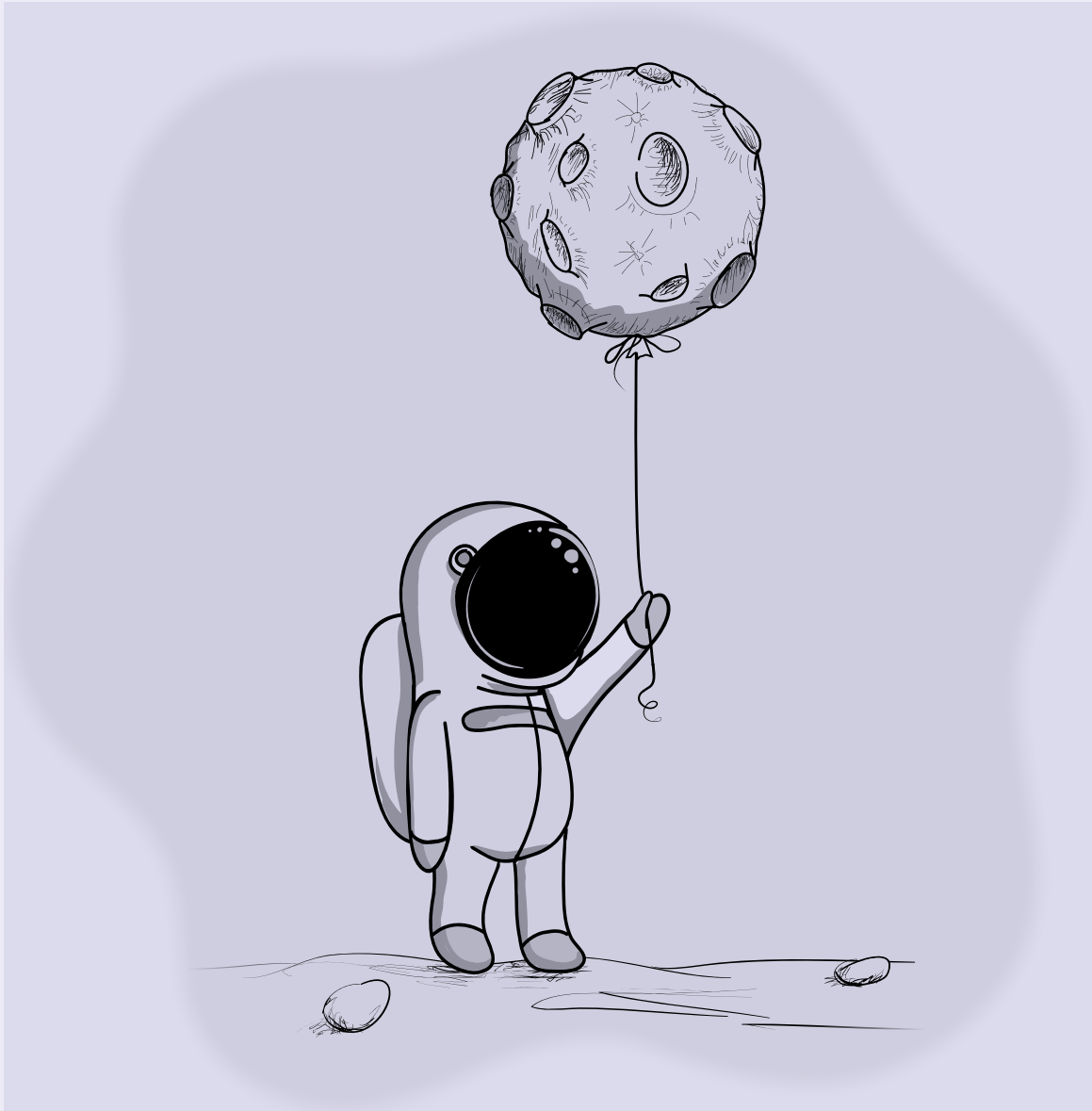


# THE LITTLE ASTRALNAUT

A CHILDREN'S BEDTIME ADVENTURE



FOR CHILDREN AGES 3 AND UP

BY ANTHONY JOYCE

## CREDITS

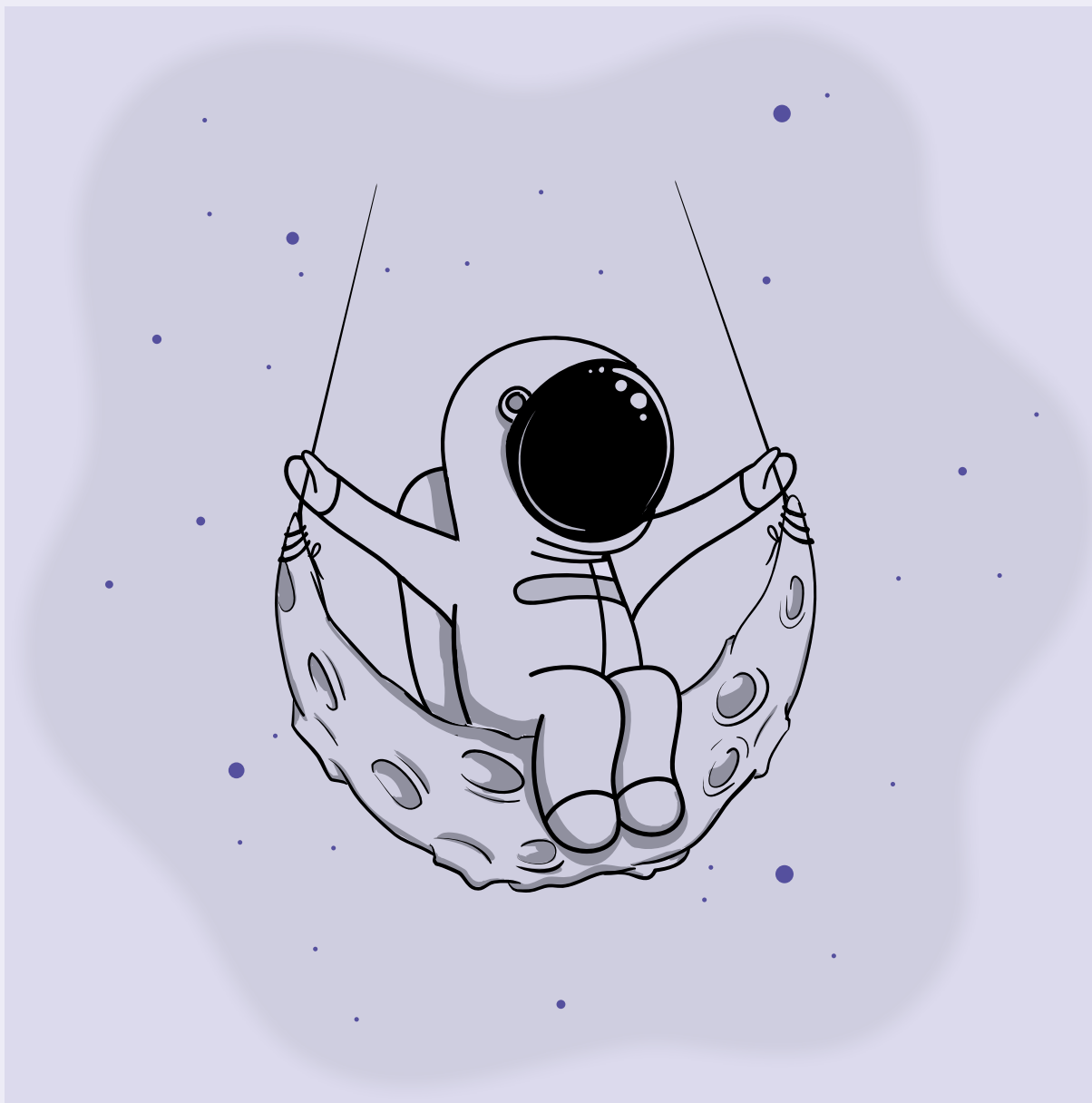
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## ABOUT THE AUTHOR

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**Anthony Joyce** is a husband, father of two boys, and a U.S. Army Strategist. His prior work includes *The Heir of Orcus: Verse I & II*, which are Adventurers League Community Created Content adventures; *Psyborg*, a Fighter subclass; and *The Curse of Skull Island*, a “Session Zero” adventure for nautically-themed campaigns.



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# THE LITTLE ASTRALNAUT

A CHILDREN'S BEDTIME ADVENTURE



## HOW TO RUN THIS ADVENTURE

This is a short bedtime adventure for children in which they play the role of a **LITTLE ASTRALNAUT** and explore an Astral Station. This introduces them to the basic concepts of *Dungeons and Dragons*. You utilize the exploration pillar of adventure to promote your children moving, interacting, and discovering the wonders of the Astral Station. Let children describe what they do and you tell them what happens.

Children experience the Astral Station through your descriptions, adjudication of results, and question prompts. Use the map provided to facilitate exploration while actively encouraging and rewarding immersive roleplay. You can play this adventure in one sitting, or split it up over several bedtimes routines. There is no overall objective other than to allow children to let their imagination run wild as they explore. Character sheets are not required for this adventure. If there are any rolls, simply use a d20 without any modifications.

### WHAT ARE ASTRALNAUTS AND ASTRAL STATIONS?

**Astralnaut.** Explorers of the Astral Plane.

**Astral Station.** An alien structure of unknown origins drifting aimlessly in the Astral Plane.

## THE ASTRAL STATION

The Little Astralnaut begins this adventure floating weightlessly outside of the Astral Station's airlock.

**1. Airlock.** A metal door with a large red button that has, "PUSH TO OPEN," written on it. Pushing the button opens the airlock to the hallway leading to areas 2, 7, 8, and 9.

**2. Pixie Garden.** Two playful **pixies** named Lala and Zaza tend to this exotic garden of shimmering trees and plants. Butterflies and bright colored birds fly about the room. Lala and Zaza ask the Little Astralnaut their name and inquire what they are doing here. They very much want to be friends with their new guest. Ask the Little Astralnaut

the following question if you want to engage their imagination:

The leaves on a nearby plant begin shaking. There is a funny noise coming from inside the leaves. Suddenly the funny noise stops and something slowly begins to appear from the leaves. What do you see?

**3. Vegetable Garden.** This room is home to a small vegetable garden. Have children roll a d20, the result is how many types of vegetables are in this garden.

**4. Clean-Up Room.** There are three waterspouts sticking out of the wall on each side of this room. There is a large blue button on the floor in the middle of the room with the words, "CLEAN-UP TIME," written on it. Next to the button is a drain. Pushing the button causes nice warm water to spray out of the waterspouts on the walls for 10 seconds.

**5. Modron Factory.** Strange machines with flashing lights line the walls of this room. A Little Astralnaut who examines the machines and succeeds on a DC 8 Intelligence (Investigation) check learns how to turn on the machines. Turning on the machines produces friendly **monodrones**, small mechanical creatures with one eye.

**6. Astral Station Reactor.** This room buzzes with the noise of a thousand bees! In the center of the room is a reactor with a lever that moves up and down. Moving the lever down turns off everything in the Astral Station.

**7. Storage Facility.** Cargo chests contain toys, food, and magic items! Ask the Little Astralnaut the following question if you want to engage their imagination:

A green box falls over causing the lid to open just enough for you to peek inside. What do you hear? What do you see?

**8. Playpen Room.** There is a friendly **ogre** in each of the four playpens. Each one is juggling balls as they prepare for a grand circus! They invite the Little Astralnaut to join them and juggle.

**9. Gym.** There are heavy weights, floating bouncy balls, and a trampoline in this room.

**10. Control Room.** This room houses all the controls for the Astral Station. There are several large screens surrounding a comfortable beanbag chair. Ask the Little Astralnaut the following question if you want to engage their imagination:

This room has the controls for everything in this Astral Station. There are three buttons: a pink button, an orange button, and a purple button. What button do you want to push? What happens when you push that button?

**11. Entertainment Room.** Music plays as illusions light up several screens in this room. Entertainment that the Little Astralnaut is familiar with is on these screens.

**12. Kinetic Sand Pit.** In the middle of this room are three large sand castles made of kinetic sand. The sand will form itself into anything the Little Astralnaut desires.

**13. The Beholder.** Cutie McEye-Ball (CG **beholder**) is stuck in a wall and needs a friend to pull them free. If a Little Astralnaut helps pull Cutie McEye-Ball out and succeeds on a DC 8 Strength (Athletics) check, they are able to pull Cutie McEye-Ball out of the wall. Cutie McEye-Ball then proceeds to have a dance party.

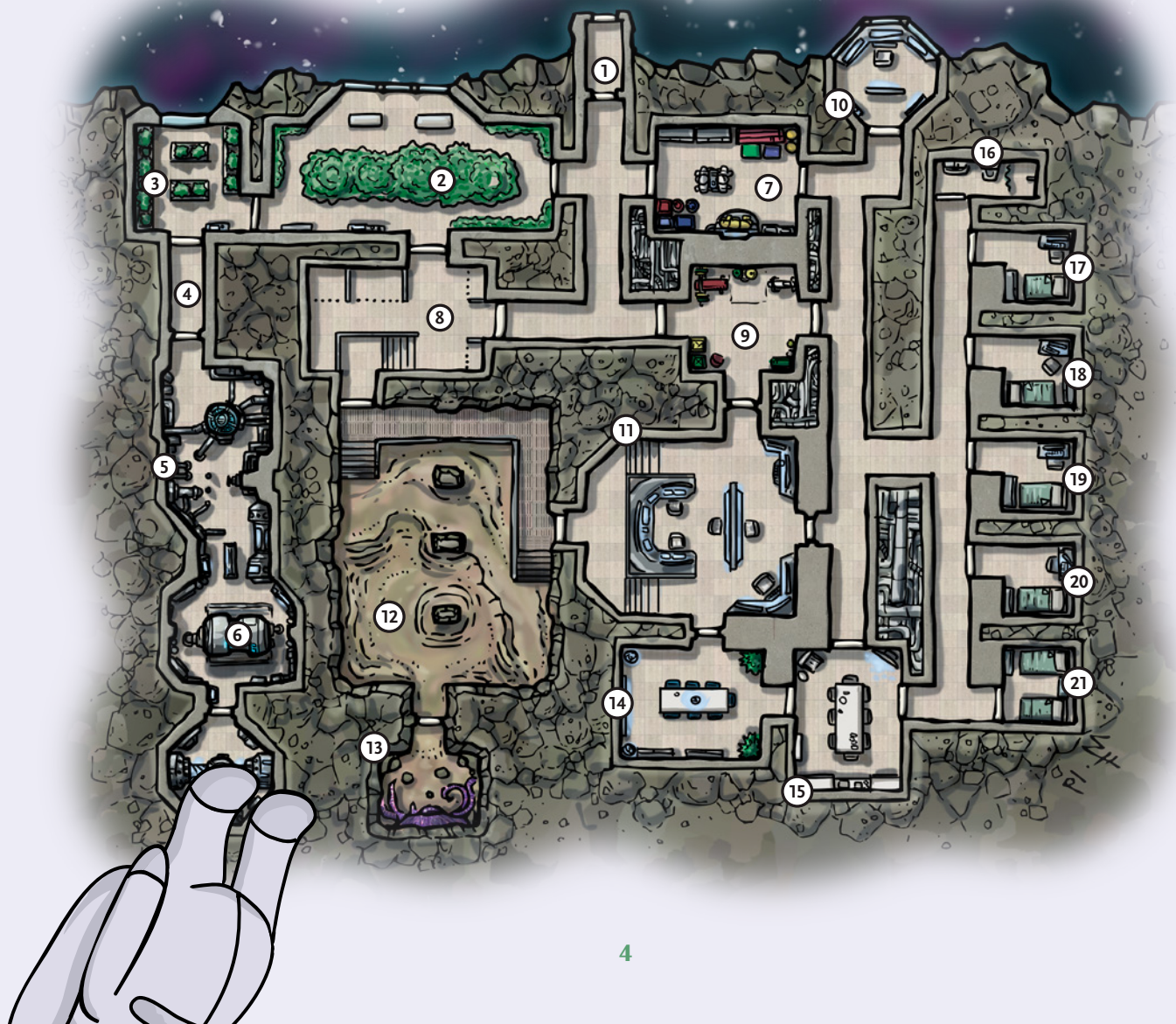
**14. Work Space.** A lovable **almiraj** scurries under the table and chairs in the center of this room. It wants to play hide-and-seek with the Little Astralnaut.

**15. Kitchen.** This kitchen has everything the Little Astralnaut needs to cook a meal. What does the Little Astralnaut want to cook?

**16. Potty Room.** A singing mirror greets the Little Astralnaut and tells them the importance of brushing their teeth and using the potty before bed.

**17–21. Night-Night Time.** It has been a long day for the Little Astralnaut. After they pick their bed, give your Little Astralnaut a hug and kiss goodnight!

## MAP OF THE ASTRAL STATION





# MAP OF THE ASTRAL STATION

