

Dungeons & Kittens



EDGE

Quickstart



Dungeons & Kittens

Starter Set

Book 1: First Adventures

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Introduction

Welcome to the starter set of **Dungeons and Kittens: the Adventure Game**.

This set contains a few elements, with the aim of gradually introducing you to both the rules of the game and the world in which it takes place:

- ❧ **First Adventures:** The book you have in your paws. It's the one to read first because it contains basic explanations on how to play this adventure game.
- ❧ **More Adventures:** The book that you will use to play more, and to delve deeper into the world and its stories.
- ❧ **24 six-sided dice.**
- ❧ **6 maps,** to get a better idea of the places you'll visit.
- ❧ **Lots of playing tokens.**
- ❧ **1 double-sided playing aid.**

This first book comprises three introductory adventures. They will help to familiarize you with the rules and the world of *Dungeons and Kittens* (*D&K*).

They are named:

- ❧ *Kicked Out!*
- ❧ *Cat-astrophe.*
- ❧ *In the Heart of the Forest.*

Each adventure is short, playable in around 30 to 60 minutes. They will help you to learn the rules. They follow one after the other and must be played in order. These different scenarios will teach you the rules of the game. Players will use different parts of their character sheets for each adventure.

There are two more adventures in the second book:

- ❧ *A Fair to Remember.*
- ❧ *Piggies in the Mist.*



These adventures are independent of each other and of the first three adventures. They will take longer to play (around 4 hours each) and are more in-depth. They will immerse you deeper into the poetic, fantastic world of *Dungeons and Kittens*.

All five adventures are linked by the same common theme (and an important character from the world of *Dungeons and Kittens*): **Mickus the Mousemage** who is a mixture of mouse and magician. Throughout the five stories,

you will learn more about this evil wizard and his sinister plans, and at some point the Kittens may even confront him.

Throughout these two books, you will find information that will help you to understand the game's mechanics, as well as notes for the Storyteller that will give her advice or additional information.

All the adventures in this starter set are suitable for a group of 2 to 5 Kittens guided by one Storyteller. Each adventures contains some action, exploration, and interaction.



Glossary

- **Adventure:** *A story (or scenario) that the Storyteller will help the Kittens to play.*
- **Campaign:** *A group of adventures that combine to make a bigger story, like, a series of novels, the full season of a TV series, or a trilogy of films.*
- **d6:** *Abbreviation for a six-sided die. “3d6” means 3 six-sided dice.*
- **Extra:** *A non-player character (NPC) that the Kittens will meet. They are played by the Storyteller.*
- **Kitten:** *A character from the world of Dungeons and Kittens who is controlled by a player.*
- **Meowgic:** *the name given to magic in the world of Dungeons and Kittens.*
- **Player:** *The person who plays a Kitten. She will have to play the role and develop her character in the world as the game progresses.*
- **Roleplaying game:** *Another name for an adventure game, often written and talked about as “RPG”.*
- **Screen:** *A game accessory that allows the Storyteller to keep her notes and die rolls hidden. It features a summary of the rules on the Storyteller’s side and an atmospheric illustration on the players’ side.*
- **Storyteller:** *The person in charge of hosting and bringing a gaming session to life as the players go on an adventure.*
- **Test:** *A roll of the dice which can decide whether a Kitten’s action is successful or not.*



Dungeons and Kittens is a roleplaying adventure game.

It is a tabletop game with multiple players, where the idea is to all tell a story together. It's best with 4 to 6 players.

One of the players is the Storyteller.

"Hello!"

"My role is to bring the world of D&K to life, to play the parts of the inhabitants, and to referee the game."

"We are going to play the parts of the Kittens who have been chased from their home by the naughty Walter. We are the heroes of the adventures..."

"... and these are the characters that we have made up."

Everything happens around a table, with talking and rolling dice.

Most important: There are no winners or losers. We are playing to share an adventure together!



An easy way to think of how we play is like a little computer program.

The Storyteller describes a situation:

"You arrive in a copse made up of dark, strange-looking trees. There's a strange smell and you can hear a grinding noise that goes on and on."

1 The players ask questions...

... or they say what their characters will do.

"What is the smell? Where is the noise coming from?"

"I take out my scarf and make it into a mask, and I light a torch."

2 The Storyteller answers the questions:

"The smell is toasted gingerbread."

Or she says what happens:

"When you light the torch it seems like the trees draw back a bit."

And then we go back to step 1.

When the Storyteller and the players don't know how to continue (or go back to step 1)...

... they can read the rules and the advice in this book.



What is Dungeons and Kittens?

Dungeons and Kittens (*D&K*) is an adventure game that blends animal tales and Medieval fantasy in a post-apocalyptic world. It follows the travels of a group of Kittens who have been driven out of their native land by a ridiculous law and the whims of a tyrant.

In the imaginary world of *D&K*, nature has reclaimed much of the Earth, maybe because she was sick of the concrete slabs, stagnant ponds, and acid rain. Humans have disappeared from the planet, leaving only a few remains dotted throughout the newly lush vegetation. Nobody knows what happened to them. Rumors are told of the “**big-bare-butts**”—it is said they are hairless giants who live alone, hiding out far away. But not many people have actually seen one. Maybe it is just another legend? However, humans did leave something for animals: the gifts of speech and imagination, the ability to anticipate and predict, the power to invent. But not all

creatures accepted those gifts. There are **animals** who speak, walk, and can use objects and tools; and there are **beasts**, who remain speechless and fierce, and kept their original nature.

But there is a universal law that is respected by all, without exception:

“An animal that talks does not eat another animal that talks”

Other than that, beasts provide leather, milk, and meat for the animals that need those things—not everyone eats fruits and roots. Animals have formed groups with primitive technologies and some basics of magic. By copying old images from the human world, some kitted themselves out with strange, colorful clothes, rescued from the ruins. They have also started to build their own dwellings. Could this also be another effect of the gifts the humans left behind?

Some animals have even begun to behave as badly as the former masters of the planet. They are greedy, violent, and hungry for power. Will our brave Kittens manage to convince them of the error of their ways, or have to chase them away?





What we want

Dungeons and Kittens is:

- ♥ Adventure with a capital A!
- ♥ A roleplaying game that combines poetry, storytelling, escapism, and the chance to have fun.
- ♥ A roleplaying game that is open to all: children, adults, families, gamers, non-gamers, beginners, and veterans alike.
- ♥ A positive and caring roleplaying game that addresses important subjects such as a respect for nature, respect for oneself and others, growing up, forming a

family, differences, freedom, belonging, non-violence, tolerance, and living together.

D&K is a state of mind that's fueled by the mutual desire to partake in a game world where working together and enjoyment are more important than violence and competition.

Feel free to explore all the material provided for both the players and the Storyteller—immerse yourself in the spirit of *D&K* and really get to know what this game is all about.

The use of feminine and masculine

In *Dungeons and Kittens*, both feminine and masculine are used as indicators. In general, we use the feminine (she/her) to indicate the people who are sitting around the table eating cookies and cupcakes while they chat: The players and the Storyteller. And we use the masculine (he/him) to indicate those who exist in the game world: Kittens and Extras. Why? Simply for us to avoid confusion when we were writing the rules—it's much easier to do it that way. For example,

when a player describes the actions of her Kitten: It is he who acts, but it is she who rolls the dice.

And do we even need to say it? A Kitten can be male or female, and a player can be a boy, a girl, or whatever she wants to be.



The Kingdom of Cats

Cats believe themselves to be at the center of the world. And they're not really wrong! The Kingdom of Cats is the leader in Meowgic Studies (see below for more on this subject), agricultural production, and technological development.

Taking advantage of the temperate climate and land now free from human pollution, the rise of the cats was rapid and seemingly impossible to stop. All eyes are on **Cat Tree City**, the capital of the kingdom where **King Walter** rules. From high in his tower, King Walter governs his land and his subjects. That is to say, he spends his days watching the animals work, beaver- ing away to fill his coffers, and put ever

more sumptuous dishes on his table. King Walter, with his seemingly insatiable royal belly, is just the latest in a long line of large, lazy louts who, through all sorts of false promises, made it onto the throne and then turned tyrant.

The majority of animals that live in the kingdom are cats, but it is not uncommon to meet, say, a merchant ferret, a vagabond dog or even a little musician skunk. But as you can imagine, rodents remain rare... And although cats live off the land and are always respectful of the universal law—an animal that talks eats not another animal that talks—historic enmity ensures a line is still maintained between former prey and former predators.



Cat Tree City

The capital of the Kingdom of Cats is named Cat Tree City, but it is predominantly Walter's gigantic fortress: An enormous, vertical city in which a creature's social status is reflected by the level they live on. The richest and most powerful cats strive to move ever upwards, elbowing other noble families out of the way. For these cats, social meowbility is an everyday reality. Mere commoners, however, are not accepted in the

tower and must live outside, populating the neighborhoods that sprawl out at the bottom. In the tower itself, luxury is everywhere and, despite its relative narrowness, each floor has been tastefully decorated with care and a sense of grandeur. Mechanical elevators make their way up and down the various levels, each one stranger than the last, competing to see which can be the most original and eccentric.

The countryside... and beyond

As far as the eye can see, beyond the city walls are the rolling hills of the countryside, with fields and pastures that are carefully maintained by generations of peasants. Far from the vertical, cramped surroundings of Cat Tree City, country Kittens dwell in the open air, surrounded by flourishing fields. However, their distance from the capital makes them much more vulnerable to various dangers. The countryside is also filled with places to explore.

Further beyond the countryside, outside the borders of the Kingdom of Cats, there is a multitude of other territories. These are more or less civilized. But let's not forget, currently King Walter's kingdom is the most successful and powerful of them all. Intrepid Kittens can discover various regions, cities, villages, and other extraordinary places of interest, some fraught with danger. All this makes a great playground for adventures. *Dungeons and Kittens: The Adventure Game* Rulebook provides a wealth of related information.







Meowgic

The Kingdom of Cats features an incessant soundtrack: the beating of tools and materials in the workshops; off-key singing in the fields; and the clashing of swords in the Royal Guard's courtyard. Meowgic amplifies this daily melody. Meowgic is not only for the ancient Arch-Meowges in the tower, although they are the only ones to really master the art. Meowgic is ever-present and can be useful to all: lining up a tailor's thread, healing everyday wounds, and helping to keep tidy the rooms of even the messiest Kittens!

Other types of meowgic exist. And animals other than cats can make use of extraordinary abilities. Some learn feline meowgic, but other species have developed their own supernatural powers. In the adventures in this starter set, you will encounter mousemages with their mousemagic and mouspells, for example.



The exile of Kittens

Every kingdom has its ruler and it could be said—honestly—that cats aren't lucky. King Walter is enormous, bad-tempered, unfair, stupid, and bone idle, unless it comes to plotting and intrigue. He made it to the throne by cheating and trickery, and ever since has remained in power through the help of his faithful Royal Guard, who blindly follow his every order. And to ensure that he wants for nothing, he rules by fear. Taxes are excessive and cruel, the Royal Guard is all-powerful, and justice is swift and merciless.

King Walter's most unfair law is surely the **Exile of Kittens**. Under the false pretence of an initiation quest, the exile is in fact a punishment for families and a danger for every child who is sent far away.

Following a calendar that only he understands, King Walter organizes a draw (which everyone knows is rigged) in order to pick the Kittens who will be cast out. This is followed by a sham celebration, during which a quest is

assigned to those Kittens. After that—good riddance! The mission given to the Kittens is to return with treasure—amazing treasure—if they want to see their loved ones again and return to reside in the relative security of the kingdom. But the instructions given by King Walter are imprecise, incomplete, and misleading.

Sadly, it is not uncommon to see young cats grow up in exile, alone in the wild world beyond the city walls, having given up on the ridiculous royal quest. And with the threat of exile for their children or grandchildren at the slightest sign of dissent, King Walter has created such a climate of fear that none dare question him. And that is a price that he, and the members of his court, are more than willing to pay for their lasting luxury. The rest of the kingdom must simply submit, whether they agree or not.

So here we are, you now know enough about the world of *D&K* to set off on an adventure!



Preparation

To play, you will need:

- Players (ideally between 3 and 5) each with a character.
- A few six-sided dice (at least 4), ideally 3 or 4 per player and for the Storyteller.
- Pencils and erasers to make notes and to fill in your character sheets.

- Spare paper to write down important events and information from one game session to another.
- If you are the Storyteller you will need to read this whole book at least once before you begin a game. If you are a player, definitely *do not* read this book, because it will spoil the surprise!

Rules progression

At the beginning of each adventure, the rules from the players' character sheets that are used in the game will be shown in this type of insert. The aim is to learn the rules bit by bit, together as a group. Throughout the adventures in the starter set you will learn all the essential rules of Dungeons and Kittens. If you need to refer to a specific rule again later in the game, simply use the list page 60.

Explain to the players that they should focus only on the parts of their character sheet that you show them. They can ignore everything else for the time being. Discovery and learning should be done slowly and carefully.

Storyteller hints and tips will be given regularly in this type of box in order to help you as clearly as possible as you stage an adventure.

Kicked out!

Following the exile ceremony, our unfortunate Kittens have been thrown out by the naughty King Walter. First they have to escape his Royal Guards, who try to brutally chase them off. There's no going back! Then, they will take to the road and find their bearings. An encounter with a nice, friendly peasant may be of help to them.

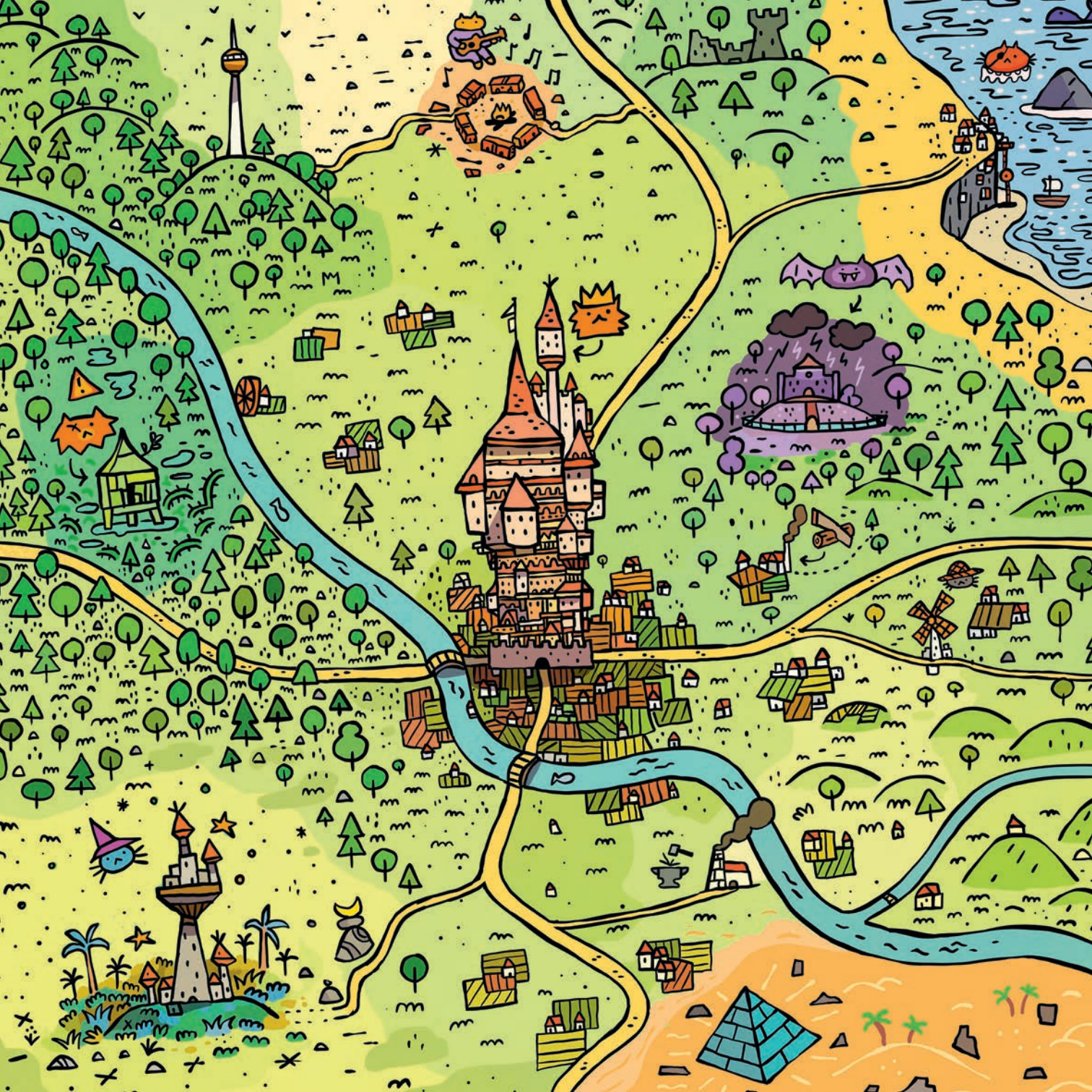
Parts of the character sheet to use:

- ♥ Abilities
- ♥ Heart points
- ♥ Furr-endship points

Rules covered:

- ♥ Rolling an ability test to make an action
- ♥ Triples
- ♥ Group actions
- ♥ Advantages and disadvantages
- ♥ Resting, healing, and cheering up





Scene 1: Very naughty Kitties

It is the start of spring. It is quite a nice day. Unfortunately, everything is ruined, because King Walter's exile ceremony is taking place at the foot of the huge tower, in a large square courtyard that has been sumptuously decorated for the occasion. Despite all the fuss and music, there's a miserable atmosphere. Plenty of subjects are present, from ordinary folk to nobles, all scared because of the presence of King Walter and his terrifying guards. The Kittens' parents are here too, kept at a distance by a security cordon. They are crying or trying to keep their dignity during the official announcement of the enforced departure of their children.

King Walter speaks in a bossy and scornful manner (Storyteller: feel free to paraphrase this short text): *"My dear, loyal subjects, the edumacation of Kittens is of the bigmost importance to me. That is why I have invitationed some of them to get lost in the vast world outside and to bring back to me—I mean us—the juicy fruit of their adventures. So off you pop, and good luck, my subjects, you'll need it. And don't bother ever coming back unless you have the most fantabulous treasure to give to your utterly fantabulous ruler—me!"*

The subjects are disgusted, but kept at a distance harshly by the soldiers. The Kittens don't even get the chance to say goodbye to

their families one last time. They are taken under guard to the gates of the capital. Once there, the mean Royal Guards take the opportunity to cruelly attack the defenseless Kittens. The soldiers are really unpleasant, and when they get an opportunity, they jump at the chance to be mean and brutal.

It is time to discover two of the game's rules: making an ability test to make an action; and rolling a triple (see box on page 22).

Use the map of the Kingdom of Cats (see page 19) to illustrate your description. Place it in the middle of the table so the players can see precisely where their Kittens are.

After showing the map, ask each player to briefly describe her Kitten and her Kitten's family members. The short history that is available for each Kitten shows that the members of the small group already know each other.





Actions

In D&K, when a Kitten wants to perform an action that could fail, and thus change the course of the adventure, her player **rolls 3 six-sided dice** (shown as d6). She compares the result of each die with the Kitten's ability that is named by the Storyteller: **Strong** if it's to do with muscles (physical actions); **Smart** if it involves intelligence (thinking actions); or **Cute** if it involves charm (social actions). Abilities are a Kitten's basic characteristics. Each die result that is **equal to or lower** than the ability's value is a success—the more **successes** the player gets, the better!

Example: Bobbin (one of the ready-to-play characters) has a Strong score of 5. He wants to climb a tree. His player rolls 3 dice. She gets 5, 4, and 6. With two successful rolls, it works: up he goes.

Triples

When a roll of the dice ends up with 3 identical numbers, **there is always a positive effect** for the Kitten, whether or not the action itself was a success. Just a little something that makes the action a tiny bit better, or lessens slightly the consequences of a failure. It could be a bonus that has nothing to do with the action itself but that adds to the story.

Example: Bobbin was successful on a Strong ability test with a triple 4. The Storyteller explains that the Kitten bounds up the tree quickly and quietly.



In this scene, each player must take an ability test of her own choice for her Kitten, so that he may safely leave the city:

- ♥ **Strong** to escape the guards by fleeing quickly and nimbly.
- ♥ **Smart** to use a trick, such as weaving around the nearby market stalls to prevent the guards from following.
- ♥ **Cute** to charm the guards and convince them to let the Kitten leave peacefully.

If a player makes no successful roll, the ability test fails and the Kitten is treated roughly by the guards. He loses **1 Heart point**.

Manhandled or not, the Kittens find themselves standing outside with their few possessions. They must take to the road with the goal of finding a treasure for the king in order to be allowed back home.





Heart points

Heart points are the measure of a Kitten's health and confidence. A Kitten loses Heart points when he gets tired, when he is stressed or attacked, or when he loses hope. However, he regains Heart points when he rests, is taken care of, and when he gets a little tenderness or friendship.

A Kitten's maximum Heart points equals the sum of his Strong and Smart ability values.

When a Kitten's Heart points fall to 0, he is out of play until the end of the scene, or until he has rested or received care. He could have been knocked out, forced to leave, was scared, become frozen, etcetera. In any case, that Kitten can not make any actions for the time being. Note that in Dungeons and Kittens, **a player's character cannot die**.

A Kitten recovers Heart points when:

- **He rests:** he recovers 1 Heart point when having lunch and 1 after a good night's sleep. If he cannot rest at those times, the Kitten does not regain Heart points;
- **He is cared for:** A successful ability test for Smart gives 1 Heart point to another Kitten, but this can only be performed once per half day.

Example: Bobbin has Strong 5 and Smart 2. He has 7 Heart points. The country Kitten runs a long way while escaping his pursuers. The Storyteller tells the player that Bobbin is tired and stressed. He loses 1 Heart point. Later, at lunchtime, Bobbin rests and eats some of his kittysnacks. He regains 1 Heart point.



Improvisation

An adventure game is a form of shared storytelling. Everyone is telling the story together. It is impossible to predict all possible reactions a player can make. Adventures are written to give you the basic plot, but it is very likely that your players will deviate from it at some point. When this happens, you will have to improvise places, characters, dialogue, or ability checks to know if actions succeed, and so on. Don't panic—bear in mind the most important thing is to tell a good story. And if you want to get back on track, quickly close off the other trails that the players are pursuing that take them away from the story, being careful not to make them feel that they are going wrong, as this may spoil their enjoyment.



Scene 2: A very nice man

The Kittens make their way down the road alone. They don't really know where they are heading. After walking for what seems like forever, they spot a slow-moving cart loaded with bags of kittysnacks up ahead. The Kittens can catch up with it easily. It is pulled by an old gray donkey (named **Woody**). It is driven by an old tomcat with equally gray fur, dressed in peasant clothes. When questioned, the driver will stop the vehicle and listen to the Kittens, who can tell him of their misfortune.

The peasant is called **Ansel**. He is kind, but a little suspicious. Recently, convoys of

food and grain have been ambushed. Rumors of the attacks have been spreading and most travelers are now very cautious.

Information about the attacks is important, as this is the first link in the storyline that concerns the sinister Mickus, and will unfold throughout the adventures in this starter set. Try to slip this information into the conversation between Ansel and the Kittens.



Ansel knows the surrounding countryside well and he could help prevent the Kittens from getting too tired by taking them further along the road, to the border of the kingdom, near the road that leads to Bigwheel and Corktown. However, he will need to be convinced that they are honest Kittens.

Ask each Kitten to roll a Cute ability test in order to perform a group action to try and convince Ansel to help them. Characters have an advantage in this ability test, because Ansel has a heart of gold. Group actions and advantages (or disadvantages) are explained on the next page.





Group actions

Sometimes Kittens all perform an action together, helping each other out: such as climbing a cliff, moving silently through the forest, and so on. When this is the case, all players make an ability test with the appropriate ability. **If the majority of Kittens succeed, then they all succeed together.** If not, they all fail together.

Example: Dart, Sparkle, and Camilla (some of the other characters) are trying to cross a road that's being watched. Each player makes a Smart ability test for her Kitten. Dart and Sparkle succeed, Camilla fails. Nonetheless, the three friends manage to get across, despite the watchful eye of the guards. Dart helped Camilla to move quietly and carefully so as not to give them away while they were crossing.

Advantages and disadvantages

In some cases, a Kitten may benefit from an advantage or suffer a disadvantage in an ability test. An **advantage** is when the circumstances are in the Kitten's favor. Instead of rolling 3d6, the player rolls **4d6!** A **disadvantage** occurs when the circumstances are particularly unfavorable. Instead of rolling 3d6, the player rolls only **2d6!**

Whatever happens, the player can never roll more than 4 dice or less than 2. If several advantages apply, only 1 more die is rolled; likewise, if several disadvantages apply, only 1 less die is rolled. If, during the same action, one or more advantages are balanced out by an equal number of disadvantages, everything cancels out and the player simply rolls 3d6—no more, no less.

Example: Bobbin hides in a dark, shadowy thicket. He gets an advantage. The merchant doesn't like Sparkle, and the meowge attempts to negotiate with him. She suffers a disadvantage.



If at least one ability test is successful for this group action, Ansel gives the Kittens a lift in his cart. Along the way, he gives them some information about the area:

- The **Junkyard** and the dreadful, driving Yardogs (see Adventure 2, starting on page 32). It is definitely a place to avoid. The road to Corktown is also in this direction, but not to worry, we don't go close by in this adventure.
- The existence of the mysterious **Slumbering Forest** (see Adventure 3, starting on page 45). It is a vast, wondrous forest that surrounds a large amount of the road and the Junkyard. The forest, they say, is enchanted. Various beasts live there. It is a very quiet place, but sometimes strange music is heard coming from it.
- **Bigwheel** has shows and laughter (see the *Further Adventures* book, page 5). It is apparently a fantastic place, filled with the sound of songs, parties, and fun. This is due to the many performers who gather there. However, it is also a remote place that's hard to get to, and with the exception of those performers, few make the journey.
- The port of **Corktown**, with its pirates and famous pig families (see the *Further Adventures* book, page 25). Corktown is a large city that's focused on the sea and its trade. It is known as the "ports and pork" capital!. The streets

here run with rum and excitement. It is a city where anything can happen.

All these places will be covered in more detail in the relevant adventures later in the books.

If the ability test fails, Ansel refuses to take the Kittens. The old cat is worried about being tricked. He will nevertheless give them some information about attacks in the region (see box on page 26). The Kittens have to continue on foot. They suffer fatigue and a drop in morale. They each lose **1 Heart point**.



Scene 3: Into the unknown... and beyond!

On paw or in a cart, the companions eventually arrive at the edge of the kingdom. This is indicated by a wooden sign showing a crossed-out cat's head. Beyond this sign, they will move away from the civilization of the cats, towards other horizons. Night falls and it is time to rest.

If the Kittens came with Ansel and Woody, the old peasant will drop them off, with friendly encouragement and a few treats for their dinner.

The Kittens can make camp in a thicket near the sign. It also shows a single possible direction—towards both the Junkyard and the Slumbering Forest. The camp is sheltered from the wind and peeking eyes. This

provides some quiet time for the Kittens. The friends can eat, heal, and comfort each other. Each Kitten regains **1 Heart point** (according to the rules on page 24). They can earn more by using Furr-endship.

During the night, the Kittens hear howling and barking in the distance. It is not possible to tell precisely where it comes from.

When they wake up the next morning, the Kittens resume their journey. Despite a reasonably good night, the young exiles realize, with a tinge of sadness, that they are alone and isolated. It is time to get back on the path to some unknown treasure. What does the future hold?

Feel free to encourage roleplaying during this quiet time. Players can describe their characters in a little more detail and add to their individual and collective stories. It is also an opportunity to strengthen the group's ties, with games and songs.



Furr-endship

Furr-endship points measure the morale and happiness of a Kitten, his pleasure of being surrounded by his comrades, and living his best Kitten life (even if it is on the open road far from home). Furr-endship points are equal to a Kitten's Cute score.



A player may spend these points to achieve certain effects:

- *1 Furr-endship point gives **1 automatic success** for 1 roll of the dice. Counting successful die rolls, a player cannot achieve more than 4 successful rolls in this manner in total during a test. A player can spend 1 Furr-endship point on her own Kitten or to help a companion.*
- *1 Furr-endship point allows a Kitten to **give 1 Heart point** to another Kitten, simply by giving him a big hug and purring in his ear.*

However, a Kitten does not recover Furr-endship points simply by resting or letting time pass. Nor do they return to their maximum at the beginning of a game session. To recover 1 Furr-endship point, a Kitten must:

- ***Spend a quiet night in a secure and comfortable place**, in good company away from the worries of adventure.*
- ***Spend a pleasant evening in the company of friends**—new or old—telling stories, eating a nice meal, or sharing a little warmth and happiness. It doesn't work if Kittens spend their time hissing at each other or disagreeing.*
- ***Attend an interesting, fun, exciting**, or moving show in the company of friends. It could be a concert, a display of acrobatics, or a magnificent sunset over a breathtaking landscape.*

Example: Camilla has a Cute score of 5. She has 5 Furr-endship points. Her player spends 1 Furr-endship point to get 1 additional success on a Strong ability test in order to climb a tree. Later, during a pleasant evening by the fire with her friends, Camilla regains 1 Furr-endship.

Kitten SPARKLE

Player

Childhood MEOWGE

Character trait BRAVE

Cattribution MYSTIC MENTOR



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☐ Find Your Way
- ☒ Heal Wounds & Diseases
- ☐ Herbology
- ☐ Hide in Shadows
- ☐ Hiss & Growl
- ☐ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☐ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☒ Read, Write, Count
- ☐ Scratch
- ☐ Seduce & Charm
- ☐ See & Search
- ☐ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, reroll dice of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

- 1 CARE OF BEASTS (SMART)
- 2 ENCHANTING VOICE (CUTE)
- 3 CARE (CUTE)
- 3 TALK TO TREES (SMART)

Backpack

A SMALL MEOWGIC SPELLBOOK

A NICE MEOWGIC WAND

A LARGE HAT COVERED WITH STRANGE SYMBOLS

A TWISTED WALKING STICK

A LEATHER POUCH FILLED WITH MEDICINES

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

SPARKLE

SPARKLE IS A STUDENT OF MEOWGIC. SHE IS INTELLIGENT AND BRAVE. BEFORE SHE WAS EXILED, SHE WAS THE TOP STUDENT IN HER CLASS. HER PARENTS ARE WELL-KNOWN FABRIC MERCHANTS IN CAT TREE CITY. SPARKLE KNOWS HER COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATTRIBUTE: MYSTIC MENTOR

THE GHOST OF AN ANCIENT PROFESSOR OF THE MEOWGIC ACADEMY ACCOMPANIES THE KITTEN. SUCH A YOUNG STUDENT SHOULD NOT BE ON THE ROAD WITHOUT AN ADULT. THE GHOST GIVES GOOD ADVICE AND IS SUPER KNOWLEDGEABLE, BUT CAN NEVER INTERVENE PHYSICALLY. HE ALSO HAS VERY STRONG IDEAS ABOUT GOOD MANNERS, BEING EXTRACAREFUL, AND COMPULSORY STUDY TIME.

SPELLBOOK:

- CARE OF BEASTS (SMART/1 SUCCESS): THE KITTEN COMPLETELY HEALS A SICK OR INJURED BEAST, RIDES IT OF PARASITES, AND MAKES ITS HAIR, FEATHERS, OR SCALES LOOK NICE AND SHINY.
- ENCHANTING VOICE (CLUTE/2 SUCCESS): THE KITTEN'S VOICE BECOMES DEEP AND SOOTHING. THIS EITHER CALMS OR PUTS A CREATURE TO SLEEP, OR AWAKENS STRONG EMOTIONS IN THE AUDIENCE WHEN TELLING A STORY.
- CARE (CLUTE/3 SUCCESS): DURING A BREAK, THE KITTEN MAY SPEND 1 FURR-ENDSHIP POINT TO GIVE 1 HEART POINT TO EACH OF HER COMRADES WHO ARE PRESENT (INSTEAD OF SPENDING 1 FURR-ENDSHIP POINT FOR EACH HEART POINT GIVEN).
- TALK TO TREES (SMART/3 SUCCESS): BY PLACING HER HAND ON THE BARK, THE KITTEN CAN CONVERSE WITH A TREE. THE OLDER THE TREE, THE MORE INTELLIGENT IT IS AND THE MORE IT HAS TO SAY.



Kitten BOBBIN

Player

Childhood COUNTRY KITTEN

Character trait GROUCHY

Cattribution ANIMAL COMPANION (HARLEQUIN)



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☒ Find Your Way
- ☐ Heal Wounds & Diseases
- ☐ Herbology
- ☐ Hide in Shadows
- ☐ Hiss & Growl
- ☒ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☐ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☐ Read, Write, Count
- ☐ Scratch
- ☐ Seduce & Charm
- ☐ See & Search
- ☐ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, reroll dice of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

1 SLIPPER PATROL (STRONG)

3 LONG NIGHT (STRONG)

Backpack

A BIRD CALL THAT SOUNDS LIKE BIRDS SINGING

CEREAL BARS

A LARGE STRAW HAT

A FORK

DRIED INSECTS FOR HARLEQUIN

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

BOBBIN

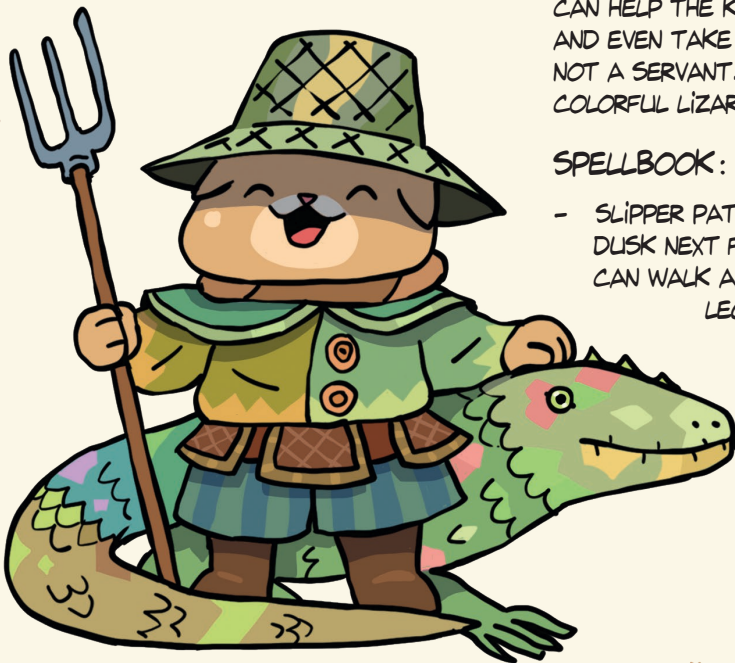
BOBBIN IS A PEASANT'S SON. HE'S A BIT GRUMPY, BUT IS SECRETLY GOOD-HEARTED. HIS PARENTS WERE SHEEP FARMERS IN THE COUNTRYSIDE NEAR CAT TREE CITY. THEY SUPPLIED WOOL TO MERCHANTS IN THE CITY (TO SPARKLE'S PARENTS, TOO). BOBBIN KNOWS HIS COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATTRIBUTE: ANIMAL COMPANION

THE KITTEN IS ACCOMPANIED BY A BEAST OF HIS CHOOSING, WHICH IS LOYAL AND FRIENDLY TO HIM. SHE IS A LITTLE SMARTER THAN OTHER BEASTS; SHE CAN HELP THE KITTEN, RESPOND TO SIMPLE ORDERS, AND EVEN TAKE THE INITIATIVE—BUT SHE IS A FRIEND NOT A SERVANT. BOBBIN HAS HARLEQUIN, A LARGE, COLORFUL LIZARD.

SPELLBOOK:

- SLIPPER PATROL (STRONG / 1 SUCCESS): UNTIL DUSK NEXT FALLS, THE KITTEN AND HIS COMRADES CAN WALK AND RUN WITHOUT HURTING THEIR LEGS, PAWS, OR TWISTING ANKLES.
- LONG NIGHT (STRONG / 3 SUCCESS): THE KITTEN DOES NOT SLEEP ALL NIGHT, INSTEAD STAYING AWAKE, ALERT, AND VIGILANT, EXCEPT FOR A FEW MINUTES AT DAWN. HE IS PERFECTLY RESTED THE NEXT DAY.



Kitten CAMILLA BELLEFLEUR

Player

Childhood YOUNG NOBLE

Character trait STUBBORN

Cattribution INHERITANCE



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☐ Find Your Way
- ☐ Heal Wounds & Diseases
- ☐ Herbology
- ☐ Hide in Shadows
- ☐ Hiss & Growl
- ☐ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☒ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☐ Read, Write, Count
- ☐ Scratch
- ☒ Seduce & Charm
- ☐ See & Search
- ☐ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, reroll dice of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

1 SOUND & VISION (CUTE)

2 LONG VIEW (CUTE)

Backpack

FANCY CLOTHES

LUXURY FUR COMB

BALL & CARNIVAL MASKS

PERFUME

A BEAUTIFULLY CRAFTED CRYSTAL ROSE (HER FAMILY SYMBOL)

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

CAMILLA BELLEFLEUR

CAMILLA WAS BORN INTO ONE OF THE KINGDOM'S NOBLE FAMILIES. UNFORTUNATELY FOR HER, AS HER FRIENDS, SHE WAS A VICTIM OF KING WALTER'S LOTTERY. CAMILLA ACTS LIKE A YOUNG, HIGH-RANKING NOBLE, BUT SHE ACTUALLY FEELS CLOSE TO REGULAR PEOPLE. SHE HAS QUITE A CHARACTER! CAMILLA KNOWS HER COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATTRIBUTE: INHERITANCE

AT THE BEGINNING OF EACH GAME SESSION, AN ANIMAL (CARRIER PIGEON, TUNNELLING MOLE, OR MIGRATING TURTLE) BRINGS THE KITTEN A GOLD COIN STAMPED WITH KING WALTER'S PROFILE.

IT'S WORTH A FORTUNE ON THE ROAD, AND IS PROOF THAT HER PARENTS HAVE NOT FORGOTTEN HER (EACH COIN IS A PURR-ECIOUS ITEM THAT DOES NOT TAKE UP A SPACE IN A BACKPACK).

SPELLBOOK:

- SOUND & VISION (CLUTE / 1 SUCCESS):
THE KITTEN IS SURROUNDED BY SOUNDS, MUSIC, AND LIGHTS AND CAN PUT ON A SHOW.
- LONG VIEW (CLUTE / 2 SUCCESS):
UNTIL THE NEXT DAWN, THE KITTEN CAN SEE PERFECTLY INTO THE DISTANCE, AS IF USING BINOCULARS OR A TELESCOPE.



Kitten DART

Player

Childhood **SOLDIER'S CHILD**

Character trait **SHY**

Cattribution **HEROIC LINEAGE**



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☐ Find Your Way
- ☐ Heal Wounds & Diseases
- ☐ Herbology
- ☒ Hide in Shadows
- ☐ Hiss & Growl
- ☐ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☐ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☐ Read, Write, Count
- ☐ Scratch
- ☐ Seduce & Charm
- ☐ See & Search
- ☒ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, reroll dice of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

- 1 **FEARLESS (STRONG)**
- 2 **QUICK AS A FLASH (SMART)**

Backpack

LIGHT ARMOR

BOW & QUIVER FULL OF ARROWS

A BAG OF SHINY KNICKKNACKS

MUSHROOM GUIDEBOOK

AN OLD RUSTY SWORD

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

DART

DART HAS DREAMS OF BEING A GREAT HERO. HE IS DETERMINED AND BRAVE. HOWEVER, DART IS ALSO VERY SHY, AND IS ALWAYS BLUSHING. BOTH HIS PARENTS ARE GUARDS ON THE ROADS LEADING TO CAT TREE CITY. DART WAS RAISED BY HIS GRANDMOTHER, GRANNY CUDDLEKIN. DART KNOWS HIS COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATTRIBUTE: HEROIC LINEAGE

THE KITTEN IS THE CHILD OF SOME OF THE KINGDOM'S MILITARY HEROES. HIS PARENTS' ENEMIES FEAR THEM; HIS PARENTS' FRIENDS ARE INDEBTED TO THEM. IT IS NOT ALWAYS EASY TO LIVE UP TO SUCH A BIG REPUTATION, BUT IT CAN HAVE ITS ADVANTAGES WHEN LOOKING FOR ALLIES OR CONFRONTING ENEMIES.

SPELLBOOK:

- FEARLESS (STRONG / 1 SUCCESS): UNTIL THE NEXT DAWN, THE KITTEN IS NOT AFRAID OF ANYBODY OR ANYTHING. IF HE ALSO SPENDS 1 FURR-ENDSHIP POINT, THE SPELL HAS THE SAME EFFECT ON ALL HIS COMRADES PRESENT.
- QUICK AS A FLASH (SMART / 2 SUCCESS): UNTIL THE NEXT DAWN OR DUSK (WHICHEVER COMES FIRST), THE KITTEN CAN RUN TWICE AS FAST AND THREE TIMES AS LONG AS NORMAL, WITHOUT GETTING TIRED.



Kitten **CHEESY**

Player

Childhood **CATNUT**

Character trait **FUNNY**

Cattribute **DISGUISE**



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

☒ Cook

☐ Draw & Paint

☐ Find Information

☐ Find Your Way

☐ Heal Wounds & Diseases

☐ Herbology

☐ Hide in Shadows

☐ Hiss & Growl

☐ Hunter-Gatherer

☐ Keep Calm & Carry On

☐ Knowledge of Laws & Legends

☐ Knowledge of People & Places

☐ Make Music

☐ Move Silently

☐ Pickpocket

☐ Read Sky & Stars

☐ Read, Write, Count

☐ Scratch

☐ Seduce & Charm

☒ See & Search

☐ Shake Your Booty

☐ Sweet-talk

☐ Tinker with Bits & Bobs

☐ Treating Beasts

Spellbook

1 **HEART CHARM (STRONG)**

2 **CAT HAVEN (STRONG)**

Backpack

A CHEESE KNIFE

A LARGE, ROUND CHEDDAR CHEESE

A CAPE OF LEAVES

A PILE OF RAGS & RIBBONS

A JOKE BOOK

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, reroll dice of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

CHEESY

CHEESY WAS EXILED BY KING WALTER WHEN HE WAS VERY YOUNG, BECAUSE HE SMELLS OF CHEESE. KING WALTER CANNOT STAND THAT SMELL! AFTER THAT, CHEESY LIVED ALONE IN THE WOODS NEAR THE CAPITAL'S RAMPARTS. CHEESY IS WILD, BUT ALSO VERY FUNNY, AND HE LOVES TO TELL JOKES. HE ALSO LOVES CHEESE! CHEESY THE CATNUT KNOWS HIS COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE! CHEESY DECIDED TO JOIN UP WITH THEM ON THEIR EXILE ON THE DAY OF THE CEREMONY.

CATTRIBUTE: DISGUISE

CATNUTS HAVE DEVELOPED THE CURIOUS GIFT OF DISGUISE BY OBSERVING OTHER CATS FROM AFAR. THEY CAN TAKE ON ALMOST ANY APPEARANCE, USING COLORFUL MATERIAL, OLD CLOTHES, OR MUD ON THEIR FUR. THEY CAN BECOME A KITTEN, A YARDOG, A ROYAL PIG—EVEN A SLIMY SWAMP MONSTER!

SPELLBOOK:

- HEART CHARM (STRONG / 1 SUCCESS): THE KITTEN CRAFTS A SMALL TALISMAN THAT HE CAN KEEP OR GIVE TO ANOTHER. IT GIVES THE WERER 1 EXTRA HEART POINT (AND INCREASES THEIR MAXIMUM BY 1) UNTIL THE NEXT DAWN.
- CAT HAVEN (STRONG / 2 SUCCESS): THE KITTEN FINDS A PROTECTED, HIDDEN, COMFORTABLE, WARM PLACE WHERE HE CAN SPEND THE NIGHT AND SNOOZE QUIETLY, UNDISTURBED.



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Starter Set

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EDGE

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