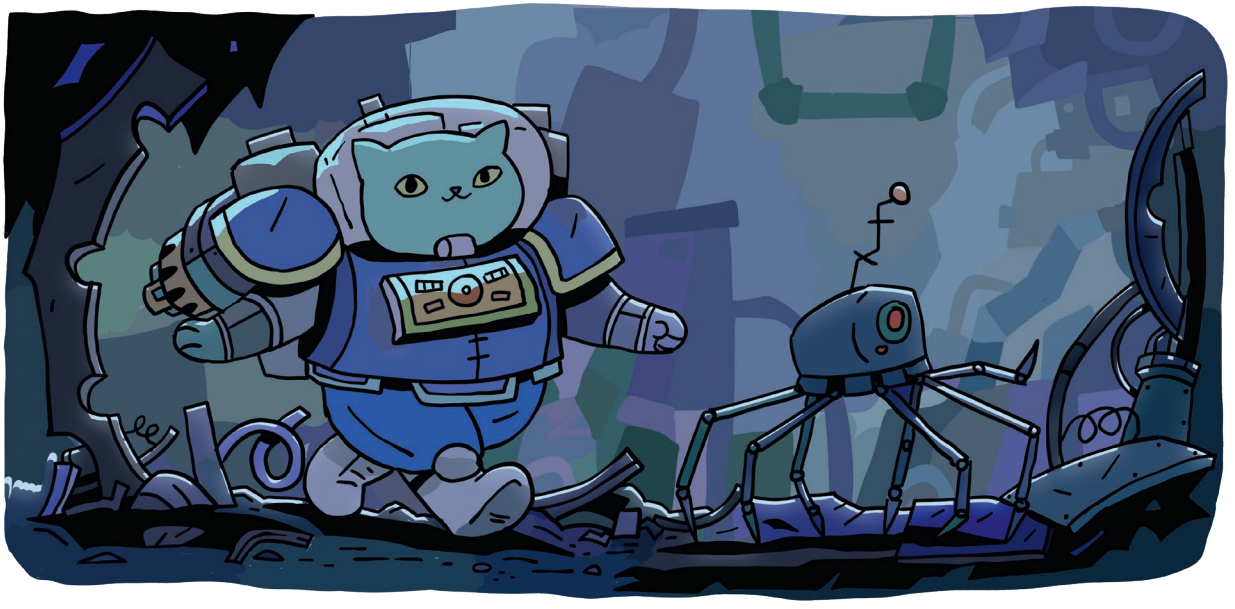

Dungeons & Kittens
EDGE
The Source of Meowgic

Appendix

On the following pages you will find:

- An unlabeled map of the research laboratory (see Adventure 1).
- Six new childhood types, offering new character creation possibilities for players.
- Four ready-to-play characters that can be used for this campaign — or any other adventure you like!



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New Childhoods

Cabin Cat



This Kitten comes from the port village of Huggle (or another port in the kingdom). They are part of a family of fishermen or sailors. Their fur is faded by salt water, and their sturdy paws are accustomed to handling ropes, oars, and fishing nets. If they suffer royal banishment, Cabin Cats are no longer allowed to join a legitimate ship's crew. As a result, some are tempted by piracy.

Salty Sea Kit: The Kitten has grown fond of water and is not afraid of getting wet. Regular swimming and sailing mean they are very comfortable moving around and navigating in a marine environment. They know everything there is to know about looking after a ship.

In the Cabin Cat's backpack: Fishing rod; net; pirate hat; yellow oilskin jacket; tins of sardines in oil.

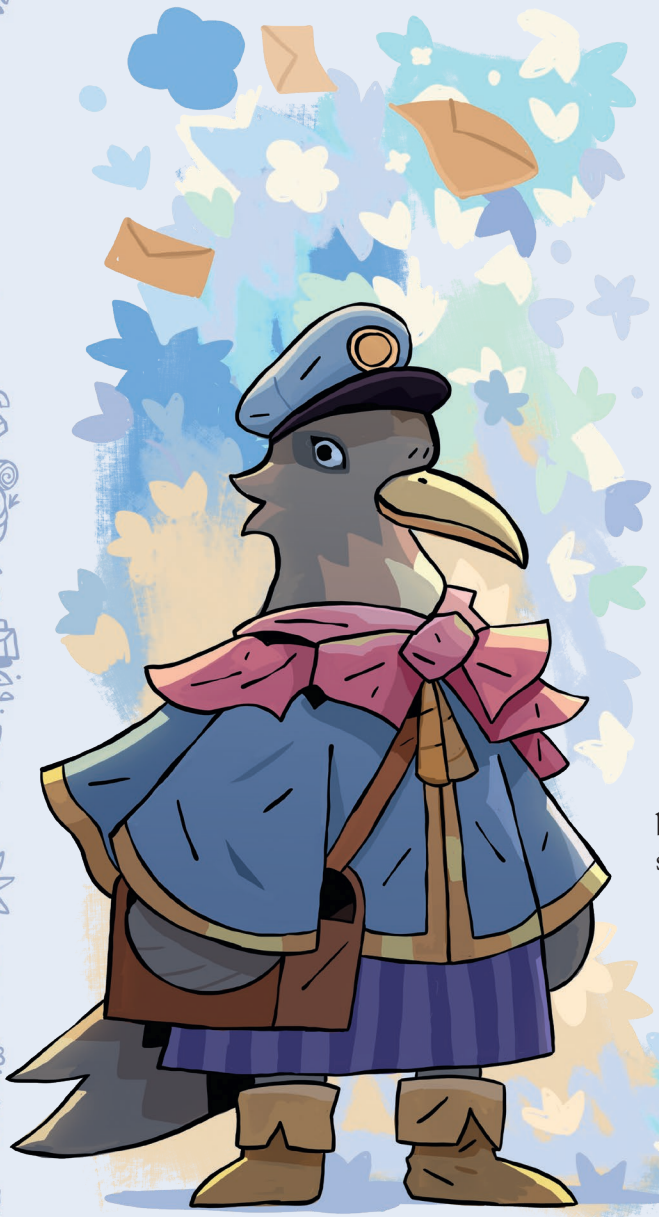
Warren Bunny

The Warren is the secret name rabbits give to the vast, idyllic stretch of land that surrounds the old, jammed radio tower. Bunnies who were lucky enough to grow up there are often a little bit proud and territorial, willingly quarrelsome, and always try extra hard to look tough. You shouldn't mess with them or you risk getting "bunnybeat". Nothing annoys them more than being told they are cute, although they do know how to be charming. They aren't scared of anything — except maybe cats a little bit.

Battery Power: Warren Bunnies are bursting with energy and never seem to get tired. They can run at full speed for hours on end, and their prodigious leaps allow them to launch themselves over obstacles and up cliffs.

In the Bunny's backpack: An enormous mallet; a ball so battered it is oval-shaped; little carrots and salads for the road; a dashing hat; some pink gemstones; bells; unfinished notes on the best ways to make paper airplanes; a notebook with the names of all their cousins who moved to the city.





Pigeonling

Encountering a Pigeonling is very uncommon, and for good reason: very few of them leave the family nest before reaching maturity, because their parents are so protective and their nests are so high up and hidden away. It does happen, however, that some flap their wings and take up their role as messenger and explorer from an early age. And joining a group of young adventurers is perfect for that!

Traveler: Although their wings are not yet as strong as their parents, Pigeonlings can take off and fly short distances. They always keep the direction of their original pigeon loft in mind and have an idea of the distance that separates them from it. This gives them an excellent sense of direction.

In the Pigeonling's backpack: A messenger's cap; satchel full of old letters; bag of spicy seeds; scarf knitted by mom; a stamp album.

Robot Kitten

Deep within Cat Tree City, the noise of hammering tools can be heard coming out of a very strange workshop. In it, a mysterious craftsman named The Engineer builds mechanical cats with artificial life for King Walter. However, his deep love for the machines he builds has stirred within him the desire to give them a soul. And so, the Robot Kitten was created, full of innocence and curious about everything around it. They escaped, in the hope of discovering the outside world, and in order to become a "real" Kitten.



Circuits and Steel: The Robot Kitten doesn't face the same dangers as others; it does not have to worry about being hungry, thirsty, or getting small scratches. However, it is not indestructible, and its circuits and metal body may require repairs from time to time. Any recovery of Heart points requires technical help. Additionally, it has a range of abilities because of its blend of Meowgic and technology (extendable paws, radar, supercomputer, thermal vision, etcetera). However, it must be careful in case its solar battery runs out, which could leave it frozen in place, like a metal statue. A Robot Kitten can use Meowgic, but its spells are often linked to its strange built-in gadgets.

In the Robot Kitten's backpack: A soldering iron; school uniform; a sonic screwdriver; The Engineer's electronics manual; a roll of copper wire.



Binturong, or «Bearkitten»

Bearkittens are long-bodied animals with sturdy tails. They love high places and like to dominate their surroundings if they can. They usually live in trees, and more than anything they like the fruit they find in them. They give off a pleasant odor of popcorn, but don't ask where it comes from... it's rather embarrassing!

Gripping Tail: Bearkittens can use their gripper tails to climb up and down with ease, no vertical surface can stop them! They can also hang for hours, and even sleep hanging by them. In addition, this agile and powerful limb allows them to carry an extra Purr-ecious item.

In the Bearkitten's backpack: A grappling hook; climbing harness; selection of exotic dried fruit; a superhero's cape; a comb made of rare wood; a bamboo toothbrush.

Turtletot

Sometimes, turtle hatchlings are found washed up on the shores of the Kingdom of Cats. Too young to find their way back, these Turtletots grow up in families that adopt them on the coast. They fit in well, but they still always dream of being at sea.

Turtletots are small but strong, and they seem to put the same great effort into everything they do.

Hero in a Half-Shell: A Turtletot is rather slow on dry land, but they swim with ease. In addition, they are sturdy and have a shell that protects them against falls and knocks. Once a day, a Turtletot can ignore a loss of Heart points because of their shell.

In the Turtletot's backpack: A walking stick; a colorful headband; gardening tools; a leather sling; tomato and anchovy bread.



Dungeons & Kittens

Kitten JOB

Player
Childhood ROBOT KITTEN
Character trait NAIVE
Cattribute
CIRCUITS AND STEEL



Spellbook

- PRESERVING
- RESOURCES (1) (P.41)
- CAT HAVEN (2) (P.39)

Abilities

Strong	Smart	Cute	Heart	Furr-endship
4	1	3	5	3

Skills

- ○ Care of Beasts
- ○ 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

Backpack

- SOLDERING IRON
- SCHOOL UNIFORM
- SONIC SCREWDRIVER
- THE ENGINEER'S ELECTRONICS MANUAL
- ROLL OF COPPER WIRE

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

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
Purr-ecious item: If useful, re-roll dice of your choice
Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Experience

Current / Total

JOB ESCAPED FROM THE ENGINEER'S WORKSHOP. THEY HID IN THE STREETS OF CAT TREE CITY AND THEN LEFT. ONE NIGHT, IT APPROACHED SOME OTHER EXILED KITTENS AND ASKED THEM FOR HOSPITALITY. JOB IS A HAPPY COMRADE. THE ROBOT KITTEN IS CURIOUS, BUT A BIT NAIVE.

Dungeons & Kittens

Kitten FOAMER

Player
Childhood CABIN CAT
Character trait CHATTY
Cattribute
SALTY SEA KIT



Spellbook

FEARLESS (1) (P.39)

ENDLESS FEED (2) (P.39)

Abilities

Strong	Smart	Cute	Heart	Furr-endship
3	4	1	7	1

Skills

- ○ Care of Beasts
- ○ 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

Backpack

FISHING ROD

NET

PIRATE HAT

YELLOW OILSKIN JACKET

3 TINS OF SARDINES IN OIL

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
Purr-ecious item: If useful, re-roll dice of your choice
Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

FOAMER IS A NATIVE OF HUGGLE, BUT WHEN HE WAS A BABY HIS FAMILY MOVED TO CAT TREE CITY TO BECOME FISHMONGERS. EVER SINCE, FOAMER DREAMED OF NOTHING BUT THE OCEAN! HE DESPERATELY WANTS TO GO TO SEA. IT LOOKS LIKE HIS EXILE MAY GIVE HIM THAT OPPORTUNITY. FOAMER IS A CHATTY, CUDDLY KITTEN WHO SPENDS HIS TIME TALKING ABOUT HIS FUTURE AS A GREAT SHIP'S CAPTAIN.

Kitten PAT

Player
Childhood PIGEONLING
Character trait BRAVE
Cattribute
TRAVELER



Abilities

Strong	Smart	Cute	Heart	Furr-endship
3	1	4	4	4

Spellbook

LOUD SPEAKER (1) (P.39)

CARE (3) (P.41)

Skills

- ○ Care of Beasts
- ○ 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

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
Purr-ecious item: If useful, re-roll dice of your choice
Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Backpack

- MESSENGER'S CAP
- SATCHEL FULL OF OLD LETTERS
- BAG OF SPICY SEEDS
- SCARF KNITTED BY MOM
- STAMP ALBUM

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

PAT ALWAYS WANTED TO TRAVEL TO FARAWAY LANDS. HE DREAMS OF GOING ON AMAZING, THRILLING FLIGHTS. THE ROYAL PIGEON LOFT IN CAT TREE CITY WAS MUCH TOO QUIET FOR HIM. AT THE FIRST OPPORTUNITY, PAT JOINED UP WITH A BAND OF NEWLY EXILED YOUNG KITTENS. WITHOUT SAYING A WORD TO HIS PARENTS (WHO ARE ROYAL MESSENGERS), THE BRAVE PIGEONLING DECIDED TO TAKE FLIGHT ALL BY HIMSELF.

Dungeons & Kittens

Kitten MELLO

Player
Childhood BEARKITTEN
Character trait CUNNING
Cattribute
GRIPPING TAIL



Abilities

Strong	Smart	Cute	Heart	Furr-endship
1	4	3	5	3

Spellbook

- THE COLOR OF GRASS (1)
- TALK TO TREES (3)

Skills

- [ ] Care of Beasts
- [ ] Cook
- [ ] Draw & Paint
- [ ] Find Information
- [ ] Find Your Way
- [ ] Heal Wounds & Diseases
- [ ] Herbology
- [x] Hide in Shadows
- [ ] Hiss & Growl
- [x] 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

Backpack

- GRAPPLING HOOK
- CLIMBING HARNESS
- 3 PIECES OF EXOTIC DRIED FRUIT
- SUPERHERO'S CAPE
- COMB MADE OF RARE WOOD
- BAMBOO TOOTHBRUSH

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

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
Purr-ecious item: If useful, re-roll dice of your choice
Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

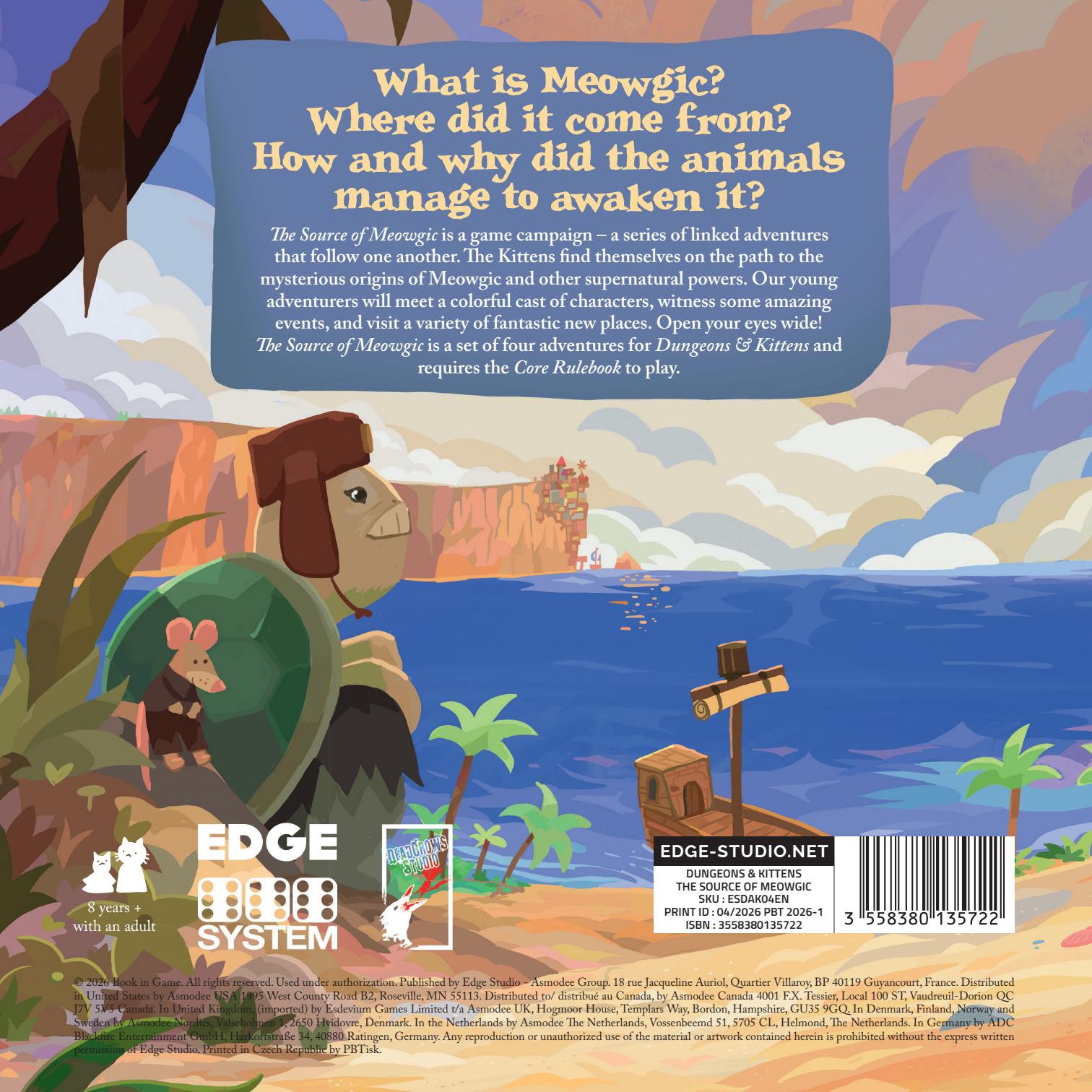
Experience

Current / Total

MELLO IS A NOT-VERY-STRONG BEARKITTEN. HE IS MORE OF A CUBKITTEN! BUT MELLO HAS A PRETTY GOOD TRICK UP HIS SLEEVE! HE IS A VERY CRAFTY, CUNNING BEARKITTEN. HIS FAMILY TENDS TO KING WALTER'S MANY GARDENS AND ORCHARDS. MELLO DID NOT LIKE WORKING FOR THE FAT, LAZY, UNFAIR, TYRANNICAL KING. AT HEART, MELLO IS A CHAMPION OF JUSTICE WHO SEES HIS EXILE AS A CHANCE TO DISCOVER THE GREAT BIG WORLD... AND MAKE IT A BETTER PLACE.

What is Meowgic? Where did it come from? How and why did the animals manage to awaken it?

The Source of Meowgic is a game campaign – a series of linked adventures that follow one another. The Kittens find themselves on the path to the mysterious origins of Meowgic and other supernatural powers. Our young adventurers will meet a colorful cast of characters, witness some amazing events, and visit a variety of fantastic new places. Open your eyes wide! *The Source of Meowgic* is a set of four adventures for *Dungeons & Kittens* and requires the *Core Rulebook* to play.



8 years +
with an adult

EDGE SYSTEM

EDGE-STUDIO.NET
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