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RIVER CITY



MAGICAL KITTIES
SAVE THE DAY!

MAGICAL KITTIES IN RIVER CITY

River City is as near as your own backyard and as familiar as your mom's apple pie. The humans here don't even know notice the terrible troubles that threaten their quiet rural town. Of course, that's because they're protected by magical kitties, on constant alert against mystical mischief!

WELCOME TO RIVER CITY

Nestled into the curve of the gently meandering river, River City looks like a thousand other small towns. In fact, those who know how to open their eyes (and what to look for) find River City filled to the brim with the wondrous, supernatural, and paranormal. Kitties romping through the city's alleys, parks, and secret ways find magic almost everywhere they go. It's hidden just out of sight from the blissfully ignorant humans, but constantly calling out to those looking for a little excitement.

The truth is that you probably already know River City. If you haven't lived somewhere very much like it, then you've probably visited a place that's similar. You won't have to think any further than the streets and parks you played in yesterday to flesh out its neighborhoods.

RIVER CITY DETAILS

Most of River City lies northwest of the nearby river, spreading out to the historic Town Square that seems plucked out of yesteryear. To the southwest, perched on a bluff, is Pill Hill. Old mansions and older money fill this ritzy neighborhood. To the east are the seemingly endless, cookie-cutter streets of the Green Hills housing development.

On the southeast side of the river, beyond the steel-arched Montgomery Bridge, is an industrial sprawl centered around the labyrinthine Union Chemical Plant. The huge plant is surrounded by the rusted homes and peeling paint of the Lawnwood neighborhood. Outside of River City, farmers' fields stretch for miles and miles in all directions.

River City was founded in the mid-19th century and thrived on river trade. It expanded several times, clearcutting the forests that once grew here, and eventually crossing the river into what's now the Lawnwood neighborhood.

WHAT RIVER IS THAT?

The river of River City has been left nameless. Where, exactly, is River City located? It's up to you! Is there a river near where you live? Or one that you've always loved? Maybe it's that one!

If you're struggling to find a name, though, you can call it the Mayweather River.

The city fell on hard times during the Great Depression, but managed to attract several major businesses – including the Union Chemical Plant – during the 1950s. These new industries brought in a lot of new people, leading to the expansion of Lawnwood and ground breaking in the Green Hills housing development. With these manufacturing jobs now beginning to dry up in the 21st century, River City has managed to fill the gap with the expansion of Cliffside Hospital and a light tourism industry, but the whole city still feels suspended between the past and the future.



RUNNING RIVER CITY

Because River City is designed to be a typical small town in the modern world, you're likely to find it useful even if you're creating your own setting. For example, you can cut out pieces of River City and paste them into your own neighborhood or hometown. The River City Public Library can become your local library. Rename the Stone Circle Restaurant after your favorite eatery. And you probably already know what part of your own neighborhood you'd be most likely to find an old haunted house in, right?

River City is well-stocked with Foes and Disasters to turn into Hometown Problems. Aim those at the Problems of your kitties' humans, and you're all set to play. Almost any of the example Foes and Disasters from the *Rulebook* can also be easily found in River City, so don't hesitate to use them!

RIVER CITY ADVENTURES

River City is designed to be a perfect fit for the basic adventure recipes from the *Magical Kitties Save the Day Rulebook*. You should find it easy to use them as the kitty crew explores the town. For example, the Path to the Fairylands Disaster (p21) can be easily combined with the "Guardians of the Path" variant of the Boss Rush. You can use the Simple Mystery structure to draw the kitties into any of the mysterious elements of the city, like the history of the Hawthorne Circle (p17) or the truth of Lilith's history (p7). Fortified locations appropriate for a Raid could include Poole Observatory (p9), the Ever-Changing House (p9), or, for a very literal siege, Montgomery Castle (p12).

RIVER CITY PROBLEMS

Underneath the tranquil surface of River City are all sorts of hidden hazards. Cunning kitties must tread carefully when facing their hometown's Problems.

Problem: Baba Yaga

Baba Yaga is a powerful witch. She lives in a quaint little hut with a thatched roof that, if she's inside it, can sprout chicken legs and go running off. She has only recently come running into River City, and has dropped her house into a wooded section of Dewberry Park.

Baba Yaga is very arrogant and her arrival in town is likely to upset the magical status quo.

Rank: 3

Stats: Witch, *Rulebook* p51.

AGENDA

Collect Children: When Baba Yaga comes to a town, she sets about kidnapping as many children as she can. She uses magical rituals to shrink them down to the size of tiny dolls, and keeps them imprisoned in magical dollhouses in the attic of her hut. Each ritual takes a lot of time, but when her collection is complete – or it becomes too dangerous for her to remain – Baba Yaga sends her hut running out of town, taking the children with her.

Hex Officials: Baba Yaga places important officials in River City – people like the mayor or police officers – under a hex that controls them. She mostly does this to cover up the disappearances of children and block any investigations that might get started. Kitties may find these people (who might be their own humans or human Problems) acting strangely because of the hex before they even realize Baba Yaga has come to town.

Summon Minions: Baba Yaga summons lots of different magical creatures to either kidnap children, protect her, or carry out errands. They tend to cause smaller hometown Problems that can attract the attention of magical kitties.

Solve Problems with Curses: Baba Yaga is very skilled at throwing magical curses to get what she wants or to protect herself. Kitties' humans or homes are bound to be caught up in a curse eventually.

Problem: Chemical Spill

There's been another major leak at the Union Chemical Plant (p11) after an emergency system malfunctioned. The company is covering it up for now, but Lawnwood residents exposed to the leak are beginning to develop Magical Powers.

Rank: 3

Stats: Pick any magical power and add it to a Hometown Citizen or Pesky Kid's stats from the *Rulebook* p50.

ADVENTURE INGREDIENTS

Supervillains: Some of the afflicted panic, causing a lot of damage until they get their powers under control. Others use their powers to commit crimes or cause trouble.

Superheroes: Some people, discovering that they have strange powers, begin thinking of themselves as superheroes. They get into all sorts of trouble that only magical kitties can help them get out of.

Under the Microscope: Eventually some of these people end up being studied at Cliffside Hospital (p9). Once the management at the Union Chemical Plant gets wind of what's happening, they make sure it can't be traced back to them. And they want to figure out how to reverse engineer the accident and create more of the "supers serum."

Problem: Dinosaur Collectors

Zithembe “Jack” Mabuza is a big game collector responsible for capturing countless animals to sell to private zoos and rich individuals looking for exotic pets. Years ago, he realized the wilderness is filled with more than just natural animals. He doesn’t believe in magic (yet), but he has seen strange and wondrous creatures. He tracked down yeti in Tibet, a unicorn in Germany, shapeshifting frogs in Brazil, and woolly mammoths in Siberia.

After capturing his first few mythical creatures, Jack learned that they could make him a very wealthy man. Such creatures can be sold to a very rich – and very secretive – group of collectors on what’s known as the cryptid market.

Jack Mabuza and his elite team of trackers have come to River City to find Dinosaur Cavern, capture the dinos living there, and haul them out into the light of day.

Rank: 2

Stats: Hometown Citizen, *Rulebook* p50. They have Tranq Guns and Electric Nets as Mods.

DINO COLLECTING EQUIPMENT

Tranq Gun: Incapacitates a kitty, who falls asleep for the scene.

Electric Net: A kitty caught in an electric net is stunned for 1 turn, incapacitating them. Their Fierce score is then reduced to 1 until they can get free of the net, which takes a difficulty 5 Fierce check.

AGENDA

Find Dinosaur Cavern: When Jack Mabuza’s crew first comes to River City, they don’t know exactly where Dinosaur Cavern is located. Kitties may encounter these strangers surveying the countryside around River City or in the River City Library (p8) looking at maps or doing other research.

Capture Dinosaurs: Once Jack Mabuza and his crew have located Dinosaur Cavern, they set up a base camp there, begin capturing dinosaurs, and lock them up in cages for transport. Breaking up this base camp and driving Mabuza’s crew out of River City is the only way to permanently solve the problem.

ADVENTURE INGREDIENTS

Escaped Dinosaurs: While transporting their prey, Jack Mabuza’s crew accidentally release a bunch of dinosaurs into River City’s town square. These dinos may be the kitties’ first clue that something odd is going on, and they can lead the kitties back to Dinosaur Cavern.

Problem: The Toymaker

Morgan Rees, the owner of Mischief’s Toy Store (p7), is obsessed with toys. He is both an avid collector and a gifted inventor and toymaker. Using a combination of found magic and technology, Morgan has been able to make his most recent toys “come to life.”

Rank: 1

Stats: Hometown Citizen, *Rulebook* p50. Living toys are Thingamajigs, but they’re so wimpy they count as Bugs, *Rulebook* p52.

AGENDA

Steal Rare Toys: The Toymaker has been sending his toys out at night to sneak into people’s homes and steal rare toys that he wants for his collection. The toys aren’t always the cleverest of servants, and so sometimes end up snatching the wrong items. Still, they’re really important to the humans or kitties who own them!

Problem: The Mice Resistance

There are a growing number of mice who’ve decided they can no longer tolerate the tyranny of kitties! Meeting in secret dens across the city, like the one located under the floorboards at Danbury’s Antiques Shop (p6), the Mice Resistance is a group of furry freedom fighters. Alone they’re weak, but together they’re a modern-day version of Robin Hood’s merry band!

Rank: 3

Stats: Songbird, *Rulebook* p53.

AGENDA

Torment Kitties: The Mice Resistance knows they won’t be able to win a straight-up fight until their strength has grown, but they’ll target the kitties with small annoyances to send a message. This could include stealing food dishes, nailing the cat door shut, replacing catnip with chamomile, and the like. They even leave taunting notes behind, signed “The Mice Resistance.”

Get Magical Powers: A small band of the Mice Resistance wants to journey through Tripod Rock (p12) and into the Fairylands. Their goal is to form an alliance with a powerful Lord or Lady of the Fairylands, who they hope will imbue Chosen Mice with powers that could make them an equal match for magical kitties. The kitty krew may hear rumors of the expedition from the squirrels, or from friends they’ve made in the Fairylands.

ADVENTURE INGREDIENTS

Kitty Cuts: The Mice Resistance begins ambushing cats while they’re sleeping, and shaving off their fur. They start with non-magical cats, but these are just practice runs while they wait for a magical kitty to become vulnerable.

Problem: Neighborhood Burglars

Marcie Glazier and Don Gordon are a couple of hoods who have been breaking into homes in the kitties' neighborhood. They've gotten pretty good at it, usually casing target houses for a couple days before making their move.

Rank: 1

Stats: Hometown Citizen, *Rulebook* p50.

AGENDA

Steal Stuff: Don likes to target houses with pet doors, since he has a tool he uses to reach up through the flap and undo the door lock.

Fence the Good Stuff: Marcie and Don have a good relationship with Scottie Arnold, a guy who runs a pawn shop over in Lawnwood. Anything they steal (from a magical kitty's house, for example) is usually passed on to Arnold the same night.

Problem: Hyper-Intelligent Raccoons

The hyper-intelligent raccoons of River City are holed up at the dump. There are eight members of the clan, all working together on their newest hyper-tech project, the mecha-raccoon.



KITTY TIP! RUMORS

The burglars are a great example of a Hometown problem that can be more effective if you foreshadow it. The kitties may hear rumors of other houses being broken into in the neighborhood. Squirrels constantly talk about such things, or the kitties could overhear their humans talking about it. That sets the stage for their own homes being robbed!

Rank: 4

Stats: Hyper-Intelligent Raccoons, *Rulebook* p58.

AGENDA

Build Mecha-Raccoon: Deep beneath the River City Dump, the raccoons are building a 30-foot-tall mecha-raccoon. They're infusing it with the powers they're stealing from kitties and other magical creatures throughout River City and the Fairylands, which intersects with the town.

Fortify Burrow: The raccoons have spent months filling their burrow bunker with sophisticated technology and defensive measures to protect the mecha-raccoon inside.

ADVENTURE INGREDIENTS

Kitty-napping: These raccoons are well known for kidnapping magical kitties to drain their powers. If one of your players needs to miss an episode, it might be fun to have them snatched by the dastardly critters so the other kitties have to rescue them!

Journey to the Fairylands: The raccoons approach the kitty krew and offer a truce. They need a guide to the Fairylands and they hope the kitties can lead them there (see Tripod Rock p12). They may lie about having some altruistic goal, but their real mission is to kidnap a Lord or Lady of the Fairylands and strip them of their glamour.

Burrow Raid: At some point, the kitties have to track the raccoons back to their lair and root them out. That could be the big finale of this Problem. However, if you'd rather keep the raccoons around as villains, they could activate the anti-gravity sled they've built and zoom away in the last minute as the trash tunnels begin to collapse around the kitties!

Problem: Roughnecks

The Roughnecks are a gang of dogs in the Green Hills neighborhood. Most of the dogs actually belong to irresponsible owners in the area who let them run free. But the core of the gang consists of three stray dogs. Scruff is the captain of the Roughnecks, and his two lieutenants are One-Eye and Loki.

Rank: 2

Stats: Guard Dog, *Rulebook* p54.



KITTY TIP! PROBLEM ALLIANCE

A Problem alliance is when two or more Problems team up. A great example would be to have the kitties thwart the Toymaker, but much later find his living toys carrying out new schemes! The twist? The hyper-intelligent raccoons have hacked his technology and are now using it as their own.

AGENDA

Protect Territory: The only real competition the Roughnecks have left are the Dewberry Howlers, a smaller pack of all-wild dogs who spend nights in Dewberry Park. The Howlers might look for help from the magical kitties when the Roughnecks start harassing them, or they might go to Baba Yaga.

Lay Down the Law: The Roughnecks expect everybody in the neighborhood to get out of their way. They demand other dogs give them their best bones, put pressure on the squirrels, and generally throw their weight around.

Terrorize Kitties: The Roughnecks hate kitties. Most of them haven't encountered magical kitties before, although that's how One-Eye lost his eye. They're likely to be confused and terrified when they come up against the kitty krew. But they'll adjust quickly and come looking for them next time.

Problem: Fimbulwinter

An incredibly powerful blizzard rolls into River City. The snow begins to fall ... and fall ... and fall. It doesn't stop. In fact, it will *never* stop unless magical kitties can put an end to it.

Rank: 1

Stats: Blizzard p21.

AGENDA

Comfort the Queen: The magical blizzard's reason for being is to provide comfortable weather to the Queen of the Ice Giants while she's in the mortal realm. The queen's ice-crystal crown is what draws the storm.

ADVENTURE INGREDIENTS

The Ice-Crystal Crown: Skathi, Queen of the Ice Giants (p16), must be in River City, but where and why? And how do the kitties remove the crown, since it's bound to her brow by the magic of the Nicnevin (p15)?

RIVER CITY LOCATIONS

River City is full of tree-lined streets and quiet parks, town landmarks and bustling businesses. Here are a few of the most interesting ones.

Town Square

In the northwest corner of River City is the town square. Historic buildings surround an open green space crisscrossed by red-brick paths. Where these paths meet in the center of the square, shaded by a circle of trees, is a large fountain topped by a statue depicting a mermaid lounging on a rocky crag.

During the summer months, small bunches of people stroll around the square. In the winter, harsh river winds rip through the open space and people turn up their collars while rushing about their business.

CLOCK TOWER ①

This is the tallest building in the town square. The clock itself hasn't worked in years, and there are periodic failed efforts to raise funds for its repair. The gates at the bottom of the tower are padlocked shut, and the stairs up are old and dangerous. Documents at the public library show there was originally a huge water clock built into the walls of the tower. But the old spigots and instruments were sealed up when the tower was refurbished in the 1970s. A caretaker named Wooster watches over the tower now.

A few years back, a warlock built a time-traveling portal on the back side of the broken clock face. Magical kitties defeated the warlock and thwarted his schemes, but some of his magic still lingers in this place. Those looking out through a small access panel on one side of the clock (just under the IX) see River City as it existed exactly thirteen hours earlier. Bring binoculars for a better view!

DANBURY'S ANTIQUES SHOP ②

Victor and Madeleine Danbury have run this antique shop for over three decades. It's gotten somewhat out of hand and their daughter, Mikayla, has come home after graduating college to help them out. She's been sorting through the big, dusty piles, uncovering stuff that hasn't seen the light of day since Grandpa Leon was running the store. There's a real risk that she'll turn up some magical artifact that would have been better left forgotten.

The Mice Resistance (p4) has their main hideout under the floorboards.

GAMER'S DEN ③

This friendly shop sells board, card, and roleplaying games. The store dog – a little black and white bundle of energy named Bandit – loves to greet customers as they come in, and is even surprisingly friendly with kitties. He keeps a careful watch on the comings and goings in the town square, and also picks up all sorts of gossip from the customers, making him a reliable source of information. Kitties who can help him get out of the store after hours can also count on him to provide some muscle when the need arises.

The owners have a locked cabinet in the back of the store containing a Ouija board, several decks of Tarot cards, and a copy of *Candyland* that they consider too dangerous to sell to the public.

MACAVITY'S SWEET SHOP ④

Candies, chocolates, and sweets of all varieties fill the gleaming glass jars that line the walls of Macavity's. Spigots drop a selection into the plastic containers kids collect as they come in the door. Displays of larger confections – some of them more art than food – cover kid-height tables throughout the store. Macavity himself is a great lover of cats, and usually has a kitty treat or two for any who stop by the store.

MERMAID FOUNTAIN ⑤

The waters of Mermaid Fountain are surprisingly deep. A lip with only a couple feet of water catches coins thrown in for wishes. But the center of the fountain around the statue drops down into inky darkness. Small brass placards warn parents not to let their children go wading.

An actual mermaid named Lilith lives in the depths of the pool, which connects to a sunken grotto. The grotto is magical and links to the Fairylands, as well as to the river near Rainbow Rocks. Lilith once lived with the mermaids there, but is estranged for reasons she's not willing to discuss. The other mermaids whisper something about a stolen pearl hair comb.

MISCHIEFS TOY STORE ⑥

There are two plate glass windows at the front of Mischiefs. One contains an incredibly elaborate model train set, complete with bridges, tunnels, buildings, and even little people on motorized tracks going about their business. The other is filled with dolls that children find delightful, but adults honestly think are just a little bit creepy.

Although the small, homey interior of the store has all the usual toys, the owner, Morgan Rees, still hand-crafts some truly wondrous creations that can be found for sale in a special section at remarkably reasonable prices.

Rees has a pet cat, Mythbuster, who runs a tight ship and doesn't tolerate "strays" who wander in off the streets. Rees lives in an apartment upstairs, so Mythbuster is around all night.

MONTGOMERY HOTEL ⑦

The Montgomery stands east of the town square. It's nine stories of faded-but-cared-for luxury. It's well known that the 7th floor is haunted, and that's one of the Montgomery's most charming qualities.

The hotel often attracts unusual guests. Those who might interest magical kitties could include:

- ✦ Malik Haddad, a sorcerer who's taken one of the penthouses on the 9th floor. He's in River City tracking a strange aura that he's triangulated to the Turret on Pill Hill (p9).
- ✦ Skathi, Queen of the Ice Giants (p16), who recently escaped imprisonment in the Fairylands and seeks to parlay with the local fey folk ruler, the Nicnevin (p15).
- ✦ Teen heartthrob Gianni Craig, in town to shoot scenes for his new movie.



WATTS DAM

About ten miles south of River City, the Watts Dam generates hydroelectric energy for the whole valley. The large lake formed by the dam has been settled by a number of naiads, water spirits who have a fierce rivalry with the mermaids of River City.

POST OFFICE ⑧

One block west of the town square, the post office is an imposing building of yellow granite and pillars. At night, its windows are lit up with a golden light that makes it look like a forgotten palace.

There's an infestation of scrap pixies among the ever-churning conveyor belts of its mail-sorting room, but they're mostly harmless. There are also barn owls that roost in the rafters of the mostly abandoned attic. They are friends of magical kitties, and will often fly messages to kitties living in other cities.

RIVER CITY PUBLIC LIBRARY ⑨

River City has an old-fashioned Carnegie library. This beautiful building is made of rough-hewn stone with all sorts of interesting nooks and crannies for kitties to explore. It's remarkable for the number of magical books residing on its shelves, including any number of portal tomes containing gateways to impossible places. Preeti, the head librarian, is also a witch and has become obsessed with studying these tomes.

STEFAN'S GARAGE ⑩

Built in the '50s and then refurbished in the '90s, Stefan's Garage is a callback to the days when gas stations and repair shops were architectural statements of glass, chrome, and white columns, rather than the disposable boxes of today. It's a landmark in River City, but that doesn't always translate to good business. It's once again beginning to show the grime of passing years. Although no longer corporately owned, the large dinosaur logo still rotates slowly on the roof.

ADVENTURE INGREDIENTS

Cookie Sprouts: Unfortunately, Macavity's Sweet Shop is infested with cookie sprouts (use Pixie stats, *Rulebook* p49). When exposed to strong magical fields, sometimes cookies sprout arms and legs and go racing around in a mad panic, greatly distressed by their new circumstances. Magical kitties usually have to chase them down before they can get into mischief.

Speed Racers: Some high school students are drift racing their cars around the town square at night. The police have been trying to crack down on this, but so far it's only made the racers get cleverer in their efforts to elude them.

On the River

The river is deceptively placid as it wends its way through River City. Crossed by the Montgomery Bridge, it's just over five hundred feet wide. Fishing boats, slow-moving barges, and even small river yachts all travel on its murky, blue-brown waters.

HAWTHORNE BEACH ⑪

Hawthorne Beach is just beyond the southern end of town along the shore of the river. The original inlet has been expanded with hauled-in sand, creating a tourist trap that's packed with people every summer. A tall lifeguard tower looks out over the swimmers and float tubes that drift lazily along the shore. The Snack Shack and Reservoir Café, located at opposite ends of the beach, have a fierce rivalry.

RAINBOW ROCKS ⑫

A small cove is hidden from the main river channel by a long sliver of wooded land. It holds a brilliantly multi-hued outcropping known as the Rainbow Rocks. This is only the upper tip of an extensive rock formation below the water's surface, though. A dozen mermaids make their home in the grottoes at the base of Rainbow Rocks and in the nearby cliff face.

WRECK OF THE DUCHESS ⑬

Navigation along the river is more hazardous than it appears, particularly along a patch of whitewater rapids just east of River City. In the 1980s, a historic paddleboat named *The Duchess* ran aground on some of these rocks near a wooded portion of the shoreline. *The Duchess* had been sailing the river since the 1890s, and had been just a few years shy of her centennial. But the ship didn't completely sink. Her wreck clung to the rocks and can still be seen in all her ruined glory.



ADVENTURE INGREDIENTS

Rainbow Potions: Mortals have long sought out mermaids for the love potions they brew using pearls taken from the Fairylands. Lately, rumors about the mermaids have spread like wildfire at Meadowlands High School, and students have been coming down to Rainbow Rocks for love potions. In exchange, the mermaids ask each student to give them one day of their lives. The love potions have created a baffling comedy of errors at the school, and there's also the question of what the mermaids plan to do with all their borrowed days in human bodies. Are they paying off some debt of their own? Attempting to prevent some terrible, prophetic vision? Or are they seeking vengeance against those who pollute their river homes?

Ghost of *The Duchess*: *The Duchess* still sails the river as a ghost ship. She can appear as a spectral green apparition, but also in a more substantial form that looks like an abandoned ship. Those boarding her experience poltergeist activity, and may also meet the ghosts of those who once sailed upon her.

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Pill Hill

This affluent neighborhood is on the west side of River City.

CLIFFSIDE HOSPITAL 14

Cliffside Hospital was built atop the cliffs southwest of River City's town square in the 19th century. The hospital has seen many renovations, but much of the original brownstone character remains. One wing of Cliffside is a psychiatric hospital. Originally built as an asylum in the early 20th century, there are urban legends of "the Bunker" that lies beneath the hospital to contain and treat the "strange cases."

MANSIONS OF PILL HILL

The Pill Hill neighborhood takes its name from Cliffside Hospital, and from the mansions built there by rich doctors and other River City notables.

Cook Mansion 15: Howard Cook was one of the founders of Cliffside Hospital. He built this Romanesque Revival mansion from red sandstone for his wife, Dahlia. It's most notable for its terraced gardens, which are infested with pixies and contain a portal to the Fairylands.

Hawthorne Manor 16: Built by descendants of the first mayor of River City, Hawthorne Manor has stood vacant for many years. Everyone who has tried to move in has quickly abandoned it, giving it the reputation of being haunted. (See *The Big Adventure*.)

The Turret 17: At the very top of Pill Hill stands a lone, Medieval-style tower known as the Turret. Its crenelated crown thrusts up over the dark green fir trees around it, and can be seen from

across town. It's sometimes associated with Montgomery Castle on the opposite side of town, but in truth it was built by an eccentric psychiatrist named Mackenzie Jefferson who was eventually locked up in her own asylum. Then a witch known as the Raven of the North lived there for many years. The family living there today – Dr. Philip Hall, Dr. Lois Pickett, and their young daughter Belinda – is perfectly ordinary. They open the Turret up for tours twice a year, so visitors can enjoy the spectacular view of the city from the top.

POOLE OBSERVATORY 18

The distinctive dome of the John H. Poole Observatory stands further southwest along the Pill Hill bluff from Cliffside Hospital. Although designed and founded by Poole, the observatory was financed by one of the city's founding fathers, Stanford Montgomery (p16). Decorative runes, which Montgomery's architect insisted should be acid-etched onto the copper plates, line the observatory's dome.

ADVENTURE INGREDIENTS

Turret Troubles: Belinda Pickett-Hall has discovered a secret room attached to her bedroom in the Turret, with books and a crystal ball that belonged to the Raven of the Northland. She's been studying them, but hasn't noticed the magical aura she's accidentally created around the Turret, which is attracting magical creatures of all kinds.

Strange Starlight: The research team at the Poole Observatory has been infected by a strange light from outer space. Patrick Compton was the first to succumb, and he quickly converted the rest of the staff by training the telescope on a particular section of the sky and asking them to make an observation through it at a specific time of night.

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Green Hills Housing Development

Southeast of the Town Square, Green Hills is the newest part of town. It's block after block of virtually identical houses laid out in a perfect grid.

DEWBERRY PARK 19

At one end of Dewberry Park is a tall hill, perfect for sledding in the winter and crowned with playground equipment at the top. The middle of the park is a flat, grassy plain, large enough for two or three soccer games to be played at once. At the far end of the park is a stand of trees.

THE EVER-CHANGING HOUSE 20

On a corner in Green Hills is yet another cookie-cutter house ... except that it periodically changes color overnight. Those who aren't magical seem to ignore this entirely, but magical kitties are likely to find it peculiar.

The truth is that whenever the house “changes color,” it’s actually swapping places with an almost identical house from another dimension. Often the differences are only superficial. Even Agatha Downs, the kindly old woman who lives there across most dimensions, usually doesn’t notice that she’s flipped into a new version of reality.

MAYOR’S HOUSE (21)

Built by Sebastian Hawthorne, the first mayor of River City, this three-story mansion was donated to the city on his death, with the condition that the current mayor must always live there. Now it’s a tradition nobody even thinks about.

The attic, full of musty boxes containing decades-old municipal records, is several feet shorter than the rest of the house. This is because Sebastian sealed up the north end of the attic behind a wall.

In the small room on the far side of the wall, Sebastian’s old familiar – a black cat named Magus – has been imprisoned inside a magic circle inscribed on the floor. As long as the Mayor of River City lives in the mansion, the rite holding Magus will endure.

MEADOWLANDS PUBLIC SCHOOL (22)

This is really three different school buildings on one campus, including an elementary, junior high, and high school. Most of the kids in River City attend school here from the time they enter kindergarten until they graduate. The exceptions are those who live on the far side of the river, who go to Lawnwood Elementary before coming to Meadowlands Junior High. This creates cliques among the junior high and high school students. And cliques have a way of aggravating the Problems kids have at school.

ADVENTURE INGREDIENTS

Baba Yaga’s Hut: When Baba Yaga (p3) first arrives in town, she settles her chicken-legged cottage down in a clearing near the center of the thick cluster of trees in Dewberry Park.

House Swap: Sometimes Agatha Downs’ house swapping brings trouble with it:

- ✦ Agatha was out getting her hair done when her version of the house flipped. She came home to find a different version of herself already at home.
- ✦ The new version of the house comes from a reality where robots have overthrown the “puny fleshlings.” The house brought one of these battle-bots with it to our reality.
- ✦ The house burns down, but is miraculously back the next day, seemingly unharmed.

- ✦ A dilapidated, post-apocalyptic version of the house arrives. Three velociraptor-like creatures that had made their nests in the house begin hunting in the neighborhood.

Bad Kitty: Magus the familiar tries to convince the kitty crew that Sebastian was a witch who turned to evil and imprisoned Magus when he tried to stop his former master. Magus is lying.

Lawnwood

At the heart of the grime-smeared houses of the Lawnwood neighborhood is a hive of factories, warehouses, smelting houses, and other industrial buildings clinging to the far bank of the river. Most of the humans living in Lawnwood work in the factories, but many of the factories have gone out of business and the hulking structures stand empty now.

About a decade ago there was a big push to “modernize” the district. The initiative mostly failed, but a few biotech and R&D firms – and even one computer game company! – hang on in a largely vacant business park as a legacy to its efforts.

BLUEBROOK SAWMILL (23)

The Bluebook Sawmill was opened to great fanfare about fifteen years ago, and shut down eighteen months later. The machinery never worked right, several workers were injured, and the owners could never get production running reliably.

The sawmill was actually sabotaged by fey folk from the Fairylands. They remembered what had been done to their forest and they couldn’t tolerate the presence of the sawmill. Many of the old curses laid by the fey are still active here, and some have grown darker and more twisted with the passing of years. Some of them may soon become malagrym (p20).

IRONSIDE MOTEL (24)

This flea-bitten motel is the second turn-off after the Montgomery Bridge. There are only two selling points to the Ironside: It’s cheap, and if the TV in your room is broken (which is likely) the walls are thin enough that you can still be entertained by the one in the room next door.

LAWNWOOD ELEMENTARY SCHOOL (25)

Every kid growing up on the far side of the river goes to Lawnwood Elementary before graduating into Meadowlands Junior High. The current school is actually the second Lawnwood Elementary. The first building burned down twenty years ago, and the site was abandoned when reconstruction crews discovered that the ground had been contaminated with chemicals from the Union Chemical Plant. The burnt-out shell of the old school still stands.

The new Lawnwood location is much superior in any case, overlooking the river just east of Montgomery Bridge. However, the school still struggles with a poor reputation compared to the Meadowlands.

RIVER CITY DUMP 26

The River City Dump is surrounded by a chain link fence with large sheets of steel zip-tied to it, making it hard to see what's happening inside. A long gate is usually kept padlocked, but can be trundled back when the garbage trucks arrive. Just inside the gate is a rusty trailer where Jim Fenks, the owner of the dump, works. Fenks' trusty guard dog, Attila, is usually kept tied to a stake nearby. He can reach the gate, but not beyond it.

RIVER CITY POWER PLANT 27

In the winter, steam billows high into the air from the coal-fired River City Power Plant. This belching behemoth is on the far side of Lawnwood from the river. It was originally built to be outside of the city, but over the years the neighborhood has grown around it.

STONE CIRCLE RESTAURANT 28

The Stone Circle is a greasy spoon that serves factory workers at lunch and Lawnwood families in the evening. The restaurant is owned by Richard and Daniel Troy-Stevens, who work the front counter and serve customers. But all the food is prepped by a team of pixies trapped in the kitchen.

Richard is a ninth son in the Troy family of warlocks, but he had only the weakest of magical gifts and became estranged from his family. When the Stone Circle fell on hard times and was about to go out of business, however, Richard saved it by turning the kitchen into a fairy trap. His magic runes are carved into the walls, floor, and ceiling.

UNION CHEMICAL PLANT 29

The Union Chemical Plant is a twisting, maze-like tangle of rusting girders, flame-spouting towers, bulging containment tanks, and intertwined pipes. A variety of acrid smells hang in the air around it. It's not unusual for strangely colored fluids to leak from various joins in the fatigued metal. The company spokespeople constantly issue assurances of safety, but the plant has repeatedly polluted the local environment. It's responsible for contaminating soil, illegally dumping chemicals into the river, exposing workers to unsafe conditions, and more.

On the other hand, the Union Chemical Plant is one of the largest employers in the city. That makes it difficult for the humans to crack down on them. Magical kitties, however, don't have this problem.



ADVENTURE INGREDIENTS

Banshee Border: The Ironside Motel has recently become haunted by a banshee. Guests often complain when it fills the hotel with the sound of distant moaning. The management blames it on "bridge traffic," but now guests have started going missing. (Use Ghost stats, *Rulebook* p50.)

Ward Renewal: Once a year on Midsummer night, Richard has to refresh the runes that trap the pixies in the Stone Circle Restaurant's kitchen. The ritual requires any number of strange ingredients – he might break into the Union Chemical Plant, make a bargain with Baga Yaga, place a strange custom order with Macavity's Sweet Shop, or steal something unique from a magical kitty's human.

Trash Pandas: Deep inside the dump is a cluster of garbage piles that have collapsed and merged into a single huge peak. A clan of hyper-intelligent raccoons has burrowed down into the garbage pile, forming a hive-like nest of tunnels and chambers. They harvest broken technology from the dump as raw supplies for the new hyper-technology creation they're working on, the mecha-raccoon (p5).

The Outskirts

These landmarks on the outskirts of River City may be of interest to magical kitties.

DINOSAUR CAVERN

Deep beneath River City lies an impossibly vast cavern that, even more impossibly, preserves a small slice of a primeval world. Brightly-glowing lichen coats the ceiling of the cavern, casting its light down on a thick jungle covering much of the cavern floor. At one end of the cavern, a waterfall pours out of the wall, feeding a river that winds its way through the center of the gigantic grotto beneath the boughs of prehistoric fern-trees. Beneath these boughs live a few long-extinct species of dinosaurs. The northern walls of Dinosaur Cavern are home to a flock of pterodactyls. Their nests dot the rocky outcroppings of the cave wall, and eggshells carpet the forest floor below.

There are entrances to Dinosaur Cavern located throughout the area. The most easily found is through the mammoth network of caves beneath Meteor Crater.



KITTY TIP! HOLLOW EARTH HOMETOWN

If your kitty krew is ready to pursue even more adventure, passages from Dinosaur Cavern lead even deeper down. Kitties following their explorer humans could journey to the center of the earth itself, which is hollow and has its own mini-sun!

METEOR CRATER 30

In the farmland east of River City is a crater where a meteor fell to earth centuries ago. Near the center of the crater the ground is still cracked from the impact. The caves beneath these cracks ultimately lead to Dinosaur Cavern, but an Alien Ooze inhabits the crater (*Rulebook* p59).

MONTGOMERY CASTLE 31

Montgomery Castle once stood a fair distance from River City, but the edges of the city have crept up around the expansive estate.

The 13th-century castle was imported, stone by stone, from Scotland by Stanford Montgomery in the early 20th century, shortly before his death. The castle remains in the family despite their greatly reduced fortune. It's now the home of Felicia Montgomery and her daughter Carleigh.

Unfortunately, Stanford Montgomery also imported the castle's ghosts, including:



THE FAIRY FOREST THAT ONCE WAS

To the east of River City the hills were once covered with a fairy forest filled with strange and terrible dangers, and ruled by the Nicnevin (p15). The nephew of Stanford Montgomery (p16), one of the town's founding fathers, saw the forest as a threat, and had it clear-cut for farmland. The fey folk withdrew into the Fairylands, and much that was special and magical was lost.

- ◆ The Blue Lady, who can be seen walking the battlements. She sometimes holds a ghostly baby in her arms and has also been seen at the crib-side of babies born in the castle.
- ◆ The Keening, an unseen spirit heard howling in the halls. Magical kitties have reported hearing the names of those soon to be in mortal danger in the keening's screams.
- ◆ The King's Steed, supposedly the ghost of a horse killed in the castle at the command of King James VI, who suspected it of being a witch. Whether that was true or not, the phantom horse fiercely hates any magical creatures who enters the estate.
- ◆ The Montgomery Poltergeist, the spirit of one of the barons who once ruled from the castle, which became angry when an American moved his family home.

TRIPOD ROCK 32

In a small field where cattle graze, there are four ancient stones. Three of them are arranged at crooked angles to hold a fourth placed on top of them. Those passing under Tripod Rock on certain nights of the year while carrying a sprig of fresh columbine in their teeth will find themselves walking the Path to the Fairylands.

RIVER CITY SUPPORTING CAST

Your kitties might bump into any of these characters in River City.

Preeti Bachchan, Witchy Librarian

Preeti is a good witch who is also the head librarian at the River City Public Library. Her brain moves faster than her mouth, and she sometimes has to re-start sentences to get her thoughts out correctly. It breaks her heart to see a sad person in the library, and she likes to use her magic to help when she can.

Stats: Witch, *Rulebook* p51.

HUMAN PROBLEMS

Belligerent Books (Rank 1): Preeti got tired of arranging books at the library, and cast a spell to animate them to do it themselves. Now they compete for the best display space every night.

Misguided Magic (Rank 3): When the magic of her first spell bled over and created portal tomes leading into fictional mini-dimensions, Preeti began sending unhappy library patrons into them to make them happy. She hasn't considered the trouble this causes.

Beep-Bop, Connected Squirrel

Beep-Bop is an albino squirrel. He's got his little white ears in every nut-hole and his pale paws in every shady bit of business in the city. He can be a pretty nervous fellow, but he's been practicing martial arts drills and that seems to be settling him down a bit. He's a gifted translator of several human languages, and he can be a very valuable resource for magical kitties who are looking for information.

Stats: Squirrel, *Rulebook* p53.

Franka Bell, Bookish Astronomer

Franka works at the Poole Observatory in Pill Hill, but lives in a small house in Lawnwood. She's currently researching the "gravitational spin precession in binary systems." This is really cool because it involves solar systems with two suns, but somehow ends up being really boring whenever Franka tries to explain it. But she loves her work.

Stats: Hometown Citizen, *Rulebook* p50.



KITTY TIP! SOAP OPERA AT THE POOLE

Franka Bell's tangled social relationships (even if she's largely oblivious to them) are a good example of how you can build up a cast of characters around a kitty's human. All of these relationships will become hopelessly complicated if you use the "Strange Starlight" adventure seed on p9, and Patrick Compton begins infecting staff members at Poole Observatory.

HUMAN PROBLEMS

Jealous Rival (Rank 2): Tatum Breckinridge is Franka's co-worker at Poole Observatory (p9). They're both looking to get some of the same grants, and Tatum has decided the easiest way to do that is by sabotaging Franka's research.

Another Jealous Rival (Rank 2): Franka is in a love triangle and she doesn't know it. (It's really more of a "crush triangle.") Eric Reed, who works with Franka at the Poole Observatory, has a huge crush on her. Sidney Jones, another co-worker, has a crush on *him*. Sidney also knows that Eric is attracted to Franka, and will do almost anything to derail their affection.

Alchemilla Brown, Brilliant Inventor

Alchemilla has spiky blue hair, a nose ring in the shape of a Moebius strip, and a tricked-out personal lab that she's built under her garage in Green Hills. She works as a researcher at the Union Chemical Plant (p11).

Stats: Hometown Citizen, *Rulebook* p50.

HUMAN PROBLEMS

Funding (Rank 1): Alchemilla could accomplish great things – she just knows she could! – if she could only get enough money to fund her experiments.

Disrupted Experiments (Rank 3): Alchemilla rarely manages to bring one of her experiments to a successful conclusion. Some of them go wrong on their own (a risk faced by any decent scientist), while others are targeted by thieves (industrial, magical, or raccoon) and saboteurs. If Alchemilla could just bring one of her projects to a conclusion (by solving this Problem), she could change the world!

Cici, Bibi & Riri, Mini Cerberus

In ancient Greek mythology, Cerberus is a huge, three-headed dog that guards the gates of the underworld. This is a miniaturized version of the same dog, magically pulled from the *Greek Myths* by Nick Dimitri portal tome at the River City Library. She's about the size of a Pomeranian, but much more fierce. The three heads are named Cici, Bibi, and Riri. They are all loyal heads, but none of them are the brightest crayon in the box.

- ✦ Cici takes guard duty the most seriously and wants to be a "good dog."
- ✦ Bibi sees guard duty as an opportunity to show off her strength, which is her favorite thing to do.
- ✦ Riri is just along for the ride. She's game for anything if it sounds like it'll be fun. Her idea of fun mostly consists of running and catching things.

Stats: Guard Dog, *Rulebook* p54.

Philip Hall, Concerned Pediatrician

Dr. Philip Hall is the father of Belinda Pickett-Hall (p15). He met his wife, Lois Pickett, in medical school. After having Belinda, they both decided they didn't want more children and refocused on their medical careers. Lois is one of the top surgeons at Cliffside Hospital, and Philip is a respected pediatrician.

Stats: Hometown Citizen, *Rulebook* p50.

HUMAN PROBLEMS

Daughter in Distress (Rank 1): Philip is worried about his daughter Belinda (p15), who often seems miserable and withdrawn, locking herself alone in her room for hours. But he doesn't know how to help her. He's already gotten her all the best tutors he can! What more could she need?

Missing Kids (Rank 3): Philip has seen a number of young patients getting pulled out of his ward. His efforts to follow up on their care have been blocked. Philip doesn't know it, but these kids are being taken to the Bunker under the hospital.

Brigham Hoyle, Harried Mayor

Brigham Hoyle has been the mayor of River City for the past three years. His father, Morris Hoyle, was mayor back in the late-'80s and '90s. His heart is mostly in the right place, but his efforts can be a little hapless in practice.

Stats: Hometown Citizen, *Rulebook* p50.



HUMAN PROBLEMS

Overwhelmed by Work (Rank 2): Keeping River City running despite the endless squabbling of the City Council is tough enough. The last thing Mayor Hoyle needs is to discover that one (or more!) of the "fringe conspiracy theories" that circulate around town is actually true. Like that ridiculous one about kitties with magical powers!

Election (Rank 2): Hoyle is up for re-election in the near future and the campaign is starting to heat up. Laurenn Bachmeier, a member of the City Council, has declared she's running against him.

Elise Keen, Bullheaded 3rd Grader

Elise is a student at Lawnwood Elementary. She wears her black hair in a simple ponytail and usually has at least one bruised knee. When she smiles, you can see the gap where she lost a couple lower teeth recently.

Elise's favorite game is to demand that other kids dare her to do outrageously courageous things. If no one will dare her to do something, she'll dare herself. This gets her into all sorts of trouble, and magical kitties could easily find her butting her head in on almost any adventure in Lawnwood.

Stats: Pesky Kid, *Rulebook* p50.

HUMAN PROBLEMS

Sick Mother (Rank 2): Elise's mother has cancer. It's not fair.

Failing Grades (Rank 2): Elise is in real jeopardy of being held back a year. Her "attitude problems" and frequent absences don't help.

RANDOM HUMAN TABLE

If your players aren't certain who their kitty's human should be, you can roll two dice on this table, or choose a human from it. Cast who appear on this table have human Problems in their descriptions, but there's no reason they couldn't have new or different Problems created by your players. Even if these characters don't belong to one of the kitty krew, their Problems suggest ways they can be involved in your adventures.

Roll	Random Human
11-13	Alchemilla Brown, Brilliant Inventor
14-16	Felicia Montgomery, Pale Heiress
21-26	Carleigh Montgomery, Trust-Fund Kid
31-33	Elsie Keen, Bullheaded 3 rd Grader
34-36	Franka Bell, Bookish Astronomer
41-46	Belinda Pickett-Hall, Curious Kid
51-53	Dr. Philip Hall, Concerned Pediatrician
54-56	Rosie Watson, Quick-Witted Racer
61-63	Preeti Bachchan, Witchy Librarian
64-66	Brigham Hoyle, Harried Mayor

Carleigh Montgomery, Trust-Fund Kid

Carleigh is part of *the* Montgomery family. She lives in gloomy Montgomery Castle (p12), where her father, Bryan Montgomery, mysteriously disappeared when she was ten years old.

Stats: Pesky Kid, *Rulebook* p50.

HUMAN PROBLEMS

Angry at the World (Rank 1): Carleigh's biggest Problem is herself. She resents her mother Felicia, who she thinks must have "driven off" her father. She hates the rich kids who pretended to be her friends until she didn't have money any more. She doesn't like the other students at Meadowlands, who have always seemed standoffish to her. If she could just make one friend it would probably make a big difference, but she won't let anyone in.

Missing Father (Rank 3): Carleigh is still consumed with the desire to find out what happened to her father.

Felicia Montgomery, Pale Heiress

Felicia Montgomery is a direct descendant of Stanford Montgomery (p16), a founding father of River City. Her husband Bryan went missing years ago. She suffers from an anemic condition that even the best doctors at Cliffside Hospital haven't been able to cure, even with desperately generous donations. The condition also gives Felicia incredibly pale skin. Her face almost seems to shine from beneath her vibrant red hair, particularly in moonlight.

Felicia suspects her anemia may be related to the many spirits haunting Montgomery Castle, where she lives with her daughter Carleigh. However, it could also be a result of the magical debt that she owes to the fey folk.

Stats: Hometown Citizen, *Rulebook* p50.

HUMAN PROBLEMS

Debt to the Nicnevin (Rank 4): The Montgomery fortune is much depleted, but Felicia has more than enough money to live out the rest of her days comfortably. Unfortunately, money can't pay the debt she owes to the Nicnevin of the local Fairyland (below). When Felicia was a young girl, she wandered into the Fairylands and ate fey folk food. Considering her station in the mortal world, the Nicnevin released her, but she remains in its debt.

The Nicnevin, Fey Folk Ruler

River City's Fairyland is ruled by the Nicnevin, a fey who once also claimed dominion over the Fairy Forest That Once Was (p12). The Nicnevin keeps their true name secret, for names have great power among fey folk. While many of the Fairylands are divided between the courts of dark and lightness, this is not the case here. Even the dark fey of River City bend their knee to the Nicnevin.

Stats: Fey Folk, p17.

Belinda Pickett-Hall, Curious Kid

Belinda is a twelve-year-old wanna-be witch who lives with her parents in the Turret on Pill Hill. Her house was once occupied by the Raven of the North, a powerful witch. Belinda recently discovered several books and a crystal ball that belonged to the Raven, and she's been studying them.

Stats: Pesky Kid, *Rulebook* p50.

HUMAN PROBLEMS

Poor Little Rich Girl (Rank 1): Belinda's parents pay expensive tutors to come to their mansion and homeschool her, but Belinda hates it. She just wants to go to school at Meadowlands like a normal kid.

STANFORD MONTGOMERY: FOUNDING FATHER

Stanford Montgomery was a rail baron who built his fortune in the late 19th century. In the 1880s, he came to live in River City, which was, at the time, a relatively young town. He sponsored a number of public works projects like the Poole Observatory, and founded local businesses like the Montgomery Hotel. He moved the entire Montgomery Castle from Scotland to be his own private estate.

Exactly how much Montgomery knew of the world of magic and the Fairylands is a mystery that the kitties may need to solve.

Cursed Relics (Rank 3): Belinda is charmed by the idea of using magic to do good deeds, but she doesn't realize that the relics she found are cursed by the evil magicks of the Raven. This evil turns Belinda's best intentions on their head, with bad results. And the artifacts create an aura around her home that draws magical creatures like catnip. There's forever some pesky scrap pixie or other messing with her things these days!

Skathi, Queen of the Ice Giants

Skathi is the silver-skinned Queen of the Ice Giants. She has been long-imprisoned in the Fairylands, but managed to escape. Now she stays in a room at the Montgomery Hotel in disguise while she awaits parlay with the Nicnevin, ruler of River City's Fairyland.

When Skathi arrives in River City, Fimbulwinter is triggered (p6). She herself is not the cause of the fimbulwinter. Instead, her crown of ice, bound to her brow by the magic of the Nicnevin, draws the storm to her.

Stats: Troll, *Rulebook* p52. Skathi has Frost Touch as a Mod (causes 1 Owie and raises the kitty's difficulty for Fierce checks by +1 until the scene ends).

RAVEN OF THE NORTH: HISTORICAL HAG

This witch used to live in the Turret on Pill Hill. She created a hidden room there to store her magical artifacts, which were abandoned when she came to a bad end. She once duelled with the Hawthorne Circle.

Talking Books of the River City Public Library

The well-meaning head librarian of the library animated these books so they'd sort themselves every night. Now they're at war.

Stats: Talking Book p20.

Backyard Biology by Sif Clausen: A dull, dry natural science book who talks down to people. Her cover has the image of a multicolored butterfly.

The Return Of Sherlock Holmes by Arthur Conan Doyle: A plaid mystery book with a paper pipe in his mouth. He has an upper-class British accent, and a keen interest in investigations.

Young Poems by Zoey Jones: A collection of poems by and for children. Her calm pastel cover is in contrast with her energetic personality.

Ramesses the Great by Darya Abbasi: A black-and-gold biography with a paper double crown on top. The stoic pharaoh speaks with the slow pace and confidence of a born ruler.

The Emperor's New Clothes by Hans Christian Andersen: The Emperor's New Clothes is a self-obsessed Children's Room book. He wears a book jacket in a kaleidoscope of colors, and his pages are trimmed with gold. He wants to be the tallest, loudest, and greatest thing in any room he's in.

Frankenstein by Mary Shelley: A worn, paperback book with the image of a lightning bolt on her front cover. She's the leader of the Fantasy & Sci-Fi kingdom at the library. She mentions Preeti in every conversation she has. She thinks herself rather important because she's "one of Preeti's favorite books."

Bird Watcher's Field Guide by Jon Lawrence: Disguised as "Star Battles By Jorge Luca," he's a natural science book who pasted a fake cover on himself to infiltrate the Fantasy & Sci-Fi kingdom. It's not a very good disguise.

Advanced Chemistry by Maria Agnesi: A small, older book with a plain burgundy cover. The ambitious president of the Natural Science section always makes a lot of hand gestures to emphasize her point when she speaks.

Secrets Of The Universe by Jane Kerr: A softcover book with the image of a nebula on the cover. She speaks with a calm, soothing voice, and is the portal tome researcher for the Natural Science collection.

SEBASTIAN HAWTHORNE: MAGICAL MAYOR

Sebastian Hawthorne was River City's first mayor, and a central figure in a coven of local witches. The Hawthorne Circle, as it was called, no longer exists, but the legacy of their magic can still be found in and around River City. It's said that one of their number, Fionnlagh Linden, passed through Tripod Rock and may live still in the Fairylands.

Rosie Watson, Quick-Witted Racer

Rosie Watson is a high school drag racer who lives in Lawnwood. She can't afford the fanciest new upgrades sported by her fellow racers, but she's a talented gearhead who's been scrounging parts from the River City Dump.

Stats: Pesky Kid, *Rulebook* p50.

HUMAN PROBLEMS

Raccoon Entanglements (Rank 4): Rosie's dumpster diving has led to her repurposing tech created by the hyper-intelligent raccoons. She's started winning races in her souped-up car, but at some point the experimental tech is going to cause complications. And the raccoons may come looking for it, too ... assuming, of course, that they didn't deliberately plant it for Rosie to find in the first place!

Wooster, Grumpy Caretaker

Wooster is the caretaker of the Old Clock Tower. He lives in a small house just north of the town square, and is committed to keeping all the "young whippersnappers" from sneaking into the tower and getting up to mischief. The source of his authority is a little unclear, but he's been around long enough that he's become an institution that people just accept.

Stats: Witch, *Rulebook* p51.

HUMAN PROBLEMS

Temporal Twist (Rank 4): A few years back, magical kitties defeated a young warlock who built a time-traveling portal on the backside of the broken clock face of the Old Clock Tower. Wooster is that young warlock! He was thrown back in time during the conflict with the kitties. Suffering from amnesia, he remained fixated on the tower. Wooster *does* remember magical kitties ... and he doesn't trust them or like them.

RIVER CITY FOES

River City is home to much that is magical and extraordinary. Nearly all the Foes from the *Rulebook* can be found here, plus those described below.

Small Magical Human: Fey Folk

Fey folk appear to be graceful, willowy-limbed human children, but this is an illusion. They're not native to our world, but instead visitors from the Fairylands. Each fey has their own unique "nature," which is like a promise they've made to reality. It is the way they act and usually extreme in some way. Also, fey folk *must* keep any promise they make.

Kitties should be wary of how they act around fey folk, and *never* do these things:

- ✦ Make a promise to a fey.
- ✦ Take a fey's gift or eat fey food, which fey folk interpret as swearing a vow.
- ✦ Be rude, try to command a fey, or break a promise, all of which enrages them.

OWIE
LIMIT 2

CUTE
DIFFICULTY 5

CUNNING
DIFFICULTY 5

FIERCE
DIFFICULTY 4

REACTIONS

Glamour: The fey wraps themselves or the environment in an illusion. Kitties must succeed on a Cunning test or believe the illusion is real.

Hexes: The GM should improvise any other spells needed.

Magical Human: Mermaid

Mermaids have the upper body of a female human, and the rainbow-hued tail of a fish. They do not have any natural magic, but most are learned in the mystic arts. Many mermaids are fortune tellers, alchemists, and storm-brewers. A mermaid's kiss can grant the ability to breathe underwater for one hour.

OWIE
LIMIT 3

CUTE
DIFFICULTY 3

CUNNING
DIFFICULTY 4

FIERCE
DIFFICULTY 4

REACTIONS

Siren Song: The mermaid begins to sing. Kitties must succeed on a Cunning check or be incapacitated, entranced until the mermaid stops singing (usually as the result of suffering an Owie) or they can no longer hear her.

Deep Dive: The kitty must make a Fierce check or be carried down into the depths by the creature.

MERMEN

Mermen — those with the upper body of a male human and the tail of a fish — also exist, but none have been seen in River City for some reason.

Really Big Critter: Brontosaurus

The titanic thunder lizard is the size of a house, with a long tail and equally long neck. Its front limbs each have a single claw, used to grasp and hold tree trunks while rearing up to reach the top-most leaves with their beak-like mouths. They can whip their tails fast enough to create deafening cracking sounds. They also have a mossy coating of feather-like “dinofuzz” across the top of their head, neck, back, and tail.

As-is: Use for the most gigantic of the dinosaurs, like apatosaur, argentinosaur, or giganotosaur.

OWIE LIMIT 5

CUTE DIFFICULTY 4

CUNNING DIFFICULTY 3

FIERCE DIFFICULTY 6

REACTIONS

Tail Crack: All kitties must succeed on a Fierce check or suffer 1 Owie.

Trample: Causes 3 Owies.

ADVENTURE INGREDIENTS

Going Up?: Brontosaurus are so large that they are often oblivious to the magical kitties around them. Nonetheless, adventurous kitties can run up their tails, backs, and necks to whisper in their ears, or simply reach a higher elevation.

Rival: Velociraptor

These feathered, two-legged dinosaurs are smaller than you think, standing only slightly above a human’s knees, but still frighteningly huge to a kitty. They are incredibly clever, can race along the ground at high speeds, and have large, sickle-shaped talons on the second toe of each foot.

As-is: Smart carnivorous dinos like compsognathus and troodon use these stats.

OWIE LIMIT 2

CUTE DIFFICULTY 3

CUNNING DIFFICULTY 5

FIERCE DIFFICULTY 5

REACTIONS

Talons: Causes 2 Owies.

Screech: Warns enemies.

Clever Girl: The dino unexpectedly demonstrates understanding of technology or magic in the scene, letting them surprise, disrupt, or reach the kitties when it would otherwise be impossible.

ADVENTURE INGREDIENTS

Pack Hunters: Velociraptors often hunt in packs, using clever tactics to lure and surround their prey. A favorite tactic is for one of the raptors to pretend to be alone or hurt, acting as bait to draw a target into position for the rest of the pack to swarm over them. Such packs can be used by more-powerful Foes as either hunters or guards.

Asteroid Escape Route: These very clever dinos escaped the asteroid that wiped out all the others by opening magical portals to their own far-flung future, appearing right in the middle of the kitties’ hometown!



EVEN MORE DINOS

Ankylosaurs, stegosaurus, and triceratops are all four-legged herbivores that use the stats for Elephant, *Rulebook* p54.

Triceratops: They have large heads with a bony frill protecting their neck and three horns jutting out from their face. Most of the body is covered in hard, knobby skin. But its tail has fluffy, quill-like proto-feathers.

Ankylosaur: These slow-moving dinos are the size of an armored car, and just as tough. Most of the body is covered in hard plates with spines, but the tail ends in a hard club that it uses as a weapon.

Stegosaur: These big guys have a tiny head, large upright plates along their back, and a spiked tail that they hold high in the air.

Big Rival: Pterosaur

Although often identified as dinosaurs, pterosaurs are, in fact, winged reptiles. Their wings are a membrane of skin and muscle extending from their incredibly long fourth finger down to their ankles. They have a crest at the top of their head, which can vary greatly in size and color. Their long, pointed mouths are filled with ninety teeth. They love shiny things and can be easily distracted by them.

As-Is: Any giant bird-like creature can use these stats. Or choose Magical Powers to add for a magical bird like a phoenix, roc, or thunderbird.

Alts: For a smaller pterosaur use Bird of Prey, *Rulebook* p55.

OWIE LIMIT 4 **CUTE DIFFICULTY** 5 **CUNNING DIFFICULTY** 5 **FIERCE DIFFICULTY** 5

REACTIONS

Teeth & Talons: Causes 3 Owies.

Screech: Warns enemies. Each kitty must succeed on a Fierce check or run away

Carry Aloft: A kitty must make a Fierce check or the pterosaur carries them into the air.

ADVENTURE INGREDIENTS

Baby "Birds": Pterosaurs like to grab magical kitties and then drop them off in their nests as a snack for their hungry offspring.

Really Big Rival: Tyrannosaurus Rex

Tyrannosaurus rex is a fast-moving, two-legged predator roughly the size of a school bus and long called the king of the dinosaur world. Baby tyrannosaurs are covered in soft, fluffy feathers, but despite being incredibly adorable they won't hesitate to snack on a magical kitty. They shed their feathers as they grow older, and the adults have scaly skin. Their jaws are incredibly powerful, and studded with teeth that can be up to a foot long.

As-Is: Other really big meat-eating dinos.

Alts: For Dragon stats, see *Rulebook* p56.

OWIE LIMIT 5 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 6

REACTIONS

Roar: Alerts allies. Each kitty must succeed on a Fierce check or run away in terror.

Bite: Causes 3 Owies.

Snap: Snaps a weapon used against it in half.

Battering Ram: The dino smashes through a barricade or flips over a vehicle.

ADVENTURE INGREDIENTS

Sick Dino: Dinosaurs are not meant to be part of the modern world. They may be allergic to something incredibly common, or they may not have immunities to common diseases. This T-rex has gotten very, very sick. Can the magical kitties find a cure before the population of Dinosaur Cavern is decimated?

Little Magical Thingamajig: Scrap Pixies

These cute, pixie-shaped thingamajigs spontaneously assemble out of technological garbage. They're sometimes associated with hyper-intelligent raccoons, but the raccoons aren't responsible for making them. Some raccoons consider them to be disruptive pests, while others tolerate and even treat scrap pixies like pets.

Scrap pixies are playful, and it's easy to dismiss them as harmless. But they can also be mischievous and like to disassemble technology, which can cause all kinds of problems.

OWIE LIMIT 1 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 5 **FIERCE DIFFICULTY** 3



REACTIONS

Tech Zap: The scrap pixie “zaps” a piece of technology. If the technology is broken, the zap fixes it instantly. If it works, the zap breaks it instantly.

Alarm: The scrap pixie emits a high-pitched screeching sound, alerting nearby allies.

Flee: The kitty must succeed on any Attribute check, or the scrap pixie vanishes suddenly, leaving nothing behind but the sound of a giggle.

ADVENTURE INGREDIENTS

They’re Everywhere! River City features a lot of different strange things for magical kitties to deal with, and scrap pixies can fit in with any of them. They’re strange tech themselves, they’ve got more than a little bit of magic, and they may have a touch of the Fairylands, as well. They can be found flitting around in almost any adventure.

Little Magical Thingamajig: Talking Book

A magical, animated book with origami limbs and a face on the cover.

OWIE
LIMIT 1

CUTE
DIFFICULTY 3

CUNNING
DIFFICULTY 4

FIERCE
DIFFICULTY 4

REACTION

Paper Cut: Causes one Owie.

Turtle: The magical thingamajig closes up and pretends to be a normal book.

Flee: The kitty must succeed on any Attribute check, or the magical book flaps its covers and flies away.

ADVENTURE INGREDIENTS

Bag of Books: A muffled cursing coming from a human’s bag one night makes their kitty investigate. The fantasy book they picked up at the library is alive and kicking... literally. What’s going on at the River City Public Library?

Magical Thingamajig: Malagrym

Most curses dissipate over time, but a few grow stronger or are strengthened by great tragedies. Malagrym are magical curses that have “come alive” as a single creature, rather than being a Disaster, and are attached to a particular place or person as its host. Some of these eventually grow powerful enough to transfer to a new host or even break loose entirely, roaming freely and inflicting their hex on anyone who crosses their path.

When swapping hosts, some malagrym seek out particular types of locations, like graveyards or abandoned houses. Still others search for people or circumstances similar to the original target of the curse. It’s also not unusual for malagrym to lie dormant for many years, waking only when something “reminds” them of their original purpose.

Malagrym are often invisible, but may appear as vortices of black energy. There are rumors of malagrym that have grown so strong that they’ve even gained the power of speech.

OWIE
LIMIT 4

CUTE
DIFFICULTY 4

CUNNING
DIFFICULTY 5

FIERCE
DIFFICULTY 4

REACTIONS

Curse: The malagrym inflicts its curse. See Cursed, *Rulebook* p61, for possible curses.

Attach: The malagrym attaches itself to a new host.

ADVENTURE INGREDIENTS

The Haunting That Follows You: Malagrym can be a good twist to any “creepy” location, like Montgomery Castle, Hawthorne Manor, or the wreck of *The Duchess*. The Problems based in the location itself can be solved, but the kitties may not notice the malagrym that has attached itself to them until much later.

RIVER CITY DISASTERS

Here are a number of challenges which kitties are likely to face in River City.

Disaster: Blizzard

River City is no stranger to severe snowstorms. During a particularly bad winter, one blizzard might end only for another to blow into town a few days later. If they drop enough snow, the problems caused by blizzards can linger until the spring thaw.

Difficulty: 3

REACTIONS

Deep Drift: It's tough for small kitties to maneuver through big drifts! Difficulties increase by +1 for any actions requiring movement in the current scene. If they're trying to get somewhere, they may be delayed.

Frostbite: All kitties must succeed on a Fierce check. They suffer 1 Owie on a failure.

Snowy Ambush: Whiteout conditions and howling winds allow a Foe (or group of Foes) to sneak up on the kitties. Automatically take a Foe reaction as the kitties are caught off-guard.

Trapped!: Deep and drifting snow block the doors or other exits from a building, trapping the kitties inside.



KITTY TIP! DISASTER REACTIONS

Remember that you can use the Reactions of a Disaster in response to *any* test in the scene! For Disasters that last a couple scenes, you may also want to require the kitties to make a Fierce check at the beginning of the new scene to see how they're holding up under the harsh conditions.

ADVENTURE INGREDIENTS

From Here to There: The most basic use of a blizzard is to complicate a journey.

Locked Room: A severe blizzard can force the kitty krew to stay put, in order to create an adventure focused on one location.

Lost in the Snow: The snow starts unexpectedly and a kitty's human doesn't come home. They need to be saved! But where are they?

Disaster: Magical Mist

When any potion-brewing attempt goes wrong, this glittering green cloud of magical effects can easily be set loose. The billowing smoke crackles with magical energy.

Difficulty: 4

REACTIONS

Magical Discharge: Causes one Owie.

Hallucinations: The kitty gains the Hallucinations flaw until the end of the scene.

Expanding Cloud: The mist surrounds a kitty, blocking the way out.

ADVENTURE INGREDIENTS

Strange Fog in Pill Hill: Belinda Pickett-Hall (p15) is meddling with magic she doesn't understand. When she tries to mix up a potion recipe from one of the old magical books she's found in the Tower, all of Pill Hill is filled with this magical malaise.

Disaster: The Path to the Fairylands

The Path to the Fairylands is never the same twice, and if it looks to be so, one should be particularly wary. The route may suddenly be covered in swirling mists, or pass through sylvan scenes where the sounds of nature mix together like music, or cross placid rivers in boats steered by faceless spirits. Mismatched time is quite common, so that if it's day in the mortal realm, it's night in the Fairylands, and vice versa.

Even finding an entrance to the Path can be a challenge in itself, since these places often move unexpectedly. The one at Tripod Rock (p12) is the most stable in River City.

Difficulty: 4

REACTIONS

Lost Time: Time works differently in the Fairylands. While only a few moments or hours may seem to pass for the kitty krew, days may have rushed by in River City.

Fairy Encounter: The kitties come across a pixie, fey folk, or similar creature out of the Fairylands. Fairy lights or will 'o wisps might lead them astray, then back to the Path after exacting some price.

Fairy Fortress: The Path to the Fairylands is guarded by a fortress ruled by a Lord or Lady of the Fairylands, though the fortress seems to be different during each trip. This fey ruler often shows great hospitality; offering food and comfort. If the kitties accept, they find themselves trapped in a debt to the fey. If they reject the offer rudely, they offend their hosts and could be attacked.

THE FAIRYLANDS

The nature of the Fairylands is as strange to mortals as the fey who call it home. There are, as far as magical kitties can tell, many different Fairylands, each accessible from a particular place on Earth. All these Fairylands could be connected together on some deeper level. Or perhaps they're all somehow reflections of each other and are, in fact, the same Fairyland after all. But that sort of thinking tends to just make kitties dizzy. And fairies themselves are notorious liars who deliberately spread mistruths about the Fairylands.

A Fairyland can be thought of as an alternative dimension. Parts of the Fairyland can lie quite close to our world, or even – in places like fairy circles – be one and the same. But the deeper you go into a Fairyland, the farther from our world you go, and the stranger and more magical the Fairyland becomes.

The Fairylands are filled with **glamour**. This magic twists reality and makes things look like what they are not. Often a Fairyland presents itself as being a reflection of the mortal world, but somehow better, sharper, clearer, and more beautiful; or else darker, truer, and more revealing.

Woeful Visions: While on the Path, the kitties see prophetic visions of terrible things that will happen back in the mortal world. These are usually not true.

False Rescue: Fairy spirits often stage scenes in which people appear to be in great danger in order to lure travelers off the Path. They may even appear in the form of the kitties' chosen humans.

ADVENTURE INGREDIENTS

Shortcut Through the Fairylands: The distance between two points in the real world is not necessarily the same distance in the Fairylands. Kitties who need to get somewhere quickly, or to bypass obstacles in their way, may have no choice but to follow the Path through the Fairylands.

Escape to the Fairylands: A Foe who's been a hometown Problem flees into the Fairylands. The kitty crew needs to follow to end the problem once and for all.

Disaster: Stampede

Whether of dinosaurs, cattle, humans, or something even stranger, kitties who find themselves trapped in moving crowds of creatures much larger than themselves are in great danger.

Difficulty: 3 to 5 (depending on the size of the stampede)

REACTIONS

Trampled: Suffer 1 Owie.

Knockdown: The kitty must succeed on a Fierce check or be knocked down, incapacitated for a turn.

Dirt in Your Eyes: The kitty's difficulties are raised by +2 until the end of the scene.

The Big One: A huge beast, twice as big as the others, charges through the stampede straight at the kitties.

ADVENTURE INGREDIENTS

Lost in the Crowd: A Foe the kitties are chasing suddenly darts into a crowd of animals and sets off a cherry bomb! As the animals stampede, can the kitties keep tailing their target without getting their own tails stepped on?

Disaster: Whitewater Rapids

Whitewaters happen where fast-moving water crashes across shallow rocks. The danger can vary from rough waters, to riverways filled with visibly jagged rocks, dangerous eddies that can flip boats and suck the unwary under, steep and sudden drops, and chokepoints where the water moves at even higher speeds.

This disaster is designed for kitties trying to navigate the rapids while riding on flotsam, a boat that's almost certainly too large for them, or some other kitty contrivance. But it can also be easily used for kitties trying to swim through the rapids.

Difficulty: 5

REACTIONS

Smashed Into Rocks: Suffer 1 Owie.

Run Aground: The kitties' "boat" has run aground on the rocks of the rapids. It may just be stuck, or it might be damaged below the waterline and is now sinking.

Tossed Overboard: The kitty is tossed off of their "boat" and has to swim.

Pulled Under: A swimmer is pulled under and raked across the rocks. They suffer 1 Owie and are incapacitated for one turn.

ADVENTURE INGREDIENTS

Find Another Way: Filling a river with whitewater rapids may merely be a signal to wise kitties that they should be finding a different way past the river (while still rewarding clever kitties and those with water-based powers).

ADVENTURE: MAGICAL KITTIES SAVE THE LIBRARY!

Your humans have gone missing inside the River City Public Library! They're accidental victims of the war that's fought every night across the shelves of the old building; a war fought by magical, animated books. To find their humans and save the day, your magical kitties will have to search the library for their missing humans without upsetting the leaders of the magic books' powerful kingdoms.

WELCOME TO THE RIVER CITY PUBLIC LIBRARY

What a talking book wants most of all is to be read. Being read in one of the library's plush purple chairs can be the highlight of a book's life ... unlike being highlighted by a reader, which ranks rather low in book life experiences. And every book waits for the perfect day when they are checked out, taken home, and enjoyed.

But it's hard to be noticed by readers at the River City Public Library and to get a chance of that perfect day. So every evening, when the building closes and the books inside come to life, they fight for space on the library's display tables. If you're a book on a display when the building opens, you get to stay there during the day. And if you're on display during the day, you're certain to be checked out. So the books have banded together into kingdoms to gain the upper hand in the war for display space.

You might wonder how the librarians don't notice something going on, if the books are changing things every night. It turns out that most librarians don't pay much attention to the displays at all. Only the head librarian, Preeti Bachchan (pronounced Buh-CHAN), is responsible for arranging the displays. And Preeti is the reason for the magic books in the first place. Preeti is a good witch and a lazy librarian. She got tired of arranging displays and cast a spell to animate the books of the library so they could handle it themselves.

But the power of Preeti's spell has surprised her, and the magic of the spell continues to grow. Recently, some of the ordinary books have become a new kind of magical book; one that contains a miniature dimension inside that you can travel in and out of. Preeti and the talking books call these new magic books "portal tomes."

Portal tomes are sure to change everything in the library. For now, Preeti thinks she's come up with a brilliant use for them. When a troubled guest comes into the library, she sends them into a portal tome with a mini-dimension that she thinks will make them happier or help them deal with their problems.

Preeti doesn't think of this as kidnapping, and the humans who get trapped in the mini-dimension think they're dreaming. However, they're still missing from the real world. And in a town inhabited by magical kitties, it was only a matter of time before the kitty krew would come looking for their missing humans.



HOMETOWN PROBLEMS

This adventure deals with a single hometown Problem, which includes both Preeti's interference with humans and the chaos of her talking books.

✦ Misguided Good Witch (Rank 2)

When adjusting ranks at the end of an episode, Misguided Good Witch's rank goes down if the kitties save the humans who were kidnapped, and if they convince Preeti to stop kidnapping humans.

Preeti can keep being a hometown Problem after this adventure, if you want. Just begin with her at a higher rank. Remember, hometown Problems usually add up to 4 ranks at the start of a series.

ADVENTURE DETAILS

There are three kinds of books in the River City Public Library.

Ordinary Books

Most of the books in the library are normal books. They don't move, they don't talk, they're just books.

Talking Books

These magic books have a life of their own. Their pages fold out into origami limbs, and their covers scrunch up into faces. They are the people of the library, and your kitties will interact with this kind of book the most during the adventure.

Each book's personality is based on the kind of book it is. Mystery books are secretive and quiet, history books are scholars and advisors, and biographies share the personalities of their subjects. A talking book often takes on the gender of its author, and its name is the full text of their title plus their author. For example, if *Treasure Island by Robert Louis Stevenson* became a talking book, you would call him *Treasure Island By Robert Louis Stevenson*. Talking books really prefer if you use their full name, but you can nickname them like humans do *if you must*.

Portal Tomes

These are magic (but not talking) books that contain pocket dimensions inside of themselves. The tome's dimension is based on the book's contents. A fantasy novel might be a portal tome to a castle under siege by a dragon. A photo book of lions might contain



a replica of the African savanna. Portal tomes aren't "alive," so they have real book titles instead of names.

Closed Portal Tomes: While the portal tome is closed, nothing can escape. However, sounds from inside the tome can be faintly heard from behind its cover.

Opening a Portal Tome: When a magical creature opens a portal tome, it activates. The portal, a magical swirl of colors, appears just above the pages of the opened tome. At the same time, a matching portal appears inside the mini-dimension. So long as the portal tome is open, creatures from the real world can enter and leave the portal tome through each end of the portal.

Conjuring Objects: If a kitty sticks just their paw into an open portal tome's portal, they can conjure objects that would normally belong in that tome (see *Pulling Things from Tomes*, p32).

Magical Vortex: Portal tomes can also be activated to create a magical vortex. The vortex can suck up people, kitties, and talking books and transport them into the portal tome's mini-dimension against their will.

In this adventure, five portal tomes are of special importance:

- ✦ *The End of Al Capone* by Alphonso Ness belongs to the Biographies Kingdom. It is used by Ramesses The Great By Darya Abbasi, king of the biographies, to kidnap and imprison other books. The mini-dimension of this tome is a concrete

prison filled with kidnapped books and guarded by a talking book called The Real Blackbeard By Luke Levine. The tome makes sounds of rattling chains and creaking doors.

- ◆ *Hansel and Gretel* by the Brothers Grimm is in the Children's Room. The mini-dimension of this tome is the world of fairytales. The tome makes sounds of chirping birds and a bubbling cauldron. A human from River City named Amy is trapped inside this tome.
- ◆ *The Once and Future King* by T.H. White is in the Fantasy & Sci-Fi section. The mini-dimension of this tome is the world of King Arthur's court at Camelot. The tome makes the sounds of cheering crowds. The missing human (see The Kidnapped Human(s) on p25) is inside this tome.
- ◆ *Greek Myths* by Nick Dimitri is also in the Fantasy & Sci-Fi section. The mini-dimension inside this tome is the ancient Greek underworld of Hades. This tome makes the sound of wailing and moaning ghosts.
- ◆ *The Dinosaur Guide* by Alan Grant is in the Natural Science section. Its mini-dimension is the earth as it was over 65 million years ago, during the last era of the dinosaurs. This tome makes the sound of roaring dinosaurs. A human from River City named Erick is trapped in here, as well as *Secrets Of The Universe* By Jane Kerr.



KITTY TIP! THE KINGDOMS OF THE LIBRARY

This adventure focuses on four kingdoms of the library:

- ◆ Biographies
- ◆ The Children's Room
- ◆ Fantasy & Sci-Fi
- ◆ Natural Science

The other kingdoms are caught up in the bitter rivalries of the library like everyone else, but they aren't involved in this adventure. These kingdoms include Classics, Comics & Manga, History, Magazines & Newspapers, Maps & Atlases, Mystery, Poetry, Politics & Law, Philosophy & Religion, Reference, Romance, and Young Adult.

If your players decide to go to these other sections, the citizens of those kingdoms don't know about missing humans. In those places, the kitties hear rumors that point players back toward the kingdoms of the adventure. For example, they might hear that the Fantasy & Sci-Fi Kingdom can pull things from inside portal tomes, or that the Natural Science Kingdom will hold a press briefing about portal tome research soon.

ADVENTURE HOOK: YOUR HUMAN IS MISSING!

The kitties are pulled into adventure by a troubling discovery. A kitty's human is missing, and no one seems to even care!

The Kidnapped Human(s)

One night, a human belonging to one of your kitties never comes home for dinner. This is strange, but what's stranger is that the human's family doesn't seem to notice. They don't even remember that your kitty's human *exists*. Preeti has sucked them into a portal tome, and her spell is keeping non-magical creatures from worrying about them (p35). If your kitties investigate the matter, they find three clues that point to the library:

- ◆ The kitty's human had an overdue library book in their room that isn't there anymore, so maybe they went to return it.
- ◆ A magical ally of the kitties (who wouldn't be affected by Preeti's spell) remembers seeing the human at the library this afternoon.
- ◆ A friend or family member of the missing human listens to their phone's voicemail within earshot of the kitties. One of the messages is from the missing human, and says they're going to stay late at the library. The person listening to the voicemail can't recognize the voice because of Preeti's spell, but the kitties do.



KITTY TIP! ASSEMBLING THE KITTY KREW

If this is the first adventure that your kitties will be going on, then consider having *all* their humans go missing. This is an easy way to bring the players' kitties together for a team-up as they all arrive at the library to find their humans. You can replace the humans already written into this adventure (Amy in *Hansel and Gretel* and Erick in *The Dinosaur Guide*) with the kitties' humans. You can also put humans into the portal tomes that currently don't have any (*The End of Al Capone* and *Greek Myths*).

Entering the Library

By the time the kitties arrive at the library, it's closed. The doors are locked, but they can be pushed open from the inside. This is an opportunity for your kitties to be clever with their Magical Powers to try to get inside. But if all else fails, they can always slip through the book return drop-off slot. The slot is right next to the doors, and the box that collects the books on the inside is open to the room.

LIBRARY REVELATIONS

It's important that the kitties realize *their humans are actually inside of the portal tomes*. If they figure that out, then they'll know what to look for to find their humans. It's also important that the kitties realize that *Preeti is the one who put their humans in the tomes*, so they can confront her about her plans. There are three clues in the adventure for both of those revelations. You'll want to take special care to mention these clues so your players can make those important realizations.

How to discover humans are actually inside portal tomes:

- ✦ Backyard Biology By Sif Clausen at the lobby display knows that there are humans who entered but never left the library.
- ✦ The Return Of Sherlock Holmes By Arthur Conan Doyle at the lobby display has seen a human inside a portal tome.
- ✦ The kitties might also run into a human while they're inside a portal tome, which is an obvious clue!

How to discover Preeti is the one putting humans inside portal tomes:

- ✦ Ramesses The Great By Darya Abbasi taught Preeti how to suck things into portal tomes.
- ✦ Bird Watcher's Field Guide By Jon Lawrence, in the Fantasy & Sci Fi section, recently spotted Preeti with a portal tome.
- ✦ Both Frankenstein By Mary Shelley and Advanced Chemistry By Maria Agnesi remember that Preeti recently borrowed portal tomes that now have humans in them.

SCENE ONE: THE LOBBY DISPLAY

The Lobby Display is the most important table in the library. Everyone passes by this display on their way to the library's shelves, and the books here are constantly picked up and read by visitors. For a long time, this was the center of the book kingdoms' turf war. But a little while ago, in a triumph of diplomacy, the kingdoms decided that the Lobby Display would be a neutral zone where books from various kingdoms can discuss issues and make deals. Each kingdom elects a single representative to sit on this display. This group of books is called the Display Council.

The Display Council is made up of sixteen books from across the library. The ones who are important in this scene are: Backyard Biology By Sif Clausen, The Return Of Sherlock Holmes By Arthur Conan Doyle, and Young Poems By Zoey Jones.

Meeting the Council

As the kitties enter the library and approach the display, they come across the Council.

You enter a large, stately chamber filled with rows of shelves, some public computers, and a service desk. This is the main floor lobby of the library, and in the center is a circular display table with several levels stacked in tiers.

On the display are a couple dozen books of all different sizes and descriptions. And these books are *moving*. And talking!

"All this secrecy is downright disgraceful," says a hardcover book with the image of a butterfly on her front, in a shrill voice. "Portal tomes are the most consequential discovery in this library's history. This knowledge ought to be shared! Some of you won't admit if you even have portal tomes."

The speaker is Backyard Biology. She continues to speak, repeating how shameful these secrets are. The Council listens respectfully, but they look like they resent being shouted at. During this rant, Young Poems notices the kitties and interrupts Backyard Biology to say hello.

"Oh, new faces! What a relief," says a book titled *Young Poems*, before quickly adding, "No offense, councilman. I'm sure your speech is very important."

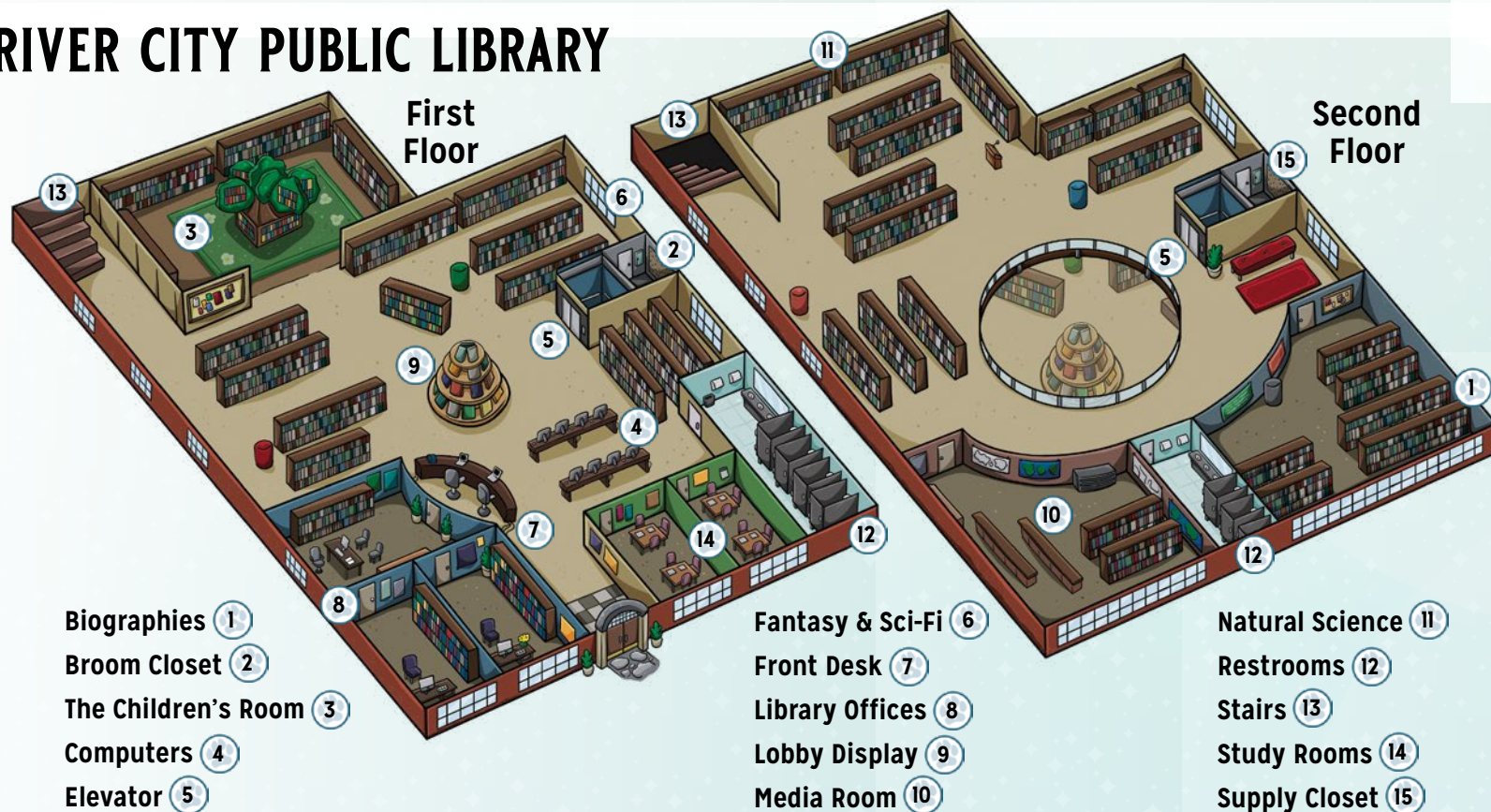
She turns back to all of you. "Welcome to our world, furry friends. Can we help you find something?"

At this point the kitties can talk to various members of the Council. They can learn about the library and how it works, what portal tomes are and why they're important, or what the Council might know about their missing humans.

The books here know the following:

- ✦ Backyard Biology prides herself on her skills of observation, and she remembers every person who has entered and left the library. She remembers that several humans – including the kitties' humans – entered the library today but never left it. She can confirm that the missing human (or humans) is among those who never left.
- ✦ The Return Of Sherlock Holmes saw a human inside *The Once and Future King* by T.H. White while he was doing detective work in the Fantasy & Sci-Fi section earlier tonight. He can take the kitty krew to the tome if they want, but they'll have to be sneaky.

RIVER CITY PUBLIC LIBRARY



✦ Young Poems saw a human in the Children's Room earlier today that looked just like the missing human.

After the kitties have learned a thing or two from the Display Council, warrior books from the Biographies Kingdom arrive and make a harsh demand.

The Biographies' Demand

The books of the Biographies Kingdom are shelved in a dim corner of the library that no one visits. They've sat for a long time, unread, on those lonely shelves. But their new king, Ramesses The Great By Darya Abbasi, has ambitions to change all that. The pharaoh's plan is to take over the Lobby Display and fill it with the kingdom's best and brightest. Then surely the biographies would be flying off the shelves!

When the time comes, about thirty biography books march down the stairs from the second floor. Each book's origami arms are shaped into big, intimidating muscles, and each carries a paper spear. The force is led by Ramesses The Great himself. He stands atop an apparently ordinary book carried aloft by four talking biographies. Kitties who are close to the king can hear rattling chains and clanking iron coming from the book, though.

Then Ramesses The Great makes his demand.

"Books of the Display Council!" the black-and-gold book says. "I, Ramesses The Great By Darya Abbasi, come in the spirit of a brighter tomorrow. Long have the greatest books of the library, the biographies, been ignored and unread. No longer! We demand to be given every spot of the Lobby Display for our use, now! We demand our chance to be read!"

The Display Council is shocked. The Lobby Display is a place for all books! It's meant to be shared, not hoarded by one kingdom. The Council refuses to leave.

KITTY-LED NEGOTIATIONS

Unless Ramesses The Great is convinced to change his mind, the biographies attack to take over the display. The kitties may be able to resolve the situation if they jump in to help.

Ramesses The Great believes that controlling the display will get biography books read by more people, which is all he really wants. There are many ways to convince Ramesses The Great to stand down, but it will be easier if a kitty can convince him that there are better ways to get readers, or that being read shouldn't be so important to him. Kitties who want to change Ramesses The Great's mind have succeed at a Cute check. He's most likely to be swayed if the kitties address the biographies' desire to be read.

The Battle at the Lobby Display

If the kitties don't convince Ramesses The Great to stand down, the biographies attack. They stack themselves into a makeshift staircase and climb atop the Lobby Display. Once up there, they try to toss the books of the Display Council off the table, one by one. If a kitty wants to stop a biography from tossing a book (or a kitty!), they must succeed on a Fierce 4 check.

The Display Council loses their composure and flees after the biographies have tossed at least five Council members off the table. But if the kitties can subdue Ramesses The Great or three biography books before that point, the biographies see the writing on the wall and call a full retreat.

But Ramesses the Great has also brought a secret weapon. The ordinary-looking book that he's standing on is in fact the portal tome *The End of Al Capone* by Alphonso Ness. What's more, the tome's handlers are ready to use a new power of the portal tomes: the ability to forcefully suck people into its mini-dimension.

At Ramesses The Great's command, the books carrying the portal tome open it up and speak a magical incantation. As the books mutter their strange spell, a glowing vortex of power stretches out from the portal of the book. It reaches out to a member of the Display Council, who's sucked into the vortex and disappears into the portal!

Throughout the battle, the biographies try to suck other books and kitties into the tome. If a kitty wants to stop themselves or someone else from being sucked up, they must succeed on a Fierce 4 check.

After the attack, the remaining books marvel at the portal tome's vortex power. It's an ability that none of them have seen. The fact that the biographies know how to perform such magic is a troubling discovery.

INSIDE THE END OF AL CAPONE

The mini-dimension inside *The End of Al Capone* is a prison, and the biographies are using it to take hostages during the battle. If kitties are sucked into the biographies' portal tome, or if they enter on their own, read the following:

The swirl of colors surrounds you as you fall into the portal. The sound of clanking chains and groaning metal grows louder and louder until it all suddenly stops. You stand in a concrete jail. The exit portal spins slowly behind you.

Large iron doors fill the hall. Someone has placed a short stepladder leading to the handle of one of these doors. A set of iron keys rests on the top step of the ladder.

In front of you is a talking biography book titled *The Real Blackbeard*. The scrunched-up face on his cover seems surprised to see you.

The Real Blackbeard By Luke Levine is waiting for prisoners to arrive inside the dimension. When books tumble in through the portal, he tosses them into an empty cell and locks the door behind them. This prison is filled with all the books that have been sucked up during the battle. The Real Blackbeard tries to lock the kitties in cells, too, so the kitties may be forced to fight him (use Talking Book stats, p20). If he's defeated, the kitties are free to release the prisoners and guide them out of the tome.



LEAVING A PORTAL TOME

A kitty who wanders from where they entered a mini-dimension will always magically end up right where they started. Doors lead to rooms they've already visited, and landscapes circle around to put them back where they left.

There's only one known way out of a portal tome's mini-dimension: the portal. As long as the portal tome is open, the portal that connects the real world and the mini-dimension remains open in both places. Leaving the mini-dimension is as simple as stepping back through that portal.

SCENE TWO: THE CHILDREN'S ROOM

The Children's Room is the most colorful and decorated section of the library, ruled by a colorful and decorated king: The Emperor's New Clothes By Hans Christian Andersen. The Emperor's New Clothes is a vain book who loves to hear how lovely he and his kingdom look. He makes sure everyone who enters his kingdom showers him with praise, by forcing visitors to pass a test before they're allowed inside.

The Guards' Test

As the kitties approach the Children's Room, read the following:

At the entryway, you can see inside the Children's Room. It's decorated like an entirely different library. The shelves are made of painted wood, and colorful banners hang from the ceiling. The centerpiece of the room is an enormous bookcase shaped like a tree. Its trunk and branches are full of shelves.

Standing in the entryway are two talking books posted as guards. One of them is tall and thick, the other is small and thin.

"Salutations and greetings to you, furry ones," the smaller book says. "Before you can enter this fabled hall, we must make sure you are ready. The king loves flattery, you see, and he will not stand for weak compliments. As such, we test each visitor with a bit of roleplay before they can come inside."

The guards are here to make sure every visitor to the Children's Room knows how to flatter the king. If the kitties agree to the test, the taller guard pretends to be the king, and the smaller guard encourages the kitties to make up compliments to flatter him. The guards are looking for grand compliments delivered with

a lot of energy. A kitty must succeed on a Cute 5 check to pass the test. Give your kitties a -1 or -2 reduction to the check difficulty if they come up with especially clever or enthusiastic compliments. The guards then show the kitties into the Children's Room.

Inside The Children's Room

The Children's Room is filled with books having fun. You see books chasing after each other, playing tag. Others you spot trying to find a good place to hide for hide-and-seek. One trio of books is playing jump-rope with an old shoelace. They bounce on top of a large, high-up branch of the tree-shaped bookcase, which shakes underneath them.

At this point, the kitties can go see the king or try to find the portal tome themselves. If the kitties ask around about a portal tome, they learn these things from the Children's Room books:

- ✦ The king has hidden their kingdom's tome. He wants to keep the pretty swirling colors of the portal to himself.
- ✦ If the kitties are looking for portal tomes, the Natural Science Kingdom has one.
- ✦ The king spends most of his time up on his shelf in a branch of the huge tree bookcase.

AN UNEXPECTED VISITOR

At some point while the kitties are in the Children's Room, the night janitor makes a visit.

You hear whistling from the direction of the lobby. "The night janitor!" cries a nearby book.

Every book in sight immediately goes limp and pretends to be ordinary. You're left alone in an "empty" room. Quick, hide!

The kitties have a chance to respond, but they'll have to move fast because the janitor is just around the corner!

A woman dressed in blue overalls appears at the entrance to the Children's Room, notices the mess of books, and makes her way inside shaking her head glumly. She gets to work cleaning it up.

Then you spot movement above your head. The heavy, high-up branch that those books were playing jump-rope on earlier is separating from the rest of the bookcase. All that bouncing must have weakened it. It's going to fall on the janitor at any second!

Let your kitties be creative with how they keep the janitor safe. But remember that they can't reveal their magic while they do it. Saving the janitor takes a difficulty 4 check (using the Attribute that matches the kitties' tactics). If no one saves her, the falling display breaks her leg. If she's hurt, she calls out for help and Preeti arrives on the scene. Preeti then takes her to Cliffside Hospital, where they remain for the rest of the adventure.

If the janitor is saved, she goes to tell Preeti what happened before returning to her other duties around the library. If she saw the kitties in the library, she'll ask Preeti if they belong to anyone. You can decide if she shows up again later. Maybe she does, and her presence complicates another scene for the kitties!

Negotiating with The Emperor's New Clothes

The Emperor's New Clothes By Hans Christian Andersen lives among a collection of colorful stickers, buttons, and enamel pins left behind by children who visited this section. The king attaches these to his shelf to make his living space the most grand and beautiful in the library. One of the pins, a large sparkly one in the shape of a jewel-topped wand, has a note attached to it (see The Wand Pin on this page).

Read the following as the kitties arrive:

"Would you look at this? Visiting kitties. How stunning!" The Emperor's New Clothes exclaims. "I would love to chat, but first, I must ask" He raises his arm in the air, posing. "What do you think of my jacket?" He eyes you intently.

The Emperor's New Clothes wants to be flattered before he'll talk any more. Any kitty who passed the test at the gate can easily repeat their performance here to satisfy the king, without rolling. At this point, the kitties can talk to The Emperor's New Clothes about whatever they like. He'll share any of the following with kitties who have flattered him:

- ✦ The Children's Room's portal tome, *Hansel and Gretel* by The Brothers Grimm, is in a hidden compartment at the base of the tree-shaped bookcase.
- ✦ Rumor has it that humans from River City are in some of the library's portal tomes.
- ✦ A book from the Natural Science Kingdom has gotten lost in their own kingdom's portal tome, which is called *The Dinosaur Guide* by Alan Grant.



THE WAND PIN

Among the objects that The Emperor's New Clothes has collected is an enamel pin of a magic wand with jewels and tiny wings. But close inspection reveals that this is, in fact, not a pin at all! It's an actual, miniature magic wand that someone has glued to a pin needle backing. Attached to the wand is a note, written on scrap paper. If a kitty succeeds on a Cunning 4 check, they can read the note:

A gift for you, king of the Children's Room. This is a taste of what is to come if you honor our deal.

Respectfully,

Frankenstein By Mary Shelley

This makeshift pin is a gift from the ruler of Fantasy & Sci-Fi Kingdom, Frankenstein By Mary Shelley. Frankenstein gave the gift to encourage The Emperor's New Clothes to accept the deal the two have been working on. The Fantasy & Sci-Fi Kingdom has learned how to conjure objects using portal tomes, and will supply The Emperor's New Clothes with an endless supply of pretty baubles. In exchange, The Emperor's New Clothes will give The Fantasy & Sci-Fi Kingdom a seat on the Red Display that currently belongs to the Children's Section (see Talking to Frankenstein on p32).

If the kitties ask The Emperor's New Clothes about the pin or its message, he hesitates to share its meaning. He can be convinced to talk if a kitty succeeds on a Cute 5 check. If the kitties flatter him first, the check succeeds automatically. His ego makes him easily manipulated, and he gushes excitedly about the tidal wave of pretty things that will soon be coming his way.

Inside *Hansel and Gretel*

The Children's Room's portal tome is in a secret compartment at the base of the tree-shaped bookcase, behind a lid shaped like a tree knot. The Emperor's New Clothes can tell the kitties about this compartment, or the kitties might find the compartment themselves. Kitties who search for the portal tome and succeed on a Cunning 4 check hear birds chirping and a bubbling cauldron coming from the portal tome inside the compartment.

When the kitties enter the book, read the following to them.

You fall into the spinning colors of the portal, and the noises of chirping birds and the bubbling cauldron get louder the further you fall. Then, suddenly, it all stops, and you are standing in a forest just in front of the exit from the portal.

Dozens of birds of all different kinds hop around on the ground nearby. They peck at breadcrumbs scattered on the forest floor and say to each other, "What luck! What a feast!"

All of the birds are happy to talk with the kitties, though they might be hard to understand with food stuffed in their mouths. They can tell the kitties the following:

- ✦ They saw a young girl wander through here a few hours ago. She was headed toward the house of sweets deeper in the wood.
- ✦ The house of sweets is a cottage made of candy and gingerbread. The old woman who lives there gets very angry at any birds who try to eat the house, though, so they don't go there often.
- ✦ The birds can give the kitties directions to the house. They point them in the right direction and tell them to keep walking until they reach a clearing. If they get lost, follow the plume of smoke in the sky.

THE HOUSE OF SWEETS

The birds' directions lead straight to the house of *Hansel and Gretel's* evil witch, named Frau Hexe.

You arrive at a small cottage made of gingerbread, candy, and icing. Smoke billows out from a jellybean-brick chimney on the roof. A young girl is collecting firewood in a pile in the front yard.

The young girl is Gretel, and the firewood is for the oven inside the house. Gretel hates Frau Hexe because she has imprisoned Gretel and her brother and forces them to do chores. Gretel does not yet suspect that Frau Hexe is a witch, or that she plans to eat Gretel, her brother, and the other human who just showed up.

Inside the house, a one-room cottage filled with candy furniture, Hansel and a girl from River City are trapped in cages. The girl's name is Amy, and she believes she's having a nightmare. The last thing she remembers was reading her favorite fairytale, but now she's living it ... which is a much less pleasant experience.

Working in the kitchen of the house is the witch, Frau Hexe. She uses the firewood that Gretel has collected to feed the fire of a huge brick oven. She's decided to eat the children today by baking them into pies, and she'll need the oven nice and hot. The witch is set on eating these children and must be tricked or fought to be stopped. Luckily, that's what magical kitties do best!

After being saved, Hansel, Gretel, and Amy thank the kitties. Hansel and Gretel can set off for home inside the mini-dimension, but Amy needs to exit the tome through the portal with the kitties.



KITTY TIP! RULE #1 IN THE PORTAL TOMES

The first rule of being a magical kitty is that you *must* keep your magic hidden from normal humans.

But the humans already living in the mini-dimension of a portal tome aren't normal humans, they're magical themselves. So kitties are totally free to use their magic in front of them.

The kidnapped humans think they're dreaming while they're in the portal tome. So if the GM allows it, the kitties may be able to get away with doing just a little bit of magic in front of them. But a kitty would be breaking the rules if they told a kidnapped human that they weren't dreaming, or if they did any magic in front of a human while they were outside of the tome.

Luckily for the kitties, when a human in a portal tome returns to the real world they instantly fall asleep thanks to Preeti's spell.

SCENE THREE: FANTASY & SCI-FI

The books of the fantasy and sci-fi sections are a strange bunch, and have banded together into one kingdom of shared strangeness. The kitties may have already met The Return Of Sherlock Holmes in the lobby, and if he's with the kitties now, he describes the kingdom to them:

"They're decent books, but odd. Half of them spend all their time looking for 'The Chosen One,' and the other half are always talking about how the library's computers are becoming self-aware, or something like that."

The fantasy books and the sci-fi books take turns choosing a leader from among the two sections to lead the kingdom. Currently, the kingdom is led by *Frankenstein* By Mary Shelley, a sci-fi book. This is her third time as leader. She's a popular choice, probably because *Frankenstein* is one of Preeti's favorite books, and Preeti is the books' favorite human.

The Fantasy & Sci-Fi Kingdom has two portal tomes, and both are hidden in a broom closet near the kingdom. While researching these tomes, *Frankenstein* and her researchers have discovered a new power. They've found a way to pull something *out* of a tome's mini-dimension and bring it from the book world into the real world!

A Secret Meeting

As the kitties approach the broom closet – either guided by *The Return Of Sherlock Holmes*, through their own search for the tomes, or by accident – they come across *Frankenstein* and a book from the Children's Room.

If the kitties are sneaky, they can hear the conversation.

Two books are in front of the closet door, speaking in hushed tones. One book has the image of a lightning bolt on the cover, and the other is a picture book.

"Three a day?" says the lightning bolt book, "I can pull things out of the books for him three times a week, maybe, but not three a day!"

"Three a day is what my king demands. And if you want the Children's Room spot on the Red Display, it's what you'll provide."

The two are organizing a deal between the Fantasy & Sci-Fi Kingdom and the Children's Room Kingdom (see *The Wand* p30). The two continue to argue about how many items *Frankenstein* will provide, unless they're interrupted.

THE SPY FROM SCIENCE

The kitties are not the only ones listening to this conversation. Kitties can spot *Bird Watcher's Field Guide* By Jon Lawrence, a natural science book disguised as sci-fi with an obviously glued-on false cover. He's peeking out between two worn-out (ordinary) books from a nearby shelf.

He's there to confirm the rumor that the Fantasy & Sci-Fi Kingdom has learned how to pull objects from portal tomes into the real world. If the kitties discover him, he begs them not to tell *Frankenstein* about him – it would ruin the relationship between

their kingdoms. He'll tell the kitties why he's here and what he's found out in exchange for their secrecy. He knows the following:

- ✦ The Fantasy & Sci-Fi Kingdom keeps its portal tomes inside the broom closet.
- ✦ He saw Preeti leave that same broom closet with a book, *The Once and Future King*, late last night.

TALKING TO FRANKENSTEIN

Frankenstein is open to talking with the kitties if she's approached. She'll share what she knows if she thinks it can help her get closer to Preeti.

She desperately wants to be close to Preeti, which is why she's making this deal with the Children's Room. It's been a long while since Preeti last read *Frankenstein*, and the book is starting to worry. She wants a space on the Red Display because it's right outside the librarians' offices. If *Frankenstein* lived closer to Preeti, maybe Preeti would read her again.

Frankenstein knows the following:

- ✦ How to pull an object out of a portal tome.
- ✦ *The Once and Future King* by T.H. White and *Greek Myths* by Nick Dimitri are the Fantasy & Sci-Fi Kingdom's portal tomes, and both are kept in the nearby broom closet.
- ✦ Preeti asked to borrow *The Once and Future King* at the end of last night.
- ✦ Preeti is a kind and thoughtful person.

PULLING THINGS FROM TOMES

Frankenstein and her kingdom's researchers have developed a way to pull things from books. If you're magical, you open a portal tome. But instead of stepping through the portal entirely, you stick just your hand (or paw) into the portal. Then you concentrate on the item you want to conjure. It must be something originally from the book, though (so you can't summon a trapped human, for example).

If you do it right, you feel the item appear in your hand and you can pull it out. Things pulled from tomes tend to be smaller in the real world than in the mini-dimensions for some reason – maybe because the tomes themselves are small.

To pull an object from a portal tome, kitties must succeed on a Cunning 5 check. On a complication, a random thing comes out, instead. Distractable kitties might pull out objects that double as cat toys, like a bitty talking mouse from a fantasy book or a tiny laser gun from a science fiction novel.

- ◆ Preeti seemed excited about a new idea of hers last night. She said it was going to make lots of people happy.

Frankenstein doesn't know anything about Preeti sucking humans into portal tomes.

The Broom Closet

The kingdom's portal tomes, *The Once and Future King* and *Greek Myths*, are kept hidden in this dusty closet. The tomes are guarded by a miniature three-headed Cerberus dog that Frankenstein pulled from *Greek Myths*. They're currently taking a cute nap on top of the stacked tomes. The head named Bibi is drooling, Riri is snapping her mouth at the thin air, dreaming, and Cici snores. If they're awakened, it's likely the kitties can trick or persuade their way into the book—especially if the kitties take time to learn a bit about the heads and take advantage of their personalities (see Supporting Cast, p13).

Inside *The Once and Future King*

It's not hard to find the kitty's human lost inside this tome. When the kitties enter, they're one of the first things they see.

As you fall through the portal, you're surrounded by colors and the noise of trumpets and cheering crowds. When you exit the other end of the portal, the noises don't stop. You're in a crowded wooden stadium, surrounded by cheering humans dressed in medieval clothes.

Below you, in the center of the stadium, two knights charge at each other on horses, jousting. Their lances strike, and one of the knights falls. The victorious knight trots to the end of the field as the crowd goes wild. The knight's helmet is removed, and you recognize the person inside. It's your missing human!

The human, through a series of misunderstandings, has been entered into the jousting tournament at Camelot. In between jousts, the kitties can get to the human and try to convince them to leave. On their way over, however, a disaster strikes. Merlin's potion experiments go horribly wrong!

There's a loud boom from the nearby tower. A cloud of glittering green smoke billows from an open window and falls into the stadium. The cloud crackles with magical energy like a thunderstorm.

An elderly wizard in a purple hat thrusts his head out of the window and shouts, "That smoke is dangerous, run!"



The crowd screams and runs for the exits. But some are already trapped in the expanding cloud, including your human!

Use the Magical Mist Disaster (p21) during this scene. To end the threat, the kitties need to get rid of the cloud or get everyone in the stands away from danger. When the disaster is over, the kitty's human has had enough action and is fine with "waking up" and going back through the portal.

Greek Myths

Greek Myths' mini-dimension is a mythic underworld. This is the portal tome that Cici, Bibi, and Riri come from. In here, the god of the underworld, Hades, and his wife, Persephone, dance with ghosts.

You hear moaning and wailing as you fall through this portal, but when you arrive on the other end, you hear music. You're in a gloomy ballroom inside a massive cave. Transparent blue ghosts in formal clothing are dancing in pairs. Dancing at the end of the ballroom are two larger-than-life figures. The man is dressed all in black, and the woman is wearing a crown of flowers.

Hades and Persephone are amused to see kitties drop in. Here's what they can tell the kitty crew:

- ✦ They haven't seen any humans enter their world through the portal.
- ✦ They'd be very happy to have their pet Cerberus dog back, who disappeared through the portal a few days ago.

If you started the adventure with more than one kitty's human missing, the missing human could actually be here. If so, they're having a great time dancing with the ghosts and can be convinced to leave by succeeding on a Cute 3 check.

SCENE FOUR: NATURAL SCIENCE

The Natural Science Kingdom is filled with the quiet activity of learning. Books shuffle paperwork and research across the shelves, and small groups gather to hear softly spoken lectures on any number of topics. But something special is going on today.

The Press Briefing

On top of a podium in one corner of the section, the president of the Natural Science Kingdom, Advanced Chemistry By Maria Agnesi, delivers a press briefing. She is flanked by Natural Science Secret Service.

The press are all talking "books" from the nearby Magazines & Newspapers section. They write notes with golf pencils on scrap paper and hold origami cameras. The cameras don't actually seem to work, but all that sliding paper does sounds like the hushed clicks of camera shutters. The kitties arrive midway through the briefing.

A crowd of talking newspapers and magazines gathers around a podium near one of the kingdom's aisles. A burgundy book on the podium speaks to the crowd. Behind her stand two thick books with origami sunglasses.

"I can confirm that one of our researchers, *Secrets Of The Universe* By Jane Kerr, is missing inside the tome."

A tabloid reporter asks, "Advanced Chemistry By Maria Agnesi, there have been reports that humans from River City are inside the portal tomes in the Fantasy & Sci Fi Kingdom and in the Children's Room. Is it possible that a human is inside *The Dinosaur Guide* by Alan Grant as well?"

The speaker sniffs scornfully, then replies, "I won't guess at what's possible. I'll only talk about what the evidence shows, and we have very little to go on right now."

At this point, both the kitties and the assembled press can ask questions of Advanced Chemistry. Advanced Chemistry knows and can share these facts:



KITTY TIP! PRESS BRIEFING CLUES

The press briefing is a chance to give your kitties clues if they need some extra help. For example, if your kitties want to hunt for portal tomes on their own but aren't sure how to find them, you might have a press member ask "How can a book tell if there's a possibly dangerous portal tome nearby?" Advanced Chemistry could then explain that all portal tomes make faint noises related to what's inside their miniature dimension.

- ✦ A portal tome researcher, *Secrets Of The Universe* By Jane Kerr, went missing inside *The Dinosaur Guide* at the start of this evening.
- ✦ Preeti borrowed *The Dinosaur Guide* a few nights ago and returned it this evening. This wasn't surprising. Preeti enjoys experimenting with magic to learn new things.
- ✦ Advanced Chemistry knows how portals work (see *Books of the Library*, p16), but doesn't know how to use the vortex power or how to pull things out from within the tomes.
- ✦ *The Dinosaur Guide* is hidden behind a pile of out-of-date textbooks on one of the Natural Science Kingdom's shelves.

Advanced Chemistry's first priority is to keep her researcher, *Secrets Of The Universe*, safe. Her second priority is to make sure the other books see that she's keeping her researcher safe. She gladly works with the kitties to rescue the book if they offer to help, especially if they offer in front of the press.

Inside *The Dinosaur Guide*

Inside the tome is a human from River City named Erick, and also *Secrets Of The Universe* By Jane Kerr. The kitties arrive just in time to see them walk into danger.

The sounds of monstrous roars fade as you exit the portal. You're on top of a cliff, looking down at a wide gully between you and another cliff. In the center of the gully is a human dressed in a red t-shirt. He's holding a talking book, and the two are walking up the gully.

Then you hear distant, thundering footsteps. A stampede of triceratops bursts into view from around the bend of the gully! They charge down the gully, straight at the two figures.

The human climbs into a nearby tree, but it's small and the triceratops' horns keep hitting it as they run past. It could fall apart at any second!

Use the Stampede Disaster (p22) for this scene. The kitty krew must get Erick and Secrets Of The Universe out of danger, or keep them safe from the triceratops until the stampede has passed in a few minutes. Both Erick and the book are relieved to be rescued, and happily exit the portal with the kitties when the danger is over.

THE BIG FINALE: LIBRARY OFFICES

Back here, returned books are sorted and stored before they're re-shelved by library staff ... or until they walk themselves back to their section. Preeti is here, sorting books.

Back here are shelves filled with unsorted, ordinary books. A woman with a pencil stuck through her messy hair hums to herself. She's making books float with her magic while she organizes them.



KITTY TIP! ABSENT LIBRARIAN

It's possible that Preeti leaves for Cliffside Hospital with the night janitor before the kitties have had a chance to speak with her in her office (see Unexpected Visitor, p29). If so, the kitties can still talk to Preeti, learn what she knows, and confront her about her plan, but they have to go to the hospital and find a way to get Preeti alone to do it.

A Good Witch's Bad Plan

Ramesses The Great told Preeti how to use the portal tome vortex power, trying to impress her in exchange for a display spot. Then Preeti got a marvelous idea. People say all the time that they'd love to live in their favorite book. Now they can spend entire days inside their favorite book having the time of their lives!

So last night, Preeti borrowed a few portal tomes from the various kingdoms. The next day, whenever she saw a sad human in the library, she sucked them up into a book that they love. Then she handed the tome back to the kingdom it came from.

Preeti thinks it's okay to do this because before she sucks someone up, she casts a spell on them. The spell puts them to sleep before and after they're inside the tome, so they'll think their time in the tome was a dream. The spell also makes it so that no one will remember or miss them while they're gone.

Confronting the Witch

Preeti had good intentions, but she doesn't know that a mini-dimension can be dangerous. She also didn't know that magical

kitties wouldn't be affected by her spell and would still remember the missing humans. The kitties will likely have learned these things, and they can use these lessons to convince her she's done a bad thing after all.

Convincing Preeti takes a Cute 5 check. The difficulty is reduced by -1 for each story the kitties tell of the humans they've saved from portal tomes.

After Preeti is convinced, she promises to stop. She even offers to help the kitties find their humans. She tells the kitties which portal tomes she used to suck up which humans, and where the kitties can find those tomes (see Portal Tomes, p24). She also uses her magic to teleport the freed humans back home. That way, they wake up in their beds as if none of this happened.

Happy Ending

When all the humans are free from their tomes, the magical kitties have saved the day! The humans are safe, Preeti is a more thoughtful witch, and the books of the library can be new friends of the kitties. Time for the next adventure!



KITTY TIP! EARLY VISITS

Your kitties might come to Preeti before they've saved all the missing humans. That's okay! That just means your adventure might end with saving the last human instead of with Preeti. If that's the case, be sure to pull out all the stops with the last portal tome for a big, fun, climactic ending.

EVEN MORE ADVENTURES

The magic of portal tomes can be used to go to all kinds of mini-dimensions, and can add exotic twists when putting together adventures in River City. Use these portal tome Adventure Ingredients for inspiration:

ADVENTURE INGREDIENTS

In-Demand Items: Hyper-intelligent raccoons might want certain portal tomes to gain access to magic items or rare mechanical parts contained in their mini-dimensions.

River City Census: Old reference books about River City contain mini-dimension replicas of the past, which could be used to help solve mysteries surrounding town landmarks like the Turret or the wreck of *The Duchess*.

Hidden Base: A smart Foe might hide their lair inside a portal tome's mini-dimension. There would be no way to find it, unless you knew what to look for!

MAGICAL KITTIES SAVE RIVER CITY!

River City is as near as your own backyard and as familiar as your mom's apple pie. The humans there don't even know notice the terrible troubles that threaten their quiet rural town. Of course, that's because they're protected by magical kitties, on constant alert against mystical mischief!

So when their humans go missing, it's only a matter of time before the kitty krew comes looking for them. Their search leads to the public library, run by a witch and filled with dangerous portal tomes. The kitties will have to brave the magical mini-dimensions in those books, to bring their humans home and save the day!

River City is a rural hometown setting and adventure for the ***Magical Kitties Save the Day*** RPG. It includes a gorgeous full-color poster map of the town.

CREDITS

Justin's Dedication: To Sarah — Dedicated on our 10th anniversary. Looking forward to all of our adventures to come!

Jeremy's Dedication: To my own magical kitties, Dizzy and Diana.

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For printable downloads, visit www.Atlas-Games.com/magickalkitties

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