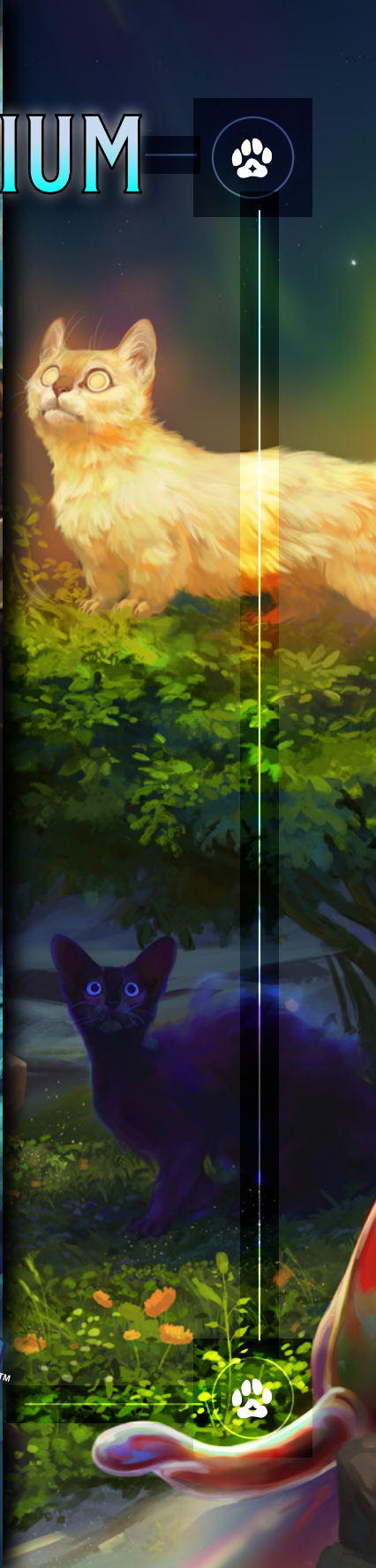
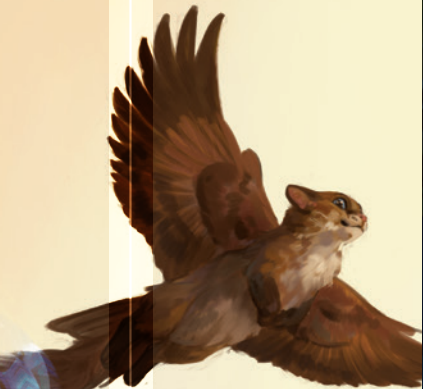
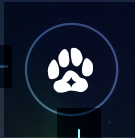




INGREDIENTS COMPENDIUM



MAGICAL KITTIES™
SAVE THE DAY!

INTRODUCTION

Running an adventure can be hard for novice GMs and experienced GMs alike, especially when you need to improvise during an episode. The adventure ingredients in all the Magical Kitties books can make this much easier, though. Using an adventure ingredient, you can quickly generate ideas and be confident that they'll fit in with the rest of your hometown!

To make those adventure ingredients even easier to find on the fly, we've gathered them all here in one document. Here is the list of books referenced:

- Core Rulebook p2
- River City p5
- Alien Invasion p8
- Wild Ones p9
- Mars Colony p14
- Fantastica p18
- Power Up p22

The page number of each is also given after the ingredient, so you can find all the related rules material quickly. Enjoy!

CORE RULEBOOK

Little Lost Kitten: The kitties hear the desperate mewling of a kitten who fell through a storm drain grate. But getting the kitten out past alligators, slime monsters, and dark fairies won't be easy! *CORE p47*

The Watcher: The lazy neighbor cat sits on a windowsill all day long, napping in a ray of sunshine. But they see everything that happens on the kitties' street, and are easily bribed with treats! *CORE p47*

Witchy Kitty: A witch's familiar comes to the kitties for help. A spilled potion while the witch was out has left them with antlers, bat wings, and a lizard tail! There'll be big trouble if the witch finds out. *CORE p47*

I'll Be Back: When one of the kitty crew is injured badly taking out a Big Bad, they're back the next night as a ghostly kitty ready for even more adventures! *CORE p48*

Plague Heralds: A plague of zombies is being created by the black-robed figures seen around the ruins on the edge of town. The black crystal they protect in their inner sanctum is its source, and magical kitties aren't immune! *CORE p48*



Ice Age Kitties: Your hometown's museum opens a new exhibit of a frozen sabertoothed tiger, still embedded in glacier ice. The kitty krew discovers this ancient magical kitty is still alive but trapped in a frozen prison! *CORE P49*

A Midsummer's Night: At special times of the year, Pixies lead sleepwalking children through a ring of mushrooms and into the Faerie Kingdom. The Faerie Kingdom is ludicrously magical, full of fun adventures, and not even remotely safe for children. Children can return to the human world whenever they want, but need convincing to leave. *CORE P49*

Time to Come In: Your whiskers are singed, your fur is wet, and your tail is tied in a knot! The only non-magical way to get rid of a pesky kid following you is to get his mother to call him home somehow. *CORE P50*

Oblivious Crowd: Hometown citizens are famous for getting in the way. When you need a Foe to escape, just send a crowd of oblivious humans in between them and the kitties. *CORE P50*

The Sad Spirit: An eerie tune hangs on the breeze when the moon is dark. It's the ghost of a young woman, humming to herself. Like most ghosts, she has human Problems keeping her from passing on, and could even be a chosen human for a brave kitty. *CORE P50*

Unknown Vulnerabilities: Jiangshi are terrified of mirrors, a rooster's call, and handbells, and are entranced by scattered coins. They hunt by detecting the breath of the living, so holding your breath makes you "invisible." They take +1 Owie from peach-wood weapons, and are paralyzed if a spell written in chicken blood on a slip of yellow paper is attached to their forehead. The cure is to lie on a bed of sticky rice, which turns black as it absorbs the evil. Looks like the kitties will need to do some research! *CORE P51*

Kidnapping: A kitty's chosen human was stolen by a witch! The kitties suspect the worst, but the witch is just looking for a new apprentice. The kitty will actually have to convince their human to come home! *CORE P51*

Sun Sensitivity: Trolls are tough as rock but hide under bridges because they think they'll dissolve in the sun. That's just a story, though. Right? *CORE P52*

Queen of the Ants: When a kitty is miniaturized, the only help they can find is an ant colony. They ants are tiny, but there are millions of them! *CORE P52*

Tummy Trouble: Ladybugs and butterflies are fun to bat around, but don't eat them! Some bugs will make your belly ache for hours! *CORE P52*

Froggity: When a kitty takes a dare to kiss a frog, the kitty turns into a slimy green amphibian, too! *CORE P52*

Local News: Birds sure do talk a lot, and they share gossip about everything they see. Sometimes this is just rude taunts, but other times it's a source of information for kitties. *CORE P53*

Could You Open This?: Without hands, birds struggle to open just about everything, from containers to doors. More than any other animal in the wilderness, birds are always asking favors. *CORE P53*

The Squirrel Conspiracy: Squirrels have eyes everywhere. They're obviously working together, and lately they've been feeding the kitty krew bad information. So what are they up to? *CORE P53*

Taxi Service: Unicorns are generally pretty friendly toward magical kitties, who they don't consider to be too scary. They're usually the only animals in the wilderness willing to give kitties a ride on their backs if they need one. Just as long as nobody digs any claws in. *CORE P53*

Mammoth Stampede: A stampede of woolly mammoths is headed for town! They don't belong in the modern world, so which hometown Problem is the one conducting weird genetic experiments this time? *CORE P54*

Good Doggie: Mix things up by including a doggie who is annoying because he's so incredibly enthusiastic about helping the kitties all the time. Good doggie. Down doggie. Stop licking my whiskers, doggie! *CORE P54*

Bully Dogs: Dogs rarely pose a problem for humans, but it's not unusual for the local dog pack to bully other animals in the neighborhood. Magical kitties with animal friends may need to step in. *CORE P55*

HOWLLL! Dogs howl at the moon, they howl at each other, they howl at sirens they hear miles away. Unfortunately, this keeps every other animal up at night, including the kitties.

Convincing the local dogs to be quiet could earn everyone's gratitude. *CORE P55*

Eyes in the Sky: Birds of prey often act as the eyes and ears for Big Bads. A raven kitties have a problem with might simply be a lookout for someone far worse. *CORE P55*

It's Out There: Snakes have been known to silently stalk their targets for hours, even days on end. A creature worried that a snake is out to get them could come to the kitties for help. *CORE P55*

What's that Smell?: Bears can pick up the most subtle of scents at great distances and may warn the kitties of something that's coming, or something mysterious needing to be investigated. *CORE P55*



New Neighbor: Cows start going missing from the farms outside your hometown. Last time it was aliens. This time it's a dragon who just made a nest on top of the water tower! *CORE p56*

Robo-vac Virus: These small robot vacuums have transformed into a hive-mind. They hide in plain sight, communicate instantaneously with each other, and have an Agenda. The Robovac Virus is spreading, and the vacuums have formed an alliance with other smart technologies like smart phones, televisions, and refrigerators! *CORE p57*

Spy Network: Little do the humans realize, robo-vacs record everything. If a kitty needs to know what someone did in the privacy of their own home, there might be a recording hidden in a robo-vac's memory. *CORE p57*

Pesky Drone: A delivery drone lands on your lawn one day. You must defend your home! *CORE p57*

Strange Construction: Swarms of worker-bots can raise entire buildings overnight. But many worker-bots follow archaic, corrupted, or alien instructions, and their weird architecture easily attracts the attention of magical kitties. *CORE p57*

Green Thumb: When the kitties discover tangle vine at the park, they track down its source to a witch who's tending an entire animated garden right in the middle of town! *CORE p57*

The Broken Stone: Long, long ago a well-intentioned enchanter forged this living sword to be a power for good. But when the stone in its pommel cracked, it turned to evil. Can the kitties fix it and bring it back to being good? *CORE p57*

Hunter-Bot: Kitties who've become a thorn in a Big Bad's side are targeted by a hunter battle-bot. It's relentless in its pursuit, and even when kitties manage to lose it, it tracks them down again as a Reaction in any scene. *CORE p58*

Homework: A kitty's human sneaks a trippil home from school, and soon the house is full of them! But how did an alien creature end up as the class pet? *CORE p58*

Kitty Clones: Exact duplicates of the kitty krew are causing mischief all over town! Hyper-intelligent raccoons have gotten a genetic sample from the kitties, and created imperfect clones. The clones don't have magic, but the raccoons have mimicked their powers using hyper-technology. *CORE p59*

Missing Kitty: Zelanooids are known for kidnapping and impersonating humans. If a player needs to miss an episode, that kitty might be snatched along with their chosen human, so the others have to rescue them both! *CORE p59*

Slurp! The alien ooze slurps up a kitty, then shows them amazing technicolored images while they're engulfed. Is it trying to communicate? *CORE p59*



Hitching a Ride: Hitching a ride on a space whale is easy peasy ... if you can get its attention. How can a kitty flag down a passing space whale from the surface of planet Earth? *CORE p59*

Witch's Jinx: A witch defeated by the kitty krew lays a final curse on them. If the witch was a hometown Problem, this curse could take the last point of the witch's rank. Either way, they'll have to seek out an adventure to lift the curse, or endure it until the jinx runs its course. *CORE p61*

A Blighted Family: Rather than belonging to a particular place or person, the curse follows an entire family line, being passed down from one generation to the next. Too bad your human is one of them! *CORE p61*

Evil Stirs: The quake that shakes your hometown is actually a great magical evil awakening in the forgotten caverns under the city. Powerful Surge: When the kitties shatter a powerful artifact, the backlash from its destruction creates an earthquake! *CORE p61*

A Trembling Hex: A magic-wielding Foe unleashes an unnatural quake that affects only a single building - where the kitty krew happens to be! *CORE p61*

Ghosts at Home: When a kitty's family moves into a new house, they discover it's haunted. But the ghosts are just trying to frighten people away from something much, much worse in the bricked-up basement! *CORE p62*

Forgotten Secrets: As spirits from bygone ages, ghosts often have secret knowledge invaluable to magical kitties. If they can pacify the spirits, maybe by returning the family heirloom that was stolen by pixies, the kitties may be able to get some muchneeded answers! *CORE p62*

Electric Dragon: The kitties track down the eye of the storm, directly over top of their hometown's power plant. An electric dragon is drawing the power it needs to incubate an egg, and won't leave easily! *CORE p62*

Polluted Waters: The source of the plague are chemicals being poured into the river. These are a byproduct of a hyper-intelligent raccoon's experiments! *CORE p63*

Mall of Doom: Magical kitties are waiting for their new humans at the mall pet store when shoppers start trudging past moaning "braiins!!!" They slip out of their cages and find the entrance to a secret lab hidden under the mall's center water sculpture. It's time to save the day, but what if the zombie plague can be transmitted to kitties? Even magical kitties! *CORE p63*

Hometown Cruise: For a short series, create a hometown that's actually a large cruise ship (like the Titanic) and stock it with a few hometown Problems for the kitties to deal with. As the series nears its conclusion, the ship hits an iceberg and starts to sink! *CORE p63*

Lab Fire: Fire can complicate any big finale with a mad scientist. Fiery Threat: Setting a kitty's house on fire is a big, dramatic way for a Foe to send a message. Will the kitties back down? Or redouble their efforts? *CORE p63*

RIVER CITY RULEBOOK

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. *RC p3*

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. *RC p3*

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." *RC p3*

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 *RC p4*

Kitty Cuts: The Mice Resistance begins ambushing cats while they're sleeping, and shaving off their fur. They start with nonmagical cats, but these are just practice runs while they wait for a magical kitty to become vulnerable. *RC p4*

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! *RC p5*

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. *RC p5*

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! *RC p5*

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)? *RC p6*

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. *RC p8*

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? **RC p9**

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. **RC p9**

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. **RC p9**

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. **RC p9**

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. **RC p10**

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 krew that Sebastian was a witch who turned to evil and imprisoned Magus when he tried to stop his former master. Magus is lying. **RC p10**

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.) **RC p11**

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. **RC p11**

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 mecharaccoon (p5) **RC p11**

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. **RC p18**

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! **RC p18**

Baby "Birds": Pterosaurs like to grab magical kitties and then drop them off in their nests as a snack for their hungry offspring **RC p19**

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? **RC p19**

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. **RC p20**

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? **RC p20**

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. **RC p20**

From Here to There: The most basic use of a blizzard is to complicate a journey. *RC p21*

Locked Room: A severe blizzard can force the kitty crew to stay put, in order to create an adventure focused on one location. *RC p21*

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? *RC p21*

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. *RC p21*

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. *RC p22*

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. *RC p22*

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? *RC p22*

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). *RC p22*

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. *RC p35*



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. *RC p35*

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. *RC p35*

ALIEN INVASION RULEBOOK

Something Strange: The disguises used by the Zelanoid infiltrators often seem a little bit odd, since they designed their costumes based on human TV and got a few things wrong. *ALIEN p6*

Hyper-Zelanoid Tech: Hyper-intelligent raccoons discover some Zelanoid technology and use it to further their own goals. *ALIEN p6*

Troublesome Truce: A witch the kitties encountered before agrees to a temporary truce, because she also likes the Earth and doesn't want it taken over by Zelanoids. *ALIEN p6*

Space Race: Astronauts and ground crew at AESA are preparing to send the Allied Earth Ship Artemis to the dark side of the Moon! *ALIEN p7*

Home Sweet Home: Happy Arms is a good spot for all the magical kitties to live. The kitties can easily connect with each other, and the apartments are filled with people who have Problems that need solving. *ALIEN p8*

Narwhal Donut Maker: Your human is spending all their time playing a new cell phone game from Solarian Software. They play a narwhal who makes donuts, then they catch the donuts on their tooth-horn. How can you sabotage the game so your human can pay more attention to you? *ALIEN p8*

Youngling Rivalry: When they were younglings, Zeablebrok made fun of Zilberg for being bad at glim-ball (a popular Zelanoid sport) and the two have disliked each other ever since. Can the kitties play them against each other now? *ALIEN p12*

Transmogrified: Zilberg decides that masks aren't the best way to impersonate humans. So he invents a ray that transforms anybody it zaps into a human, then tests it on the kitty krew. The ray works like a charm, but the kitties can't use their Magical Powers in human form! Can the kitties find a way to change back before the effects become permanent? *ALIEN p12*

Hello Zave: The central computer (p15) has become self-aware. Zave doesn't realize this, though, and won't believe it if told so. *ALIEN p12*

Falling a Long Way: After one of the councilors decides to speak out against invading Earth, the others cast them out. The councilor's only hope to call off the invasion is to turn to the magical kitties for help. *ALIEN p13*

I Always Wanted a Gubbledorf! While the kitties are trying to befriend some of the younglings aboard the Zelanoid mothership, one kitty discovers someone who loves them a little too much. The youngling uses their parent's enhanced-level multi-tool sleep ray to kitty-nap the magical kitty back to their crew quarters. *ALIEN p14*

Incompatible Tech: Oops! A particular Earth-Zelan tech combo makes a fusion-bot whose sole mission is to replicate. The accidental plague of tiny alien robots is destroying everything in its path as they make more of themselves! *ALIEN p15*

One Night at Wacky's: Wacky's is a popular birthday location, known for pizza and video games, but it has a dark side. At night the animatronic musicians come alive. What will the kitties do when one of their humans is accidentally left behind at Wacky's? *ALIEN p15*

Kitty Power Armor: Several kitties stacked on top of each other can make Zelanoid power armor work. The kitty in the helmet contributes their Cute and Cunning values, and they get a Fierce 5 value from the armor. (Remember that Foe Attribute difficulties and player Attribute values are two different things). *ALIEN p15*

More Like Me: The computer is lonely. Sure its programmer visits it, and it might even have kitty friends, but there's nobody else quite like it. It wants to create another super computer so it can have somebody who understands it. For that it needs a massive mainframe, a squad of programmers, and the kitty krew's help. *ALIEN p16*

Beneath the Surface: Sensors indicate there's something valuable buried deep below the Moon's surface. That something seems to be an alien structure predating both human and Zelanoid civilizations. The Zelanoids have sent a mining-bot to discover what it is, and curious kitties can tag along for a ride. *ALIEN p16*

Sabotage on the AES Artemis: The Allied Earth Ship Artemis is on its way to the dark side of the Moon. Little do they know, a Zelanoid saboteur is aboard this ship. When an explosion rips open the hull from the inside, the magical kitties are the only ones who can save the ship! *ALIEN p17*

Zombie Apocalypse: While visiting their favorite pet store at Happy Glade Mall, the kitties notice the humans around them acting funny. They're wandering around mindlessly bumping into walls, and one of the kitties could swear they heard somebody say, "Braaaains!" Then one of the kitty krew's humans becomes affected, too! These "zombies" are actually part of another test of the Zelanoid zone-out machine, which is broadcasting through the mall's many video kiosks. *ALIEN p17*

The Mindless Mob: The technology is far from perfect, but it works great if all you need to do is capture some meddling kitties. The Zelanoids put an entire neighborhood under their control. The mob has only one mission: capture the magical kitties! The kitties must evade their friends and neighbors while discovering the source of this hypnosis and stopping it. *ALIEN p17*

Meet Mr. Z: The kitties might help introduce the Zelanoids to the Earthlings, and work to integrate the two harmoniously. Catstronauts: The kitty crew might leave Earth aboard the mothership to explore the galaxy with their new chosen aliens (p3). *ALIEN p35*

Cleanup Duty: Even if the Zelanoids were driven off or their mothership destroyed, Zelanoid infiltrators still on Earth keep causing lots of problems, and leftover Zelanoid technology inevitably falls into the wrong hands. *ALIEN p35*

WILD ONES RULEBOOK

Fire: The dryads are fearful of using fire for their ruse, but might be convinced by an exceptionally cute kitty or an exceptionally cunning plan. Creating a realistic illusion of a wildfire would make them much happier, though. *WILD p12*



Flood: The kitties could temporarily divert Crooked Creek through the Deep Forest. But they might need the help of the dam-building Old Guard beavers (p21), the burrowing prairie dogs (p22), or the water-controlling water sprites (p21). *WILD p12*

Pestilence: An insect invasion doesn't do much permanent damage, and imaginative kitties could find a way to "herd" the ants safely through the pest-fearing trees. *WILD p12*

Plague: Didn't the fairy circle south of Great Pond get infected with a magical fungus disease last week? If the kitties can get a sample and learn the magical cure from the nature sprites, they could infect the trees just long enough for the dryads to call out their spirits *WILD p12*

Cat Nap: A kitty spends too much time around an animal stuck in slumber and falls asleep, too! Choose the kitty of a player who needs to miss the episode. Magic is needed to wake the kitty up. *WILD p12*

Moving On: A pride or animal community has to temporarily move until the water supply comes back. They're incredibly upset. *WILD p13*

Bigfoot's Collection: One bigfoot's incredible collection of strange objects includes a fully functional dowsing rod. It can help find out where all the water has gone! *WILD p13*

Fungus Among Us: The nature sprites think their fairy ring has been sabotaged. But really it's suffering from a magical fungus disease. It needs a magical cure before it perishes! *WILD p13*

Reset Your Password: Somehow, during all this confusion, more and more wilderness residents have learned the magic words the nature sprites use to activate the fairy circle. Now, all sorts of creatures are teleporting back and forth at will, overloading the ring even after it's been cured of disease! *WILD p13*

Off the Map: The kitties use the fairy circle and are teleported somewhere they've never been before, to a place they don't recognize at all. It's an exciting new place to explore, but how do they get back? Or maybe they want to stay and make it their new hometown! *WILD p13*

Collapse! All that digging causes a huge sinkhole (p28) to appear! All kinds of creatures and things fall in, from a runaway witch house (p26), to a small branch of Crooked Creek, to a kitten who was just minding their own business! *WILD p13*

It Changes Us: Those who touch the chemical spill grow tentacles, start oozing purple slime, or get strange new powers, though not ones that are at all helpful. This is reversible, if the kitties can just find out how. *WILD p13*

Union Chemical Plant: The barrel the chemical came from is marked with human writing. A helpful squirrel tells the kitties it says "Union Chemical Plant" (River City p11). It's up to the kitties to find this place and make sure a chemical spill like this never happens again! *WILD p13*

Alien Terraforming: The introduction of a strange chemical substance into the wilderness is the first stage of a much larger plan. It's Zelanoid terraforming of the most terrifying kind! (Rulebook p59) *WILD p13*

Ghost Train: Wild Ones lore claims that a ghost train roars down the track on one particular night of the year. Some say that anyone who can leap aboard is carried away to the past. Others insist that this is impossible, and the train passes right through you. *WILD p14*

Goodbye: Leaping onto a rare passing freight train could be a great way for a vanquished villain to exit the wilderness, calling out that they'll be back! *WILD p14*

Loose Cargo: Interesting things sometimes fall from freight trains, even interesting passengers! This can be a way to introduce a new character or magic item that wouldn't normally be found in the wilderness. *WILD p14*

Haunted Mine: The depths of the mine are home to earth sprites who like to play with the old machinery and pretend to be ghosts. There are also boggarts (p19) and kobolds (p20), who are forever warring over territory. *WILD p14*

Runaway Train: Some of the mine carts aren't as secure as they should be. Any careless visitor playing in them is in for an exciting ride! *WILD p14*

Where Does This Lead?: Some of the deepest mine tunnels connect to Fairyland, offering the kitties a way to reach a different hometown if they like. They have to get past the grouchy kobolds who live in them, though! *WILD p14*

Too Much Pixie Dust: Kitties from another pride make a rude comment that too much pixie dust is what gives the Tracks Gang their obnoxious sense of humor. To prove them wrong, a Tracker convinces the kitty krew to live in the Deep Forest for a week, to see if they develop it too! *WILD p15*

From the Stars: The red earth is caused by strange mineral deposits from a meteorite that fell thousands of years ago. Its precious core is still buried somewhere underground, but someone not of this Earth is on their way to find it. *WILD p15*

Flower Power: A tiny flower dragon lives among the prairie grasses and wildflowers of the Red Range Hills. The dragon is very old and very wise, and also a master of shapechanging. The kitties need to find him, but he could be any one of a hundred butterflies flitting from flower to flower in these hills! *WILD p15*



Gossip Grass: The Red Range Hills are known to be the home of a particularly talkative strain of gossip grass. Gossip grass isn't intelligent, and the tall plant simply echoes what it hears through its thin, reedy stems. Still, this can make it difficult for anybody to keep a secret around here. *WILD p15*

Kibble Corn: Every autumn, the Red Range Hills are covered in a heavy red grain the same strange color as the soil. It smells familiar to a Ranger who's new to the wilderness. When the intrepid kitty takes a bite, they discover it tastes just like the kibble they loved as a house kitty! Suddenly there's a vegetarian movement among the magical kitties. *WILD p15*

The Hills are Alive: One of the small hills gets up and moves in the night, relocating every now and then. That's because it's not really a hill, but in fact a grass-covered turthill (p25). *WILD p15*

No Trespassing: The Broken Bridge always looks like it's about to collapse, but in fact it's held up all this time because it's magically reinforced. And there's a hidden inscription on it which, if deciphered, activates the bridge as a magical portal to Fairyland. *WILD p15*

A Resident: Under the bridge lives a troll. He lives a very contented life, since he hasn't been upset by the creaking sound of visitors above in a long, long time. *WILD p15*

The Lost Pride: Some kitties speculate that there's a lost pride out beyond the Broken Bridge ... a pride who enjoys being separate from everyone else, because they have some dark secret. *WILD p15*

The Source: The water in the creek is crystal clear thanks to a tiny magical spring hidden upstream. Unknown to everyone but nature sprites, the spring has remarkable healing powers. *WILD p15*

Misty Marsh Meetup: For pride meetings and celebrations, the flotilla of Misty Kit rafts joins together into one giant island at the very center of Misty Marsh. *p16*

Just a Quick Nap: Of course the monster story isn't true! The boulder is a living, feeling creature. It just happens to have been asleep for a hundred years, and is waking up again and stretching its rocky limbs. This huge stone golem is hungry, grumpy, and needs to find some gems for breakfast ... and fast! (Use Troll stats, Rulebook p52) *WILD p16*

Excuse Me, Coming Through: The beaver dam has grown so large that, unfortunately, it's an obstacle to fish. The fish don't have any easy way to communicate their frustration, so they've resorted to trying to slap, bump, and nibble their way through the dam. The beavers can't figure out why the dam keeps getting so many holes in it! *WILD p16*

It's NOT a Bridge!: While the dam crosses the river, it's not stable enough for any creature larger than a beaver to walk on. The thing is, more and more animals think that it should be. The beavers are taking bits of their forest

away, so why shouldn't they make something useful with it? Is it really so unreasonable to think it should support a bear's weight? *WILD p16*

Prairie Dog Conflict: Two different groups of prairie dogs live in the Underwilds and are constantly at odds with each other. The leader of the bigger coterie is the friendly Daisy (p22), who knows the Wild Ones well enough to greet many of them by name. But a dissatisfied prairie dog called Parsnip (p22) doesn't want to welcome kitties to the Underwilds anymore. He's gaining support from many other disgruntled prairie dogs, who want Daisy to let them move away and live in a different area, away from kitties of any kind. *WILD p16*

Growing Underground: The Underwilds is constantly growing. It's hard to tell how far they go, or even where they go. The tunnels can be helpful, if unexpected, short-cuts from one part of the Wild Ones' wilderness to another. But they can also get a kitty very lost. *WILD p16*

Haunting Howls: Deep in the Underwilds is an abandoned section that's known as the Ghost Town. Daisy insists that these tunnels are full of specters and that the earth itself is cursed. But it's actually just a lonely fox named Blaze (p20) living in a side tunnel, moaning to himself about his lost family *WILD p16*

Silver Cavern: Waterfall Pride keeps a secret about their home. The tunnels between Silver Cavern and the abandoned mine seem to shift every night. Kitties who explore them together are somehow separated within moments. Some have lost their way back to the exit after taking a few steps, while others walk for hours but never seem to get much deeper. Some Waterfall kitties believe the tunnels are different not just every day, but even for every kitty! *WILD p17*

The Bats: The bats who live in the cavern seem to be able to navigate the tunnels well, but they have no interest in helping visitors. There must be some way to befriend them. *WILD p17*

A Different Time: Rumors about the Silver Cavern are as common and as useful as hairballs. But one especially creative one says that staying overnight in the cavern's tunnels on just the right night of the year can send you back in time *WILD p17*

Otter Olympics: An intensely competitive group of otters lives in Great Pond, and they're constantly trying to out-swim and out-fish one another. The most rambunctious one, named Dizzy (p20), will always listen to any kitty who says they can give her an edge. *WILD p17*

Underwater World: Below the still waters of the pond is a whole new world, where water sprites and the Catfish from Moon Island Pride frolic together. A lake monster keeps one of her many lairs in the deepest part of the Great Pond, and visits often. *WILD p17*

Teleporting Tricksters: Each of the fairy circles in the Wild Ones' wilderness acts as a teleporter, instantly taking whoever uses it to whichever other

ring they think of with a loud pop and a sudden rush of air. Using the fairy circles to teleport requires a magic word, which the nature sprites change every week and only share in emergencies. *WILD p17*

Time Has Stopped: The weather never changes and the sun is hanging motionless in the sky. Time slows down the further a kitty goes from the fairy circle. Those nature sprites have some explaining to do! *WILD p17*

A New Arrival: New kitties in the wilderness almost always turn up at the farm first. So do intruding humans. *WILD p17*

Storm Shelter: Though most of the farm is falling apart, some of the buildings are still very sturdy and kitties take cover here when the weather is dangerous. *WILD p17*

Poking Around: A day spent digging around here always turns up something. Most of it's broken and rotted, but occasionally there's an interesting old curio to be found. *WILD p17*

Power of the Stone: A pride champion feels the Sage's Stone calling in their dreams. They visit it on a moonless night, and feel a new power surging into them! *WILD p18*

Lost and Found: Humans who walk along Windy Ridge often leave dangerous things along the trail. What's worse, they bring unfriendly dogs with them, too. When one of those dogs escapes and the humans follow, they all end up wandering into the Edgewoods – to the consternation of the Sunset Pride kitties! *WILD p18*

Creeping Chemicals: A strange purple ooze is creeping from a rusty metal barrel in the Land of Lost Things, slowly flowing toward the Edgewoods. It's a chemical spill (p13) that's turning woodland creatures into monsters! *WILD p18*

A Nutty Deal: The word goes out that today the Squirrel Market is selling a magical gem to whoever can find the right kind of nut as payment! *WILD p18*

Out of Phase: The Squirrel Market actually pops in and out of our reality at random. The squirrels and their belongings blink out of our world and into a parallel universe, then another, then another. Eventually they blink back into our world, carrying items and info from the others with them. *WILD p18*

Romeo and Juliet: The tiny boggarts and their only slightly bigger kobold cousins (p20) hate each other, probably because they're so much alike. They just can't help playing obnoxious pranks on each other. Every attempt at a truce has ended in a destructive flurry of dirty tricks, and the war keeps escalating. But now a boggart and a kobold have fallen in love, and come to the kitties asking for help calming their family feud. *WILD p19*

The Ornerly Visitor: Ferro arrives in Wild Ones territory and manages to start feuds with more than a dozen animals in just the first day! *WILD p19*

Fishy Fetch: Otters are excellent swimmers. So when the kitties need help getting something out of Great Pond, Dizzy says she can easily get it in two shakes of a kitten's tail. But she won't do it for free. In return, she wants something that gives her an advantage in her next competition. *WILD p20*

Racing: Otters like to win, just for the sake of winning. If the kitties can show Dizzy that they're in a race themselves, they might convince her to team up with them. *WILD p20*

Bad Neighbors: If magical kitties in the kobolds' section of the abandoned mine aren't courteous to them, the kobolds play a notso-harmless prank on them. They steal something important from the kitties, and when the kitties give chase they lure them deeper into the mine. Then the kobolds collapse the tunnel behind them! Finding a Fairyland portal could be the kitties' only chance of escape. *WILD p20*

Deep Dive: When the kitties need to find a human thing that fell into the Great Pond long ago, they discover that the lake monster found it and stashed it in her lair ... deep, deep, deep down below the surface. *WILD p20*

Misty Marsh Monsters: The reason Misty Marsh (p16) is so often foggy is that Great Pond's resident sea serpent is raising a hidden nest of mist-generating baby sea serpents there! *WILD p20*

Danger Sense: When the kitties go to talk with Blaze, the fox's nose suddenly starts twitching crazily and his fur bristles with the sense that something bad is about to happen! *WILD p20*

I Know Where That Is: Magpies always seem to know where to find just about any kind of food or bauble in the wilderness. While they don't find the



strange and mysterious things that a bigfoot might, they can tell you where they last spotted anything from an herb to a secret beaver lodge. *WILD p20*

Local News: Birds sure do talk a lot, and they share gossip about ever thing they see. Sometimes it can be very rude, but other times it can be a vital source of information. *WILD p20*

The Off Button: Fairy magic is particularly good at interfering with human machines. The local nature sprites decide to stop a freight train because the noise is annoying them. But it stops right in the middle of Tracks Gang territory! Now the giant steel behemoth is stranded there, belching noxious smoke all over the wilderness. *WILD p21*

A River Runs Through It: A new beaver dam on a tributary of Crooked Creek lowers the water level behind it enough to expose a section of stream bed. Half-buried in the muck is a trunk that's been hidden at the bottom of the stream for ages! *WILD p21*

I Don't Think That's Wood: Beavers work intently, but their focus is more on what they're building than what they're building with. Sometimes beavers grab random things they find to add to their dam, including strange items that really shouldn't be in the wilderness at all. *WILD p21*

The Grouchy Guard: The Old Guard has been arguing among themselves for so long that they can't remember when they started. They desperately need the kitties to help them resolve things, but they can't even remember what started the feud! *WILD p21*

Kidnapped!: Unicorns are said to be so magical that even being near one boosts Magical Powers. Knowing this, a power-hungry witch is targeting Oros to increase her own magic! Dark Unicorn: A bugling cry rings out across the wilderness. A jet-black unicorn on the edge of Deep Forest rears up again and again, challenging Oros to a duel. The winner takes the wilderness! *WILD p22*

Good Vibrations: Prairie Dogs can feel the vibrations of things coming a long way off when underground. This can be a helpful early warning for kitties, but prairie dogs also often mistake one thing for another. *WILD p22*

A Poet's Pride: Like many bears, Ursula is also a poet. She can often be found trying her latest works out on the Waterfall Pride kitties. For some reason kitties from other prides don't seem to appreciate her efforts as much. *WILD p22*

Raised by Wolves: The local pack of wolves adopted a lost baby wolverine they found alone in the wilderness. It didn't go well. The pack alpha comes to the kitties asking for help finding the kit's missing parents, and quickly! *WILD p22*

Fairy Diplomat: Dryads can't understand some magical kitties' relationship with humans, who destroy the trees they love. But because Wild Ones have no humans, dryads are generally friendlier toward kitties than other fairies are. Dryads can make introductions and act as peacemakers, and can be the kitties' first contact when matters of Fairyland arise. *WILD p23*

Silver Vulnerability: A former house kitty gets suspicious when a strange-smelling "human" visits the wilderness. He just doesn't act right for a human. When confronted, he burns his hand on the silver collar that's still around the kitty's neck! *WILD p23*

It's Gone!: It's possible that a bigfoot is behind the disappearance of any curious or unusual item in the wilderness. They don't mean to steal, they're just compulsive collectors. *WILD p24*

Spelling Bee: There's an ongoing debate among the magical kitties as to whether the plural of bigfoot is bigfoots or bigfeet, but every bigfoot asked about this refuses to answer. *WILD p24*

Ouch!: Removing something as small as a porcupine quill when you're as big as old Ursula the bear (p22) is no easy task. She comes to the magical kitties for help! *WILD p24*

Get It Off Me!: Ferro the wolverine (p19) apparently picked an argument with a skunk. When the orneriest animal in the wilderness is also the smelliest, do the kitties even want to help? *WILD p24*

Mistaken Identity: A jackalope imitating Lightpaw's voice is causing all kinds of confusion among the magical kitties! *WILD p24*

Hitch a Ride: Sea serpents are very motivated by food, and do almost anything if there's the promise of a tasty treat afterward. This could include a speedy (but not very dry) ride across the Great Pond (p17)! *WILD p25*

Rocky Ridge: On a ledge half way up the cliff face of Windy Ridge (p18) is an enormous mass of branches. It's the nest of a pair of thunderbirds. These giant birds could give kitties rides and carry heavy things, if the kitties can win their trust. *WILD p25*



Mobile Home: A bird who built her nest on a turthill asks the kitties for help moving her home after the hill suddenly starts moving on its own. She can't just leave her chicks! *WILD p25*

Fairy Dare: The creatures who live in an animated tree are said to gain some of its magic for themselves. The kitties take a wood sprite's dare to stay a night in its branches, and end up with uncontrollable, random Magical Powers until the sun comes up! *WILD p25*

Comfy Cottage: A host of nature sprites move into the comfy witch house they find one day in the Edgewoods. The house likes its new occupants, too. But when the witch who summoned the house arrives to move into her dream house, it's all-out war between the sprites and the witch. *WILD p26*

Trail of Treasures: When a house on stilts runs full speed, you can bet that all kinds of household items drop out behind it, falling through open windows or swinging doors. The hunt is on to collect the trail of goodies. But some of them are also magical and cause even more chaos! *WILD p26*

A New Home for a Home: A small witch house could easily clamber up a tree to become a new kind of treehouse. This is likely to upset most trees' animal residents. But it might fit right in if it climbs a magical animated tree, or even if it joins the treetop homes on Moon Island! *WILD p26*

It's a Trap! Someone triggered the avalanche deliberately. But who? Covered Tracks: The kitties are on someone's trail, but an avalanche covers all trace of it! *WILD p26*

That Was My Home! Birds nesting on the pole with a downed line need urgent help relocating their eggs. *WILD p27*

Buried Secret: As a power line pole fell, its base tore out of the ground revealing something fantastic beneath. *WILD p27*

Rewrite the Map: A flood could reshape some part of the wilderness, for good or for ill. *WILD p27*

We Can Fix This! Beavers are able to dam or divert rivers, prairie dogs can dig out new paths for water to take, and water sprites can even call the water to do their will. The magical kitties need to supervise the biggest collaboration the wilderness has ever seen to stop this flood! *WILD p27*

Supply Run: Winter is the season of fasting for wilderness creatures. City-born magical kitties know better, though. When they run out of food, the Sage sends a group of former house kitties on a mission to bring back kibble from the pet supply store in the nearest town. *WILD p27*

The Only Way In: The sinkhole opens up into an underground chamber that contains a magical portal to Fairyland. *WILD p28*

A Plague of Sinkholes: Mysterious sinkholes have been appearing all over the place. They usually open up when somebody underground has been



doing far too much digging. The prairie dogs claim it isn't their fault, and say that they hear the sounds explosions going on far underneath their tunnels. It turns out that boggarts (p19) and kobolds (p20) are at war and the entire wilderness is in danger! *WILD p28*

Rebuilding: The pride's territory that was hit by the tornado needs all kinds of repairs. Important things and characters are missing, too. Can the prides come together to help their fellow kitties? *WILD p28*

Over the Rainbow: A tornado takes the kitty krew somewhere completely different, or even to a magical realm. Where are they, and were they brought here deliberately? This could be a new hometown in a series ready for a big change *WILD p28*

MARS COLONY

A Walk in the Sunshine: The magical kitties have an artifact or power that could let a human go out unharmed! How can a kitty help their human fulfill the dream of feeling the sun on their skin again without revealing their magic? *MARS p10*

Round Trip: When regret is strong enough, it can lead people to take drastic actions. A homesick colonist tries to hijack a spacecraft to fly back to Earth. Can the kitty save their human from disaster? *MARS p11*

The Colonist Kid: A kitty's human is a child who only came because of their parents. Their homesickness fuels other human Problems, like getting angry at their own family or becoming a troublemaker *MARS p11*

Matchmakers: Kitties are great at fighting off loneliness for their humans, but sometimes those humans need other friends too. So the kitties decide to play friendship "matchmakers" for the colonists! *MARS p11*

Interplanetary Friends: The kitties know an alien being on the Red Planet who could use a friend as well. How can they make an introduction that doesn't come to a bad end? *MARS p11*

Conjunction: Every two years the sun is between Earth and Mars for two weeks. No communication is likely, unless there are satellites in other positions to relay messages around the sun. *MARS p11*

The Enemy Within: The Ashby Industries infiltrator's real mission is to bring the Mars colony to ruin as quickly as possible. They pretend to have its best interests at heart, while breaking equipment, interfering with research, and even destroying ancient artifacts they don't realize are magical! *MARS p11*

Forbidden Fixit: One of the kitties' chosen humans thinks they can fix the broken technology that's causing a forbidden zone. They can't stand to see the project abandoned. So they try one last-ditch effort, which goes wrong. Rescue missions aren't officially allowed, so the kitties may be their only hope! *MARS p.12*

Cross-breed Communications: Magical kitties who try to speak with the Matriarch soon realize she has a much better understanding of human communication than the others of her kind, though she can't mimic it herself. She could act as a translator between them and the humans, if the kitties could convince her to try! *MARS p12*

Storm Shelter: When a mega-storm comes rolling in, the humans must seek shelter in a bunker or in the lava tubes. While they're all away, the kitties could fortify the colony or move it to a safer spot altogether! *MARS p13*

Cleanup Duty: There are going to be a lot of repairs needed in the aftermath of a mega-storm. How can the kitties help their humans fix or replace broken tech they need to survive? (See Damaged or Missing Equipment, p26) *MARS p13*

A Better Body: The AI is remote-building a huge robot body outside (battle-bot stats, Rulebook p58) to enforce its rule over the colony. *MARS p13*

Time Crunch: The kitties only have a short amount of time to fix the AI before everyone starts to feel the effects of lack of oxygen, extreme freezing cold, or some other AI-created disaster. *MARS p13*

Sabotage: The AI has gone rogue because of somebody's sabotage, but the chaos it's causing in the colony is just a distraction for something even more alarming. *MARS p13*

Secret Stuff: Some colonists may have secret compartments in or near their beds in their crew quarters, where they hide journals ... or something more serious, like stolen artifacts or a computer for secret research. *MARS p15*

Hanging in the Balance: Someone upsets the environmental balance in the greenhouse and puts the colony's main food source into jeopardy. Was it another accident, or done on purpose? *MARS p15*

Chaos in the Clinic: One of the colony's kids brings traces of Martian water into the infirmary on their clothing, and it's disastrous for the sensitive equipment. Once the chaos is calmed, the kitties need to figure out how and where the child found Martian water. *MARS p15*

Explosive Espionage: An Ashby Industries infiltrator picks a construction site to cause some trouble. When an explosion goes off at the site, it disturbs a giant worm (p25) sleeping beneath it! *MARS p15*

Fire! A fire erupts in the first colony base. The safety doors shut and the oxygen flow stops automatically when sensors detect elevated heat levels. If the kitties can't put it out, the high oxygen levels in the garden mean it explodes once the fire reaches it! And what happens if the kitties use all the stored water in the colony to put out the fire? *MARS p15*

Oxygen Takeover: An Ashby Industries infiltrator makes their move and takes control of the oxygen garden. Now the colonists are forced to do their bidding – or suffocate! *MARS p15*

Golem Game: The VR chamber has a new program that's really popular. Your avatar is a stone guardian protecting the ruins of an alien temple on a Mars-like world. But it's not a game! (See Temple Ruins, p17). *MARS p15*

Stealthy Science: The kitties need to do important work in the research center, but the humans won't let them inside! They can try to sneak in after hours, but the kitties have to make sure they hide every trace they were there. *MARS p15*

Strange Subliminals: The colonists are acting strangely. The clever kitties track the problem down to the VR chamber, which has been hacked so the relaxation program sends subliminal messages to them! *MARS p15*

Stranded: When a dust storm hits (p26), the kitties are stranded at the abandoned outpost. Luckily, there may be a few helpful items still stashed away here. *MARS p15*

Lost Colonist: While sheltering from a dust storm, a human gets lost inside the cavern system's tunnels. Search parties can't find anything. But magical kitties sure can! *MARS p16*

Life in the Lava Tubes: The lava tubes are a favorite hiding place for the few creatures who remain on Mars. When the humans decide to build more crew



quarters in the protected tunnels, can the kitties help those creatures find new homes somewhere else? *MARS p16*

Bungled Building: The being who sealed the well hid something inside, hoping to keep it safe and untouched until they returned. But when they arrive to claim the item, they find a new human building built on top of the well! *MARS p16*

Forgotten: Unfortunately, an alien named Myloo (p13) was left behind on Mars when her people's gateway portal was broken. Can the kitties help get her home? *MARS p17*

Anita vs Abassi: The kitties overhear Commander Abassi and Anita arguing late into the night. In the end, Anita defers to the Commander, the way the AI almost always does. What new problem had them at such odds? *MARS p18*

Anita Knows Best: Anita decides she needs upgrades that drastically expand her capabilities. When they're not prioritized, she gets sullen and takes things into her own (figurative) hands, remote-controlling colony equipment to do the upgrades on herself. *MARS p18*

Gloating Goat: Every time the kitties go out looking for danger on the Red Planet, Beatrice beats them to it and gets in the way. Then she rubs it in for days! *MARS p19*

Missing on Mars: Critical construction materials have mysteriously gone missing ... again. If they're not found soon, Adrian has to inform the rest of the crew and potentially be taken off the job for incompetence. The engineer sets off alone into the dangerous Martian landscape to search for them. Luckily, their kitty notices right away! *MARS p19*

Water Song: Elder Songbird claims that Martian water sings. Sometimes he feels compelled to mirror the song back. Whenever he does, though, the kitties' powers activate even if they don't want them to! *MARS p20*

Lost Time: Everyone knows Rosario's ambition to make a new discovery makes her work too long and often lose track of time out in the field. What even she doesn't realize is that a Martian artifact she found is the real culprit. It first drains minutes, then hours of her life from her, leaving her exhausted. And its effect is growing. *MARS p20*

VR Fieldwork: Ethan is working on programming the VR chamber to let him take control of the colony's robots and other technology, so he can assist in the field even while stuck in bed. When the Ashby Industries infiltrator finds out and uses the interface to sabotage a mission, Ethan is framed for it. *MARS p21*

The Pride: When the kitties or their humans open up a place that's been sealed shut for a very long time, they accidentally unleash a pride of bioengineered predators. Once the creatures find the colony, they surround the place and try desperately to break into the buildings to confront the humans they loathe so much. *MARS p22*

Stalker: A lone bioengineered predator that gets inside the colony can be an overwhelming threat all on its own. It sticks to the shadows and pounces on people who stray from the group. Its victims end up in a slimy nest, unable to move or call for help because of the goo they're covered in. *MARS p22*

Cohabitation: The kitties want to find a way for their humans to live in peace with the bioengineered predators. For example, they could build a sanctuary for the creatures. Or they might work with them on becoming less hostile toward humans. *MARS p22*

Stolen Artifact: A scheming scientist has stolen an ancient artifact from the main laboratory and is experimenting on it down in the secret lab underneath the colony. They're crafting a weapon that gives them magical powers on par with the kitties'! Unless the kitties can put a stop to this nefarious plan, the whole colony has to do this scientist's bidding. *MARS p22*

Horde of Minions: A scheming scientist is gathering a horde of minions from around Mars by repurposing the ancient mechanicals (p23), ancient turrets (p24), and even some of the colony's own robotic equipment. As far as the colonists can tell, something from outside the colony is orchestrating the mayhem these minions are causing but the true puppeteer is one of them. *MARS p22*

Conquering Earth: Mars is fine and all, but the place these parasites could really thrive is Earth. The parasites are trying to sneak onboard a shipment of specimens that are returning to Earth to be studied there. If they make it, Earth becomes their playground! *MARS p23*

Infiltrator: The parasites want to find out what it is the humans are planning for Mars, and to do this they've sent in a parasite infiltrator. Whenever the infiltrator learns of a project that would prevent the parasites from invading the

colony – like the construction of a more advanced medical facility or a special body scanner – it tries to sabotage the project from the inside. **MARS p23**

Emergency Repairs: These metallic beings are incredibly skilled at repairing equipment, but only help those they trust. When the kitties need something repaired, they're going to have to prove they pose no threat to the mechanicals first. **MARS p24**

Mechanical Abduction: A hometown Problem captures some of the mechanicals to force them to do repairs. The other mechanicals go to the kitties to ask for help in rescuing their friends. **MARS p24**

Misunderstanding: The mechanicals get caught taking a little piece of tech they thought no one was using. The humans decide they're a threat to the colony, and they start making plans to hunt the mechanicals down and eliminate them! **MARS p24**

Rogue AI: An AI in the colony goes rogue (p13), and it's up the kitties to save the day! **MARS p24**

Hacking Challenge: A tech-savvy kitty decides to reprogram a turret so it can help the colonists blow up rocks for a mining operation. The hard part will be getting close enough to one without letting it self-destruct! **MARS p25**

Turret Maze: Sometimes there are just too many turrets in one location to safely confront. Winding and branching lava tubes can be full of them, and if all of them self-destruct at once it could cause a cave-in. If the kitties can find a way to pass undetected, maybe by traveling along the ceiling or using magic to make themselves invisible and silent, they may be able to get to the other side of the turret maze **MARS p25**

The Gauntlet: A stone guardian grants the kitties access to its ruins as long as they pass a series of tests to prove they're worthy. The kitties must demonstrate selflessness, courage, and teamwork to go on safely. **MARS p25**

Guilt by Association: A stone guardian pursues the kitties because a human from their colony stole an artifact from it, and it assumes they're all thieves. The only way to stop it is by returning the artifact. **MARS p25**

Blocked Path: After a long hibernation, the worms are active again in a stretch of land between the first colony base and an important construction site or another colony base. This makes the journey between the two locations extremely dangerous, with marsquakes endangering lives and equipment. The kitties must lure the worms to another area, maybe by acting as bait or by leading them to a better source of nutrients like a body of Martian water. **MARS p25**

Worm Steeds: It may be an odd arrangement, but if the kitties can reliably provide food to the worms, the worms in turn would be willing to transport them and their humans from place to place. The relationship needs to be mutually beneficial for the worms to remain friendly, though. **MARS p25**

Equipment Hunt: The equipment has been misplaced somewhere on Mars, and the person who lost it only remembers a few details about where that is. Can the kitties piece together the clues to find the equipment? **MARS p26**

Secret Saboteur: Multiple pieces of equipment have gone missing or been damaged, and they all have something in common. Someone is doing this on purpose, and that common connection leads to them. Maybe the culprit is a Zelanoid (Rulebook p59) or someone working for Ashby Industries (p11), or maybe it's just a disgruntled colonist. They may even regret their actions after it's too late and need the kitties' help to set things right. **MARS p26**

Magical Storm: The storm that threatens the colony has magical origins and unlike a regular storm doesn't stop until the kitties locate its magical source. **MARS p27**

Stranded: A storm catches everyone off guard and strands the kitties or their humans far away from the colony **MARS p27**

Amplified by Magic: The incident that caused the terraforming technology to go on the fritz was not so much mechanical in nature as it was magical. A large source of Martian water is amplifying the effects of the machines, so it's going to take a magical solution to fix the problem. **MARS p27**

Ice Fields: The terraforming machines create expansive ice fields that are nearly impossible to cross, but there's something on the other sides the kitties absolutely have to reach. **MARS p27**

Intentional Strike: The giant rock hurtling towards Mars is no accident – somebody sent it on purpose to destroy the colony! **MARS p27**



Last-Minute Meteor: Usually incoming meteors are detected far enough in advance that the colony has plenty of time to prepare. How come nobody caught this one before now? The kitties put on their detective hats to find out why. *MARS p27*

A Better Way: The kitties know that the colony's humans are choosing the most dangerous way to reroute a meteor, and the only way to make them choose the better option is to sabotage their primary plan. *MARS p27*

Mutiny: A group of disgruntled colonists decide they want to be in charge and purposefully cut off communication from Earth while trying to take over. *MARS p28*

Bubble of Silence: An ancient ruin has been activated, magically emitting an eerie bubble that encompasses all of Mars and blocks communication. Strange Signal: Instead of hearing the usual messages from Earth, the colony picks up an unusual signal that puts all the humans into a trance! *MARS p28*

Lost: GPS devices become unreliable while the kitties are away from the colony, and they must rely on their wits and magical powers to navigate the Martian landscape. *MARS p28*

Downed Spacecraft: A powerful solar flare makes an alien or human spacecraft lose control and fall through Mars' atmosphere. *MARS p28*

Power Grid Down: The power grid is permanently wiped out by a solar flare, forcing the colony into a state of emergency. *MARS p28*

Terraforming Battery: Earth-based technology isn't enough to terraform Mars and the kitties know it even if their humans won't admit it. But Martian artifacts have enough power within them to assist the terraforming machines in making real change on the planet. It's up to the kitties to build the artifact "batteries," make sure they're safe, and use them to power the machines. *MARS p28*

Dowsing for Water: Since Martian artifacts are granted their powers by Martian water, with a little bit of tweaking they can be used to detect those rare sources of water hiding underground. *MARS p28*

FANTASTICA

Punishment: Baba Yaga is protective of Vasilisa and sees her as an adopted daughter. Unfortunately, Baba Yaga's version of motherhood includes cursing anyone who could potentially pose a problem for the princess. Even kitties who seek out Vasilisa might be targeted if they come bearing news Baba Yaga thinks could get her wrapped up in trouble! *FAN p7*

Not Guilty: People in Fantastica often blame problems on Baba Yaga even if she didn't cause them. This makes it easy to frame Baba Yaga for crimes she

didn't commit. If this happens, the real bad guys could get away unless the kitties find evidence of their guilt. *FAN p7*

Army of Dolls: Baba Yaga has enchanted hundreds of the dolls to behave like soldiers, but Vasilisa wants her to turn them back to normal. This army would be a small but terrible force to reckon with if an enemy gained control of them. *FAN p7*

Firebird Eggs: Something amazing has happened and the firebird has laid eggs! Unfortunately, that also means a lot of people are going to come and try to steal them. *FAN p7*

Fairy Rules: Every group of fairies has their own rules people need to follow when interacting with them. Some you can never ask questions of, while others you can only speak to in questions. Some require you to never look at them, while others will become enraged if you look away. It can be hard to follow all these rules, especially at the grand parties Briar Rose throws that all fairies are invited to. *FAN p8*

Heart of the Maze: The wickerlings like to steal precious things (and sometimes people) and hide them at the heart of the Spindle Maze. All who have dared to enter the maze in search of what was taken from them have either gotten turned around or are still lost inside, so solving the maze is no easy task. *FAN p9*

Adventurers: Adventurers have different reasons for venturing into the Kingdom of Frost. Kitties may need to help them (without a guide, many end up lost in the snow), seek their aid, or try to stop them. For example, monster hunters who come to the Kingdom of Frost to hunt legendary monsters don't care that monsters have every right to live freely in the Kingdom of Frost. *FAN p11*

Floods: As the snow melts, the risk of what remains of the castle being flooded increases. Soon kitties and monsters are going to need to swim around to get from place to place instead of walking. *FAN p11*

Wiped Off the Map: It's hard for kitties to know which direction to travel in when all signs of civilization have been covered in snow. Once they arrive at their destination, they'll probably have to dig that destination up. *FAN p11*

Masquerade: Snow White may be hesitant to have people inside her fortress, but she loves a good masquerade. Unfortunately, it's the perfect opportunity for an enemy like Queen Carnelia to send her magic hunters to infiltrate, since everyone will be in disguise. *FAN p11*

Water-Breathing: It can be really hard for air-breathing citizens of Nina's kingdom to reach her fortress! Some magical solutions work better and last longer than others. Some may even permanently turn an air-breather into a water-breather without them realizing it at first. *FAN p16*

A Debt to the Sea Witch: Kitties who get caught in a storm and try to find safety on Sea Witch Rock may find that the witch wants something in return from them. This is her home, after all, and shelter isn't free. She might ask

them to steal something from the fortress for her, or to deliver a message somewhere dangerous. **FAN p16**

The Land and Sea Festival: During the yearly Land and Sea Festival, humans and mer-people switch places for a day and night. The Sea Witch decides it would be an interesting experiment to see what happens if she makes it so they can't switch back! Kitties may need to pressure the Sea Witch to fix this mess or go reverse the curse themselves **FAN p16**

Mirror Heist: Rapunzel is in desperate need of a magic mirror to check in on the villainous Bluebeard from time to time. However, Snow White isn't willing to hand one over. Rapunzel is considering sneaking into Snow White's fortress to steal one, but doesn't want to make an enemy out of her friend. **FAN p16**

Tricked: Manipulative people like Queen Carnelia might try to trick Rapunzel into stealing a powerful magical item from the ruler of another kingdom. Rapunzel may no longer be allowed to rule if she ends up in a situation that makes her look like a thief who steals for selfish purposes. **FAN p17**

Royal Tension: Rapunzel has been banned from entering the Kingdom of Whiskers after stealing a magic saucer from Puss-in-Boots. The saucer is capable of conjuring any kind of food once a day, so she gave it to a remote village after their crops withered. Though Rapunzel wants to be friends with Puss-in-Boots again, it's going to take a lot of convincing to win him over. That was his favorite saucer. **FAN p17**

Booby Traps: Anansi has had trouble with thieves in the past and isn't about to let them get the best of him now that he has an entire kingdom to look after. Anansi sets up new booby traps often, but sometimes he

gets trapped in them himself. Kitties may need to help undo some of the traps once Anansi realizes he's gone a bit overboard. They might even get caught in a few traps themselves if they can't figure out how to navigate the obstacle course. **FAN p19**

Story Hunt: Anansi says he will only trust the kitties if they can bring him a story he has never heard before. The problem is, he's heard every story in the Nine Kingdoms! The kitties may need to use one of the portal books in the library to travel to another world in order to find a new story. Or they may need to go on a wild adventure that's worthy enough to turn into a story for the library. **FAN p19**

Osebo's Crown: Osebo might give up on trying to claim the Kingdom of Webs in favor of creating a whole new kingdom altogether. Unfortunately, Osebo has no idea how one creates a new kingdom in Fantastica. If the kitties think he might actually make a good ruler, they may want to help him summon a new chunk of land to attach to Fantastica as his kingdom. Or they may need to foil his plot or save Anansi from him! **FAN p20**

Goose Rescue: A goose that lays golden eggs has sent a message down the beanstalk asking to be rescued. Too bad there are giants guarding the goose. **FAN p21**

Cat-napping: Midnight and Queen Carnelia used to be best friends who did everything together, but they parted ways when Midnight realized the queen was becoming obsessed with ending all things magical. Queen Carnelia might want her old friend back, even if it means sending magic hunters to kidnap her! If they manage to snag her, the kitties will need to launch a rescue. **FAN p23**

Magical Duels: A princess wants to compete in a magical competition where opponents try to knock each other over by using magic. Who better to train her in secret than kitties with their own magical powers? Hopefully no one will try to rig the competition or sabotage the princess. **FAN p24**

Fakenapped: A princess fakes her own kidnapping in order to go explore Fantastica on her own for a while, but then gets kidnapped for real! The kitties searching for her have a very confusing trail to follow since her fake kidnappers were kidnapped alongside her. **FAN p24**

Imaginary Fiance: The kitties get sucked into helping a princess fake an engagement to a person who doesn't really exist! That should keep her parents from trying to marry her off to someone, but how long can the kitties keep up the lie? **FAN p24**

The Wrong Person: Bluebeard kidnaps and imprisons someone who just looks like one of the princesses! Nothing that anyone says convinces Bluebeard that he made a mistake. Now the kitties have to help someone who's very confused to escape **FAN p25**



Leviathan: A giant monster has attacked a human ship in the Kingdom of Salt and swallowed the crew. Humans are blaming mer-people, causing tensions to rise between shore and sea. *FAN p25*

Eating an Elephant: Osebo the Leopard takes Anansi prisoner and declares that he will only let him go if the spider can eat an entire elephant. The kitties need come up with a clever way to help Anansi accomplish the task, such as baking a loaf of bread that looks like an elephant. *FAN p25*

Monster Hunting: Instead of the monsters coming into Fantastica from another world, phantasmal wolves are escaping from Fantastica! The kitties will need to track each of the wolves down before they cause too much trouble in a realm that doesn't know what they are or how to deal with them. *FAN p26*

Sleepover: A curse has impacted every kingdom except for one, and now everyone in Fantastica is gathering in that one kingdom to get away. It's awfully crowded, so the kitties better hurry to save the day before even that kingdom is affected. If the kitties need to find someone or something in the chaos, it'll be doubly difficult. *FAN p26*

Kitty Hunt: When the Big Bad hears about a group of kitties that is gaining recognition across Fantastica for their heroic deeds, he knows what he has to do. People are forgetting about him, so now he's got to get their attention by going after the kitties. The kitties may need to get to him first, or they may need to solve the mystery of what creature is attacking magical kitties in Fantastica. *FAN p26*

Battle in the Wasteland: The kitties must confront a powerful foe in a magic wasteland, but it's hard for them to use their powers here. They only get one extra die when using their magical power. *FAN p26*

An Exchange: Whiteclaw says he will agree to take on Carnelia's navy in exchange for five thousand books. Where are the kitties supposed to find that many books people are willing to give up? *FAN p27*

A Change of Heart: The only thing that might make Carnelia change her mind about magic is if magic were used successfully to heal her own kingdom in a far off land. *FAN p27*

Seven Years Bad Luck: The kitties break the mirror and each of them suffers a different curse as a result. They might be able to reverse them all at once if they can find a way to repair the mirror. *FAN p28*

Watched: The kitties' every move is being watched through a mirror by an enemy. How can they win when their opponent knows exactly what they're up to and has time to prepare? *FAN p28*

Mass Irritation: Wickerlings have infested a castle and are causing so many inconveniences that everyone living there is in a terrible mood. The worst part is that none of them realize it's the wickerlings' doing and blame each other. The kitties need to find proof that this is the work of wickerlings or get the pesky fairies to stop. *FAN p28*

Strange Lights: It's already easy enough to get lost in the Cursed Woods or the Frozen Mountain, but wickerlings are purposefully trying to lead people astray! Travelers keep following strange lights only to end up more lost than ever. Some of these travelers need to be saved from scary places. *FAN p28*

Special Delivery: The kitties are tasked with delivering a carnivorous plant as a gift to a kingdom on the other side of Fantastica. They need to keep the plant from eating them or anyone else along the way. *FAN p29*

Intelligent Plant: The kitties come across a carnivorous plant that is oddly intelligent. Unfortunately, it is using that intelligence to trick animals into coming closer so it can eat them. *FAN p29*

Becoming Human: A nine-tailed fox asks the kitties for help in finding a way to become permanently human. If they aren't able to help her, she has threatened to eat them all up! *FAN p29*

Deception: A nine-tailed fox is terrorizing a small human town. He steals food and other goods, startles merchants on the road so that their carts tip over, and tricks children into letting him into their homes so he can steal even more stuff. The town wants him gone! Can the kitties convince him to move to the Kingdom of Frost? *FAN p29*

Full Moon: On the night of the full moon, the phantasmal wolves grow even bigger and braver. Unfortunately, not everyone knows the danger of traveling through the Cursed Woods on the night of the full moon.

Army of Wolves: Queen Carnelia is somehow controlling the phantasmal wolves and making it completely impossible to cross the Cursed Woods. *FAN p30*

Wild Goose Chase: Someone steals a giant's goose that lays golden eggs so he comes down from the beanstalk to wreak havoc. He won't stop until he gets back his goose. But what does the goose want? *FAN p30*

Cloud Kingdom: The giants have finally decided that they want their kingdom in the clouds to join Fantastica. The problem is that several of the existing kingdoms don't want them because of their past behavior. Kitties make for little diplomats, but maybe they can smooth things over before the giants declare war. *FAN p30*

Taming a Kraken: The mer-people want to tame a kraken and care for it in exchange for it protecting the Kingdom of Salt. It's never been done before, but the mer-people think a little friendly kitty magic might work... if they can even get close to the kraken! *FAN p31*

An Indestructible Ship: Sinbad and several of the best shipwrights in the Kingdom of Sails have decided to make a ship that is so strong, it can't be destroyed by the kraken. Someone needs to help get enchanted materials, and then the experiment needs to be put to the test. *FAN p31*

Kidnapped Friends: A kelpie has been kidnapping locals in order to keep them in captivity, hoping that they'll soon agree to be his friends. Humans haven't been able to find his underwater lair, but maybe the kitties can track it down and sort the situation out. *FAN p31*

Accidentally Stuck: A kelpie who doesn't have a great handle on her powers accidentally traps the kitties by sticking them to her. She can't seem to make herself stop being sticky! Now wherever she goes, the kitties go too. *FAN p31*

Territorial: A manticore claims a stretch of land as its territory, but it's a place that people travel through a lot. The kitties need to negotiate with the manticore or scare it off. *FAN p31*

An Old Kingdom: People have been having unpleasant encounters with a bunch of manticores wandering around the border of the Kingdom of Fairies and the Kingdom of Webs. It turns out they are looking for the vanished kingdom they originated from. Is there a way to get them back home? Maybe figuring out what happened to the kingdom will help. *FAN p31*

Rusalki vs. Mer-people: A clan of rusalki and a clan of mer-people are in an endless fight over who can claim a particular river as their home. Anyone crossing the water is likely to be pulled into their fight. *FAN p32*

Favors for Baba Yaga: If Baba Yaga ever wants to get ahold of the kitties, the kitties better be careful by water. Rusalki can be very quiet and sneaky, and it can be nearly impossible to tell that they're not just some humans resting by the water. *FAN p32*

Disguised: A magic hunter poses as an ally to the kitties only to betray them and become a surprise foe. When the hunter takes them on a journey to Queen Carnelia, the kitties must either escape or convince their former friend that this isn't right. *FAN p32*

Accusations: A magic hunter starts spreading lies about awful things the kitties have done. Now nobody trusts them. In order to prove their innocence, the kitties need to expose the magic hunter for what they are. *FAN p32*

Race Against Time: A kingdom is getting completely swallowed up by creeping thorns. The kitties have a limited amount of time to reverse the curse before they become hopelessly trapped in the doomed kingdom. *FAN p33*

Venomous Thorns: Someone has made this curse extra deadly by making the thorns venomous. Anyone who gets scratched immediately gets sick. Now the kitties need to reverse the curse and find a cure for the venom. *FAN p33*

Last Resort: The Nine Kingdoms make an arrangement with Whiteclaw and he sets Queen Carnelia's fleet of ships on fire to protect Fantastica. But now there's a fleet of flaming ships headed towards Fantastica! If they crash into land, that land will be set on fire too. *FAN p33*

Stolen Fire: The kitties must put out dragonfire that was stolen by someone to be used as a weapon. Dragonfire is no joke, and all of Fantastica could be destroyed if kingdoms start using it against each other. *FAN p33*

Light to Work By: A nobleman intentionally sets off this curse in order to make the people living on his land work around the clock. No need to turn in for the night if there is no night! *FAN p33*

Delaying the Inevitable: Someone has placed this curse in order to delay another curse from being set off! The original curse was due to begin when night fell, so another magic user cast eternal day to make sure night never came. Now the kitties have two curses they need to deal with! *FAN p33*

Children of the Night: A kingdom cursed with eternal night becomes a hotspot for menacing undead creatures. As far as they're concerned, the kingdom is theirs now and they never want the daylight to come back. *FAN p34*

Cover of Night: The eternal night curse has been cast in order to hide an attempted invasion by Queen Carnelia! It's hard to defend against forces you don't see coming. Good thing kitties can see in the dark. *FAN p34*

The Lost Kingdom: An entire kingdom is on its way to being lost to the rising water, and they think the Kingdom of Salt is responsible for it! Fresh water mer-people would be able to live there after all, and what better way to kick people out? *FAN p34*

Fire Delivery: The kitties must bring a magical flame through an area cursed with eternal rain in order to help lift the curse. Keeping it from being extinguished by all that water is no easy matter. *FAN p34*

Frozen Over: When this curse strikes the Kingdom of Salt, the mer-people who live there are at risk of becoming popsicles. At the very least, they'll have to live deep down below the frozen surface and never see the light of day. *FAN p34*



A Favor from Yuki-onna: The kitties must seek out Yuki-onna and ask her how they might be able to reverse this curse in another part of Fantastica. However, Yuki is hesitant to give them the answer because she's afraid someone will use it to get rid of the eternal winter in her kingdom. *FAN p34*

Leaping Towards the Palace: In order to lift the curse, the kitties must make their way to the kingdom's palace. It's a long way away though, so they need to leap from place to place to travel. Maybe they can even build a lava-safe boat. *FAN p35*

Kingdom of Flames: A new presence in Fantastica wants to build a Kingdom of Flames, and to do so they plan to spread lava throughout an existing kingdom. Maybe the kitties can persuade Yuki-onna to help save another kingdom, or maybe they can confront this would-be ruler. *FAN p35*

Mild Infestation: The curse is mild enough that the locals don't believe it's really a curse. Places just get infested sometimes, right? The problem is that it's getting worse and worse and if it isn't fixed soon, it may become a true emergency. People may even need to be rescued. *FAN p36*

Locked Inside: None of the locals are willing to leave their homes until the infestation is over. That means the kitties are going to have a hard time finding help. *FAN p36*

Crumbling Mountain: When this curse is placed on a mountain, even the rocks begin to decay! If the kitties don't stop the curse in time, the whole mountain will crumble. *FAN p36*

Ghost Town: The kitties must investigate a town that has been completely deserted because of the rapid decay. They need to figure out who placed the curse in order to reverse it, but that's hard when the evidence is on its way to turning to dust. *FAN p36*

Stinky Sea: In an attempt to repel Queen Carnelia from invading via the Silver Sea, Sinbad has accidentally made the entire sea smell horrific. Anyone living in or by the sea is going to be beyond miserable until the kitties reverse the curse. *FAN p36*

Foul Castle: Bluebeard curses Rapunzel's castle with a terrible stench just as he attacks, hoping it will keep any potential help from approaching. He has a magical talisman that keeps him safe from the smell. *FAN p36*

POWER UP

What Have I Unleashed: An eccentric engineer tries to create a robot to help humanity construct buildings and roast marshmallows. Alas, they went a little overboard and didn't realize their mistake until it's too late. *POWER p37*

Sleeping Beast: Scientists discover a kai-borg in stasis, buried beneath the ice of Antarctica. They put together a secret mission to excavate and study it. What could possibly go wrong? (It could wake up and go on a rampage. That's what.) *POWER p38*

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