

# CAT'S MEOW

a one page adventure

for 4-6 level 1-3 characters



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE



High Level Games

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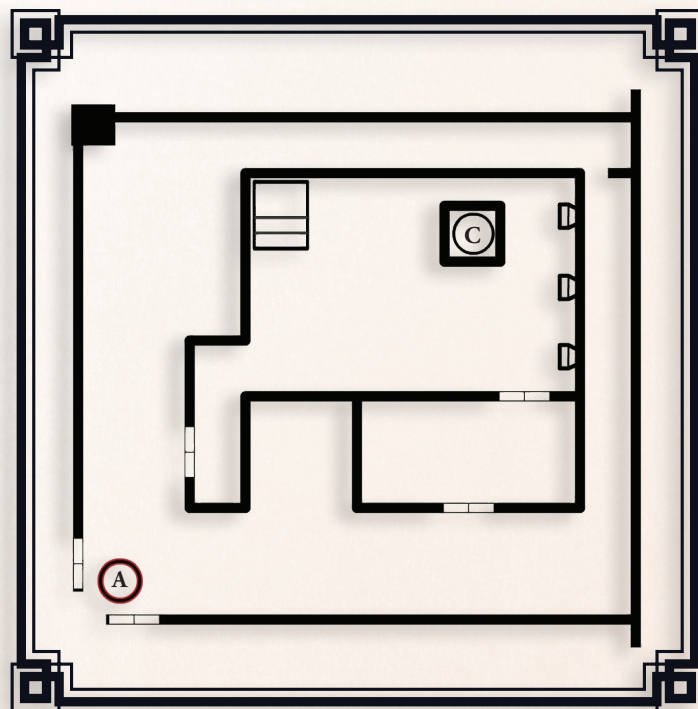
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## The Monastery of Cats



# CAT'S MEOW

*Excuse me, my cat is lost. Can you help me? She's a ginger cat, and this isn't the first time she's gone missing. If it was just a day or two, I wouldn't be worried. I'll pay you (an extreme amount) to help me find her.*

## Setting

While your characters are traveling through a city/village/town they are approached by a young girl. She is no more than 11 years old, and is dressed normally. It is not unusual for children her age to be on their own. Players will likely expect an ulterior motive from the start. Let them. Have them attempt to determine the girl's motive, check her for magic or supernatural influence etc. She offers them an outrageous sum to find her cat. Give them nothing that should worry them about the girl. She appears to be completely normal to all senses, magic and mundane. The girl will give players ¼ of the reward up front if they press her. The cat is named Gata.

## Key Elements

The girl will provide a self-colored crayon drawing of a ginger cat with bright green eyes. The picture shows the cat twice the size of the girl, and if questioned the girl will say it isn't the best picture, but it's all she has. She directs you to the local fish market, which has cat traps. The Fishmongers have not caught the cat, but they do admit to having caught it in the past. If pressed, they will say it is a 'monster' of a cat. This 'hellion' is a menace to the neighborhood. The last market stall the players stop at has pertinent information. The old lady that operates the stall has seen the cat that morning. It was walking down a side alley to the north, toward a church/temple/monastery that feeds strays. (If you are in an inland setting where fish wouldn't be fresh, swap the fish market for any meat market, as appropriate.)

## The Monastery of Cats

The Monastery is a small walled off building in the center of the city. There is a series of small passages between the wall and the street, and there are dozens of cats. None of the cats the characters see are ginger. At the front gates of the Monastery is a young monk who is leaving food at the gates. He warmly welcomes the player characters to search for the young girl's cat. As they enter, he closes the door ominously behind them, and chuckles evilly. The players may anticipate an attack at this point, and preemptively assault the monk. If they do, see the monk stats provided. When they defeat the monk, he will collapse into a heap, and transform into a Chatoulim.

## Into the Monastery

(See the map provided.)

Characters that push into the Monastery find the place filled with feline iconography, idols, and statues. For a moment, focus attention on the statue of a Tiger Goddess' paw placed on a servant's foot. Then the characters make it to the central room, they will see a Chatoulim guarding a larger, normal ginger cat that has been placed on and chained to the altar. Its vibrant green eyes are visible from a distance. The Chatoulim Monk stares the characters down. His hackles rise, "This cat is dangerous to the people of this city! Beware!"

Characters may either fight, or negotiate with the Monk. Either way, the ginger cat becomes bonded to a specific player. When they try to return the cat, they cannot find the girl. No one remembers the players speaking to anyone earlier. Only Gata remains. The player character now has a generic cat companion who cannot be lost or killed, and should be treated as a cursed companion.

CHATOULIM MONK	CR 3
<b>XP 800</b>	
LG Medium Humanoid	
<b>Init</b> +1; <b>Perception</b> +11	
<b>Aura</b> Lawful	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 16, flat-footed 15	
<b>hp</b> 30 (4d8+12)	
<b>Fort</b> +6, <b>Ref</b> +5, <b>Will</b> +8	
<b>Defensive Abilities</b> evasion, slow fall 20 ft; <b>Immune</b> charm, exhaustion	
<b>OFFENSE</b>	
<b>Speed</b> 40 ft.	
<b>Melee</b> unarmed strike +5 (1d8+2)	
<b>Special Attacks</b> flurry of blows (per the monk class feature)	
<b>TACTICS</b>	
<b>During Combat</b> The Chatoulim Monk will use his focused strike every 3 turns if possible.	
<b>Morale</b> Will willingly surrender if opponent is a child, is protecting a child, or if they are clearly a servant of the law.	
<b>STATISTICS</b>	
<b>Str</b> 14, <b>Dex</b> 12, <b>Con</b> 14, <b>Int</b> 10, <b>Wis</b> 18, <b>Cha</b> 8	
<b>Base Atk</b> +3; <b>CMB</b> +6; <b>CMD</b> 17	
<b>Feats</b> Blind-Fight, Dodge, Toughness, Endurance	
<b>Skills</b> Perception +11, Heal +11, Acrobatics +8, Intimidation, +6	
Languages Common, Chatoulim, Celestial	
<b>SPECIAL ABILITIES</b>	
<b>Limited Shapeshift (Su)</b> Chatoulim can shapeshift once per day for 1hr + 10 mins/level. This ability otherwise functions like alter self, except that all forms resemble one another.	
<b>Focused Strike (Ex)</b> As a swift action, the next strike a Chatoulim makes is done at +4 to hit and +4 damage. This may only be used every 3 turns.	



# CHATOULIM

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## Bringers of Justice

The Chatoulim were created in eons past, far from the material realm. They are creatures of order, law, and were designed to seek a general peace in the universe. They take many forms, but their default resembles a humanoid lion. There are hints that this form is not their original, but since their expulsion from the higher planes it is the form they are most frequently found wearing. Eons ago, they were expelled against their will by the evil Rakshasa. Even the gods they once served were unable to restore them; the material plane had already sullied their perfectly axiomatic nature. Even so, most Chatoulim have stridently adhered to their mission, seeking order, law, and a silent and efficient justice.

## The Code of the Chatoulim

Rumors abound of a small ascetic and monastic cult that has sprung up recently occupying abandoned religious sites and cloisters. Publically known for attracting and caring for stray cats of all types, they see cats as holy. This sect is a newer, more directly involved group of Chatoulim. In true cat fashion, adherents of this sect have little use for evangelism and the surest thing to disqualify one from joining their ranks is to act too interested. Not all of the Chatoulim are members of the Cult; many seem to be opposed, but it is not known why. These monks follow an alternative version of the Code, known as Whiskers of Feline Perfection.

## Whiskers of Feline Perfection

1. **The Stalk is holy.** Respect it.
2. **Cleanliness in your presentation is required.** One must be cleansed for worship, travel, and daily life.
3. **The chosen are chosen.** Others are simply not. One does not seek to be chosen. One simply is.
4. **The first part of the takings of the Stalk must be presented to your master.** This is not to show deference, but to establish mutual respect.
5. **Your worth, as chosen, is immutable.** The world shall respect it. If they do not show appropriate homage, shun them or, if necessary, remind them through pain.
6. **Justice is swift in the paws of those who embody law.**

## Robust Defenders

Chatoulim culture emphasizes a particularly feline version of monasticism. They favor loose, well groomed clothing. Some might foolishly believe them vain, but the cleanliness of the

Chatoulim is a holy requirement of their faith. A disheveled Chatoulim is a sure sign of a fall from grace. Chatoulim frequently use their shapeshifting ability to take the form of other humanoids, usually humans or elves. They will always defend children; even the Chatoulim whom no longer follow their traditional code cannot find it within themselves to harm a child.

## CHATOULIM NAMES

Abaigeal, Aapeli, Aarao, Baram, Batya, Paz, Pazia, Zadok, Zadoka

## CHATOULIM TRAITS

**Ability Score Increase.** Your Constitution increases by 2.

**Age.** Chatoulim mature at a slightly quicker rate than humans. They are adults by 12, and then normally live much longer than humans. The average lifespan for a Chatoulim is 700 years. There are rumors of naturally undying Chatoulim.

**Alignment.** Most Chatoulim are lawful, and trend toward good. Some reject their nature and cultural way of life completely, and become evil. It is highly uncommon, if not impossible, for a Chatoulim to be chaotic.

**Size.** Chatoulim have the same range of height and weight as half-orcs.

**Limited Shapechange.** Once per day, for one hour (plus 10 mins/level) a Chatoulim may take the form of a humanoid in their size range. This does not allow for any shift in weight or height. Nor does this ability allow them to take on the form of a specific humanoid. The Chatoulim's forms always bear some resemblance to each other. The Chatoulim stays in their new form unless knocked unconscious or killed.



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