



The Black Kitten

Being a one-sheet adventure in Wonderland gone wrong

By Lanse Tryon



"One thing was certain, that ... it was the black kitten's fault entirely."



Worsted in the Shadows



While traveling through Hope, the city ruled by the temperamental Queen of Hearts and capitol of her monarchy, the party finds itself in a less savory neighborhood - the club cards scarcely ever patrol here, and life (and treacle) is cheap. Allow the PCs a Notice roll; with a success they hear footfalls, but there is nobody to be found in the shadows. On a failure, a shadowy figure garrotes the hindmost party-member with a loop of yarn round the neck while another grabs the feet out from under the victim. The victim suffers 2d6 damage, and the attackers have the Drop on them. If a NPC is the victim it is killed outright - play up the barely audible choking and the desperate flailing before the onset of death.



Lethal or not, the attackers leave three horizontal scratches across both cheeks of the victim and disappear into the shadows. If the party kills the attacker(s), they find them to be hooded and cloaked Cat Anthros with the shape of a black kitten dyed into the fur above their heart. A

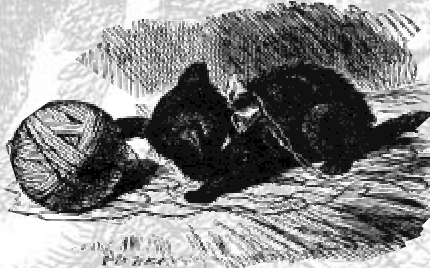
Knowledge (Wonderland) roll reveals that the emblem or the scratches are hallmarks of The Black Kitten, a death-cult thought eradicated decades ago. Any Priest of Alice will know that The Black Kitten is also mentioned in "The Looking Glass Gospel according to Carroll" as a demonic figure - no roll required.



Investigation



If the PCs go to the authorities, they find them unsympathetic and overworked. Nobody important gets killed in these "worstings", so it's not worth the 6 of Clubs' time to investi-



gate. A Streetwise roll discovers where other attacks occurred, and a raise on a Persuasion roll finds someone willing to talk about it. There have been four worstings this month in this area, one every third night. Old wives' tales give rumors of something terrible when the seventh victim is Worsted. The party's informant is terrified for his life.

The PCs have three opportunities and nine days to find the cult - the first of these attacks kills the party's informant if they do not guard them. Each attack is carried out by two cultists, in the same manner as the first. A raise on a Streetwise roll at midnight will put the party in the right alley at the right time to intercept an attack, though the PCs are always a heartbeat too late to stop it. If captured, the cultists will take poison before they give up any information.



My Baby! My Baby!



On the eve of the seventh and final attack, a hysterical 5 of Diamonds finds the party and pleads with them to rescue her daughter - hooded and cloaked figures dragged the girl from her bedroom mere minutes earlier. A raise on a Tracking roll will find the trail, and three more successes on Tracking rolls (or two raises on Notice) are required to find where the girl had been taken.

As the night mists rise, the trail leads to a large dark warehouse in the Bad Part Of Town. As a girl's faint scream echoes out of the warehouse and is abruptly cut off, the guards (two per PC) attack. To gain entry, the party must defeat the guards, then break down the door.

Inside the warehouse, the PCs find the same number of cultists violently blocking their way to a raised dais at the far end. On this dais, one cultist is slowly strangling the girl with a knotted skein of black yarn while another is holding her feet up off the floor. A third cultist, the leader, attacks the party

with spells. Start making Vigor rolls (d6, -1 per round) for the girl as soon as the PCs enter - she dies on the second failed roll. If this is not prevented, the Avatar of the Black Kitten bursts forth from the floor of the warehouse the following round and attacks the party.



Aftermath



If the Avatar is defeated, the Queen of Hearts herself honors the heroes with a royal audience. She will of course arrest them for treason given any reason, rational or not, to suspect them.

If the Avatar is not defeated, it and its cult grow in power, strangling countless more innocents till the next new moon, when the Avatar carves a path of destruction eastward to the mountains. This has profound repercussions when this adventure is run as part of the Wonderland No More campaign.

'Oh, you wicked little thing!' cried Alice.





Cat Anthro Cultist

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- ❖ **Claws:** Str+d6 damage.



Cult Leader

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Belief d12, Fighting d8, Stealth d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Power Points: 25

Powers: barrier, bolt (victim feels tight claws closing around their throat), puppet

Special Abilities:

- ❖ **Claws:** Str+d6 damage.



Avatar of the Kitten

The Avatar of the Kitten appears as a 6' tall kitten, with black fur, razor sharp claws and fangs and an overall demonic look!

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidate d8, Stealth d8, Taunt d8

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Special Abilities:

Armor +2: The Avatar has thick fur.

- ❖ **Armor +2:** The Avatar has thick fur.
- ❖ **Claws and Bite:** The Avatar's natural attacks do Str+d6 damage.
- ❖ **Fear (-2):** The Avatar causes all who see it to make a Guts check at a -2 penalty.
- ❖ **Improved Frenzy:** The Avatar make two Fighting attacks each round at no penalty.
- ❖ **Size +2:** The Avatar stands six feet tall at the shoulder and weighs in excess of 500 pounds.
- ❖ **Tail Sweep:** The Avatar may sweep (as the Improved Sweep Edge) with its tail, causing Str+d4 damage.



Credits

Illustrations of the black kitten are by Tenniel from the book *Through the Looking Glass and What Alice Found There*. Cat cultist and Avatar of the Kitten is by T. Jordan Peacock and used with permission. Cat 'bookends' are from the Cat silhouettes font from <http://members.tripod.com/~agentj/fonts/catsil.html>

