

# MAGICAL KITTIES – THE WITCH’S HUT

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This scenario for [Magical Kitties Save the Day](#) is designed to be run in 20 minutes as an ultra-fast introduction to the game or as a fun micro-game for any occasion.

For players new to *Magical Kitties Save the Day*, you'll want to prep a quick introduction to the system and give them a [system cheat sheet](#). The scenario can be played with pregen characters, but character creation for *Magical Kitties Save the Day* is so quick and easy that you can easily include character creation in a short session.

If you're comfortable with a little improvisation (or want to do a little extra prep), you can expand this to a 30-minute scenario by playing out the kitties discovering their missing human and tracking them to Dewberry Park.

# THE PROBLEM

Pick whichever kitty's Human is most likely to be kidnapped by an evil Witch. A young child is thematically most appropriate, but the following text can be easily adapted to the particulars of any given Human and their Problem.

*Your Human disappeared while on their way home from school. You've been worried sick about them. After speaking with some squirrels over on the 7<sup>th</sup> Street, however, you've tracked them to a small copse of trees that lies on the far side of Dewberry Park.*

*The land sort of dips down back here. You've probably been down here dozens of times, but this time it's different: Huddled into a little clearing near the center of the trees is a quaint little hut. It has a thatch roof and a chimney from which a thin stream of smoke is drifting out. A raven perches at the top of the roof.*

## THE WITCH'S HUT

A witch has kidnapped the kitty's Human. This is her hut. The raven is her familiar and he's looking for trouble; he'll squawk and raise the alarm if she sees anyone approaching.

### Witch

- **Cute Defense:** 4
- **Cunning Defense:** 4
- **Fierce Defense:** 5
- **Owie Limit:** 3
- **Reactions:**
  - *Whack:* Causes 1 Owie
  - *Turn Into a Frog:* The kitty's Attributes are all reduced to 1 and they cannot use magical powers until turned back or the spell wears off (at the end of the scene). However, they do gain the Talents of "Jumping" and "Slippery."
  - *Other Hexes:* The GM should improvise any other spells as appropriate.

### Getting In

- There's a door on the front of the hut and a shuttered window on the back wall.
- Generally speaking, make it a **Difficulty 4** task to get into the hut without being noticed. (Even on a failure, the kitties might still get in, but get noticed by the Witch or the raven.)

### Inside

- If not disturbed, the Witch is stirring a big, bubbling cauldron of some purple liquid.
- Nearby, the kitty's Human has been tied to a chair and gagged.
- A fire is burning in the fireplace. There are various shelves with books and animal skulls and cobwebs and everything else you'd expect a witch's hut to have.

### The Witch Withdraws

When the kitties have successfully thwarted the Witch's schemes, the doors and windows on the hut slam shut and it *grows four bird-like legs*. The legs lift it high into the air and then the whole hut goes sprinting away. If appropriate, the Witch cries out with a hideous, cackling laugh, "I'll be back, my little kitties!"