

area every 15 minutes, which can also be seen by the surveillance circuit cameras (accessed in Area C);

**Área G** - The daycare playground. The portal to the World of Fables is hidden inside the playground's little house, where the Soul-of-Cat took Dennis. To open the portal, the players need to find out the magic words.

**Área H** - The Cat's Tree, a centenary oiti tree, home to countless cats of all colors — including the fat Chessfur Cat, who knows the whereabouts of Dennis, but will only tell the portal's magical words and the secret of how to defeat the Soul-of-Cat in exchange for a favor.

**Storyteller's Note:** The Chessfur Cat wants to know the secret of Nettle Forest spiders, and will ask the group to find it out with the only one who knows: the Rat King, who lives in the sewers. All lying tests against the Chessfur Cat are made at Disadvantage.

**Área I** - The Cashew Tree, another place where the players can find Mr. Watchman. His round starts in Area C and always ends at the Cashew Tree. He avoids the Cat's Tree because he considers the cats around it as a bad omen.

**Storyteller's Note:** The Rat King is a supernatural creature who lives in the sewers, an amalgam of dirt with hundreds of rats trapped by their tails in a blind knot, giving them a collective consciousness and intelligence. He lurks everywhere and knows everything that goes on around him, which he uses to bargain for new secrets. And he knows how to defeat the Soul-of-Cat.

## THE WORLD OF FABLES

It is a place of magic, beauty and fear, where the horrors of myth and legend lurk the children in the dark corners of this plane. And in the darkest of these shadows of despair lies the Soul-of-Cat.

Soul-of-Cat's lair is a graveyard of abandoned animals, where they still cry and wander in search of their homes. Black bags are scattered everywhere, filled with kidnapped children. Dennis is in

a bag hanging from the large tree in the center of the cemetery, where the Soul-of-Cat lies.

The Soul-of-Cat is a supernatural creature that kidnaps meddling children. He cannot be defeated by force, only but by rubbing a branch of catnip (found near the cashew tree) on its snout, which will cause the creature to flee, far away, and leave the characters alone. The Soul-of-Cat is very agile, so any Body tests made against it are made at Disadvantage. But he is very curious — and this can be explored by the players.

**Storyteller's Note:** encourage players to find solutions without resorting to violence. Reward the group by doing so, letting them recover a survival point or finding an item or information that may be essential to the adventure.

## KEY CHARACTERS

**Rebolo:** a man involved with all the machinations in the streets, even dealing with the supernatural;

**Mrs. Zefa:** a lovely neighborhood lady who always has a snack ready for the kids;

**Mr. Watchman:** the daycare keeper, always preventing the boys from using the playground. He is Rebolo's partner and has a german shepherd named Crunchy. Body tests against him are made under disadvantage.

**Mr. Zito:** a grumpy old man who keeps chasing kids, cutting open their soccer balls (that always fall in his backyard) and complaining to their parents.

## ADVENTURE SEEDS

- The players find out that a new dark spot of bad feelings is emerging in the World of Fables, due to the pollution that is being thrown by Rebolo's men into Toad's Lagoon;
- The players defeated the Soul-of-Cat, but it already has a new plan against the residents of Viscount's Street. Its first step will be to make an alliance with the Nettle Forest spiders;
- The Bogeyman spied on the characters as they passed through the World of Fables, learning some of their secrets — to use against them at the first chance.

# THE LEGEND OF THE SOUL-OF- CAT

An adventure for Meddling Kids  
by Raphael Lima



## FOR THE STORYTELLER

The Soul-of-Cat is a monster born from the Brazilian folklore of the state of Rio Grande do Norte. The scariest thing about it is that no one knows how it looks or what it does. But just the sound of its name brings fear into every child's heart. It's like a ghost that no one sees but can be felt close by. When children mysteriously disappear and cat footprints and fur tufts are found near where they were last seen, you can be sure it was the Soul-of-Cat.

To play this adventure, you'll need two 20-sided dice, a copy of the *Meddling Kids* rules, paper sheets, pencils, erasers, and a group of friends willing to have fun.

## FOR THE PLAYERS

This adventure takes place on Viscount's Street, in a neighborhood of a medium-sized city in Brazil during the 1990s. On a sunny Saturday morning, a mother is crying and gluing missing posters on the neighborhood streetlight posts, because her son disappeared in the last night. And in his bedroom she found some muddy cat footprints and a fur tuft under his bed.

As you talk, Mrs. Zefa comes over and says: "It was the Soul-of-Cat, has to be. Who else could take Dennis away like that? That boy was too peepy for his own good."

**Objective:** Investigate Dennis' whereabouts.

## Rumors (d20)

- 1-5** Dennis was seen near the Cat's Tree
- 6-10** The grumpy old Rebolo is a suspect
- 11-15** Dennis was exploring the sewer works
- 16-20** Dennis was taken by the black car.

## GAME DEVELOPMENTS

After investigating the rumors, the players will find that Dennis disappeared when he went to investigate the Santa Monica Daycare.

**Storyteller's Note:** Players must be sneaky throughout the daycare investigation. Mr. Watchman makes the round every 15 minutes, always starting in Area C and ending in Area I (where it takes longer to return), passing through Area F. If the storytellers want to avoid having players having to constantly re-roll Body tests, he can request that they spend Survival Points to keep the stealth, leaving the tests for the truly jittery moments.

## Santa Monica Daycare map

**Área A** - A classroom with 25 desks, a whiteboard and an extra desk for the teacher, as well as numerous drawings of children taped to the wall. The door is closed (key can be found in Area C). Among the drawings pasted on the wall, there is one of Soul-of-Cat;

**Área B** - A classroom with 25 desks, a whiteboard and an extra desk for the teacher, as well as numerous drawings of children taped to the wall. The door is closed (key can be found in Area C). Among the drawings pasted on the wall, there is one of the Rat King. One of the lightbulbs is broken and there is a screwdriver over one of the desks;

**Área C** - The principal's room, where are kept all the daycare keys, and where Mr. Watchman usually stays, along with Crunchy, his fierce German shepherd. In this room you can access the external surveillance system, with cameras facing Area F. When the watchman is in Area C, he can use this resource;

**Área D** - The kitchen, which is also closed (key in Area C). Here, players can find something to eat, in the form of snacks or food ingredients. Eating healthy things recovers injuries;

**Área E** - The bathroom doors are open and ominous sounds come out from them. There is a secret sewer access door in here, but a screwdriver is required to open it;

**Área F** - The daycare hallways. This area gives access to all doors in the building and is always well lit. Mr. Watchman always passes through this

