

Chapter Eight: Saving the Kits

“Saving the Kits” is a short sample adventure that will help you to get a feel for how the *Warriors Adventure Game* is played. Because this adventure is so brief, there are two parts of game play that will be slightly different than those described in the rules.

One Narrator

Despite what it says in Chapter Six about the Narrator switching from time to time during the course of an adventure, this does not happen during the course of “Saving the Kits.” Because “Saving the Kits” is just a sample adventure—not much longer than a single “chapter” in a full-length adventure—switching Narrators in the middle of it would be confusing.

As a result, your group should choose one player to be the Narrator throughout this whole adventure. While it’s unfortunate that one player will have to set aside his or her cat for this adventure, it’s the best way for everyone to experience the game. Don’t worry. The other cats won’t gain any advantage over the one set aside, and all the players will learn something together.

Find a fair way to determine which of the players will be the Narrator for “Saving the Kits” (rock-paper-scissors, evens and odds, etc.). Once that’s set, let him or her hold the adventure—no one but the Narrator should read beyond the point that says “The Adventure Begins.”

No Reset

Another thing that won’t happen while playing “Saving the Kits” is that the cats will not have an opportunity to refresh their Ability chips. They will have to play through this whole adventure with only the chips they have at the start of it, so players will have to be extra careful about when they spend their chips—once they’re gone, there won’t be any more for the rest of the adventure.

The Narrator’s first duty is to explain this to the other players. Moreover, the Narrator might want to remind the players of this fact during the game if they seem to be spending their Ability chips too quickly. Then again, sometimes the best way to learn a difficult lesson is to get it wrong a few times.

When all is said and done, if the players figure out about the right speed with which to spend chips in

“Saving the Kits,” they will have the right idea for future adventures.

The Adventure Begins

Hello, Narrator! It’s time to begin playing “Saving the Kits.” Make sure everyone has his or her character sheet, the correct number of chips, a piece of paper, and a pencil. Since this is the first time you’re playing, don’t be afraid to stop, ask questions, or look things up.

When you’re ready, begin with 1 below.

1. On the Island



Special Note: This section is only needed if the cats are from different Clans. It gives them a reason to work together. If all the cats are from the same Clan, you can skip this section and continue with 2.

Read Aloud: “The adventure begins on the Island—where the Clans meet in peace for the monthly Gatherings. In hopes of forging closer ties between the Clans, each of the leaders has sent a group of young warriors here today. Your leaders have told you to be on your best behavior and to meet as many other young cats as you can.”

Narrator Tips: The purpose of this section is for the players to introduce their cats to one another. Your job as the Narrator is to encourage them each to say a little bit about their cats and to begin to get into character.

If the players are doing this on their own, you can sit back and let them talk. Just make sure that all the players are participating.

If any of the players are left out or if the group doesn’t feel comfortable jumping right into the game, try helping them by asking different players some of the following questions (or others that you think would be interesting).

- What does your cat look like?
- Where does your cat sit or stand? Why?

- What's the best thing about being in your Clan?
- Now that you're a warrior, what are you most looking forward to?
- Why do you think the leaders organized this meeting?

Let this go on for a few minutes until the players seem comfortable speaking for and about their characters. When that happens, or if the players seem anxious to move on, continue below.

Read Aloud: "Your conversations are interrupted as Firestar bounds across the fallen tree and addresses the whole group.

"While you young warriors have been gathering," he meows, "a group of queens was introducing the different Clans' kits to one another. This may have been a mistake, though. A group of kits has gone missing!" Continue with 2.

2. Lost Kits



Special Note: If your group of players all have cats from the same Clan, then the next "Read Aloud" section is spoken by that Clan's leader. (You can find a list of the current Clan leaders on www.warriorcats.com in case you need it.) If they are from different Clans, the section is spoken by Firestar.

Read Aloud: "A group of kits has snuck away from the Queens that were watching them. Every available warrior has been sent out to look for them, but we need your help, too!"

Narrator Tips: Let the players' cats ask as many questions as they like about the disappearance, using the following paragraph for general information. As the Narrator, you can improvise anything that isn't specified below.

The group of kits had been playing together all morning. The queens had to yell at them several times for wandering away from the rest of the group while chasing butterflies. No one is sure how long the kits have been missing because the

queens were busy with another group that got tangled in a bramble of nettles. When it was time to go back to the nursery for afternoon naps, they noticed the kits were gone.

When the questioning is through, the Clan leader or Firestar tells the cats that their assignment is to check out two places in particular: a meadow next to the horseplace and an outcropping of rocks just beyond it.

Have the cats each make a Ponder Check. Anyone who gets a result of 4 or higher remembers one of the following facts—the more cats who succeed at the Check, the more information they'll get.

- There are a lot of butterflies in that meadow this time of year.
- There's been a strong wind blowing from the meadow toward the outcropping of rocks the past few days.
- It rained a lot yesterday, and that means the kits may have left tracks in the mud that can be followed.
- Many forest animals and prey like to gather in the meadow on sunny days like this.
- Last night's patrol reported that the recent rain has made the snakes that live in the outcropping of rocks more active and dangerous than usual.

What Happens Next: The group must decide where they are going to search first.

If the group wants to search the meadow first, continue with 3.

If the group wants to search the rocks first, continue with 5.

If the group wants to look for tracks, continue with 4.

3. A Lovely Meadow

Read Aloud: "A beautiful open meadow stretches before you, dappled in sunlight and filled with long grass, flowers, and ferns. Above it all fly more butterflies than you can count, fluttering lazily in the breeze. It's all so peaceful you could almost forget the troubles that brought you here. It would be so nice to laze about in the sun."

Narrator Tips: First thing, have every character make a Focus Check with the following results.

- **Focus Check = 4 or Higher:** The cats whose checks were 4 or higher can continue about their business. When they notice the other cats are gone, they can call them back whenever they like. If they don't, the other cats can't participate in the adventure, so as the Narrator, you should remind them that it's important to keep the group together.

- **Focus Check = 3 or Lower:** The cats whose scores were 3 or lower are distracted by the warmth of the sun and the beauty of the meadow, and all they can think about is playing with the butterflies or lying in the sun. They are too distracted to continue and will stay here until someone reminds them of their mission. If *all* of the cats scored lower than 3, go immediately to the “What Happens Next” section.

Ask the players whose cats want to investigate the field how they plan to do so. Let them try to think of things to do rather than give them hints right away. They can use different Skills with the following results (plus any others that make sense to you). You don’t have to do this in a strict order; just make sure everyone has a chance to try one thing before you let others try second or third options.

Listen: If the Check is 4 or higher, the cat hears some rustling in the grass on the far side of the meadow.

Ponder: If the Check is 3 or higher, the cat remembers that poppy seeds grow in one corner of the meadow—if the kits went there, they almost certainly have fallen deeply asleep. If the Check is 4 or higher, the cat also remembers that there’s a section that’s usually muddy after a rain, and that would be a good place to look for tracks.

See: If the Check is 3 or higher, the cat sees a set of paw prints leading to the far side of the meadow. If the Check is 4 or higher, the cat also sees a set of paw prints leading away toward the rocky outcropping. If the Check is 5 or higher, the cat realizes that the first set of prints do *not* belong to a kit but rather to some other woodland animal.

Smell: If the Check is 4 or higher, the cat smells something unpleasant on the far side of the meadow. If the Check is 5 or higher, the cat also smells a faint odor of poppy seeds coming from another corner of the meadow. If the Check is 6 or higher, the cat also catches a brief scent of the kits on a breeze blowing from the direction of the outcropping of rocks.

Let the players talk about what their cats discovered.

What Happens Next: What happens next depends on many different factors.

If *all* of the cats fail the initial Focus Check, continue with 6.

If the group heads to the far side of the meadow, continue with 7.

If the group goes to where the poppy seeds are, continue with 8.

If the group goes toward the outcropping of rocks, continue with 5.

4. Tracks



Read Aloud: “Thanks to yesterday’s rain, the ground here is still fairly muddy. After only a few minutes of poking around, you are able to identify two distinct sets of paw prints.”

Narrator Tips: One set of prints heads toward the outcropping of rocks; the other heads into the meadow. The first set belongs to one of the kits; the other belongs to the skunk, though the cats may not know this right away.

If the cats have already encountered the skunk (or otherwise figured out that it’s there), they can automatically tell the paw prints apart. If not, then they’ll have to use their hunter’s instincts to tell them what the tracks in the mud mean. They’ll do that by making some Skill Checks. The following Skills and Knacks will be most useful, but let the cats try anything their players can think of, as long as it seems likely to help.

Animal Lore or Ponder: Knowledge about other animals will help tell the difference between the tracks. An Animal Lore Check that totals 4 or higher or a Ponder Check that totals 5 or higher will let the cat know that the tracks that lead into the meadow were made by a skunk.

See: Simple observation will tell the cats something about the animals that made the two tracks. A Check that totals 4 or higher will reveal that the tracks leading into the meadow were made by something the size of a full-grown warrior, and even heavier. Plus the paws that made those tracks clearly have very sharp claws. The tracks heading toward the rocks were made by a smaller, lighter creature—just about the right size for a kit.

Smell: Sniffing around the area will provide information if the Check total is 5 or higher. In that case, the cat will smell a foul, bitter, unpleasant odor lingering in the tracks leading to the meadow. If the Smell Check is 6 or higher, the cat also catches a faint whiff of the kits in the tracks heading toward the rocks.

Track: Hunting Skill is very much involved in this section, so a cat with this Knack can choose to use it to help with either the See or Smell Checks (or any other check the Narrator thinks is appropriate).

What Happens Next:

If the group follows the tracks that lead toward the meadow, continue with 7.

If the group follows the tracks that lead toward the outcropping of rocks, continue with 5.

5. At the Rocks



Read Aloud: “As you come out from the woods you can see a cliff that is so tall and rocky it almost looks like it was built by some Twolegs. There are other hills around the territories like this, and you know that they’re all dangerous. Rocks sometimes fall from the tops; snakes and biting insects live in the nooks and crannies. And even without that, the rocks never get enough sun to make them worth even taking a nap on.”

Narrator Tips: A quick look around will tell the cats that the kits did wander this way—their paw prints are all over the place wherever there’s mud or a puddle. But because there are so many paw prints, it’s difficult to tell where the kits went. The cats will have to use some of their Skills to discover more.

Smell: It’s possible for a cat to get some information from the scents in the air. If the Smell Check is 3 or higher, they can definitely smell the kits. If the Check is 4 or higher, they also smell some snakes. In both cases, the wind swirling around the cliff makes it impossible to tell exactly where the kits or the snakes are.

Listen: If a cat just Listens, he or she may hear the kits calling for help. If the Listen Check is 4 or higher, the cats hear the call but can’t figure out why the cries sound so faint and faraway. If the Check totals 5 or higher, they realize that the kits must be in a cave somewhere along the rock wall. But the blowing wind makes it impossible to tell exactly which one.

See: Looking around, a cat might notice a few things. If the See Check is 3 or higher, the cats notice that along with the kits’ paw prints, there are recent tracks made by snakes slithering over the mud. They also notice a butterfly flying in the strong breeze; it seems to be struggling against the wind, trying to fly back toward the meadow. If the Check is 4 or higher, the cats also notice a small cave entrance along the rock wall. If the Check is 5 or higher, they also notice a larger cave entrance a bit farther away and half hidden behind a tall rock.

Ponder: If a cat just wants to puzzle this out with his or her brain, a Ponder Check is in order. If the Check is 2 or higher, the cats know that these rocks are pretty boring and would not hold the kits’ interest for long. If the Check is 3 or higher, the cats realize that the kits probably would have left here quickly unless there was a reason they couldn’t. If the Check is 4 or higher, the cats know that if an animal attacked or some other danger arose, the kits would probably try to hide. If the Check is 5 or higher, the cats remember that there are usually caves in rock walls such as this.

Also allow the cats to try other Skills or Knacks if the players want (you can suggest some, if you think it will be helpful) and improvise results that seem appropriate.

What Happens Next:

If the group wants to follow the butterfly back toward the meadow, continue with 3.

If the group wants to keep poking around to find more clues, continue with 14.

If the group wants to examine the small cave entrance, continue with 9.

If the group wants to examine the large cave entrance, continue with 14.

6. Goof Off

Special Note: If the cats get sleepy because they chewed on poppy seed leaves, then adjust the “Read Aloud” section to indicate that Firestar has found the group sleeping rather than goofing off.

Read Aloud: “It’s a beautiful day! You can chase butterflies or wrestle with each other or just lie in the sun. It all seems so perfect until you hear a stern voice calling out.

“What are you doing?!”

“It’s Firestar, and he doesn’t look happy!”

Narrator Tips: Lead the players through a brief conversation with Firestar. He wants to know why they’ve shirked their responsibilities. Let them try to

explain, or simply apologize if they prefer. There really is no good excuse for this, but sometimes this happens to young cats. Hopefully they will learn from the experience.

Firestar will be very disappointed in them and suggest that maybe they were promoted to warriors too soon. Thankfully, another group of warriors was able to save the kits in time. He will remind them that if they can't be counted on to help their Clan in a time of need, they're no better than kittypets.

What Happens Next: The adventure is over for the cats. They have failed in their assignment and will have to make up for their mistakes by doing extra hunting and patrolling for the next moon or more.

The cats do *not* get any Experience rewards for this adventure.

7. Skunk



Read Aloud: “As you get near the other end of the meadow, you see some rustling in the grass. Maybe that’s the kits playing? But no—as you get closer, you can smell a bitter scent that tells you it isn’t kits. It’s a skunk!”

“Before you can turn around to leave, the skunk senses your approach and charges forward through the grass toward you.”

Narrator Tips: The next step in this section depends on what the players want their cats to do. Let them discuss it, but tell them that they have to make up their minds quickly. The biggest difficulty is that the whole group must decide on one course of action. The most likely options are described below.

Run Away: Fleeing is easy, but the skunk will try to spray the cats as they run. All the cats must make Jump Checks to avoid the spray. In order to succeed, a cat needs to get 3 or higher on the Check. If more than half of the cats fail the Check, then the whole group gets caught in the skunk’s spray.

Try to Scare It: The cats can try to use their Arch or Hiss Skills to scare the skunk away. Have each cat make a Skill Check, then add up all the results of those Checks. If the total of all those numbers is 10 or higher, the skunk is scared away. If the total is less than that, the skunk tries to spray the cats. This works just as in the “Wait Too Long” option below.

Fight: If the cats decide they want to fight the skunk, the details go immediately to the “What Happens Next” section below.

Wait Too Long: If you think the players are taking too long making up their minds, give them a warning such as, “Make up your mind soon or the skunk is just going to attack.” If they continue to take too long, the skunk just sprays at them. The cats must all make Jump Checks. In order to succeed, each cat must make a Check equal to 4 or higher. If half or more of the cats fail the Check, then the whole group is caught in the skunk’s spray. If the group succeeds, it’s the same as in the “Running Away” option.

What Happens Next: The next step in the adventure depends on the outcome of this section.

If the group gets caught in the skunk’s spray, continue with **10**.

If the cats successfully run away or scare the skunk away, continue with **4**.

If the cats decide to fight with the skunk, continue with **11**.

8. Poppy Seeds

Read Aloud: “In a corner of the meadow you find the patch of poppy plants. The air is filled with their intoxicating smell, and if the kits were here they wouldn’t be able to resist chewing on the seeds until they fell asleep. But there are no kits here. Still, those flowers smell so good, it’s hard to resist.”

Narrator Tips: This section is just a simple test of the cats’ willpower. Have each cat make a Focus Check. If the Check is 2 or lower, that cat can’t resist the temptation to chew on some poppy seeds. Doing so causes the cat to lose 1 Spirit chip.

If losing that chip costs the cat his or her last Spirit chip, then the cat falls asleep.

If a character is supposed to spend a Spirit chip but has no more Spirit chips left in his or her pool, then the cat has gotten sick from eating too many poppy seeds.

What Happens Next:

If any of the cats get sick, continue with **10**.

If half or more of the cats fall asleep, continue with 6.

If less than half of the cats fall asleep, the other cats are able to wake them and the whole group can go on searching for the kits. Continue with 4.

9. Kits



Read Aloud: “As you get near the small cave entrance, you can hear the kits clearly. They seem to be half crying and half whispering.

“When you get right up to the cave entrance, you can see that it’s too small for you or the kits to fit through, but inside you can see the kits all standing on a ledge huddled together.”

Narrator Tips: The point of this segment is for the cats to have a quick conversation with the kits, who will tell them the details of what happened and about the snakes. Remember that the scene will be more dramatic if you act out what the kits are saying rather than just telling the players the information blandly.

The details are that the kits snuck away from the group to chase butterflies. They wound up near the meadow when one of them, a frisky little tabby named Wanderkit convinced the others that hunting snakes would be more exciting than chasing butterflies.

It was exciting, but dangerous. The snakes chased the kits into this cave and might have killed them, but Wanderkit got everyone up onto a ledge where they could better defend themselves.

The snakes backed off, but keep returning and trying again, so the kits are trapped on the ledge. They look tired and almost certainly won’t be able to defend themselves the next time the snakes return.

The kits can tell the cats that the main entrance to the cave is behind a tall rock. They can also tell them that the snakes are probably still guarding the entrance.

What Happens Next: If the cats decide to attack the snakes, continue with 14.

If the cats want to do anything else, remind them that the next time the snakes come into the cave they will almost certainly kill the kits. If the cats do not attack the snakes, the kits will die and the cats will be in big trouble with the leaders of their Clans. If they still don’t want to help right away, the adventure is over right now and the cats do *not* get any Experience rewards for this adventure. You can continue with a modified version of Firestar’s lecture from 6.

10. Sick

Special Note: The details of this section will be slightly different depending on whether the cats get here because of eating too many poppy seeds or from being caught in the skunk’s spray. Keep those details in mind as you play through the details.

Read Aloud: “You open your eyes and find yourself back in the Clan camp. Lifting your head is more difficult than it usually is, and when you try, the whole world seems to spin around you.

“‘Don’t move,’ you hear a familiar voice meow. ‘You’re not ready to get up just yet.’”

Narrator Tips: The voice comes from the Clan’s medicine cat. Although this may be in different camps if the players’ cats are from separate Clans, the conversations will be so similar that you can pretend they’re all taking place together.

The medicine cat will tell the characters that other warriors brought them home in very sick condition. But with the quick application of some healing herbs, the medicine cat has fixed it so that they will all be fine after a little extra rest.

Depending on the details of how they got there, you may have the cats get a visit from their Clan leader to talk about the appropriate behavior for a warrior on a mission. There’s no shame in retreating from or falling to a stronger opponent, but eating yourself sick is unacceptable. (This is based on whether you, as a Narrator, think this would be helpful for the players—it’s a way to give them advice from a character in the game.)

What Happens Next: The adventure is over for the cats. Because of their illness, they were unable to accomplish the goal of rescuing the kits. Thankfully, other warriors did.

The cats do *not* get any Experience rewards for this adventure.

11. Fight

Read Aloud: “The skunk digs in its claws and growls angrily at you. You can see how sharp its claws and teeth are, and you realize that there’s a reason (other than just the smell) that the Clans don’t hunt skunks as prey.”

Narrator Tips: A fight with the skunk works just like any other fight, as described in Chapter Five.

The skunk has a Strength of 3. Every Round on its turn, it makes two Swat Checks—one each against two different cats (one Check for each of its front claws). The skunk’s Swat Check always equals 5. If only one cat remains to fight, the skunk only makes one attack.

Cats must use their Swat Skill when fighting a skunk. It is not possible to Wrestle with or Bite a skunk because of its spray. When trying to avoid the cats’ Swat attacks, the skunk’s Jump Check always equals 4.

If the skunk takes 4 chips worth of damage, it will run away. The cats have won the fight.

If a cat decides that the fight is too tough, he or she can run away rather than make a Swat Check. Once a cat runs away, he or she cannot come back to rejoin the fight. If more than half of the cats choose to run away, then the whole group must run away together.

What Happens Next: The outcome of a fight can be brutal if it goes badly.

If any of the cats is Knocked Out, the whole group must get that character to a medicine cat as quickly as possible. Continue with 12.

If the cats win the fight, continue with 4.

If the cats want to run away, continue with the “Run Away” section in 7.

12. Hurt

Special Note: The details of this section will change based on how the cats got hurt. Use your imagination and improvise based on what has happened in the adventure so far.

Read Aloud: “When you open your eyes, you immediately feel the lingering pain from your wounds.

“Don’t move too much,” meows the familiar voice of your medicine cat. “You’ve already shown how brave you are; now show me how smart you are by lying still for a few days while your body heals.”

Narrator Tips: It’s certainly possible that not all of the cats were injured. If only one character is Knocked Out, the whole group had to work together to get him or her back to camp, and so the whole group had to give up the search for the kits. Thankfully, another group found and rescued them.

Although the cats will all go back to their separate Clans, the rest of this scene will be pretty much the same in each case. For that reason, it’s okay to take a shortcut and only play through it once, telling the players about any individual differences separately.

There is no shame in losing a fight. In fact, standing your ground and fighting to the end is the mark of true bravery. The Clan’s leader and other members of the Clan will certainly be proud of the cats for acting like real warriors and will probably stop by to say so.

It will take a few days, or maybe even weeks, for the characters to fully heal. When they are better, though, they’ll be warmly welcomed back to their duties.

What Happens Next: The adventure is over for the cats. They acted bravely but, in the end, did not have what it took to overcome the dangers they faced.

Although they can be proud of the bravery they showed, the cats do *not* get any Experience rewards for this adventure.

13. Well Done

Read Aloud: “After you defeat the snakes, the kits come bounding out of the cave. They’re tired, hungry, and scared, but still safe and healthy.

“When you get back to the camp, the kits immediately begin telling tales about how big and strong and brave you all were. And it’s true; you were. You saved the kits!”

Narrator Tips: All stories need an ending. This is your chance to have one of the Clan leaders tell the characters what a good job they did.

It’s also a good opportunity for the players to have their cats ask any questions they might have about what happened or what could have happened. (If you plan to play this adventure again, though, you probably shouldn’t give them too many answers.)

When that’s done, so is the adventure.

What Happens Next: You have finished the adventure. Well done!

14. Snake Fight



Read Aloud: “Behind a tall rock you see a cave entrance. Slithering back and forth in front is a pair of vipers. They look angry and seem focused on something inside the cave—until they notice you!”

Narrator Tips: The fight with the snakes works just like any other fight, as described in Chapter Five. The only difficulty for the Narrator is that there are two snakes, so be sure to track each one separately (it’s best to use a piece of scrap paper for this). Another complication is that the snakebites are poisonous.

Each snake has a Strength of 2. Every Round on their turn, the snakes will each attack one cat (if possible, the cat who hit it most recently). The snakes don’t have Swat attacks, just Bites. These bites only do 1 point of damage if they hit (there is no extra damage as with cat Bites, as described in Chapter Five). However, they are poisonous.

A cat who has been bitten by a snake is poisoned and will remain that way until he or she gets treatment from a medicine cat. Every Round, the cat must make a Spirit Check. If that Check equals 3 or higher, nothing happens immediately. If the Check totals 2 or lower, the cat loses 1 chip (player’s choice). Some cats have a high enough Spirit to pass this test easily, but it gets more difficult if the cat is bitten more than once. For every time a snake bites a cat, the difficulty of the Spirit Check goes up by 1. So if a cat is bitten twice, he or she loses a chip if the Spirit Check is 3 or lower. If the cat is bitten three times, he or she loses a chip if the Spirit Check is 4 or lower, and so on.

When the cats attack, the snakes have a Jump Check equal to 5. They are fast and hard to hit, but not very tough. Each snake can only take 3 points of damage and then it dies.

Also, if the fight goes on too long, the snakes will get discouraged and leave. After six Rounds

of fighting, instead of attacking on their turn, the snakes turn around and run away. They slither under some large rocks and will not come out again until after the cats leave.

What Happens Next: Win or lose, this fight is the climax of the adventure.

If the cats kill or chase away the snakes, continue with 13, even if one or two of the cats were Knocked Out during the fight.

If *all* of the cats were Knocked Out during the fight, continue with 12.

After the Adventure

After the last scene of the adventure has been played, the game itself is not necessarily over. There are still a few things you can do if the players want to keep at it.

Play It Again

One of the great things about storytelling games is that you can always tell the story again. And, since so many of the events depend on Skill Checks, it won’t always go exactly the same way.

There may be parts of the adventure that the cats never got around to exploring (especially if they went straight to the outcropping of rocks). Playing again will let everyone see all the parts of the story.

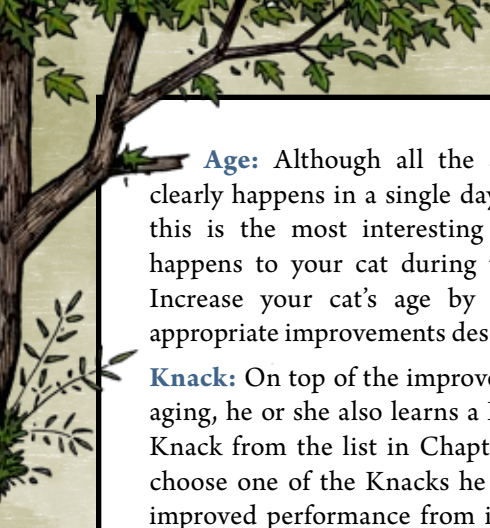
In particular, if the adventure ended badly, you and the players may want to try a second time, maybe starting back at the beginning or perhaps picking up somewhere in the middle where it feels as if things went wrong.

If you do play a second time, it’s a good idea to let someone else try being the Narrator. That way, more people get that experience and the first Narrator gets to try playing the role of a cat.

Experience

If the cats completed the adventure successfully, then they all get Experience rewards (even the Narrator’s cat). It is important to note, though, that each cat can only get experience from this adventure *once*! If you play through and successfully finish the adventure several times, your cat only gains the rewards listed below the *first* time he or she completes the adventure.

If you use different cats each time, though, each one can get the Experience rewards. The rule is *not* that a player can only get experience once; it’s that a *cat* can.



Age: Although all the action in this adventure clearly happens in a single day, the presumption is that this is the most interesting and exciting thing that happens to your cat during the whole of that moon. Increase your cat's age by 1 moon and make any appropriate improvements described in Chapter Four.

Knack: On top of the improvements your cat gets from aging, he or she also learns a Knack. This can be a new Knack from the list in Chapter Three, or your cat can choose one of the Knacks he or she already has to get improved performance from it (if that's allowed in the Knack's description).

Rethinking Your Cat

Now that you've played once, it's time to think about how your cat worked in the game and whether or not

it met your expectations. Look at the "Changing Your Cat" section in Chapter Four and think about what the best thing to do with your cat is. By the time you play another adventure or two, you should be very well acquainted with your cat, how he or she works under the game rules, and what improvements you'll want to make as you play the *Warriors Adventure Game* more often.

Have Fun

That's it! You've now finished your first adventure in the *Warriors Adventure Game*. We hope you enjoyed it and that you and your friends will want to play again.

More adventures can be found at the back of each novel in the *Warriors: Omen of the Stars* series, and you can find extra information at www.warriorcats.com.



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