

The Mystery of the Yodeling Machines

A Scenario for Magical Kitties Save the Day

— Episode 1 of a multi-part adventure —

River City, on a scorching summer's day.



MAGICAL KITTIES
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It's now your turn to save the day!

The Heroes

Two Magical Kitties, **brother and sister**, who live in neighboring homes. Their humans know each other well and spend time together.



Number of players. This adventure was originally designed for **2 players** (the two brother-and-sister kitties), but it can easily be **expanded to a larger group**: simply add more Magical Kitties from the neighborhood to the crew, splitting up the clues to find, the witnesses to question, and the stunts to pull off among them.

City problem

Rank: 4

A secret inventor cobbles together malfunctioning robots out of mechanical junk. Each machine is repurposed from its original function — a coffee machine, a toaster — and seems oddly obsessed with yodeling tunes. Their mischief is mostly harmless, but the robots still cause havoc across the city while trying to express their artistic flair.

Act 1 — The Party Threatened... and Saved

The setting. It's morning. The humans are setting up a party in the garden: **it's the birthday of one of the two kitties' humans.** The kitties doze by the window, the radio murmuring in the background. One shadow hangs over the day: the **birthday cake**, ordered long ago, still hasn't arrived.



The special bulletin. The radio cuts into its programming: a **motorized contraption with a distinctive sound** has knocked over a small truck (carrying **fans**) in the middle of the road, causing massive traffic jams. No one hurt. The same contraption also tore up the lawn in the park. **Live on air**, the field reporter nearly gets mowed down by the speeding machine — and you can clearly hear its engine over the broadcast.

The trigger. A few moments later, **that very same sound passes right by the house.** The kitties recognize it beyond any doubt — and this time, with their ears pressed to the glass, they catch a detail the radio only half-conveyed: the roar of the engine is laced with a **faint little yodeling tune, muffled, coming from inside the machine itself** — almost as if an old cassette radio were playing, locked away somewhere in its guts of scrap metal. The connection clicks into place: if the cake is stuck, it's because of the traffic jams this machine caused. **Their human's party is in danger.** They're off.

The sheep trick. There's no shifting the overturned fan truck lying across the road: it'll stay blocked for a good while, and the cake with it. But the kitties spot a **flock of sheep** in the **neighboring field**. Speaking to them (in the animal tongue only cats command), they persuade the flock to shuffle aside and **clear a path across the field** — an improvised detour that skirts around the truck. Traffic can flow again along this **field route**, and **the cake is finally delivered.** The party is saved!



But the case isn't closed. The kitties have now seen and heard this strange yodeling contraption up close as it turns the town upside down. Too much damage, too much mystery. With their human's cake safely delivered, they decide to **follow the robot's trail** and find out who's behind all this.

Act 2 — On the Trail, at the Park

The scene of the crime. The kitties reach the park. The **contraption's tracks** are still fresh, and bystanders are still buzzing about what happened.



Bibop is missing. Bibop, the park's clever squirrel, might have seen something... but he's nowhere to be found. *(A mystery left dangling.)*



The nature of the contraption. Thanks to the **local birds**, the kitties piece the machine together: a **tractor / lawnmower engine** mounted on **big, oddly built wheels**, fitted with a **radio blasting Austrian folk music and yodeling at full volume**. The kitties understand at last: **it was the yodeling that made that unmistakable sound**.



The next lead. The birds know **Marcus the pigeon**, who told them about a **similar incident last week** — so this isn't a one-off. Next stop: Marcus.

Act 3 — Marcus, the Bakery, and the Chase

The wary pigeon. Marcus doesn't trust cats he doesn't know. He'll talk **on one condition**: they bring him a loaf from his favorite bakery, "**Au Délice Doré**," run by **Gaston Mirepoix**.



Chaos at the bakery. When they arrive, the kitties stumble onto a hilarious scene: a **speedy robot toaster** — which **dances, sings, and races along at full tilt** — has just **stolen Gaston's entire stock of toast**. The baker charges out, **rolling pin in hand**, to give chase. The crowd finds it comical. In his haste, **Gaston drops a croissant**.



A choice with a clever twist. Two ways to get the bread Marcus demanded:

- **Take Gaston's croissant** — easy, right there, but it's *his* croissant. A little dishonest.
- **Gather up the slices of toast** the robot scatters by the hundreds as it flees — "free" bread, fallen in the street. An honest move... that pulls them straight into the **chase**.

(Good behavior and story mechanics become one: not stealing from Gaston naturally leads into the pursuit.)

The pursuit. Strewn with slices of bread like a trail of breadcrumbs, the chase leads the kitties to a **storm drain**, where the toaster **dives in and vanishes**. But the kitties can't follow: the heavy cover **clangs shut behind it**, far too heavy for their paws. All around it, in the grime, **strange prints** (which they'll later identify as **raccoon paws**) give something away: the robot wasn't alone. **It had outside help**. The toaster's trail ends here.



Back to Marcus. No matter: during the chase, the kitties gathered enough slices to keep their promise. They bring the **bread** to Marcus who — true to his word — finally talks. A week ago, he says, the residents of River City saw the walls of certain alleys **repainted by a funny robot** — half coffee-machine, with arms waving **paintbrushes of every color**, and a **very peculiar sense of street art**. Marcus tells the kitties which **neighborhood** the contraption was spotted in.



Going further. As they follow the robot's paint trail, the kitties wander all across River City — a good occasion to introduce some of its iconic buildings, like the library, the castle, or the manor, and to familiarize the kitties with places they might visit in future episodes.

Act 4 — The Trail of Paint and the Hideout

The paint trail. In the neighborhood Marcus pointed them to, the kitties have no trouble finding their way: **multicolored paint traces** streak the walls of the surrounding houses and the cobblestones of the street. They follow this vivid trail to a **large circular sewer grate** — the entrance to an **older, far wider disused network** — through which the painter robot could have slipped away. Here too, not without help: more **raccoon paw prints** in the mud betray the link to the machine. This wider route, though, is **passable for the kitties**. Down they go.



Going further. The sewers cover a larger portion of the city, along with caves — or even submarine areas as you get closer to the river. Kitties might discover some dinosaur activity, or different entries into the city's buildings. There's an opportunity to extend the story by letting the kitties explore a little more, suggesting that the underground world offers some interesting alternatives.

In the sewers. The water carries unusual things along: a screw, a spring, a rusty bolt, a **streak of dried paint** along the wall. The trail continues to an old **metal ladder** that climbs up into the **inspection pit of a nearby garage**, seemingly abandoned. The kitties emerge among stacked tires and car wrecks.



A front. The garage isn't so abandoned after all. Through the big roll-up door, **hyper-intelligent raccoons** haul machine carcasses and heaps of scrap metal in and out, busy as workmen. Muffled yodeling drifts from somewhere. Hidden under a chassis, the kitties watch without daring to move.

The teaser (not yet the finale). At the back, a **concealed door** — a plate you'd swear was welded shut, but which pivots when a raccoon pushes on it — opens onto a passage toward the **underground archives of the central library**. As it cracks open, the kitties catch a few seconds' glimpse: a **warm glow of sparks**, raccoons in little welding goggles, and, towering over it all, a **huge shape under a tarp**. Then the door seals shut again.

They **know** now: a hideout, a leader, a grand project. But **there's no getting in this way** — the garage is watched, the door is a mystery. They'll need the other route: the sealed entrance **on the library side**.

The pressure mounts. Just before they leave, a **patrol of two raccoons** comes up through the pit. Emergency retreat, a frantic scramble for cover. By a whisker. The hideout is well guarded — the danger is now real.

Act 5 — Dr Scrap and the MEGA Thingamajig 3000

The night entry. The morning paper had announced it: River City's grand library is restoring its **west façade**, bristling with scaffolding. Once night falls, the kitties climb the boards and poles. Faced with a high window they can't reach by jumping, they rig up a **zipline** — a salvaged pulley, some rope, an old bucket for a gondola — and glide down to a cracked-open skylight. And there they are, inside the sleeping library.



The right door. Inside, the **raccoon tracks** (identified earlier thanks to a book on animal prints) guide them to a remote wing of the archives. A wall at the far end sounds hollow: no handle, no hinge. This is **the sealed entrance**. How to open it? The clue hides in the nearby shelves: right in the middle of the special section "**A Musical History of Yodeling Through the Ages**" sits an intruder — a thick **book on mechanics**, perfectly in place... nowhere. When a kitty pulls it from the shelf, a **click** echoes: the book is a lever, and the section of wall swings slowly open, revealing the passage. (*A nod to the players: yodeling is the signature of all of Scrap's machines — the through-line loops back on itself.*)

The hideout. The passage descends into the underground archives, transformed into a **chaotic workshop**: workbenches, showers of sparks, raccoons screwing, hammering, and yodeling. In the center, its tarp now removed, stands the **MEGA Thingamajig 3000** — a ramshackle tower straight out of robotic Frankenstein, impressive but not menacing. In front of it, conducting the whole operation, is **Doctor Scrap**: a brilliant, passionate raccoon, not the least bit evil. He knows nothing of the damage his creations cause up on the surface — he sincerely believes he's building wonderful things.



The countdown. The Doctor is about to switch on his tower, convinced he's about to achieve a masterpiece. But at this scale, the **flaw** that affects all his robots (the uncontrollable obsession that sends them off the rails) would spell disaster for the entire city. **The countdown is on.** The kitties must act fast.

Everything collapses. When the Doctor fires up the machine, the sabotage takes hold: the MEGA Thingamajig 3000 **goes spectacularly haywire**. Lurching, showering sparks, its scrap-metal limbs whipping through the air — the tower runs wild and **slams into the walls, the pillars, the vaulted ceiling**. The underground begins to **shake and cave in on every side**: blocks break loose, dust floods the workshop, **the ceiling itself starts to give way**. This is no longer a mishap — it's a full collapse.

The Doctor's escape. Panic in the hideout. Doctor Scrap, **stunned by the sheer unreliability of his own invention** and never for a second imagining that cats are behind the sabotage, has no time to make sense of it: it's **flee or be buried under the rubble**. Humiliated and overwhelmed, he **abandons everything** — workbenches, machines, his ruined masterpiece — and **makes a frantic escape with his gang out the garage-side exit**, the one leading to the sewers. The reign of the yodeling robots ends in the crash and roar.

The kitties' race. For the kitties, the raccoons' escape through the garage **closes off that route** — and in any case, that side collapses first. They have only one way out: **back up the way they came, toward the library**, weaving between falling stones. A race against the clock, the vault crashing down at their heels. They reach the archives, dash to their skylight, and slide out on the zipline **just before the entire west underground section caves in for good**.

The final irony — the next day, on the radio and in the paper: during the west façade renovations, the library announces it has **discovered a forgotten underground section that had collapsed** — a wing no one suspected existed, and one that "was badly in need of restoration anyway." To the humans, it's nothing more than a lucky find on the construction site. No one will ever know that two kitties saved River City that night.

And the human? She had her party and her cake the day before, thanks to the sheep. Mission accomplished, all the way through.

Alternative ending

Reason instead of sabotage. Instead of sabotaging the MEGA Thingamajig 3000, the kitties might choose to bring Doctor Scrap and his raccoons to reason — convincing them to stop before it's too late, or even hypnotizing the Doctor into shutting it all down himself.

The machine fails anyway. Even if the kitties succeed on the raccoon front, it's important that the robot still malfunctions somehow and the countdown stays unstoppable. The library's underground archives collapse all the same, and the cave-in separates the raccoon and kitty crews.

A step toward next time. Only now, perhaps the kitties have taken a first step in a direction where Doctor Scrap might one day serve their cause — or even come to their aid. But that's a whole other episode...

Cliffhanger — "To Be Continued..."

As the kitties head home at dawn, proud and exhausted, one **detail sends a chill through their victory.**

The garage hideout is empty. The raccoons vanished into the night — workbenches deserted, scrap left behind. But in the dust, a **fresh trail of raccoon tracks** leads away... and **no one knows where it goes.** Doctor Scrap has gone off somewhere, with his gang, his blueprints, and his wounded genius's pride.

Will he be back? Did he figure anything out that night? Does he know, somewhere deep down, that two kitties stood in his way? **Nothing says so.** Only one thing is certain: an inventor this stubborn doesn't stop at a first failure. He'll rebuild. Bigger. Wilder.

And meanwhile, somewhere in River City, **an old mystery is still waiting for its answer:** whatever happened to **Bibop the squirrel?**

The kitties saved the day. But the adventure is only just beginning.

END OF EPISODE 1.

Threads to Pick Up Next Episode

- **Doctor Scrap on the run.** He wasn't captured, doesn't necessarily know he's been found out, and may believe only that his machine was poorly built. His new hideout and his next project are yours to invent — a perfect starting point for Episode 2.
- **Bibop's disappearance.** Still unexplained. Ideal as the through-line of a whole episode, or as a surprise link to the raccoons.
- **The trail of tracks.** It leads away from the garage: the kitties could follow it the moment the next episode opens.

Episode 1 — five acts. The first installment of a thrilling adventure.

Credits

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