

ESTEEMED HOUSE OF CATS



CREDITS

THE PEOPLE INVOLVED

This adventure is heavily inspired by the artwork Mona Finden made of her cat, "Sir Rigby Danger," and the cat of one of my Patreon supporters.

- **Author:** Constantine "Kelfecil" Christakis (@Kelfecil) [Kelfecil's LinkTree](#)
- **Inspiration and Art:** Mona Finden (@monafinden) [Mona's Website](#)

SOFTWARE USED

- **The Homebrewery:** Once again, this website is really the tool I use the most for putting my adventures into a nicely formatted PDF file. Definitely worth checking out.
- **Twine:** An amazing tool that I have used extensively in the past for the purpose of creating narrative trees. If you are interested in creating your own stories, I suggest you check it out.
- **Roll20:** My all-time favorite Virtual Tabletop Simulator.
- **Prisma App:** This app helped me make some of the pictures of the cats a bit more "artsy" so that they could fit the module a bit better.

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SPECIAL THANKS

I would like to extend my gratitude to a few people that really helped this module come to life.

- **My caring partner, Anna**, who has continuously supported me, every step of the way.
- **Mona Finden, the artist**, whose artwork is absolutely stunning and I honestly cannot wait to show you the big adventure that I have been preparing with the rest of her work. The cover of this module is made by her and was the main inspiration for creating this adventure!
- **Mart**, my first Archmage tier Patreon supporter. He and his lovely cat Luna were one of the many inspirations for this adventure.
- **All my patreon supporters** who continue to give me feedback and all their love and support.

SUPPORT

If you wish to support me with writing more RPG things in the future, you are more than welcome to do so through my [Patreon page](#).

My Patreon supporters get exclusive content in the form of extra stories and other supplements that take the modules I create even further!

Patreon Supporters: *Mart, Karolina O., Keks_Adr, KataiAkuma, Calithiliel.*



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THE HOUSE OF DANGER

The cats had taken over. Sir Rigby Danger made sure that everyone in the house was happy. Everyone had to have a place and a role. However, it only took a month before the real face of certain cats showed. The ones that would be "above" the rest. Sir Rigby made sure of that.

It was a shelter to every cat present. A shelter with a social balance that none dared to upset. Mr. Danger was far too unpredictable and dangerous for anyone to even dare think the unthinkable. So it continued for a good few months and it reached the point where every cat was happy with the status quo. Every cat had a role.

Some would be butlers, while others would be maids. Some would cook while others would clean. All the meanwhile, Sir Rigby enjoyed every pleasure the house had to offer. He fancied two of the female cats and decided to elevate their social status as time passed. It was not long before both of those cats had their own rooms, their own special garments and so much more.

Rigby knew better than to allow anyone to question the situation they were in. He made sure to remind every cat, whenever possible, how lucky they are to be in that house. Food and shelter, what more could a cat ever want?

Luna, one of the two cat ladies of the house, was gentle and kind. She saw what Sir Rigby had done as monstrous and vile. She sought to undo the wrongdoing and the only way to do that would be to get the key to the cellar. To get the key, she would have to elevate her status in the house and there was only one way to do that.

Become Sir Rigby's betrothed.

Becoming engaged to Sir Rigby is not an easy task though. Luna knew that to achieve such a task, she would have to get very close to someone she really did not like. So she slowly seduce Sir Rigby as each month passed.

In the meantime, another suitress for Sir Rigby came into the picture. This lady cat had higher status as her goal. She did not want to betray Sir Rigby like Luna, for she admired him very much. She had fallen in love with his intelligence and cunning. All she wanted was to be next to this brilliant cat, as his wife.

A couple months passed and Sir Rigby realized that the luxurious life of the shelter would not last forever. The cats started talking more and more between themselves, planning things. Planning an escape. Sir Rigby realized that his leadership alone would not be enough and decided to announce that he will take as his betrothed one of the lady cats of the house. He hoped that this would inspire some loyalty among the rest of the cats.

He was right.

All of the cats talked less about escaping and more about the upcoming dinner when Sir Rigby would announce his decision. All was going well, until..

A strange knock was heard at the door..



The cunning Sir Rigby.

GETTING STARTED

THE AUTHOR'S WELCOME

Thank you for downloading this short adventure module and reading through its content. This short adventure fills in the time gap between the release of the second ([Daughter of the Wind](#)) and third (Windrider, coming soon) art-ventures. I simply saw the awesome art piece that Mona made based on her cat and I knew I had to use it somehow, for something.

A reminder once again that when it comes to D&D and any other RPG I play, I personally prefer to customize a lot of things that I find as a DM in order to be able to have the players feel even more engaged with the narrative and most importantly the roleplay part of it all. That would include creating new homebrew rules on the spot that range from custom spells to more unique things like special buffs.

I also tend to not put small boxes with text that the DM can directly read in my modules, since I believe that those break one of the most important mysteries of RPGs and GMing. I am talking about the part where the players can tell when a GM is improvising and when they are reading something directly from the book. You might find some extra info on some of the pages in the form of notes, but they are mostly for the DM to understand the adventure better.

For a full list of all the resources I used in order to create this module as well as links to everyone and everything involved, please check the credits page. Everything that I have created for the purpose of this adventure will be listed in various parts of the adventure.

Despite the information given here, I entice you to give the adventure your own twist and make it into something that fits better in your own campaign wherever needed.

INTRO TO THE MODULE

WHAT IT IS ABOUT

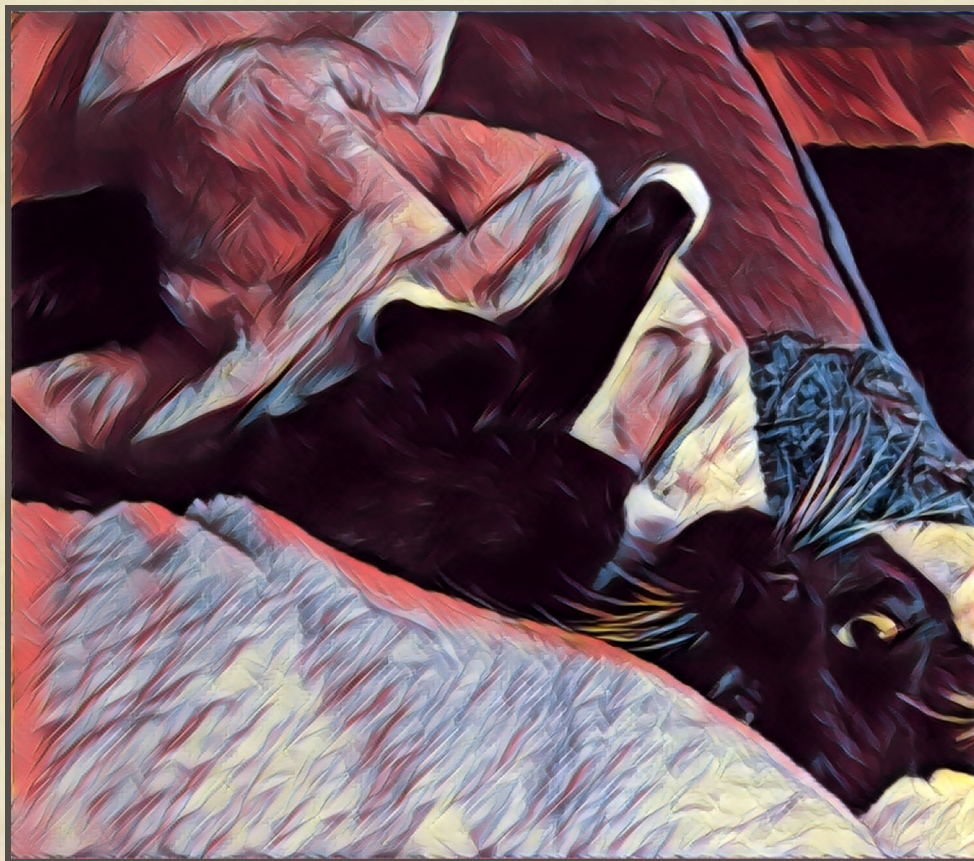
Esteemed House of Cats is a short **linear story** that players of any level can experience. The players will get involved in a small environment filled with awakened cats who can talk. Moreover, the players will meet the three important to the story characters and then will have to make a decision that will give an ending to the story.

The adventure in this module is very heavy on roleplay elements and it is advised that most Difficulty Checks are completely ignored for the sake of experiencing the story as it is meant to run. The DM has to bring the players close to the house to drive their curiosity and then lead the way from there.

I like to think small adventures, like this one, as short happenings between the more serious stuff that happens in D&D. I feel that it is sometimes a nice thing to have since it helps players relax, sit back and enjoy the narrative as it unfolds. It feels more like an adventure game with certain choices, rather than a tabletop RPG situation. There is of course a balance to all things, so I suggest you run this adventure only if you really think your players need a bit of a relaxing time.

As with all the adventures I write, showing the players the pictures found within this module helps drive the players' imagination further.

This adventure **should take 1 session of no more than 1,5 hours to complete**. The adventure is geared towards players of any level.



RUNNING THE MODULE

In the next couple of pages, a lot of information will be given on how to run this adventure. The story is very linear and it is up to the DM to improvise and come up with how they can present a lot of the parts. Most of the information given here is to flesh out the basic parts of the entire story.

Things like details about the cats' appearances, the house's condition or even the way the cats talk, are all stuff that the DM needs to come up with. There are a few suggestions for each part in this module, but it is ultimately your story to tell.

THE HOOK

Seeing how this is a bit of a random "filler" sort of adventure, the way you introduce the players to this story has to be well crafted in order for them to be interested in it. Even with a good adventure hook though, it is hard to make this short story part of any bigger campaign since the characters are all quite strange. The druid is the only one that could make any sense, but even then, that is only one character. For that reason, I advise you take this story a little bit less seriously yourself and try to be a bit more lenient about the fact that it does not necessarily fit perfectly into your overall campaign story.

A good example of how I fit it into one of my sessions is that I made the druid mention that he and his colleague came to Icewind Dale to investigate the situation with the eternal winter caused by the Frostmaiden. He mentioned they split ways when they were at Bremen since his colleague wanted to explore the lake a bit closer. That is where the "Lake Monster" quest comes into play, since the colleague of the druid would be the one that awakened the Plesiosaurus in the lake.

If you are not in Icewind Dale though, you could follow one of my other examples for making an adventure hook:

- The players are traveling through a place that they have not been through before. During their journey, they come across a house that looks abandoned. They investigate closer and notice cats inside the house, all dressed up and walking on two legs. If they do not knock on the door, then one of the retainer cats notices them and opens the door to invite them inside.
- The players hear all sorts of rumors and stories at an inn or a tavern. One of those stories could come from a drunkard who swears on his dog's life that he saw cats all dressed up and walking on two legs having tea inside an abandoned house around the area of *{insert the area you want the house to be at here}*.
- The abandoned house could be the home of one of the known characters in your campaign. Maybe cats took control of the house after that character left the house behind for far too long.
- Other druids or wizards know of a druid that went down a certain route but hasn't returned in months. They ask the adventurers to look out for anything weird they might come across while following the same route.

ADVENTURE SYNOPSIS

This adventure is focused on the story that takes place from the moment the players enter the house till the moment they leave it. The following list shows how the adventure progresses:

1. The adventure hook comes into play.
2. The players find the house. They are invited inside in some way.
3. The players are introduced to each one of the three main characters, one by one.
4. The players now know the story and are invited to join the cats for dinner.
5. Sir Rigby Danger asks the adventurers to make the decision for him.
6. Depending on what choice the players picked, an outcome ensues.
7. The players leave the house.



THE CHARACTERS

SIR RIGBY DANGER

Sir Rigby Danger is a character modeled after Mona Finden's cat. Although I do not know the real Rigby personally, Mona gave me very clear instructions; "*Make sure he's an asshole.*"

Sir Rigby Danger is a neutral evil character. Ever since he found intelligence, he has done his best to bring all the cats in the house to his side. Everyone respects him and at the same time fears him. Having seen what he did to the druid whenever the druid talked back at him, the rest of the cats do not dare go against him. Even when they started planning a coup, Rigby was cunning enough to distract them with something else so that they forget all about their coup plans.

Sir Rigby talks in a very posh way and with a lot of adjectives. He always tries to flatter everyone around him in order to get on their good side and later deceive them. His form of manipulation is definitely being overly complimentary.

Important character traits:

- He uses the phrase "most certainly" whenever possible as an answer.
- He is never seen around the house without his suit.
- He wants to rule the house for as long as possible. He will kill the druid if someone else tries to take over.
- He desires power, fears his power being taken and does not believe in true companionship of any form.

"I care not for your life human. Even after you take away my intelligence, my sharp claws will surely cut through your throat, so choose your next move wisely..." said Rigby while holding his paws close to the druid's neck. It was this moment that gave Rigby the respect of all the other cats in the house. Since then, Rigby had asked to be addressed only as Sir Rigby. He took his leadership quite seriously and therefore made a lot of requests from the other cats. Food, baths and all other kinds of luxuries prepared for him whenever he wanted them.



LUNA

Luna is a character modeled after Mart R.'s cat. I do not know Luna personally either, but I have seen more than a hundred pictures and videos of her since Mart and his girlfriend never stop spamming me with those.

Luna is a lawful good character. She enjoyed staying in the house and after a short while, her good looks allowed her to rise in status. This gave her access to more luxuries than what she initially had but all this also came with the realization that what was happening in the house was not right. Luna felt very uneasy, taking advantage of the druid to continue living this life, so she decided to devise a plan to overthrow Sir Rigby and free the druid if possible.

The way Luna wants to do that is by deceiving Sir Rigby and making him think that she is in love with him, that she wants to be engaged to him. Then she would be able to ask Sir Rigby for the key to the basement cellar and go free the druid. Sir Rigby always holds the key to the cellar on him, so it would be impossible to do this any other way. Either that, or kill him, but she doesn't have it in her to do such a thing.

Important character traits:

- She says "oh my" a lot.
- She is always very elegant in the way she moves.
- She wants to overthrow Sir Rigby and free the druid.
- She does not believe any person whatsoever should ever have so much power over others.

Luna sat at the edge of the window looking outside. She wanted to go outside again, but she knew the druid's spell wouldn't reach that far. She knew she would risk losing her intelligence. She wanted to end it all though. She felt how evil Sir Rigby was and she knew she had to do something about it. She licked her paws and continued thinking of how she could dethrone the cunning feline.



THE THIRD CAT

This is honestly my favorite character of the story. The third cat should always be a cat named after one of your players' cats (if any of them has one). If none of your players have a cat, then go with a generic look and name of your choice.

The reason behind the third cat being portrayed this way is so that that the players (or at least a few of them) develop some sort of connection to the D&D cat character, making it even more interesting and engaging. For example, when I ran this adventure with one of my groups, the third cat was called Tolkien and was modeled after the cat of one of my players. Needless to say, everyone was loving it and was also surprised in the end when the druid came upstairs and they saw how he reacted to seeing the cats after months of being trapped by them.

The third cat needs to be the one that is seeking to elevate her status by being engaged to Sir Rigby. She is the one that admires Sir Rigby and wants to really stand by his side as his betrothed.

Important character traits:

- She uses the word "regrettably" in a sentence whenever possible.
- She speaks very highly of Sir Rigby, complimenting him at all times.
- She wants to stand by Sir Rigby as his betrothed and will do anything in her power to achieve that.
- She does not believe anyone else in the house could ever be as smart as Sir Rigby.

"Well, regrettably, the druid did not like our plan. Should he be on our side, we could do so much more. Such a pity to see so much potential go to waste. If only he could see the brilliance that is Sir Rigby's beautiful mind" said the snobby cat as she trimmed her nails. She sat on top of one of the biggest pillows the cats had found in the house.

RAFEN, THE DRUID

The druid is a human druid who was just wandering around when he found the abandoned house. He went inside to investigate when he saw the cats roaming around some of the wreckage. He decided to awaken a few of them so that he can talk to them and find out more about the place. He very soon realized that he should have used the *Speak with Animals* spell instead.

When the players meet the druid, he will be in a terrible condition. Considering the fact that he has been trapped and fed very little food for months, he is both angry and agitated. There is nothing special about him, so feel free to make him as you will. Only important thing to know is that he is the kind of person that would not take his own life, since if he was, he might have made that decision by now instead of continuing to be under Sir Rigby's claws. He is also too afraid to try escaping on his own.



THE STORY PATH

THINGS TO NOTE

The path that the players take is very linear. It is up to the DM however to introduce details wherever they want. You could keep it simple, or you could go as far as explaining the way many of the cats in the house look like as well as other little details about the house itself.

The house is also a great way to introduce the former home of one of your campaign's characters and it worked great for when I did that in my own campaign.

PART 1: ENTRY

The players arrive at the house (after the adventure hook part) and either knock on the front door or are seen by one of the cat retainers inside. A cat retainer opens the door and welcomes them inside in a very polite manner.

This is one of the first parts where you can start showing your players how obscure this whole situation seems to everyone. When the door opens, you could tell the characters that at first they see nothing and then, when they look down, they see a cut in proper butler attire.

If questioned about the clothing, the cats will explain that they make their own clothing at the house.

PART 2: INTRODUCTIONS

Once the players go inside, you can start explaining how the house looks like. The players will see a few cat retainers going around the house, cleaning various rooms, cooking and doing all sorts of chores. Once the players are escorted into the living room, they will see two small paws holding up a tiny book. That is Sir Rigby reading a very small book that he found in the house. Sir Rigby is sitting on a crimson-red armchair in front of a lit fireplace.

Sir Rigby will lower the small book and address the adventurers as "lost wanderers." He will be very polite to them and will ask them to join him and the rest of the cats for dinner later. He will also mention that he feels very excited to have extra people over for dinner as tonight is a very special night.

After a bit of chit chat, Sir Rigby will tell the players to introduce themselves to the ladies of the house before dinner is served. Sir Rigby will call one of the butler cats and ask them to escort the players upstairs to meet the ladies. The players will then be escorted upstairs where more of the house can be described.

Remember that the house was abandoned so only a few parts of it were fixed. There are very dusty bookcases, half-destroyed furniture and thrown items on the ground.

The players will then meet Luna. Luna will be standing in front of a mirror looking at herself when the players enter her room. A small conversation will take place where Luna will explain how much she loves Sir Rigby and how important tonight's dinner is. She will ask the players to vouch for her because she thinks she is the one that Sir Rigby deserves by his side, since she believes she is the only one that truly loves him.

Luna is of course lying and if any of your players ask if they can make an insight check, you should either decline or have them make it and then tell them that they can feel that she's telling the truth.

Right after the conversation with Luna, the players will be called to another room to meet the third cat. When they meet the third cat, she will be next to a window with her paws extended towards another cat that is trimming her nails for her. She will greet the players and will be very condescending from the very start.

The third cat will speak of Sir Rigby as much as possible, complimenting him every time about something. Do not be afraid to repeat yourself when talking as the cat. She will also mention that tonight's dinner is very important and that should the adventurers vouch for her, she will reward them with a trinket that she thinks is of great value.

Once the conversation with the third cat is over, the butler will come once again and ask the players to follow him to the dining room. The dining room will be downstairs and the players will be escorted to their spots at the table. There will be three chairs with lots of pillows on them too. The pillows are for the cats to be able to reach the table. One of those chairs will be occupied by Sir Rigby who will be at the head of the table.

PART 3: DINNER TIME

Dinner will start and various kinds of edibles will be offered. It will mostly be roasted rat. If you want to use other kinds of edibles here, then feel free to, but remember that the cats would not go far from the house to hunt for food.

Sir Rigby will make a toast and will say that he feels very thankful that the lost wanderers have found their way into his humble abode. He will then do a small speech, explaining how he finds it very important to have a partner by your side, someone you can trust. He will say that he believes in destiny and for that reason, he believes it was destiny that brought the adventurers into his house. He will then ask them to make a decision for him. He wants the player to decide who he is to be engaged to.

This is the point where the players need to say either of the two names. They can have a small conversation, but Sir Rigby will push them to make the decision for him no matter what. If it goes too far and the players do not want to make a decision, then Sir Rigby will say that he would like to make a decision when the adventurers are gone. This would end the story there.

PART 4: THE FINAL CHOICE

If the players go with Luna, then Sir Rigby will say some good words about her and will then thank the players. Once Sir Rigby is done talking, Luna will ask Sir Rigby to have the key to the cellar. She will say that she believes that such a moment requires some of the finest wine to properly celebrate. Sir Rigby will find it very appropriate and will be too distracted to see Luna's true intentions. He is too occupied with the guests, showing them how benevolent and classy he is, to even think of something weird is going on.

A good five minutes or so later, the cats will suddenly stop talking and will go back to being normal animals. The players will see some of the retainer cats walking on all four legs again. A minute or so later, the players will hear footsteps coming from the basement and when they turn to look towards the staircase that goes down, they will see Rafen come up.

Rafen, the druid, will be in complete shock. He will talk fast and say random things about what happened to him when asked what is going on and who he is. He will speak about the cats with hatred and fury. He will be very, very mad at the cats for what they had done to him. He will be very smelly, dirty and will overall look terrible.

It is up to you to decide how Rafen will react when he sees Rigby and the other cats. I do not advise you do anything too harsh if you know your players are not emotionally ready for very intense situations. I personally went with killing the third cat, but the people in my group are friends of mine and I know them well enough to know I can pull off something like that. They also somewhat expected it once the druid explained to them what was going on.

Either way, *be careful with how you handle this part of the story.*

Once Rafen relaxes a little bit, he will calmly thank the adventurers and tell them that he never meant anyone any harm. He will explain that he was only trying to befriend the cats when they turned on him out of nowhere. He will say that this one fluffy cat, Luna, spoke very nicely to him when she came to free him. She said to him *"I am so sorry for all that has happened to you. You should also thank the people upstairs, for they are the ones that really made this possible."*

Rafen will then say that the only thing of interest in the house is a locket that he saw one of the cats carrying around at some point. This locket is in the third cat's room and is the trinket that she was going to give the players had they chosen her to be Sir Rigby's betrothed.

If the players decide to investigate the rest of the house, they will find nothing of interest. Unless, of course, you want to place a book or something else that might be interesting. For my campaign, I left a few clues inside the house that made the players understand whose house it was before it was abandoned.

The locket can be a magical item of your choice. If you would like my suggestion for what it could be, then check out [Appendix A](#).

If the players investigate the cellar, they can find some finely-aged wine among other things. The cellar will smell really bad and the players will also be able to see the trap that Sir Rigby made to imprison the druid. It is a strange contraption that keeps the person inside always locked in with no way of escaping. A guillotine-like blade hangs above the trap. There was always a cat there guarding the trap and making sure their paw is ready to let the blade loose.

The druid would in any case be able to dismantle the trap by using some sort of magic, but was always afraid that the cats would just instantly kill him if he tried anything. Rafen was generally way too afraid to try escaping on his own.

The druid will thank the players once again and ask for directions to a nearby town before he takes his leave.

If the players go with the third cat, then Sir Rigby will say some good words about her and will then thank the players. Once Sir Rigby is done talking, the third cat will thank the players as well and will hand over a locket that she says she offers as a gift to the lost wanderers.

After a bit of chit chat, Luna will ask Sir Rigby for the key to the cellar because she wishes to celebrate the announcement. Sir Rigby will pity Luna and tell her that she may have the key. Once Luna is gone, Sir Rigby will say a few things about Luna, saying that he feels a bit bad for her, because he knows how sad she can get. He will then say that he is happy nonetheless with the choice and that the third cat will make a great wife for him.

The same line of events could happen again unless you don't want the same kind of ending. If you don't want the story to end the same way, then you are free to just end the adventure there and have the players leave without ever discovering what was really going on in the house of awakened cats. You could for example have Luna never receive the key from Sir Rigby or have Sir Rigby go grab the wine himself, since it is a very special occasion for him and the third cat.



AFTERWORD

Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

A huge thank you to Mona Finden, first for inspiring this story and second for allowing me to use her amazing artwork of Sir Rigby Danger. I cannot wait to soon share with everyone the art-venture where Mona Finden is the featured artist and a lot of her artwork is used for the story.

One last time, if you would like to support me, I have set up a [Patreon \(/kelfecil\)](#) and in the meantime, you should most definitely check out Mona's work on her Instagram ([@monafinden](#)).

"I MOST CERTAINLY DID NOT EXPECT STRANGERS TO JOIN US IN TONIGHT'S DINNER, BUT, THE HOUSE OF DANGER ALWAYS WELCOMES LOST WANDERERS. PLEASE, ENJOY THE FOOD."

~SIR RIGBY DANGER



APPENDIX A

Cat stats. (Hopefully you will not need this.)

CAT

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	5 (-3)	12 (+1)	11 (+0)

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft., passive Perception 14

Challenge 0 (10 XP)

Awakened. The cats have +10 to Intelligence and are able to speak Common. A few of them are smarter than the rest.

Tiny Fluffy Step. Cat does not provoke attacks of opportunity and is able to move between enemies' legs.

Keen Smell. Cat has advantage on Wisdom (Perception) checks that rely on smelling something.

Actions

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

LOCKET OF TRUE LOVE

The locket is made of silver and is in the shape of a small star. The locket comes with a rope that allows anyone to wear it as a necklace. While not worn by anyone, if the locket is opened, there is nothing inside. If someone is wearing it, then the wearer sees a picture of their one true love or the one they desire the most.

Once per day, the wearer of the locket can utter their true love's name to gain advantage on their next saving throw, attack roll or difficulty check roll.



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