

# Here Kitty Kitty Kitty...

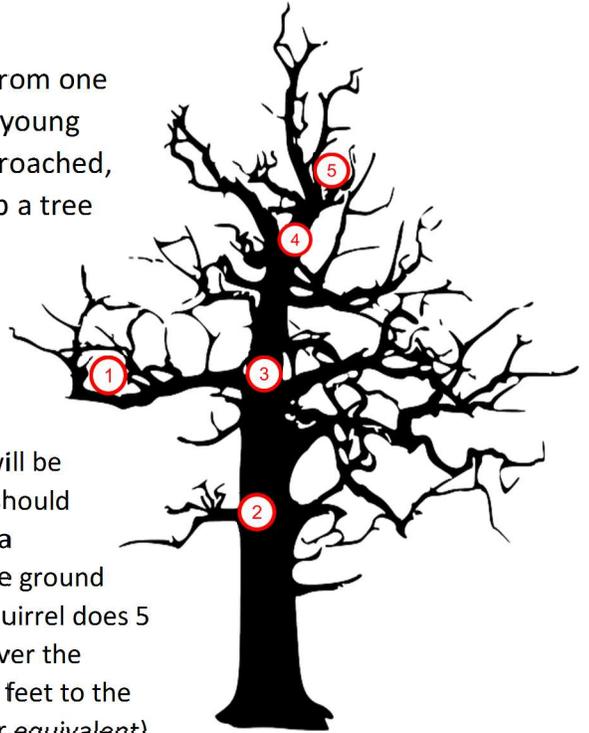
*This encounter in memory of Bruce.*

*19 Years of love.*



While walking down a country lane, on the way from one place to another, your adventures happen upon a young boy crying in a field not far from the road. If approached, the boy will explain that his cat, Bruce, is stuck up a tree and he can't get him down.

1. Location of Bruce. Looks friendly enough. If the characters attempt to toss things to scare him out of the tree, or attempt to toss a rope over this branch, Bruce will quickly climb to location 5.
2. If your characters have someone climb the tree, here they will be attacked by 5 fire ants. Damage is only on the surface, but should character attempt to slap them off without first climbing to a higher spot, they suffer a 25% chance of falling 10 feet to the ground
3. Character is attacked by an until now unnoticed squirrel. Squirrel does 5 points of damage each round as it claws, bites, and crawls over the character. Character has 25% chance of falling from tree 20 feet to the ground. This increases to 50% if character fails a surprise (or equivalent) check. If character falls to the ground, Bruce climbs to location 5.
4. If Character has to climb to location 5 to retrieve Bruce, here they will encounter some bark rot. As character starts to pull himself/herself up, the bark gives way. Roll an Acrobatics (or equivalent) check to see if character catches themselves. On a failure there is a 20% chance they will hit a branch on the 30 foot fall to the ground.



## Rescuing Bruce:

Once character reaches Bruce, now they must rescue him.

- A. If character reaches Bruce, they can attempt an Animal Handling (or equivalent) check to coax Bruce into their arms. If successful, they are able to climb down out of the tree with Bruce and return him to the boy. Reward: the boy doesn't have much to offer in the way of coin, but invites you to his farm where he's sure his parents will give you a hot meal and let you sleep in their barn. Character gets +2 on their next Charisma save. (RP Opportunity: Have the players act out calling to the cat for a bonus of your choosing on the check)
- B. If the character reaches Bruce, they can attempt to grab him and toss him down. If the character takes this action, the boy collects the cat and runs away yelling his thanks behind him. Character gets a +1 on their next Charisma check.
- C. If the character reaches Bruce, they can simply grab him and man handle him down the tree. There is a 20% chance of falling for every 10 feet of tree climbed. Bruce climbs back into the tree to location 5 upon a fall. Once Bruce is out of the tree the boy collects his cat, says a curt 'Thank you' and runs away. Character gets -2 on his next Charisma check.