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- Mission Rescue –

Welcome to Deges & Dragons, today is the finale of season 1 and we're playing Tiny Frontiers – a simple d6 based game which takes place in outer space. We ourselves are in the nebulous regions of the internet practicing our social distancing. I want to remind everyone at home before I read the following that the players are hearing all of this for the first time.

You are all members of an intergalactic rescue group called "Such Rescue" featuring a blue space doge crest as your symbol. Traveling the galaxy aboard your mighty spaceship the Flabberghast, you've saved thousands of space dogs from galactic wars, planets running out of food, planets with dangerous weather, and even criminals. You've successfully unloaded the last space dog up for adoption and have begun to look for your next mission locale. Recently you've caught the attention of Felinitus Rex, the king of planet Catnip. Your intelligence gathering has yielded info that he is a regal 2' tall bipedal Abyssinian (cougar looking, extended ears, short hair, sandy coat). He believes cats are the alpha species and must force all others to submit. He despises cute space pups so much that he's constructed a massive prison called The Pound.

Your team is made up of skilled specialists ready to confront any challenge – a veterinarian, a groomer, a chef, and of course a hedge fund manager...I mean Public Relations. You all also have unique jobs aboard the ship and possible backgrounds prior to fully devoting yourselves to Such Rescue. We shall create those characters now!

Creation is simple, you'll choose a race, 3 traits, weapon proficiency and mastery, gear, and for flavor we're going to come up with how our group got to where it is today. I'll get everyone started – what's your individual history? Why rescue? Why your specialty now? Friends?

Awesome, now that we have our team – OH NO! YOU'RE UNDER ATTACK! Felinitus has sent a strike ship after you called The Queen Salmon, what do you do?

*During the dogfight several things will happen

- Captain Katze will come up on comms
- The Queen Salmon will damage the shields and they'll need to be repaired.
- The Flabberghast will need to fly through an asteroid field
- The Queen Salmon will attempt to have 2 small ships board the Flabberghast and fight
- The Flabberghast escapes by crash landing on nearby planet, Jank. Even if group jumps to lightspeed,

If you're going to make it to planet Catnip, you'll need to recharge and get a passcode to bypass the energy shields surrounding it. Fortunately, you know just the place – Ring's Eye – a space marina where people spend months just chilling on their ships docked at this place. It's overseen by Lady Luce, a 13 lb. beast blended of adorableness and fierceness. None dare raise a hand to violence here.

Appendix A – Notable Characters

Felinitus Rex – King of planet Catnip, he is a regal 2' tall bipedal Abyssinian (cougar looking, extended ears, short hair, sandy coat). He believes cats are the alpha species and must force all others to submit.



General Gato – The leader of Felinitus's army, he is a seasoned rotund Persian (fluffy with pointed ears and a natural scowl about him). He constantly wants to feast, but will only take a bite before smashing his food on the ground.



Captain Katze – She commands the strike ship pursuing The Flabberghast called the Queen Salmon, she's a Chartreux (super soft puffy fur that looks groomed, almost a dark greyish blue). She is quite silly seen playing with a dangling toy from her command chair



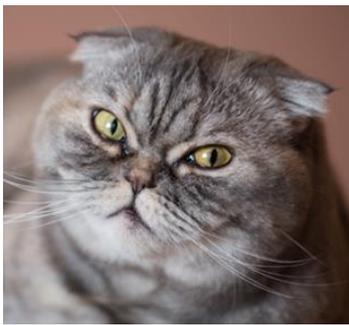
Dr. BatholoMew – He is in charge of feline studies and attempts to indoctrinate dogs into seeing the superiority of cats. He is larger than other cats by breed and clumsier, but makes up for it with his vast intellect. Though he can't tell dogs don't understand anything he's saying.



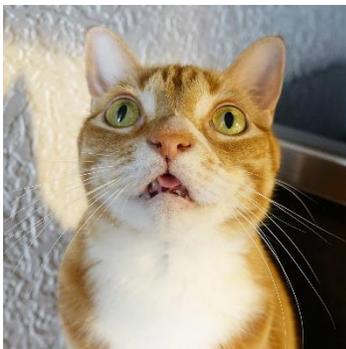
Stripes – Bounty hunter working offworld that will attempt to capture enemies of Catnip and bring them back to the planet. He is an American Curl (striped, with curled ears, and a regal appearance)



Catrina – the chef of the castle, a Scottish Fold (round puffy features with stubby ears and narrow eyes) she hates her job because she basically just collects leftovers all day



Tabby – Royal fashion designer, she's incredibly aloof, and assumes anybody entering is a model



Burkley – IT woman who keeps an eye on surrounding messages. She feigns intercepting the code to enter the planet, but she works for Felinitus. The bounty hunter – Stripes – will attack the players.

Freddles – a khalumra with a mullet and always wearing a baseball cap, he's extra small and cruises around Ring's eye with an orange scooter.

Gagoo – a gen with pure white hair all over and a moustache. His favorite insult is "Nerd" and he's always drinking pineapple juice. He operates as one of Lady Luce's goons though often forgets what he's supposed to be doing.

Kirsten – a tough right hand woman to Lady Luce. She handles all of her affairs and keeps the riffraff in check.

Mosaiq – intergalactic DJ who is constantly attempting to have such mighty bass he can generate black holes. His technology was used to develop the Meowitzers.

Rill – a human handyman, he has a blonde fluff, visor, and sunglasses at all times

Appendix B – Locations

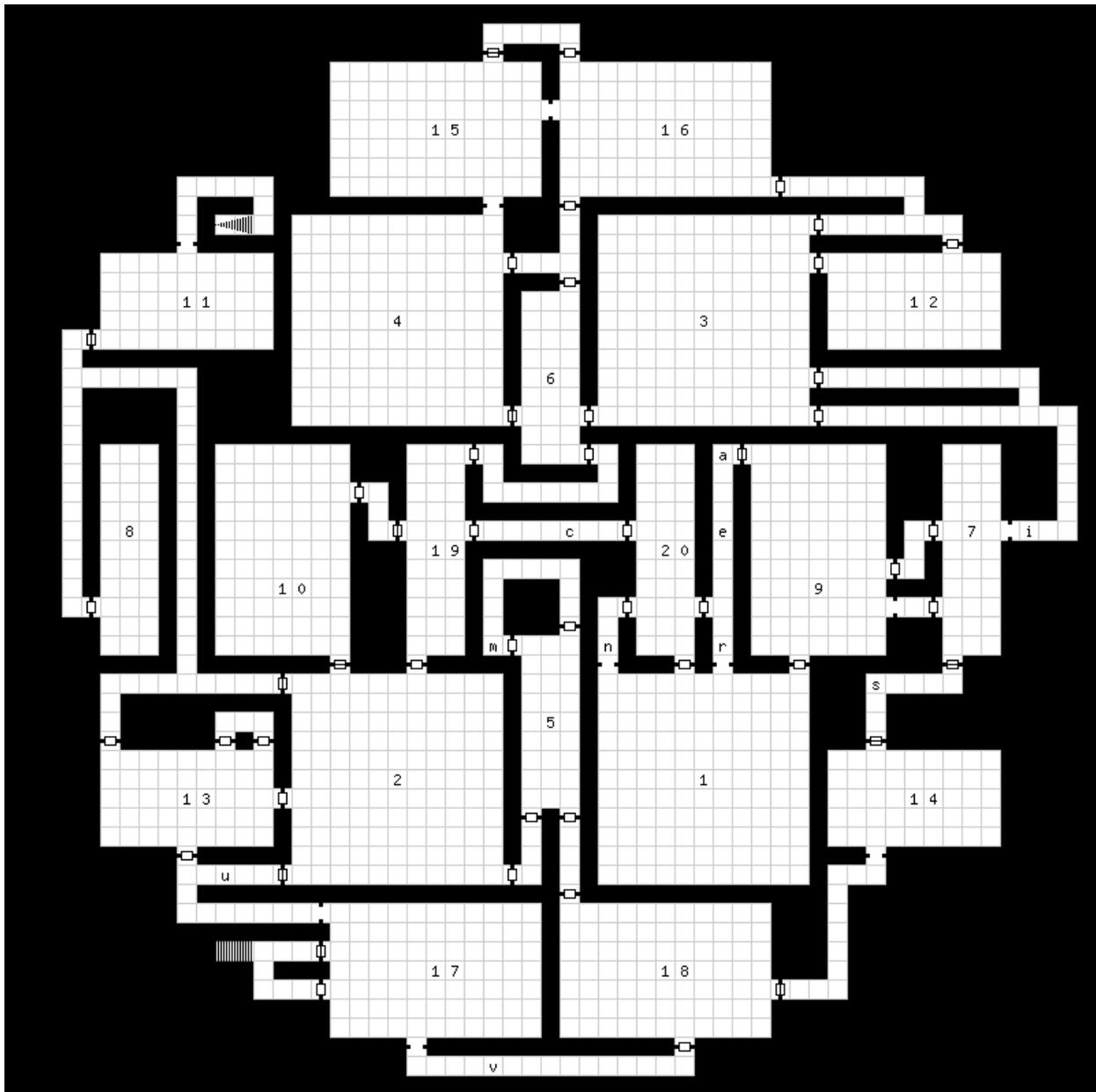
Catnip – The home planet to the Felines.

Jank – Planet that's full of scrap. It was once an entire planet of machinery and robots, but in harvesting the planets resources deep into the core, a worldwide EMP blast destroyed everything.

Ring's Eye – Rest space marina where people keep their ships docked and hang out. It's considered a neutral zone and lorded over by Lady Luce, a 13 lb. black beast who conquers all with cuteness. To board here, one must present her with suitable treats.

Scratchpost – Military outpost designed with the appearance of a giant scratch post. It stands about a mile high and is easily observable approaching the relatively small landmass. It has access arms jutting out seemingly at random where civilians would be ordered to land. There are holes in the building with energy fields that open for military class ships. The main defense system is comprised of specialized cannons called Meowitzers, a form of artillery that blasts sonic meows that disrupt both energy shields and solid structure.

The Pound – A dark and dreary prison constructed of stone with quartermile high walls and a giant neon flashing sign that says "No Treats". It's beset in a marsh area, so it's always damp and stinky. Inside are a number of high profile pups as well as Neko – a dog sympathizer.



Neko Castle has a series of crawl spaces connecting each of the rooms. They're circular with clear and bright color tubing.

1:0 – The kitchen, here there are walk in freezers full of fish as well as various dried foods, meats, to be delivered around the castle.

1:1 – The entrance hall is a medium sized room with three lines of shelving and ornate vases decorating the walls. There is no obvious exit, though you know the castle is enormous. (To open the tubing passage, players must knock a vase off the shelf. If players struggle with this have them roll a knowledge check of some sort.)

1:2 – Prisoner processing. There is a projector screen with Dr. BartholoMew attempting to indoctrinate dogs that cats are the greatest beings alive, but the dogs don't understand any of it and just sit panting.

1:3 – Servant's quarters. Here there are human maids and butlers waiting for orders, There is a small closet room with changes of clothes as well as cleaning supplies. Squirt bottles are kept under lock and key.

1:4 – The Vault. Here there is a massive storage chamber under lock and key full of valuables

1:5 & 1:6 – Prison. There are two dozen cells with space dogs waiting to be rescued. There is only 1 guard per room who are easily subdued.

- Pongo, great dane, gentle beast
- Iggy, afghan, regal
- Sparky, beagle, wild and noisy
- Snoopadoop, basset hound, slow and calm
- Baxter, English bulldog, tough
- Dynamite, corgi, bossy
- Boof, Doberman, orderly and obedient
- Alfonz, dalmation, pompous
- Cream, golden retriever, friendly
- Frauline, german shepherd, watchdog
- JackJack, jack russell terrier, super energetic
- Thor, mastiff, obviously a warrior

1 – The throne room. Here Felinitus Rex rules with an iron paw. There are massive paintings of himself lining the walls. His throne is maybe 10x too big for him, but he sprawls out on it.

1:7 – R&D – here you'll find large wheels, self-regenerating couches, explosive mice, and so on

1:8 – Storage bay for mini cat mechs

2 – The ballroom, here there are a bunch of cat people jamming out like a jazz band at the moment. Players could easily sneak through. Players may also join in to appease them, but otherwise they'll be assaulted by sound.

2:0 – The War Room. General Gato resides here planning out battle strategies.

3 – Barracks. Here there are 2 guards sleeping.

4 – Comms center. Here there is all sorts of high-tech machinery attached to cameras observing the entire facility. There's a be back in 15 minutes sign sitting on the chair, but it actually has some cobwebs on it.

5 – Fashion display room.

6 – Prisoner's food. There is a single chef cat who collects all the foods that Felinitus doesn't finish, which is all of them, and then serves them as leftovers to the prisoners. The food made is exquisite, so the dogs basically get top tier meals minus a bite. (Catrina)

7 – The litterbox. A massive litterbox with a machine that's constantly vibrating and replacing the material like slow moving sand.

8 – A large grooming station. There are scratch posts, hairball disposal chutes, brushes, etc. It's clear this room is to make yourself presentable before going through the rest of the castle.

9 – Massive playroom with laser pointers all over the ceiling