

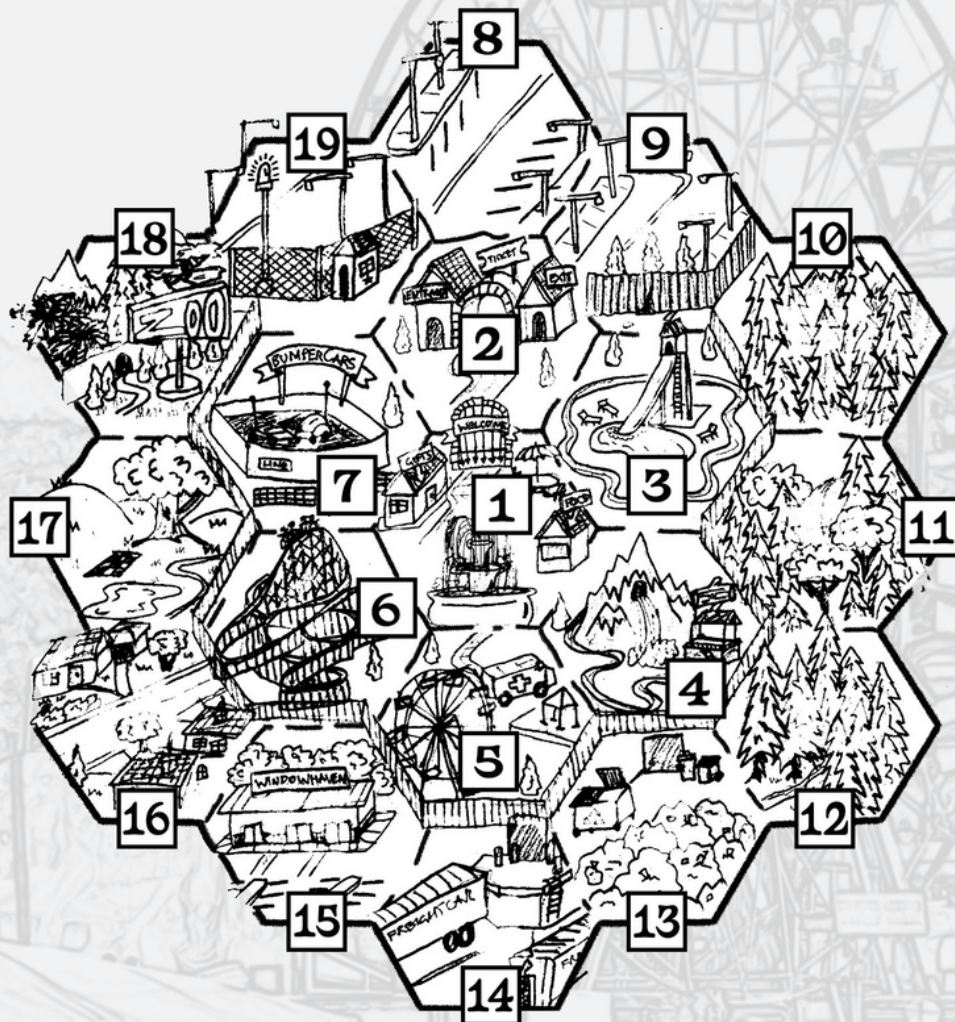
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Tiny Tails #1: The Hexcrawl

Compatible with  
**Mausritter**

# Rolling Coast Park



## 1. The Pavilion

Packed with humans during the **day** and locked up at **night**, the central pavilion is full of shops, food, and corners to explore. The friendly mouse settlement of **Snackburg** can be found in the food court walls.

## 2. Ticket booths

Main entrance to Rolling Coast - lots of humans passing through, dropping coins and ticket stubs aplenty.

## 3. Lazy river & water slides

Splashing water, floating tubes, and steep slides - fun for humans, but treacherous for mice.

## 4. Log ride

Fast-moving logs and waves of water - the log ride is best avoided by mice.

## 5. Ferris wheel & park medic

Home to an affluent settlement of 78 mice situated in the highest bucket of a derelict ferris wheel. Renowned sparrow riders and merchants beyond the park. A lone **alchemaus** resides in the medic's van below - cooking up alchemical wonders.

## 6. Roller coaster ally

Small outpost of **Sparktown**. Home to 137 **Gearheads** and the source of many of the parts that make up their contraptions.

## 7. Bumper cars

Crashing cars during the day and a great place to forage for spilled food and dropped treasure during the night.

## 8. Primary lot

Large metal beasts coming through day and night, only the bravest of mice venture into the blacktop sea.

## 9. East lot

Abandoned ticket booth. Hideout of the **Packratz**. They frequently venture into the park through a gap in the fence.

## 10. Forest

A thick green forest borders the park.

## 11. Forest

A waterfall deep in the forest holds a portal to the faerie realm.

## 12. Forest

Nearby waste dump is encroaching on the forest and steadily killing the trees here.

## 13. Waste dump

Human rubbish is a rodent's treasure. An endless source of treasure, food, and adventure. A **fight club** meets here inviting local creatures to take part...if they dare.

## 14. Loading dock

Delivery trucks dropping off park supplies and food. Locked up at night.

## 15. Windowhaven

Strip mall behind the park. Plenty of adventure for brave mice to seek.

## 16. Suburbs

Rows of human houses. Potential location for new colonies. Unknown what lurks here.

## 17. Nature park

Beautiful nature park. Favourite picnic spot for local humans.

## 18. Zoo

Entrance to local zoo - a cacophony of animal noises heard coming within.

## 19. West lot

Rundown security booth. Rumours tell of an entrance to a **dungeon** deep in the sewers beneath the lot.

## d6 Day Encounters

- 1 A dropped treasure from some human
- 2 d6 **Packratz** looking for tokens
- 3 d6 **Gearheads** looking for parts
- 4 **Park workers** throwing out food for mice to eat
- 5 **Human children** looking for small animals to catch
- 6 A **stray cat** passing through the park

## d6 Night Encounters

- 1 Roll twice and combine
- 2 d4 **Gearheads** fighting d4 **Packratz**
- 3 **Humans** bringing in an after hours food delivery
- 4 d6 members of **Quillbane's** retinue collecting tributes
- 5 The **park cleaning crew** sweeping the floors
- 6 **Quillbane** on the prowl

## Packratz

### Resources:

- Hideout outside the theme park
- Formidable brute enforcers
- A Champion in the fight club

### Goals:

OOO Sow fear amongst weaker creatures  
OOOOO Hoard all the tokens in the park

## Gearheads

### Resources:

- Stockpile old gadgets and tech
- Mechanical prowess
- Seasons spent studying the park engineers

### Goals:

OOO Build a warband-scale weapon  
OOOOO End **Quillbane's** reign of terror

## Quillbane

### Resources:

- Reputation of terror
- Natural defence
- Connection to a crime syndicate in the zoo

### Goals:

OO Receive monthly tributes from the locals  
OOO Ensure no one can overpower him  
OOOOO Free the Zoo animals, overrun the park

# Rolling Coast: Amusement & Water Park

Roller coasters, caramel popcorn, and ticket stubs - Rolling Coast has everything you would expect from an amusement park, and so much more. Filled with humans during the day, the smaller denizens come out at night to explore, forage, and fight for survival.

## Factions of the Park

### Packratz

A gang of rats living inside an abandoned ticket booth in the parking lot. They hoard all the Rolling Coast tokens they can gather and jealously guard their shiny stash. The Packratz can often be seen during the night, picking on smaller mice and searching for more tokens.

### Gearheads

The Gearheads are a ragtag group of mice and rats who pride themselves on their knowledge of the machinery that makes the amusement park work. Making their home deep in the machinery of the roller coasters, they can often be found tinkering with the mechanics of the rides and building new contraptions out of spare parts.

### Quillbane

A porcupine with a retinue of smaller rodents at his command. He rules the park with strength and expects tribute from all the local settlements.

## Rumours

### d6 Rumours

- 1 Quillbane is increasing the cost of tributes (true)
- 2 The Gearheads have found a blueprint for a warband-scale weapon (true)
- 3 The fight club in the waste dump offers a large prize to the victor (true)
- 4 The Packratz have entered the service of Quillbane, serving as thugs (partially true)
- 5 Faeries from the woods beyond are sending scouts, they plan invasion (partially true)
- 6 The Packratz are helping the Gearheads with their plans (false)