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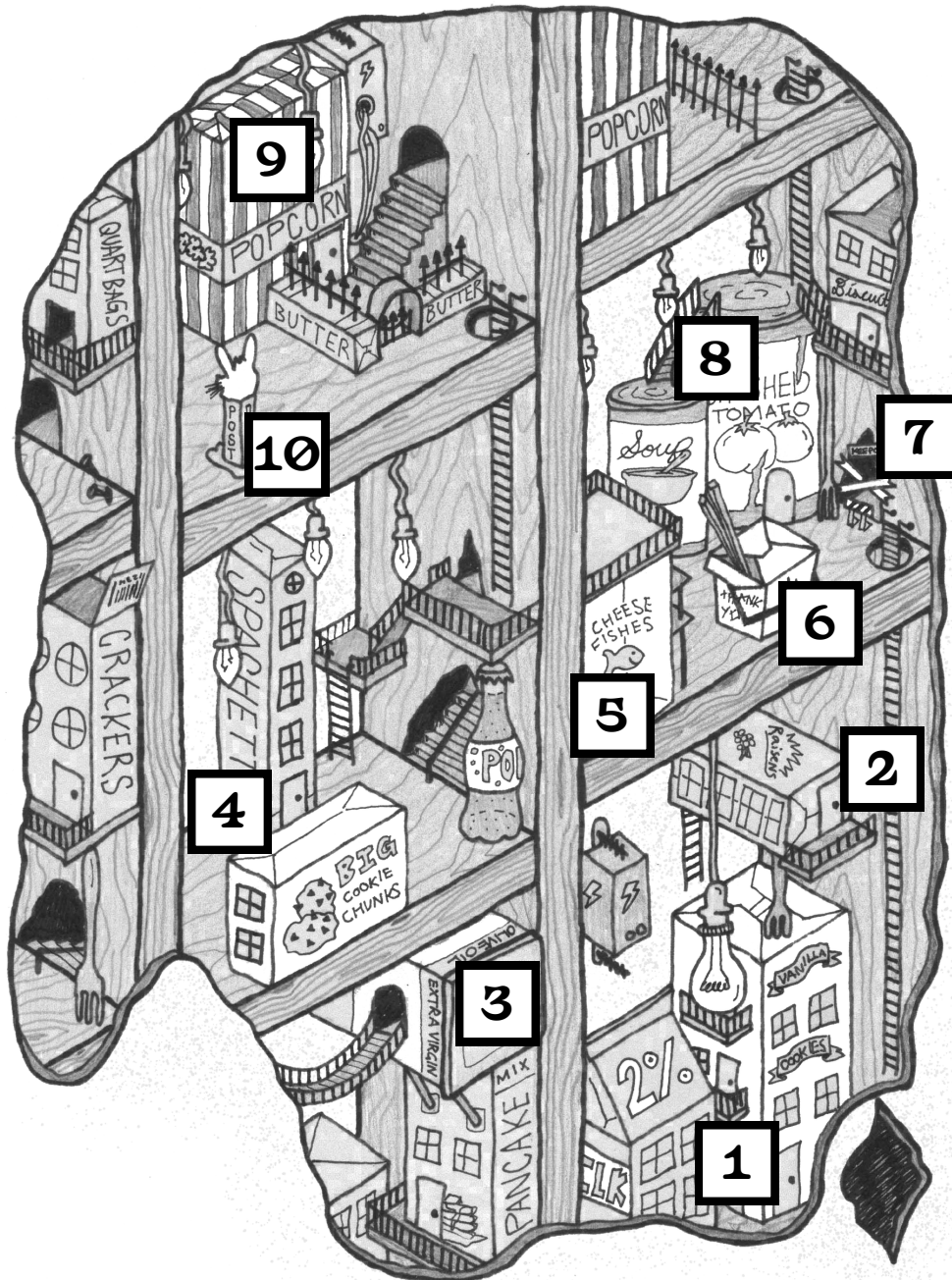


Tiny Tails #2: Hamlet of Snackburg and Factions



The Hamlet of Snackburg

Located inside the walls of the food court in the Central Pavilion



1. Housing District

Bustling streets and noisy alleyways. High-rise apartments made from various food boxes.

- Houses and apartments of all shapes and sizes
- Accommodation available for travellers

2. The Lofty Burrow

A secluded penthouse high above the rowdy street below, a quiet getaway.

- Rentable by **adventurers** or out of town **dignitaries**
- Has a **private exit/entrance** out of Snackburg

3. The Oily Olive

The distant scent of rich savouriness. Packed with locals, loud as can be.

- **Local pub** in an old, extra virgin olive oil tin
- Rumours can be heard by the dozen
- Out-of-town **travellers** from far and wide
- Mayor's **job board** on the wall

4. Shopping District

Bustling with activity. Pips changing hands.

- **Seamstress** and **blacksmith**, for all your equipment repairing needs
- A collection of other **merchants**

5. Temple of the Everlasting Wheel

Meeting place of the Fellowship.

- A **quiet** and **comforting presence**
- Entrance adorned by a **toy car wheel**

6. The Spicy Rooster

An old take out box. Chopsticks sticking out.

- Serving **Asian-inspired cuisine**
- **Packratz** will enter Snackburg just for the Kung Pao

7. Tunnel to Pantryville

A dark tunnel to a deserted town. Fumigated and quarantined, the town lies abandoned.

- A **desolate wasteland**
- Few who venture there **ever return**
- Rumoured to be full of forgotten treasure

8. Can Street

Storage silos, filled to the brim with rations.

- All the colony **needs to survive** for at least **three seasons**
- **Closely guarded** by the mayor's personal forces

9. Kernel Hall

The Mayors of Snackburg have always held the rank of Colonel and resided at Kernel Hall.

- A **multi-structured manor** made of old **popcorn boxes**
- An **open job board** at the entrance

10. Pez's Post

Message delivery station and post boxes for Snackburg.

- Made from an old **candy dispenser**
- Used by the **Squirrel Scouts** to deliver and collect **messages**

Looking for adventure in Snackburg? Use these hooks to get started.

d6 Adventure Hooks

- 1 A courier from **Wheeltop City** heard of a **powerful potion** housed within **Korbin's Tower**. She is willing to pay **1,500 pips** for it.

- 2 Whittle Smallseed, **aide to the Mayor**, believes great riches lie deep within **Old Pantryville**. He is seeking an **ancient crown** and is willing to pay **1,000 pips** + all other treasure found for its return.

- 3 Monks from the **Fellowship of the Everlasting Wheel** think the secret to re-engaging the ferris wheel lies in the maze of **sewers beneath the West Lot**. They offer **spells & a map of the dungeon**.

- 4 Nutmeg Barleywine at **The Spicy Rooster** mentioned a **lone frog** seen **stalking the food court**. As soon as it was seen rumours of **mice being kidnapped by faeries** began. Are they **connected**?

- Strange odours** are coming from the **park medic van**, and creatures who go to investigate come out **permanently altered**.
5 Now, dangerous **alchemical concoctions** are making their way around the park - rumours say an **alchemaus** living in the van is the source. They must be **stopped**!

- 6 One of the **Gearheads'** creations has **come alive** and is wreaking havoc within the mechanics of the roller coaster. Perhaps a **rogue sorcerer** interfered? They **need help** and offer their **unique mechanical weapons** and tools as a **reward**.

The Mayor of Snackburg has many jobs available for enterprising mice.

d6 The Mayor's Job Board

- Someone recently **broke into the storage silos** and stole a **month's worth of rations**. The damage has been repaired, but the rations remain **missing**. The Mayor will pay **200 pips** to whoever **replaces the missing rations**.

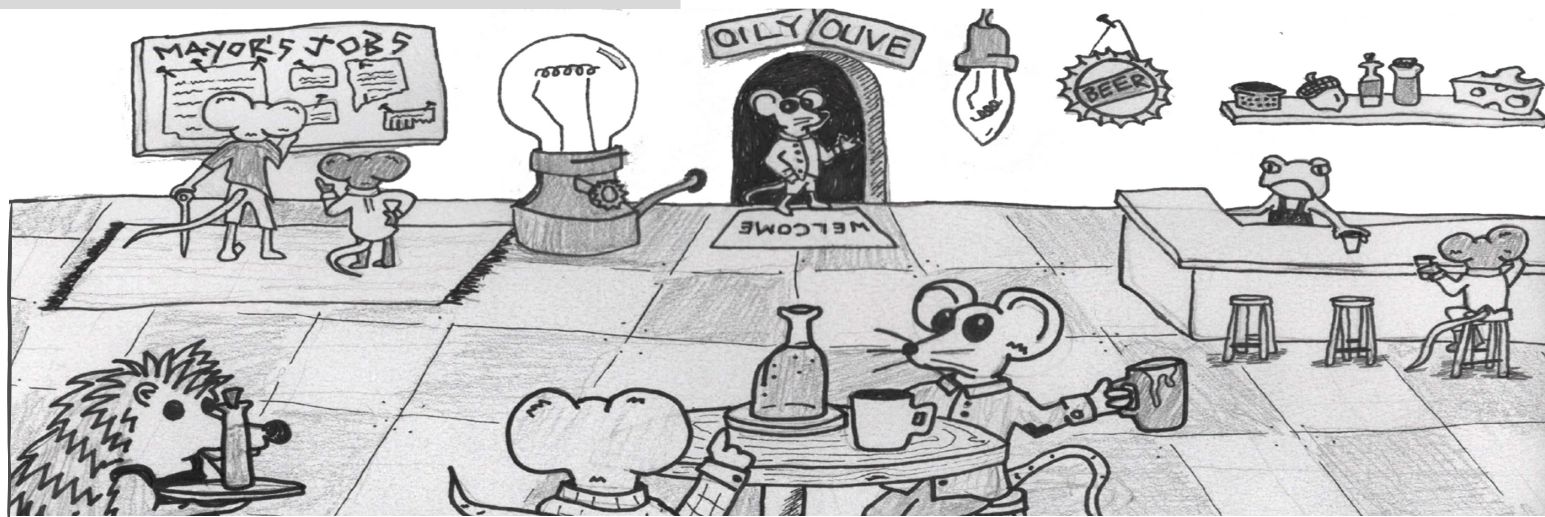
- 2 The **Squirrel Scout** who **delivers packages** from **Snackburg** to **Wheeltop City** is injured and cannot make an urgent delivery. The Mayor will pay **300 pips** to whoever **delivers the package**, but **won't say what it contains**.

- 3 The **side entrance** into Snackburg's **shopping district** is blocked by rubbish. Shopkeepers will give a **permanent 20% discount** to anyone who **removes it**.

- 4 The chef at the **Spicy Rooster** is running out of ingredients due to a gang of **Packratz hijacking the deliveries** before they can make it to Snackburg. The chef will provide **free meals for life** to anyone who can **stop these hijackings**.

- 5 The **ladder** up to the **Lofty Burrow** is broken. If someone can **repair** it, they will receive a **month's free accommodation** in the elevated unit.

- 6 The **electricity supply** to Snackburg has **failed**. The Mayor will pay **500 pips** to anyone able to **get it working** again.



Factions

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.

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 park 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.

Resources:

- Stockpile of old gadgets and tech
- Mechanical prowess
- Years studying park engineers

Goals:

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

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.

Resources:

- His reputation of sheer terror
- Natural defences and weapons
- Connection to a zoo syndicate

Goals:

OO Receive monthly tributes
OOO Ensure he can't be overpowered
OOOOO Free the Zoo animals to overrun the park

Squirrel Scouts

A group of squirrels acting as scouts and messengers between the local settlements. They are fast, agile, and can carry messages across the park quickly.

Resources:

- Knowledge of park shortcuts
- Good relationship with residents

Goals:

OOO Build a delivery route to the zoo
OOOOO Establish friendly relationships between all residents of the park

Coven of Corvessa

A murder of 9 corvids (crows, jays, ravens, jackdaws, magpies, etc) who follow the teachings of Corvessa. The coven is spread beyond to distant hexes, but gathers once a season at Corvessa's roost.

Resources:

- Vast knowledge of outer regions
- Innate magical abilities

Goals:

OOOOOO Amass a collection of magical artefacts vast enough to make them the sole rulers of all creature domains

Fellowship of the Everlasting Wheel

A group of devout mice who believe the ancient park ferris wheel is a symbol of eternal happiness that must be restored to ensure joy can be found in the park.

Resources:

- A temple of worship
- Good relations with Gearheads

Goals:

OOOOOO Restore the ferris wheel to its former glory

**Stay tuned for April's releases, featuring a
bestiary, key NPCs, new spells, and an
adventure site.**

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