

tiny
FABLES

An adventure collection by Josiah Moore

Compatible with
Mausritter

Tiny Fables

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OVERVIEW

Introduction

Tiny Fables is a Sandbox Style Adventure for Mausritter inspired by folklore and fairy tales. It supports characters of any level and is suitable for both veterans and newcomers to tabletop role-playing games.

The adventure takes place in Pwyll, an old growth forest warped by fae-magic. Here a wicked fairy has returned after 100 years of banishment to resurrect a terrible beast. A power-hungry fox is amassing an army of rat buffoons in attempt to rule the forest. The fairy kingdom is in turmoil and the ghost of a legendary mouse hero is trapped in an endless nightmare. All these adventures and more await you in the following pages.

Running the Adventure

Start the players in **Thimblewood Village** and allow them to explore the town. Have an NPC introduce them to the **Warden Tree's Ailment** (page 4) to give them a time sensitive overarching mystery. Encourage your players to investigate rumors, explore the overworld, take on quests, delve into dungeons, and align with or against the various factions. Adventure hooks, events, and rumors can be used to support them if needed.

This module follows the conventions of the OSR (Old School Renaissance) style of play. Players will need to practice caution, ask lots of questions, make clever plans, fight dirty, and retreat if necessary. For more information about playing and running OSR games, check out the following free resource:

► **Principia Apocrypha: Principles of Old School RPGs, or, A New OSR Primer** by Ben Milton, Steven Lumpkin, and David Perry

Adventure Hooks

- 1. HEARTACHE LAKE:** A fairy bard named Mugwart was exiled from the fae kingdom after failing to cheer up their heart-broken prince. He now lodges next to the party at the Squeaky-Stein keeping them up all night with loud forlorn dirges (1 in 3 chance of getting Exhausted condition after resting). He refuses to stop until the prince lifts his banishment. (page 21)
- 2. TOMB OF ROSES:** Tylwig, the fairy royal advisor, wants to overthrow the prince and take the throne for himself. He asks the party to retrieve the legendary Vorpall Sword from the Tomb of Roses for him to use in his coup. As a reward, he promises the party seats on his royal council upon taking over the kingdom. (page 31)
- 3. CHULIP'S CASTLE:** Rumors of a fire breathing monster have terrified the residents of Thimblewood. Many are too afraid to leave their homes. Mayor Mirabelle offers a reward of 1000 pips to anyone who can find the beast, slay it, and put the villagers at ease. (page 37)
- 4. WANDERING COTTAGE:** In an attempt to impress his wife Mabel, Horace bought a potion from Percival under the promise that it would make him more handsome. Unfortunately the potion had expired and Horace found himself slowly transforming into a Pumpkin. Mabel asks the party to find the witch Agatha in the wandering cottage who is rumored make a potion that can cure him. (page 47)
- 5. MAW OF SHADOWS:** A party member wakes up from a nightmare to see that their shadow was stolen in the night. They gain a **shadowless condition** and suddenly feel drawn towards the Maw of Shadows. (page 53)

Gm Background

ORIGIN OF THE FAE: Long ago in the forest Pwyll, a tree called Ea bloomed two flowers that would become the first fairies: Mara the light and Mab the dark. Spring arrived and many more fairies were born. Together they formed a kingdom and asked Ea to name a ruler.

Mab was the strongest and felt she deserved to be the queen; however Ea knew that she was prone to mischief and chose the kind-hearted Mara instead.

Mab was enraged. By speaking a heinous word, she conjured a beast made of pure shadow called the **Jabberwocky**. The monster terrorized the forest and drove out all creatures who wouldn't pledge loyalty to Mab and declare her queen.

An unlikely hero was found in a brave mouse named Konrad. Mara spent all her power to create a magic sword that Konrad used to slay the Jabberwocky and reclaim the forest.

AFTERMATH: For her misdeeds, Mab was cursed to become a toad and banished from the forest. Konrad founded Thimblewood Village and the Fae Kingdom prospered under the rule of Mara's descendants.

Recently...

THE RETURN OF MAB: 100 years later, The wicked fairy Mab has returned to the forest after tricking a foolish mouse named Percival into breaking her curse.

Unaware of her true identity, the folks of Pwyll dubbed her "The Shadow Thief". She stalks the forest at night looking to steal shadows from naive creatures caught alone in the dark. Each new shadow is woven together, forming the hideous quilted flesh of a new Jabberwocky. Each day she gets closer to bringing the beast to life, unleashing it on the forest, and ruling it once again.

THE WARDEN TREE'S AILMENT: Ea, known to the folks of Thimblewood as The Warden Tree, has recently fallen ill. Its once vibrant leaves have started to shrivel and die. According to legend, this is a sign that a disaster is soon to strike.

► **What Happened:** Ea's sudden illness foretells the imminent resurrection of the Jabberwocky. Every day Mab gets closer to fulfilling her goal, the Warden Tree grows weaker. It is up to the players to investigate the strange events in the forest, find out what is causing this ailment, and put a stop to it before it's too late.



Factions

MADELINE: A sly fox hellbent on ruling the forest. Queen of the **Red Rats**, a loyal army of buffoons who are desperate for praise and approval that Madeline will never give.

- ▶ **Goals:** Build her army. Steal treasures. Take more territory. Rule the forest.
- ▶ **Resources:** Red Rat army. Enchanted Porridge. Stolen Witch's Cottage.

MAB, THE SHADOW THIEF: Wicked fairy who has returned to Pwyll after 100 years of banishment to resurrect the Jabberwocky and take back the forest she once ruled.

- ▶ **Goals:** Steal shadows. Resurrect the Jabberwocky.
- ▶ **Resources:** Spies. Blackmail. Shadow Magic.

FAIRY KINGDOM: Led By **Sylvester**, an immature prince who spends his days wallowing in sadness over recent heartbreak while his kingdom falls into disarray. Meanwhile, his royal advisor **Tylwig** is plotting a coup to take the throne for himself.

- ▶ **Goals:** Throw lavish parties.
- ▶ **Resources:** Wealth. Magic. Fae Army.

MERFOLK: Gang of pirates led by **Captain Redhook**. He is on the verge of declaring war on the Fae after the lake was polluted with cursed tears, forcing them to flee and build homes on dry land.

- ▶ **Goals:** Conquer the Fae Kingdom. Reclaim the lake.
- ▶ **Resources:** Mastery over the sea.

Events Timeline

Events can be used to change the dynamics of the adventure and make the world feel alive. Roll events between sessions and then update your players on what transpired while they were away, or simply roll them every few in game-days at your discretion. As your own unique campaign plays out, some events on this table may not be relevant. Like everything in this book, I encourage you to make it your own and use it however you see fit.

To roll an event: roll 1d4 under the **Phase 1** column. If the result is an event that has already taken place, use the same result in the next column.

D4	PHASE 1	PHASE 2	PHASE 3
1	Mirabelle is bewitched by Madeline after eating her enchanted porridge. She begins charging a 200% tax on all goods and siphons the money to Madeline.	The Wandering Cottage waltzes through Thimblewood, destroying a random building under its massive feet. 1000 pips are required to rebuild it.	Madeline and the Red Rat army launch a siege on a random adventure site. It is captured after d4 days.
2	The ghost of Konrad possesses a random Thimblewood NPC, raving about the Jabberwocky returning to steal everyone's soul. (p. 35)	Angry ghosts take residence in the cupboards and rafters of every home in Thimblewood causing fear and panic throughout the village.	Chulip escapes captivity from Tillie. She begins scouring the forest looking for him, scorching everything in her path. (p. 45)
3	Merfolk Pirates Raid Giuseppe's shop to steal supplies for the construction of their pirate ship.	Tylwig, the Fae Prince's royal advisor, launches a coup to seize the throne. (p. 29)	The Merfolk complete their pirate ship attack the Fae Kingdom. One side emerges victorious after d4 days.
4	Mab steals the shadow of a random thimblewood NPC.	Gino is Kidnapped by Mab. (Lost Puppet, p. 10)	The Jabberwocky is resurrected. (p. 57)

THIMBLEWOOD VILLAGE



1. THE SQUEAKY-STEIN: Tavern and Inn.
The hub of the adventure.

2. MAYOR'S HOUSE: Home to Mirabelle,
high strung mayor of Thimblewood.

3. ABBEY: Home to the Monks of the Branch,
caretakers of the Warden Tree.

4. TURNIP FARM: Home to farmer Basil, a
rabbit and retired adventurer.

5. PERCIVAL'S CARRIAGE: A fraudulent
magician always up to no good.

6. TOWN SQUARE: Always bustling during
the day. The place to hear the latest gossip.

7. WOODCARVER: Item repair by Giuseppe
and his wooden puppet son Gino.

8. GENERAL STORE: The place to buy stan-
dard items and adventuring gear.

1. The Squeaky-Stein

Tavern and Inn

Operated by the friendly couple Horace and Mabel. A home away from home.

Horace: Boisterous. Clumsy. Always smiling and cracking jokes. He loves gossip and is always eager to share town drama and hear the latest news.

► **Quirks:** Southern drawl, Slaps knee after bad jokes

Mabel: Kind. Assertive. Apron covered with flour. The backbone of the Squeaky-Stein and Thimblewood as a whole. Deals with stress by aggressively kneading bread dough.

► **Quirks:** Gasps frequently, "Oh my lands"

Lodging: 10p a night (free for visitors willing to wash dishes or mop floors).

Hirelings: have a 1 in 6 chance of showing up each day (see page 11).

PROBLEM: RUNAWAY BROOM

While sweeping the tavern, Horace's broom sprang to life and walked out the front door. Befuddled, he followed it down the road till Boris the Mole apprehended it for not paying the toll to cross his bridge. Now his usually spotless floors have begun to collect dust. For **free lodging**, Horace asks the party to recover his broom from **Boris' Cave** (page 18).

► **What happened:** Horace bought the broom from Percival unaware that it was stolen from the wizard Chulip. If recovered, it will return to Chulip's Castle (leaving the road behind it spotless).



Tavern Menu:

Hard times have made the Squeaky-Stein's food offerings sparse. Donating pips to the tavern makes more food available and keeps the residents of Thimblewood happy. Roll 1d12 to determine what is on the menu each day. Roll an additional item for every 300 pips donated to support the Tavern.

STEW OF THE DAY (50p each)

1. **Potato and Leek Stew:** Heals 1d6 STR
2. **Carrot n' Hotroot Soup:** Heals 1d6 DEX
3. **Honeycrisp Porridge:** Heals 1d6 WIL

SIDE DISHES (50p each)

4. **Walnut Bread:** Advantage on STR saves for 1 watch.
5. **Roasted Eggplant:** Has a strong aroma. Attracts hungry creatures.
6. **Corn-Cob Club:** Can be used both as rations and a 2 handed weapon.

DESSERTS (25p each)

7. **Crabapple Cobbler:** Heals d4 hp. If given to an NPC, it heals them for d8 hp.
8. **Spiced Coffee Cake:** Gain 1 Grit for a watch.
9. **Peach Taffee:** Makes a strong adhesive when chewed.

DRINKS (25p each)

10. **Four-Leaf-Clover tea:** You may re-roll a skill save within 1 watch of drinking.
11. **Mulled Cider:** +1 WIL for a watch.
12. **Mabel's Moonshine:** Take [1d6 x USE] damage. After 3rd use, clear a condition.

2. Mayor's House

Mirabelle: Mayor of Thimblewood. High strung. Always multitasking. Takes her job deadly serious.

- ▶ She is clearly distraught about something and is trying to hide it. If pressed, she will reveal that the warden tree Ea has fallen ill and is terrified of what misfortune is soon to happen.
- ▶ **Description:** Proudly wears "Mayor" sash covered in badges. Carries a massive dictionary sized notebook. Paws stained with ink from endless note taking.
- ▶ **Thinks:** Percival is a fraud.

3. Abbey

A chapel built in the roots of Ea, the Warden Tree. Home to the Monks of the Branch, a small group of mice who tend to Ea's needs.

Friar Hans: Soft spoken elder mouse. Bushy whiskers. Brown robe. Wood sandals.

- ▶ **Head Caretaker** of the Warden Tree. He is perplexed by its sudden illness and has been endlessly digging through stacks of tomes looking for a cure.
- ▶ **Appraises** magical items and spells.
- ▶ **Quirks:** Trails off mid sentence.

Tapestries: depict the legendary mouse warrior Konrad slaying the Jabberwocky. Hans eagerly shares the story with visitors.

The Warden Tree: A massive, ancient tree at the heart of the forest. Its health is considered an omen of the future. When it flourishes, the village is blessed with bountiful crop harvests and merriment. It has recently fallen ill, a sign that something terrible will soon fall on the forest.

PROBLEM: MELANCHOLY MONK

Friar Hans has given up his duties at the Abbey after returning from a walk near Heartache Lake soaking wet and despondent. Mirabelle believes he was cursed and asks the party to go to the lake, find out what happened, and bring back a cure.

4. Turnip Farm

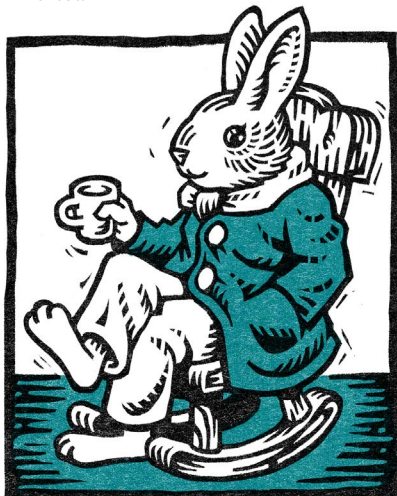
Farmer Basil: A once formidable adventurer who hung up his cloak and sword for a simpler life. He spends most days in his rocking chair smoking a corn-cob pipe while reminiscing about his old days of heroism.

- ▶ **Buys:** fruits, vegetables or seeds.
- ▶ Has a longstanding **rivalry** with Friar Hans. Thinks he knows nothing about tending to crops and shouldn't be in charge of the Warden Tree's care.
- ▶ Has knowledge of the forest from his adventuring days and can give characters information or vague directions to points of interest.

PROBLEM: LOST CHICKEN

Basil has been depressed ever since a "Fire breathing monster" attacked his farm, scorched his crops, and devoured his trusty chicken, Tillie.

- ▶ **The Truth:** Tillie swallowed a Fireball spell tablet that was carelessly dropped by Percival. The confused chicken set fire to Basil's farm and then fled south, eventually taking refuge at the top of Chulip's Castle. Rumors of the event evolved until all of Pwyll came to believe a monstrous fire-breathing beast was lurking in the forest.



5. Percival's Carriage

Percival: Con artist looking for easy short-cuts to become a famous, rich, and powerful magician. He recently set up shop in the town square where he dazzles spectators with parlor tricks and then pressures them into buying overpriced “magical” items ranging from phony to recklessly dangerous. His showmanship keeps customers around despite his items often resulting in disaster.

- ▶ **Description:** Pompous. Theatrical. Curled Whiskers. Pointy hat.
- ▶ **Boasts** about being trained in magic under the great wizard Chulip (a lie).
- ▶ **Shadowless:** Percival never leaves his carriage during the day, for it would reveal the fact that he has no shadow. It was stolen by Mab after he broke her curse, freeing her to return to Pwyll and resurrect the Jabberwocky. She is now blackmailing Percival, and will only return his shadow if he proves loyalty.

PERCIVAL'S WARES (300p each. No refunds)

1. **Lucky Coin:** *“it always lands on heads!”* (both sides are heads).
2. **Magic Wand:** spell rolls use a d8. On a miscast, the wand explodes turning the user into a toad for d4 days.
3. **Golden Egg:** *“laid by a mythical golden goose!”* (Just a normal egg painted gold).
4. **Fizzy Levitation Drink:** Gone flat. No longer causes levitation but has a pleasant bubbly taste.
5. **Warding Helm:** *“A silver helmet that prevents malicious infiltration of the mind!”*
 - ▶ A useless, silly looking tinfoil hat.
6. **Mystery Spell Tablet:** *“It is much too powerful for amateurs! Only Platinum Tier Sorcerers who spend at least 1000 pips are capable of wielding it.”*
 - ▶ **The truth:** The tablet was stolen from the wizard Chulip (page 37) after Percival's numerous requests to become his apprentice were rejected.
 - ▶ **Animate Spell:** Animate an object for D6 x USE turns. It can follow simple directions. **Recharge:** 1 day of manual labor while holding the tablet.



6. Town Square

Water Well: At the heart of the town square. An acorn bucket lowers down to collect cool, fresh water.

Lucky and Bucky: Young mice, local riffraff. They hang out by the water well listening for gossip. They share rumors at unreasonable prices.

- ▶ **Obsessed** with magic. They idolize Percival and flock to his carriage when he begins a magic performance.
- ▶ Will attempt to **Pickpocket** characters they don't respect (DEX save or lose d20 pips). If caught, they yell “scram!” and flee.

PROBLEM: GHOST IN THE WELL

An angry ghost has taken residence in the town's water well. The villagers are now too afraid to use it. Percival claims (falsely) that he can banish the ghost from the well, but only after 2000 pips are “donated” for his services. Friar Hans believes something is afoot in the spirit world and asks the party to go to the Tomb of Roses to investigate the cause of this ghostly unrest before Percival scams the entire village.

7. Woodcarver

Giuseppe: Old. Portly. Disheveled fur. Leather apron full of tools.

- **Offers Item Repairs** in exchange for good quality lumber, crafting supplies, or pips (10% of the item's original cost per dot cleared).
- **Quirks:** Calm and soft spoken but curses like a sailor when he accidentally hammers his thumb.

Workshop: Covered in sawdust. Shelves of immaculately carved trinkets and fine furniture.

Gino: Carved wooden puppet boy who magically came to life, fulfilling Giuseppe's lifelong wish for a child. He is naive, upbeat, and a bit annoying but adored by his father nonetheless.

- **Reputation** for getting lost in the woods despite his father's advice to never wander off alone.
- **Quirks:** Extremely inquisitive. Grabs and inspects items from character's inventory without permission.

PROBLEM: LOST PUPPET

Each day, there is a 1 in 6 chance Gino goes missing after wandering into the woods alone. A horrified Giuseppe offers the party free item repairs and 1000 pips if they bring his lost son back.

- Giuseppe can craft a **Dowsing Rod** to help the party find Gino. He requires bee's wax (*Heartache Lake*), a hen's tail-feather (*Chulip's Castle*) and the weathervane from the top of the Wandering Cottage to make it. Once assembled, it points the wielder towards the Maw of Shadows where Gino is kept.
- **What Happened?** Gino was stolen by Mab and brought to the **Maw of Shadows**. Under the guise of friendship, Mab has been using Gino as a pawn in her scheme to resurrect the Jabberwocky.

8. General Store

Aarne: Owner. Tall. Mumbly. Somber.

- **Sells:** generic items and adventuring gear. Despises Percival who has taken all the business since arriving in town.
- **Quirks:** Bad allergies. Sniffles a lot.

PROBLEM: FOXY GRANDMA

Aarne received a letter from his beloved grandmother declaring she will pay him a visit in d6 days. Eager to impress, he has been in a frenzy of cooking and cleaning to prepare for her arrival. He invites the party to join in hopes that they will make the appointment less stressful.

- **The Truth:** The letter was forged by **Madeline the Fox** (*Wandering Cottage*, page 46) who disguised herself as Aarne's grandmother with a polymorph potion with intends to trick him into eating her enchanted porridge, make him a loyal servant to her army, and then rob his store blind.
- **During the visit:** Aarne is naive to Madeline's overtly suspicious behavior and strange insistence on feeding everyone porridge. Her facade as a doting grandmother fades quickly and she struggles to hide her sharp teeth. Her potion begins to wear off after d6 turns.
- If the party isn't there to intervene, Aarne is kidnapped and charmed into joining Madeline's army. The entire inventory of his shop is stolen and kept in the attic of the Wandering Cottage. Encounters with Red-Rat soldiers have a 1 in 6 chance of being replaced with a bewitched Aarne.

D6 TOWN ENCOUNTERS

A small crowd gathers around

- 1 Percival's stagecoach to watch him perform gimmicky magic tricks.
- 2 Farmer Basil selling roasted pumpkin seeds from a barrel for 5 pips each.
- 3 A traveling merchant claims Aarne ordered 100 sugar cubes and refuses to leave until he is paid.
- 4 Horace hanging up signs for new specials at the Squeaky Stein.
- 5 Random Hireling was afflicted with **Silvertouch** after being bit by a newt in the Shimmering Bog (p. 20).
- 6 Friar Hans covered in mud, cattail fur, and bright colored ink. He claims he was pranked by a mischievous fairy near Heartache Lake.

D6 TOWN RUMORS

- 1 A "fire breathing monster" has been terrorizing the forest south of the river.
- 2 A random hireling was taken prisoner by the fairies for the crime of bringing iron into their kingdom.
- 3 Farmer Basil claims to have seen a massive house on chicken legs wandering through the forest.
- 4 The fairy prince Sylvester is offering tremendous rewards to anyone who can find his lost love.
- 5 Gino has been seen wandering into the forest alone where he talks to shadows.
- 6 The Squeaky Stein is on the verge of going out of business due to a food supply shortage.

Hirelings

1. IVAN "THE SCARECROW" MOUSE

Wears linen overalls stuffed with straw. He is out of a job due to poor harvest and a lack of crows to scare. Now he looks to wander the forest, gain knowledge, and find his purpose. Eccentric. Cordial. Hokey.

8 HP, STR 13, DEX 9, WIL 10

ATTACKS: d6 foot long stick

ITEMS: Magic Pumpkin seeds, Wooden Ladder, Pockets full of straw, Knows "Fear" spell

WANTS: Knowledge. To find himself.

2. LYLE - THE BLIND MOUSE

Black cloak. Bandaged tail. Stoic. Stealthy. On a mission to find his two lost brothers Elias and Edgar who were led astray by The Shadow Thief after promising to restore their sight in exchange for their unconditional servitude.

6 HP, STR 10, DEX 14, WIL 10

ATTACKS: d8 staff, d6 carving knife

ITEMS: Flash-powder, Darkness spell tablet, String of Bells

WANTS: to find his brothers

3. HICKORY - THE TIME CURSED MOUSE

Up-beat. Jittery. Stutters like a broken record. Was cursed by a strange painting in Chulip's Tower and is looking for a cure.

4 HP, STR 11, DEX 8, WIL 8

ATTACKS: d8 Clock hand sword

ITEMS: Pocket Watch, Coffee Beans, Gold Spring.

TIME YIPS CONDITION: Moves extremely fast. Must sleep when the clock strikes one.

WANTS: to remove his curse.

4. RED - THE LOST MOUSE GIRL

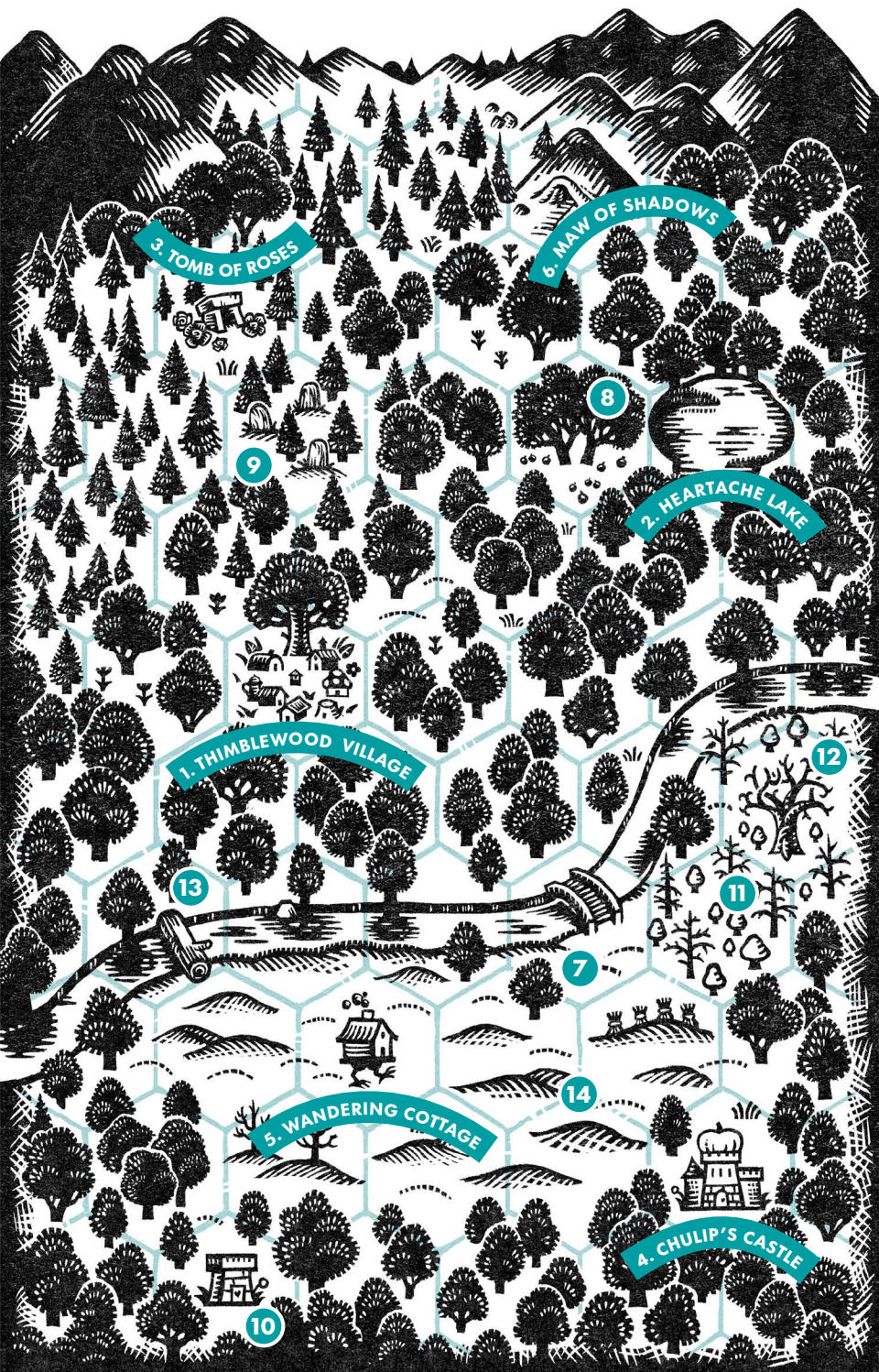
Kind. Naive. Tough. Wears a red hooded cloak. She was tricked into pledging loyalty to Madeline the Fox after eating a bowl of enchanted porridge. Upon coming to her senses, Red narrowly escaped Madeline's clutches and now is keen on revenge.

3 HP, STR 7, DEX 13, WIL 13

ATTACKS: d8 Woodcutters Axe, d6 longbow.

ITEMS: Basket, Bear Trap, Chiffon Cake

WANTS: Revenge on Madeline the fox



3. TOMB OF ROSES

6. MAW OF SHADOWS

9

8

2. HEARTACHE LAKE

1. THIMBLEWOOD VILLAGE

13

7

12

11

5. WANDERING COTTAGE

14

4. CHULIP'S CASTLE

10

THE FOREST OF PWYLL

Locations

1. **THIMBLEWOOD VILLAGE** (p. 8)
▶ Village of 200 mice tucked under the branches of Ea, the Warden Tree.
2. **HEARTACHE LAKE** (p. 22)
▶ Home of the **Fairy Kingdom** and **Merfolk Village**.
3. **TOMB OF ROSES** (p. 32)
▶ Entrance hidden in a rosebush (can be found via **Waystone Woods**).
4. **CHULIP'S CASTLE** (p. 38)
5. **WANDERING COTTAGE** (p. 48)
▶ Moves to a random adjacent hex each day. Large footprints are left behind that can easily be tracked.
6. **MAW OF SHADOWS** (p. 54)
▶ Cave entrance hidden amongst jagged rocks in the mountain's foothills.
7. **MOLE-TOLL BRIDGE** (p. 16)
8. **CRABAPPLE ORCHARD** (p. 16)
9. **WAYSTONE WOODS** (p. 17)
10. **HOUSE OF CARDS** (p. 17)
11. **SHIMMERING BOG** (p. 18)
12. **BRAIDED TREE** (p. 18)
13. **CROSSROAD** (p. 18)
14. **THE FALLOWS** (p. 19)

Travel

Hexes represent **one mile**. The party can travel one hex per watch (8 hours). Difficult terrain takes 2 watches to traverse.

Roll for encounters at the start of each **Morning** and **Evening** watch. If an encounter occurs, roll d12 to determine the hour it occurs in.

The Forest

Day: Cool, mossy earth. Warm beams of sunlight through pinholes in dense foliage. The smell of sweet sap and botanic herbs. Gentle buzzing of insects. Sound of snapping twigs and falling acorns in the distance.

Night: Eerily quiet. Shadows stretch and sway when not carefully supervised. Fireflies glow a spectral blue. Paranoid ears mistake rustling leaves for whispers or cackling laughter in the distance. Patches of moonlight offer comfort between the vast expanse of darkness.

D8	WHAT DO YOU FIND?	WHAT DO YOU HEAR?	WHAT DO YOU SMELL?
1	Berry Bush	Woodpeckers	Decomposing leaves
2	Bones of a large animal	Buzzing Bees	Petrichor
3	Mushrooms growing in odd, geometric patterns	Complete, eerie silence	Tree sap
4	Overtgrowth of Poison Ivy	Hooting owls	Algae
5	Puddles of fresh rain-water	Acorns falling and striking the ground	Campfire smoke
6	Abandoned campsite	A flock of birds taking flight	Wet fur
7	Owl pellets	Scratching claws on tree bark	Wildflowers
8	Fallen bird's nest	Old trees creaking	Sawdust

Daytime Encounters

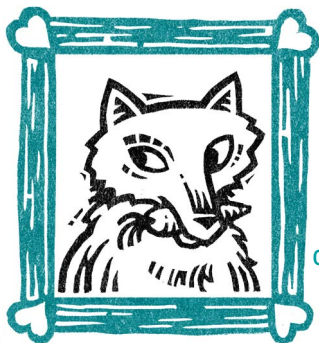
1. **D8 BEES:** carrying buckets of pollen back to their hive in **Heartache-Lake**.
▶ **HP 3, STR 8, DEX 15, WIL 8, ATTACKS:** d12 sting (once), **WANTS:** to protect the hive
 2. **WHITE RABBIT:** Bumps into the party spilling the contents of his basket while rushing to an appointment. Following him leads to a nearby adventure site. **Basket Contents:** witch's eye (looks towards the **Wandering Cottage**), embroidered handkerchief, gold monocle (200p), broken stopwatch, coffee beans.
 3. **RED-RAT SQUIRE:** Painting white roses red by order of Queen Madeline. Offers the party d6 pips to finish the job for him while he complains about life.
▶ **HP 3, STR 10, DEX 9, WIL 8, ATTACKS:** d4 Paint Brush, **WANTS:** respect
 4. **FAIRY SERVANT:** In a tizzy. Covered in honey and bee stings. On orders to bring fresh honey to the fairy prince. d12 hostile **bees** in pursuit (arrive after d4 turns).
▶ **HP 3, STR 8, DEX 10, WIL 13, ATTACKS:** d6 silver dagger, **WANTS:** to quit their job
 5. **D4 MANDRAKES:** Emerge from the dirt and immediately attack. Their vegetable corpses are worth d100 pips to a chef if defeated.
▶ **HP 4, STR 8, DEX 6, WIL 4, ATTACKS:** d6 clobber, deafening scream (WIL save or take d4 WIL damage), **WANTS:** to live in peacefully in the dirt
 6. **D4 RED-RAT SOLDIERS:** Ambushing the party, demanding they pay taxes to queen Madeline or become their prisoners.
▶ **HP 3, STR 10, DEX 9, WIL 8, ATTACKS:** d4 club, d6 spade, **WANTS:** to make Madeline proud
 7. **GHOST:** Tending to a garden. Attacks if his flowers are disturbed or trampled.
▶ **HP 9, STR 5, DEX 10, WIL 10, Can only be damaged by silver weapons or magic.**
ATTACKS: d6 chilling touch (damages WIL), d8 spade, **WANTS:** to grow beautiful flowers
 8. **ONE EYED JACK:** Madeline's right-hand rat. Accompanied by d8 **Red-Rat Soldiers**. Wheeling a rickety catapult to a nearby adventure site, preparing for a siege.
▶ **HP 6, STR 14, DEX 8, WIL 10, ATTACKS:** d8 sword, **WANTS:** power, to serve Madeline
 9. **D4 FAIRY KNIGHTS:** Jousting on beetles. A small crowd of fairy aristocrats watch, cheering vigorously while stuffing their faces with candied nuts and dandelion wine.
▶ **HP 6, STR 10, DEX 13, WIL 12, ATTACKS:** d8 silver lance, **WANTS:** to impress the crowd
 10. **GOLD-TUSKED BOAR:** Scratching its tusks on a tree to mark its territory. Gold flecks worth d100 pips can be collected from the bark at great risk of angering the boar.
▶ **Warband Scale, HP 10, STR 15, DEX 8, WIL 10, ATTACKS:** d12 Tusk, **WANTS:** truffles
 11. **D4 FAIRY SOLDIERS:** Demanding all travelers to stop and try on a glass slipper. On orders to find the fairy prince's lost love (1 in 20 chance the slipper fits and the character is brought by force to the Fairy Kingdom to become the prince's queen/consort).
▶ **HP 8, STR 12, DEX 13, WIL 13, ATTACKS:** d8 silver halberd, **WANTS:** a less demanding prince
 12. **MADLINE THE FOX:** (stats: page 50)
▶ **Omen:** Dashing through the woods with a random hireling in her jaws (wounded, being taken to be imprisoned in the **Wandering Cottage** attic).
▶ **Encounter:** Hiding in a bush, howling for someone to help remove a splinter from her paw. If characters come near, she will attempt to kidnap and imprison them in the **Wandering Cottage** attic.
-

Nighttime Encounters

- 1. RANDOM HIRELING:** Following at a distance. Hired by **Madeline** to collect information on the party. (**hirelings**: page 11)
- 2. D3 BATS:** Hanging upside-down chanting an eerie nursery rhyme about the Jabberwocky.
▶ **HP 3, STR 8, DEX 12, WIL 12, ATTACKS:** d6 bite, **WANTS:** to resurrect the Jabberwocky
- 3. ANGRY GHOST:** Chasing his hat that was blown off in the wind. His spectral rage stirs up the wind even more which blows the hat further away.
▶ **If the ghost isn't calmed after 3 days:** a tornado forms lasting d12 watches. Traveling through the tornado's hex requires a DEX save or take d12 heavy wind damage and get whisked away to a random adventure site.
▶ **HP 9, STR 5, DEX 10, WIL 10, Can only be damaged by silver weapons or magic.**
ATTACKS: d6 Chilling Touch (damages WIL), **WANTS:** to recover his hat, to be at rest
- 4. SHADELING:** Impish creature made of darkness reaching out from the shadows to pick-pocket an unsuspecting party member. Characters holding a lit torch keep them at bay.
▶ **HP 4, STR 6, DEX 10, WIL 12, ATTACKS:** d6 shadow-scratch (damages WIL), pickpocket (DEX save or lose random item), **WANTS:** to steal, to serve the Jabberwocky
- 5. THE GHOST OF KONRAD:** Raving about a great evil that is coming to devour every soul in the forest. Those who hear him must make a WIL save or see a nightmarish vision of the Jabberwocky eating them alive (d8 WIL damage, **frightened** condition). (**stats**: page 35)
- 6. MAB, THE SHADOW THIEF:** (**stats**: page 57)
▶ **Omen:** Singing haunting lullabies in the distance. WIL save to avoid falling asleep.
▶ **Encounter:** A party member is stopped abruptly by Mab, standing behind them holding their shadow taut between the blades of her golden scissors. She threatens to cut it unless they pledge loyalty.



Mab,
the Shadow
Thief



Madeline,
Queen of the
Red Rats



7. Mole-Toll Bridge

Picturesque cobblestone bridge arching over the river.

Boris the Mole: Emerges from the ground demanding travelers pay a toll to use “his” bridge. DEX save to sneak across without alerting him.

BORIS THE MOLE

HP 14, STR 15, DEX 10, WIL 9

ATTACKS: d8 claw, d6 bite, dig underground (next attack is enhanced)

WANTS: to collect tolls, to have a sense of control over his life

Toll: d20 pips (doubles if Boris is grumpy or gets annoyed by the party).

Honor System Box: Boris’ eyes are sensitive. On sunny days he leaves out a wooden box for bridge-users to place their tolls in (Contains d100 pips). It gets robbed regularly which Boris rants at length about.

BORIS THE MOLE’S CAVE

Entrance: Below the bridge. Slick mossy rocks on the riverbank require a DEX save to avoid slipping and falling into the river.

Interior: Pitch black. Loud noises or vibrations alert Boris to the party’s presence in his cave.

► **Iron Pan** (50p) in a fire pit. d4 roasted mushrooms inside.

► **Bed:** made of straw under a burlap blanket. A lumpy pillow stores his **toll stash** (d6x100 pips).

► **Trash Heap:** firewood, fish bones, rusty tools and rocks.

► **Horace’s Broom** (Runaway Broom quest, page 7) can be found after 1 turn of searching. It looks like a chewed-up pencil but still sweeps effectively.

8. Crabapple Orchard

The dense forest opens into a clearing with crabapple trees atop a grassy hill.

► **Crabapples** worth 10p each can be gathered in a turn.

Golden Crabapple (300p) growing on a branch high in a tree. A bite heals d6 HP and d6 STR (3 uses). Guarded by 2 Fae Soldiers.

Fairy Soldiers: patrol the Orchard. They claim the orchard is property of the fae prince Sylvester and demand all crabapples be turned over or die.

FAIRY SOLDIER

HP 6, STR 10, DEX 13, WIL 13

ATTACKS: d6 rapier

WANTS: to serve the prince



ORCHARD ENCOUNTERS (roll d4)

1. **Fae Soldier** with a honeybee on a leash, trained to sniff out crabapples.
2. **2 Fae Soldiers** in a bush. Drunk off crabapple cider. Gossiping loudly about their needy, immature prince.
3. **D4 Fae Soldiers** demanding to inspect the party’s inventory for crabapples
4. **Hedgehog** with a sack of stolen crabapples. Running from d4 Fae Soldiers.

HEDGEHOG

HP 12, STR 10, DEX 8, WIL 10

ATTACKS: d4 quill, d8 bite

WANTS: a delicious crabapple



9. Waystone Woods

Forest of dense evergreens. Damp from a thick shroud of mist. Bright green moss grows on burgundy tree trunks amidst roses and thorny brambles.

Waystones: Mossy, oval shaped boulders inscribed with runes. Placed in the forest to guide wayward spirits to the Tomb of Roses.

► **Magnetic:** Iron is attracted to waystones. Some have rusty weapons and metal scraps stuck to them.

Fake Waystones: placed by a mischievous fairy to disorient travelers. Characters following the path notice that they are walking in circles and that some stones look odd.

► Fake stones **aren't magnetic** and can be revealed to be fake by checking them with pieces of iron.

Lost Ghost: Has been following the waystones in an endless loop for eons, growing increasingly angry. He curses at creatures who get in his way. 1 in 3 chance to encounter each turn in the Waystone Woods.

► **Removing the Fake Waystones:** leads the lost ghost to the Tomb of Roses where he can finally be at peace.

GHOST

HP 9, STR 5, DEX 10, WIL 10

ATTACKS: d6 Chilling Touch (damages WIL)

WANTS: to find the Tomb of Roses

Can only be damaged by silver weapons or magic.

10. House of Cards

Hideout for the Red-Rats. Hidden in a ravine covered with thick brush. Made of playing cards plastered together. Two **Red-Rats** guard the front gate (easily distracted).

RED-RAT SOLDIER

HP 3, STR 12, DEX 8, WIL 8

ATTACKS: d6 Club, d6 Sword

WANTS: riches, to serve Madeline.

Inside: Musty. Smell of wet fur and smoke. Headache inducing patterns of playing card symbols on the walls.

Rickety Bunk Beds: stacked to the ceiling.

► **Bottom bunk:** belongs to **One-Eyed-Jack**, Madeline's right-hand rat. **Key** under his pillow unlocks Iron Cage.

Maps: (crudely drawn) pinned to the walls depict plans to attack **Chulip's Castle**.

Food storage: Keg of Ale (half empty). Barrel of d20 pumpkin seeds. Eggplant roasting on a skewer.

Oil painting of Queen Madeline hangs crooked the wall.

Locked Iron Cage: requires One-Eyed-Jack's key to open. A bat prisoner hangs from its ceiling meditating peacefully. A servant to Mab the Shadow Thief who was captured after trying to steal One-Eyed-Jack's shadow.

► **If freed:** Mab appears before the party during their next rest. She thanks them for freeing her servant and gives them a **Darkness** spell tablet, inviting them to "join her". If a creature walks into the darkness after casting the spell, they are transported to the **Maw of Shadows**.

HOUSE OF CARDS ENCOUNTERS (roll d4)

- D6 Rats:** around a table playing cards and drinking ale.
- D4 Rats:** asleep in the bunk beds.
- Two Rats:** tattooing red hearts on each other's chests (poorly).
- One Eyed-Jack:** briefing d6 rats on a new plan to attack Chulip's Castle.

11. Shimmering Bog

Vast wetland. Dead trees and islands of moss jut out from the mud. Flecks of silver shine on the surface. The sound of buzzing insects and screeching toads fills the air.

Silvercaps: Dull gray mushrooms found all over the bog. Named after their silver spores which glint in the air like sparkling confetti.

- If the spores are breathed in, make a WIL save or gain a **Silvertouched** condition.

Silvertouched Condition: Slowly turning silver. Each day make a WIL save or take another Silvertouched condition. Gain 1 armor for every 2 copies of Silvertouched. If a mouse's inventory is filled with Silvertouched, they turn to solid silver.

- Fairies think those afflicted with Silvertouched are blessed by queen Mara and descended from fae royalty.
- **Cure:** Seek the aid of a witch or wizard.

Bog Newts: Nocturnal, mud dwelling lizards. At night they feast on silvercap mushrooms, filling the air with plumes of shimmering spores. Their unique diet has turned their mouths a dazzling silver.

BOG NEWT

HP 5, STR 7, DEX 12, WIL 8

ATTACKS: d6 silver bite (WIL save or take a Silvertouched condition)

WANTS: to protect the Silvercaps

12. The Braided Tree

A Willow, Oak, and Juniper twisted into a single tree like a Celtic knot. Gnarled animal faces can be seen in the knobs and grooves of the bark. Its fruit grants the ability to communicate with creatures of different species (effect lasts for d4 watches).

FRUIT OF THE TREE (roll d3)

1. **Gold-flecked Cherry:** speak with birds. Grows at the highest point on the tree.
2. **Saltwater Plum:** speak with fish. Must drink water twice as often while in effect.
3. **Prickly Pear:** speak with bugs. Causes jitters and chirps.

13. Crossroad

Convergence of 3 trails. Dense forest all around. Known for frequent highway robbery. Dangerous to travelers.

Twopence and Twig: Two Red-Rat squirrels desperate to impress Queen Madeline. They camp out in a nearby bush crafting hair-brained schemes to capture travelers. Inseparable. Incompetent. Always squabbling.

- **Twopence:** "The Muscle". Short and stocky. Wears an old sock as a ski-mask.

TWOPENCE

HP 7, STR 14, DEX 6, WIL 6

ATTACKS: d8 Club

WANTS: riches, to serve Madeline.

- **Twig:** "The Brains". Tall, lanky, and clumsy. Wears a sharp, pointy metal helmet.

TWIG

HP 4, STR 7, DEX 12, WIL 10

ATTACKS: d6 Shank

WANTS: riches, to serve Madeline.

HAIRBRAINED SCHEMES (roll d3)

1. Bowl of porridge sits suspiciously in the middle of the road. An extremely visible metal cage hangs on a string above it. Twopence and Twig wait in a nearby bush to drop it.
2. Trail of pips leading underneath a barrel propped up by a stick. A pile of 20 pips lies under it. A string attached to the stick leads to a grassy thicket where Twopence and Twig wait to pull it.
3. Shiny red apple sitting on a poorly camouflaged fishing net. Twopence and Twig watch from the trees above waiting to ensnare an unsuspecting victim.



14. The Fallows

Depleted farmland stretching for miles.
Dry soil full of weeds and thorny brambles.
Marked by hexes on the map without trees.

Vegetables: sparsely found in the dirt,
barely alive. Foraging for a turn can yield:

- ▶ **Potato:** valuable to Horace and Mabel at the Squeaky-Stein.
- ▶ **Carrot:** valuable to a Mole.
- ▶ **Hostile Mandrake:** Cursed vegetable creature.

MANDRAKE

HP 4, STR 8, DEX 6, WIL 4

ATTACK: d6 clobber, deafening scream
(WIL save or take d4 WIL damage)

WANTS: to live in peacefully in the dirt

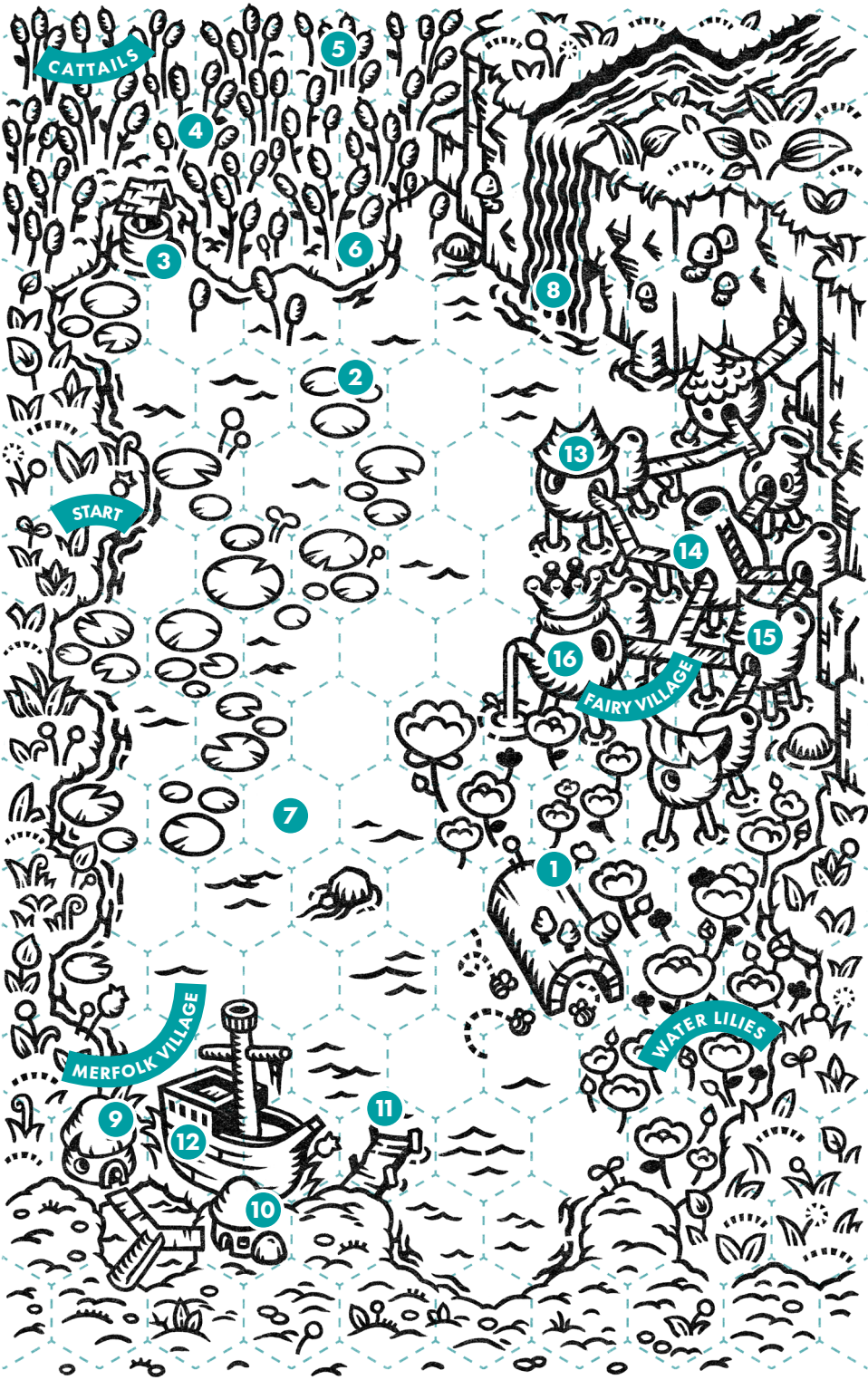
Minerva the Crow: Scavenger and collector of shiny things.

- ▶ Has a 1 in 4 chance of showing up when the party takes long rests in the Fallows. She brings a trinket hoping to trade it for whatever is cooking on the campfire.
- ▶ **Communicates** mostly through clicks and caws but can vocalize a few words understandable to mice: 'Trade', 'Careful', 'Yes', 'Thief!'

D12

MINERVA'S TRINKETS

- 1 **Snail Shell:** Protective and beautiful.
- 2 **Quilting Needle:** Heavy weapon.
- 3 **Geode:** Crack open with a STR save to reveal a gemstone worth d100 pips.
- 4 **Rusted Iron Coin:** Worth 50 pips if cleaned. Wards off fairies.
- Enchanted Broom:** Nearly snapped. Held together by splinters. Comes to life and returns to Chulip's Castle if mended.
- 5
- 6 **Bog Newt's tail:** Worthless and gross.
- 7 **Fairy Mask:** High class accessory meant for fairy masquerade balls.
- Gold Scissors:** Can cut shadows. 1 in 6 chance during long rests to encounter the Shadow Thief, desperately wanting her the scissors back.
- 8
- 9 **Silver Ring:** worth 200 pips.
- 10 **Peacock Feather:** Bright. Eye catching.
- 11 d4 **Pollen Pearls** (page 21).
- 12 A **treasure** from a random adventure site.



HEARTACHE LAKE

Background

HEARTBROKEN PRINCE: Recently, the Fae Prince Sylvester's heart was broken when a mysterious Fairy captivated him at a royal ball only for her to disappear before he could learn her name. He has been forlorn ever since and spends his days weeping an endless stream of tears that flow down to the lake, cursing its waters with fae-magic.

CURSED WATER: The lake that was once teeming with life is now cold and still. The Merfolk who once lived in it were forced to make new homes on dry land. Every day they spite towards the fairies grows and they inch closer to declaring war.

CUTTHROAT POLITICS: Tensions grow in the Fairy Kingdom as the prince shirks his duties to wallow in self-pity. Fed up with his childish antics, the prince's royal advisor Tylwig is on the verge of launching a coup to take the throne for himself.

THE NIXIE: The mysterious guest who captured the prince's heart was the Nixie, a strange shape shifting fae-creature who dwells in the water. Curiosity led her to take the form of a fairy and attend the ball, but she found the opulence of the Fae Kingdom distasteful and quickly returned to the comfortable murky depths of the lake.

Conditions

- 1. HEARTBROKEN:** Disadvantage on WIL saves. **Clear:** Forge a bond with another creature.
- 2. BLESSING OF THE MERFOLK:** Grants the ability to breathe underwater for 1 day.

Treasures

- 1. WHIRLPOOL OYSTER:** Creates a 1' cone shaped vortex when dropped in water. Lasts d6 turns. **Recharge:** Submerge in water for 3 days.
- 2. NETTLE SWORD:** d6 damage. Targets must make a DEX save or gain an **Itchy Rash** condition.
- 3. RAINBOW TROUT CLOAK:** Reflective and beautiful. Improves swimming.
- 4. FAIRY DUST:** Sprinkle on an object to make it levitate for d6 turns. (200p)
- 5. SILVER FISHING ROD:** Its lure and string can pass through solid objects. (300p)
- 6. TREASURE CHEST:** Can store 4 item slots inside. Rusty latch requires a strong kick to open (STR save).

Key Items

- 1. GLASS SLIPPER:** Left behind by the Nixie. A relic reminding Prince Sylvester of his lost love.
- 2. WHISPERSHELL:** Enchanted shell that repeats a captured message spoken into it. Used by fairies to store their most precious secrets.
- 3. POLLEN PEARLS:** Pearls formed in the basin of Water Lilies. Valuable to Merfolk, Bees, and Fairies.
- 4. GLOP GRENADE:** Makeshift weapon designed more to humiliate rather than damage. A wad of mud, cattail fur, sticky nectar, and fluorescent ink. Near impossible to clean off. Deals d4 damage.



The Lake

The water is completely still with a faint iridescent sheen. Vapor wafts off its freezing surface blanketing the lake in a velvety haze. There is an unnerving silence. The cursed water is ice cold, sapping heat and willpower when touched.

Falling in the cursed water requires a WIL save or take d4 WIL damage and a **Heartbroken** condition. Each additional turn spent in the water requires a WIL save or take d4 WIL damage.

Traversing the water requires a boat or similar vessel. Characters can fashion one out of leaves, paper, or other foraged materials. The GM will then assign the vessel 1-5 usage dots based on its quality. If the boat takes damage in any way, mark a usage dot. If all dots are marked, the boat sinks. Poor quality vessels may move slowly or in unintended directions.

Lake Encounters

1. d8 **BEES** returning to their nest with d8 pollen pearls.
HP 3, STR 8, DEX 12, WIL 8
ATTACK: d12 sting (once)
WANTS: to protect the hive
2. d3 **FAIRIES** flying overhead, heckling and laughing at the party.
HP 4, STR 8, DEX 12, WIL 12
ATTACKS: cruel insult (1 WIL damage)
WANTS: to gossip.
3. **FAIRY SOLDIER**, interrogating the party.
HP 8, STR 12, DEX 13, WIL 13
ATTACKS: d8 silver rapier
WANTS: to slack off
4. d4 **MERFOLK PIRATES**, commandeering the party's vessel. (Stats: page 27)
5. Snapping turtle **ABERNATHY**, drifting around the lake looking for a snack. (Stats: page 25)
6. **CAPTAIN REDHOOK** and d6 **MERFOLK PIRATES** sailing the lake, hunting for the snapping turtle. (Stats: page 27)
7. **NETTLE**, the wild fairy boy. Carving a slingshot out of driftwood. Wrangling ladybugs into a jar. (Stats: page 24)
8. **NIXIE** stalking the characters from a distance. Watching carefully. Looking to steal a new trinket. (Stats: page 23)



1. Rotted Log

Smell of algae and decay. Constant low buzz from inside. Bees fly in and out regularly.

The log is half submerged in water. Its hollowed core creates a domed tunnel over the water's surface.

Exterior: Covered in soft moss and mushrooms. D6 acorns tucked in nooks. Underneath one is a **treasure**.

Interior: Dark. Pill bugs crawling over merfolk carvings on the walls.

- ▶ **Beehive** on ceiling near the center of the log. d8 bees guarding the nest. Sticky honey oozes down the walls. A slot of honey or beeswax can be foraged from the hive at risk of angering the bees.
- ▶ **Fae Crown** (500 pips to a fae noble) stuck in beeswax and honey.

2. Singing Frogs

D8 **frogs** on lily pads singing a lullaby. Listening for a turn heals 1 WIL. They are easily startled and flee if disturbed.

- ▶ 1 in 4 chance per turn of the Nixie joining in on the frog's song, singing its harmony. Disrupting the song with the Nixie nearby upsets her. She attacks the party after stalking them for d4 turns.

3. Nixie's Well

Made of cobblestone at the lake's shore. Home to the nixie.

- ▶ **Water:** Murky. Uncursed. 8 inches deep. Light glimmers from the bottom through gaps in the algae-covered surface.
- ▶ **Winch:** Lowers an acorn bucket into the well. The crank clicks loudly (1 in 4 chance to trigger an encounter with the nixie).
- ▶ **At the bottom:** a **treasure**, hair brush, stone flute, **glass slipper** (proof to prince Sylvester that the nixie was the mysterious guest he fell in love with).
 - ▶ Items stolen from characters or NPCs appear here.
 - ▶ The nixie will stalk characters who take items from her well.

NIXIE: Water dwelling Fae creature. She is fascinated with the world beyond the water but afraid to leave it. Can take the form of small fish, land mammals, birds, and fairies.

NIXIE

HP 8, STR 10, DEX 14, WIL 13

ATTACK: Steal (DEX save or lose item). d6 scratch. Drag Below (STR save or get pulled underwater)

WANTS: To collect trinkets from the outside world. To sing and listen to beautiful music.

Cattails

Dense fog. Humid. Eerie. Maze-like. Snails and slugs hang on the tall cattail stalks.

NETTLE: a wild fairy boy who pranks trespassers mercilessly. His chittering laughter echoes across the lake after he successfully frightens and humiliates his victims.

► **Description:** Rosy cheeks covered in dirt. Tunic made of leaves. Prone to fits of laughter, pouting, or crying.

NETTLE

HP 4, STR 6, DEX 14, WIL 12

ATTACK: d6 slingshot, d4 glop grenade

WANTS: to laugh, to cause mischief

NETTLE'S PRANKS (roll d6)

1. Fluttering wings zooming behind you. An unsettling giggle is heard in the distance.
2. Drops a twig containing a spider web on top of the party. Gain a **Dirty** condition.
3. Pours d100 ladybugs from a jar on the party's heads.
4. Lights a party member's cape on fire. DEX save to put it out or take d6 fire damage.
5. Explodes d4 cattails (WIL save or take **frightened** condition).
6. Throws **Glop Grenades** down on the party (d4 damage).

4. Cattail Trap

Thick mud up to the waist requires a STR save to push through without falling. **Tripwires** strung up above the mud are attached to cattails bent like catapult arms. A **treasure** and d4 **glop grenades** are wrapped in a leaf conspicuously placed below the wires.

► **Touching the wire** sends an exploding cattail at the character dealing d6 damage and covering them in fuzzy cattail seeds.

5. Nettle's hideout

Poorly hidden shack made of sticks. Rude caricatures of fae nobles drawn on leaves.

► **Inside:** jar of nectar (50p), slingshot (20p), d6 **glop grenades**, merfolk idol (valuable to captain Redhook).



6. Abandoned Boat

Rowboat (merfolk designed) sits under a canopy of cattails. Dirty but still functional.

Large jar of honey suspended over the boat by a silver wire (rigged to drop if the boat is moved or the wire is tampered with).

► **If the jar falls:** it deals d12 damage to characters near the boat and covers the area with honey. Boat can be cleaned in d6 turns. The lingering smell of honey attracts angry bees.

7. Wrecked Ship

Shipwreck: At the bottom of the lake 1' below the water. Faintly visible from the surface. Covered in algae. Tattered sails flow in the current.

► **Cabin Door:** blocked by debris (can be cleared in a turn). Inside is a chest with a **treasure**, 300 pips, a **Rabbits Crest Medal** (valuable to Basil the Rabbit. If returned to him, he will offer to join the party as a hireling for one last adventure).

8. Waterfall Cave

Cave entrance hidden behind the waterfall. Characters sailing through must make a STR save or their boat takes 1 damage.

Inside: Shallow pool of vivid blue water reflects light on the large domed ceiling. The water from the falls is warm and untainted by the curse.

Grotto in the wall is home to **Abernathy the Snapping turtle**. 1 in 3 chance he is asleep in the cave. If not, 1 in 3 chance for him to return to the cave each turn.

- ▶ Mud and dead leaves line the walls.
- ▶ **Royal Whispershell** hidden behind a pile of fish bones. It contains a secret from the old fae king Nectarius proving **Nettle** is the true heir to the fairy throne.
- ▶ **Tunnel** in the back wall leads to the Fairy Village (north entrance).

ABERNATHY THE SNAPPING TURTLE: Old age and thick skin have made him immune to the cursed waters. Has become fond of having the lake to himself and wants to keep it that way. Nemesis to captain Redhook.

Captain's Key on a chain stuck in his teeth.

ABERNATHY THE SNAPPING TURTLE
HP 14, STR 15, DEX 5, WIL 12, ARMOR 2
ATTACK: d20 bite, d6 claw.
CRITICAL: Swallow whole, 1d4 STR damage per round until rescued or escape.
WANTS: Peace and quiet. A good meal.

Water Lilies

Rainbows in mist. Sound of trickling water.

Water Lilies: Tall pink flowers with thorny stems growing out of the lake. Purified water (free from the curse) flows from the top like a fountain, forming a pool in its petals before trickling down. **Pollen Pearls** (worth 50p) each can be foraged from their basins.

- ▶ Water falling from flowers will fill boats sailing under them. DEX save to remove the water or the boat takes 1 damage.
- ▶ D8 **Bees** fly between flowers collecting pollen pearls.
- ▶ **Climbing the stalks** without appropriate equipment must take an **Exhausted** condition or make a STR save to avoid falling. The Fairy Village can be accessed from the top of flowers on adjacent hexes.

ATOP A WATER LILY (roll d10)

- ▶ **1-2:** Nothing.
- ▶ **3-6:** d4 **pollen pearls** in the pool.
- ▶ **7:** A lost **Whispershell** in the pool.
- ▶ **8:** d4 **Fairies** relaxing in the pool (contains d6 **pollen pearls**). Will scream and splash at the party if startled.
- ▶ **9:** d6 **Bees**, hunting for pollen pearls. Will attack characters with pollen pearls in their inventory.
- ▶ **10:** **Fae Prince Sylvester**, forlorn, reclining next to the pool while plucking petals from a flower one by one. (stats: page 29)



Merfolk Village

MERFOLK: Small humanoid-fish creatures. They can breathe air but much prefer life in the water. Their diet consists of bugs, nuts, and berries. They are wary of outsiders but not immediately hostile. Communication between mammals and merfolk is difficult. Basic concepts can be conveyed via miming and gesturing. Village population of 80.

CAPTAIN REDHOOK: Short tempered leader of the village. His right fin was bitten off by Abernathy the Snapping Turtle and replaced with a fishhook – an event that forever haunts him. The only thing he hates more than Abernathy is the Fae who cursed the lake and forced the merfolk to live on dry land. He is leading the construction of the Pirate Ship to prepare for an all-out attack on the Fairy Kingdom.

SABOTAGE: Merfolk child Finley made friends with Nettle and has been sabotaging the construction of the Pirate Ship to delay their attack on the Fairies. Captain Redhook has been trying to find this traitor and suspects all outsiders are spies sent by the fairy Tylwig.

9. Merfolk Tavern:

Dark. Damp. Shoddy furniture made of shells and gnarled wood. D6 **Merfolk Pirates** at the bar (Tipsy. Looking to start a tavern brawl).

Pufferfish Barkeep polishing glasses. Round belly presses against the bar. Glares suspiciously at mammals.

▶ **On tap:** Moonbrine (costs 1 pollen pearl). A salty, sour drink that burns on the way down. DEX save or take d4 heartburn damage. Clears **heartbroken** condition.

Merfolk Trader: Sits in a dark corner of the Tavern. Trades charms that can be attached to items for unique effects for pollen pearls.

MERCHANT'S WARES:

1. **Glowfish charm:** Item glows when soaked with water. (1 pearl)
2. **Marlin charm:** attached item repels water. (1 pearl)
3. **Sunfish charm:** attached item moves slowly as if it is underwater. (2 pearls)
4. **Stonefish charm:** deafens noise of the attached item as if underwater. (2 pearls)
5. **Clownfish charm:** attached item is invisible when wet. (3 pearls)

10. Temple

Domed hut. Pictographs on the ceiling depict stories, myths and legends from Merfolk History. An anglerfish sits in a shallow pool. Visitors can bring her water from exotic or faraway places to receive the **Blessing of the Merfolk** condition (able to breathe underwater for one day).

11. Dock

Boats moored to the dock: DEX save to steal a boat (1 in 3 chance per turn of being caught by a Merfolk Pirate).

1. Tree bark rowboat (3 hp)
2. d6 Folded Leaf Canoes (1hp each)
3. Log raft with a sail (4 hp)



12. Pirate Ship

Cobbled together with driftwood and tree bark. Still under construction. D6 **merfolk pirates** patching up the ship's exterior.

A. DECK: Made of sun-bleached, splintery wood. **Iron cannon** is mounted at the front of the ship. Barrel of cannonballs next to it. **traitor's gangplank** hangs over the lake.

B. CAPTAINS QUARTERS: Map lies open on a desk (details attack plan on Fae Village). Telescope (100p), Compass (500p), Cutlass.

► **Stolen oil painting** of the former Fairy King Nectarius hangs on the wall (Used as a dartboard).

► **Captain's Chest:** Locked. Key is stuck in Abernathy the Snapping Turtle's Teeth.

► **Inside:** Gold, silver and Gems worth 800 pips, a **treasure**.

C. CROW'S NEST: Outpost assigned to the merfolk child **Finley**, the only pirate who can climb the rickety ladder safely. **Telescope** mounted to the railing.

► **Carved into the wood:** a crude depiction of Finley and his best friend Nettle.

► **Finley's Satchel** contains d8 Glop Grenades, dagger, friendship ring.

D. CREW QUARTERS: Dark. Musty. Smell of vinegar. Dozens wooden barrels full of fresh water line the walls.

► **Inside the barrels:** Sleeping Merfolk, Cannonballs, Merfolk weapons (bone spears, sawtooth swords, driftwood clubs), Gunpowder

E. ARMORY: Clam full of cannonballs (STR save to open). Merfolk weapons on the walls (bone spears, sawtooth swords, driftwood clubs). Barrel of gunpowder.

F. BRIG: Guarded by a **Merfolk Pirate** (sips Moonbrine from a hip flask. Dozes off every other turn).

► **Barrel** full of items apprehended from prisoners (a fae dagger, whippershell, flagon of honey-wine).

► **Prison bars** fashioned out of sticks (STR save to break).

Merfolk Encounters:

1. **D4 MERFOLK VILLAGERS** weaving baskets and chipping bones into spear tips.

2. **MERFOLK CHILD FINLEY** dressed like his secret best friend Nettle. He can speak a few words understandable to mice.

3 HP, STR 8, DEX 12, WIL 10

ATTACKS: d6 slingshot

WANTS: to have fun with Nettle

3. **D4 MERFOLK PIRATES** pushing wheelbarrows of driftwood to the Pirate Ship.

5 HP, STR 10, DEX 8, WIL 8

ATTACKS: d6 cutlass, d8 spear

WANTS: to return to the water, to appease the captain.

4. **MERFOLK ARCHERFISH** pressure washing Glop Grenade ink stains off the sides of the Pirate Ship.

3 HP, STR 10, DEX 8, WIL 8

ATTACKS: d8 water spurt (ranged, recharge by drinking flagon of water)

WANTS: to return to the water, to appease the Captain.

5. **CAPTAIN REDHOOK** and d8 pirates preparing to hunt Abernathy the turtle.

HP 9, STR 13, DEX 10, WIL 13

ATTACKS: d8 cutlass, d6 hook

WANTS: revenge on both the Fae and Abernathy the turtle. To reclaim the lake



Fairy Village

FAIRIES: Magical creatures born from Ea, the Warden Tree. They are small and humanoid, each with unique bug-like and botanical characteristics. Fairies look down upon warm blooded mammals but allow them in their kingdom out of amusement. Silver is extremely valuable to them as a utility and for decoration. Iron, considered to be blasphemous, physically repulses them and is banned in the kingdom. Village population is roughly 150 fairies.

SECRETS: Fae society revolves around Secrets. They are only to be shared with trusted confidantes. Sharing them openly is disgraceful. This doesn't deter fairy high society where gossip, rumors and lies are the number one source of entertainment.

Fairy Encounters

1. **FAIRY**, drunk off dandelion wine.

4 HP, STR 8, DEX 12, WIL 12

ATTACKS: d4 hand mirror.

WANTS: to gossip.

2. d4 **FAIRY SOLDIERS** searching the party for Iron.

8 HP, STR 12, DEX 13, WIL 13

ATTACKS: d8 silver halberd

WANTS: to slack off.

3. Stressed out **FAIRY SERVANT** fetching tissues for the prince.

4 HP, STR 8, DEX 14, WIL 14

ATTACKS: d6 silver dagger

WANTS: to be rich.

4. **FAE SWORDSMAN** challenging a party member to a duel.

6 HP, STR 10, DEX 14, WIL 12

ATTACKS: d6 rapier

WANTS: to impress his crush.

13. Fae Apartments

Buildings made of repurposed clay and porcelain vases that are held high above the lake on wood stilts. Silver wire wraps around them in ornamental spirals. Fairies are often found eavesdropping by open windows.

► **Inside:** Silk hammocks, pointless trinkets, mirror shards, bottles of fruit wine. Fairies hold tea parties where they can meet and share the latest village drama.

► **Whispershells** can be found locked away in cabinets, hidden in hollowed out books or behind conspicuous framed paintings.

Shady merchant Daffodil lingers in an alley offering to trade a **treasure** for high quality gossip or 2 stolen **whispershells**.



14. Courtyard

Fairy Civilians pass through showing off garish, trendy clothes. Others huddle in small groups to exchange the latest gossip.

Statue: depicts the former king **Nectarius** holding a vase. A fountain of honey lurches slowly out of it into a basin below.

► **Gold Plaque:** “Long live King Nectarius who died doing what he loved most, eating delicious honey” (worth 300 pips. Stealing it causes a scandal).

► **In the honey:** d100 pips. A **treasure**.

15. Tylwig's Sept

Lavish apartment of Tylwig, the royal advisor to the throne. He has grown weary with the prince's endless sobbing and is secretly planning to overthrow the regime and take the crown for himself.

TYLWIG, ROYAL ADVISOR: Tall. Thin. Snobby. Flower ruffle collar. Rude to non-fairies but sees their potential value as pawns in his schemes.

TYLWIG - FAIRY ROYAL ADVISOR

6 HP, STR 6, DEX 8, WIL 15

ATTACKS: “Seize them!” summon d8 soldiers

WANTS: to rule the fairy kingdom.

D6

FAE RUMORS

Sylvester isn't the true heir to the throne. There is a lost child of King Nectarius who is the rightful heir.

2 The Fae prince's “lost love” smelled like fish and brine. Some think she was a merfolk in disguise.

3 A fairy of high nobility has a tendency to steal other people's mail.

4 The former king's crown has been lost. A new king can't be named till its found.

5 Royal advisor Tylwig's jewelry is fake.

6 The winemaker has been secretly spiking the barrels with cheap moonshine made by mice.

16. Fae Palace

Exterior: A large silver teapot decorated with gems, flowers and intricate metalwork.

► 4 **Fairy Soldiers** guard the entrance, loudly gossiping about the prince.

Inside: Stained glass windows covered in ivy. Grand staircase to the silver throne flanked with dense bushes of flowers.

Glass slipper: sitting on a velvet pillow atop a podium. The only reminder of Sylvester's of lost love.

SYLVESTER, FAE PRINCE: Reclines on his throne sobbing relentlessly. Tears cascade down to the lake - a spectacle of his despair. He seizes every opportunity to regale visitors with his tale of heartbreak, even lowly mice.

► **Description:** Melodramatic, shakespearean. Youthful. Soft features.

► As long as the prince is heartbroken, his cursed tears continue to pollute the lake.



SYLVESTER - FAE PRINCE

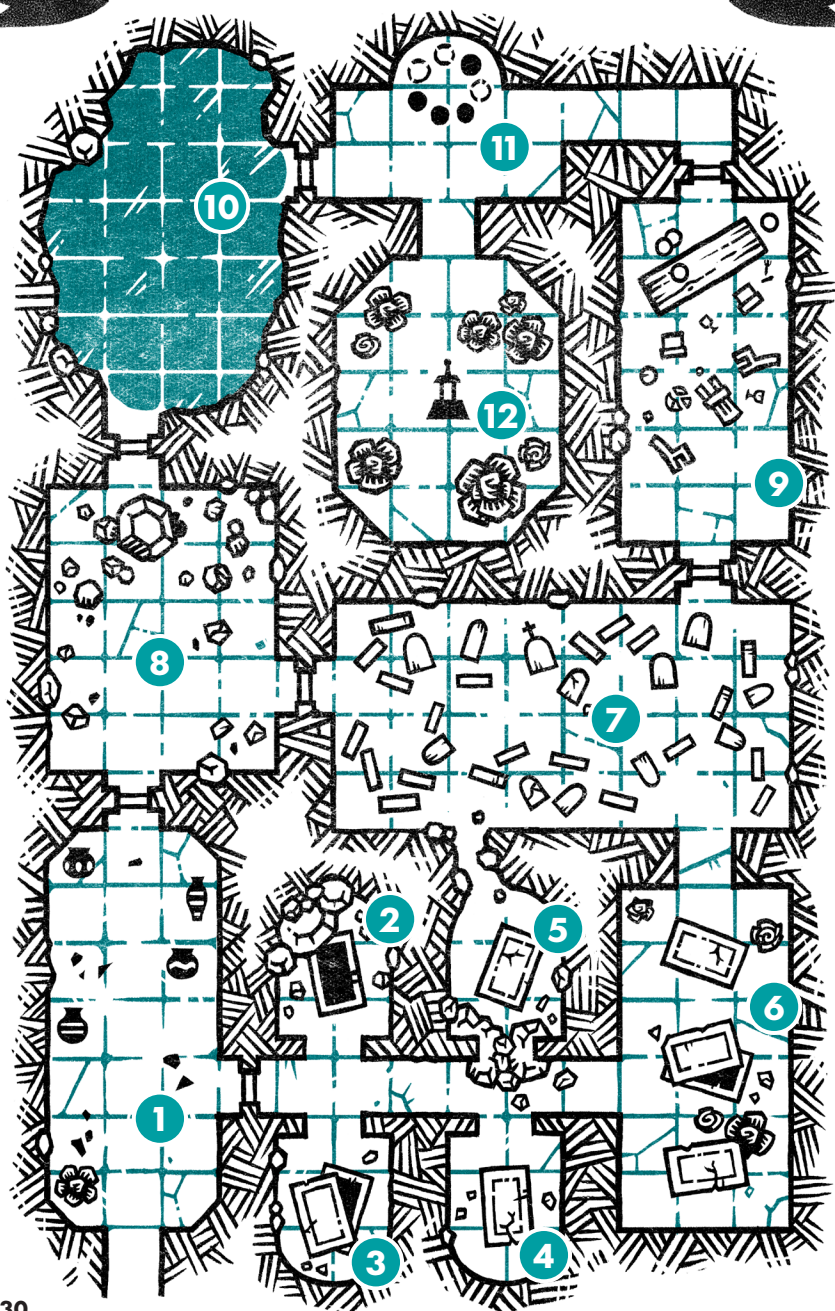
8 HP, STR 12, DEX 15, WIL 15

ATTACKS: d8 rapier, Summon Guards, Sob

WANTS: attention. pity. to find his lost love.

Two Servants flanking Sylvester. Bored. One wafts air on the prince with a leaf. The other holds a flagon of rose-wine.

TOMB OF ROSES



Overview

THE TOMB: Burial place of the legendary mouse hero Konrad who was laid to rest with the enchanted sword he used to slay the Jabberwocky.

NIGHTMARES: Recently, Konrad's ghost was roused from slumber by terrible visions of the Jabberwocky returning to claim his soul. He reached for his sword only to find it was stolen, leaving him helpless against the monster that is surely looking for revenge. The former warrior is now a shell of his past self, driven mad by unrest and endless nightmares of the beast he once vanquished.

GHOSTLY UNREST: The entire spirit world has been awoken by Konrad's endless raving. Angry ghosts have been spotted at an increasing rate all throughout the forest, causing trouble and spreading fear everywhere they go.

Key Items

- VORPAL SWORD:** Legendary weapon used by Konrad to slay the Jabberwocky. d8 damage +1 per condition the character carries. Advantage against magical entities (fairies, ghosts, shadow creatures).
- GOLDEN HARP:** Make a DEX save to play a melody that inspires nearby characters (roll next save with advantage).
Recharge: perform a concert for ghosts.

Treasures

- SPECTRAL MIRROR SHARD:** Its reflection reveals the spirit world. Light weapon.
- SATIN GLOVES:** Gives wearer a gentle touch. When rolling item usage, mark usage on a 5-6 rather than 4-6.
- CRYSTAL TEARDROP:** 300 pips to a fairy.
- SILVER BELL:** Repels ghosts and other magical creatures when rung. 1 in 2 chance to clear haunted condition. **Recharge:** Ring during a Full moon.
- VORTEX URN:** When uncorked, a powerful vortex sucks in air and small objects in a 1' cone. Can capture ghosts with a successful DEX save. **Recharge:** Hold open in extreme winds for a watch.
- LODESTONE AND COMPASS:** Compass needle points to the stone's position.

Ghosts and Hauntings

HAUNTED CONDITION: Marked by a ghost. When an encounter is rolled and the result is an odd number, haunted characters encounter their ghosts (roll on the table below based on ghost's disposition).

► **Clear:** bring the ghost to rest.

Ghosts can only be damaged by silver weapons or magic and are invisible unless they choose to be seen or are overwhelmed with emotion.

D8	ANGRY GHOST	FRIENDLY GHOST	BRING GHOST TO REST
1	Attacks	Identifies a nearby hazard	Pay off its debts (d100 pips)
2	Puts out torches	Heals 1d4 HP	Bring their enemy to justice
3	Marks usage on an item	Emits light for d6 turns	Reunite it with its lost love
4	Rots rations	Clears 1 item usage	Carve a statue of it
5	Jump scare (d4 WIL dmg)	Scares off a hostile creature	Scatter its ashes atop a mountain
6	Steals an item	Reveals a nearby treasure	Dig it a proper grave
7	Emits foul stench	Assists in combat	Cook it an elaborate feast
8	Freezes the ground	Retrieves a lost item	Show it the Fairy Palace

Encounters

1. Icy footprints from an invisible **GHOST** walking on the floor, walls and ceiling. 1 in 4 chance to become haunted each turn in the room.

GHOST

HP 9, STR 5, DEX 10, WIL 10

ATTACKS: d6 Chilling Touch (WIL dmg)

WANTS: to be at rest

2. Two **GHOSTS** dancing a waltz. Bumping into them or disrupting their dance turns them hostile.

3. **STONE GOLEM** emerges from the ground underneath a character.

STONE GOLEM

HP 8, STR 13, DEX 5, WIL 5, ARMOR 1

ATTACKS: d8 Crush

WANTS: to repel intruders

4. **GHOST NOBLE-MOUSE** awoken from a deep sleep. Insists on dueling the party. If declined, he will haunt a party member until they accept.

GHOST NOBLE-MOUSE

HP 9, STR 8, DEX 11, WIL 7

ATTACKS: d6 Spectral Rapier (WIL dmg)

WANTS: to prove his mettle

5. **RED RAT SOLDIER**, terrified, hiding from an angry ghost who haunts him. Has a stolen **treasure**.

RED RAT SOLDIER

HP 3, STR 12, DEX 8, WIL 8

ATTACKS: d6 Club, d6 Sword

WANTS: riches, to serve Madeline

6. An icy breeze extinguishes the party's torches before the ghost of **KONRAD** appears, demanding they leave the tomb or be forever cursed. WIL save or take a frightened condition. (stats: room 12)
-

1. Sunlit Atrium

Patches of mint and clover grow in the moss under sunbeams through the cracked ceiling.

Mosaic on the wall depicts a warrior mouse plunging a sword in a shadowy beast.

Four **clay pots** along the wall, corked and sealed in wax. **Inside:**

1. Strips of gauze.
2. d20 pips.
3. Oil.
4. Acid (d6 dmg when touched).

2. Collapsed Tomb

Stone coffin half buried in rubble from a collapsed in wall. Requires a turn to clear.

► **Inside:** Dead flowers, depleted **heal** spell tablet, vial of fairy blood.

3. Empty Tomb

Empty Stone coffin: Waystone (identical to those in the Waystone Woods, p. 17) at its head.

► **If the false waystones in the Waystone Woods are cleared:** the party is greeted by the lost ghost from the woods. A random party member gains a **Friendly Ghost** condition.

4. Wailing Ghost

Dozens of empty mirror frames on the walls. Heaps of glass shards lie below them.

Stone coffin: Cold to the touch. Streams of frozen water like tears from beneath the heavy stone lid. Requires a STR save to open.

► **Inside:** A ghost holding a **treasure**. She opens her mouth wide, then wider, and lets out a gut-wrenching scream. Characters within earshot must make a WIL save or take d4 WIL damage. If the coffin remains open for 3 turns, the screaming ceases and the ghost haunts a random party member.

5. Harp Ghost

Hallway entrance is caved in. Inaccessible without special tools. **Secret entrance** behind rose bush in 7. Tombstones.

Golden Harp (500p) floats in the air.

Invisible fingers pluck a soothing melody. Listening for a turn inspires those who hear (roll next save with advantage).

- ▶ Singing, dancing or applauding the music reveals the ghost **Aria**, who bows and thanks the audience. Her last wish is to play music with the singing frogs of Heartache Lake. Characters who offer to fulfill her request receive her **Golden Harp** and a **Friendly Ghost** condition that can be cleared by fulfilling her wish.
- ▶ **Stealing the harp:** grants an **Angry Ghost** condition to whoever holds it. The harp has a 1 in 6 chance of playing a loud dissonant chord upon entering a room, triggering a hostile encounter.

6. Fairy Statues

Stone wall. Massive etching of Ea the Warden tree at the center. A **statue** is on both sides of the tree emerging from stone carved flowers.

Statue of Mara, the first fairy: Tall.

Elegant. Stained glass wings. Standing in the pool of a fountain.

- ▶ **In the pool:** 40 pips. Throwing pips in the fountain restores 1 WIL per 10 pips.

Statue of Mab, the second fairy: Stern.

Devious. Wings made of black obsidian.

- ▶ She holds a **goblet** full of a silver liquid emitting an acrid floral aroma. Characters who drink it die and become ghosts who can pass through walls, carry small items and communicate with other spirits. Each turn the character must attempt a WIL save to return to their body and come back to life with an exhausted condition. If they don't return after d6 turns, the ghost is exiled to the spirit world forever and haunts the next character that player creates.

7. Tombstones

Floor of soft earth and moss. Dozens of uniquely shaped tombstones peppered throughout the room. The sound of a harp is faintly audible.

Rose bush covers the south wall engulfing nearby tombstones. The harp music is louder when near it.

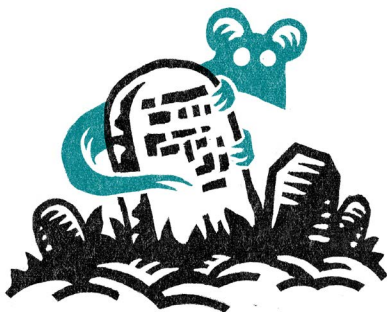
- ▶ Hidden behind the thicket is a **crumbled wall** leading to 5. Harp Ghost.

Tombstone: suffocated in half melted candles. Lighting them takes a turn. All nearby ghosts are visible in the candlelight.

d6 Moss Covered Tombstones. Clearing the moss takes a turn. One is revealed to be a random Spell Tablet.

Gold Coin (1" in diameter, worth 1000p) wedged in the earth next to a rat skeleton.

- ▶ Words engraved around the edge: "I wear the chain I forged in life. I made it link by link, and yard by yard; I girded it on of my own free will, and of my own free will I wore it." (*Dickens, 1843*)
- ▶ If a character steals the coin they are **haunted** by the ghost of their future self (appearing old, haggard, in tattered robes and manacles) who confronts them with their deepest regrets and failures (d4 WIL damage). Any time the character gains pips while haunted, their ghost confronts them again dealing another d4 WIL damage. **Clear:** give d12 x 100 of their own pips to creatures in need or do an equivalent charitable act.



8. Trapped Golem

Stone Golem: Trapped in a mass of vines, dormant as if asleep. It obstructs the north door. A DEX save is required to sneak by without disturbing it.

- ▶ **If awakened:** it thrashes at nearby characters dealing d8 dmg. After 3 turns of thrashing, it breaks free from the foliage and begins roaming the dungeon, hunting the intruders.
- ▶ **Moss** covers its back.
 - ▶ **Wedge in the Moss:** d4 rusty weapons, a silver rapier (100p), a **treasure**.

STONE GOLEM

HP 8, STR 13, DEX 5, WIL 5, ARMOR 1

ATTACKS: d8 Crush.

WANTS: to repel intruders

9. Banquet Hall

Five aristocratic ghosts: in the midst of a decade long squabble have destroyed the once fine room. They hurl an endless stream of dinnerware, cutlery, and Shakespearian insults at each other. The cause of the fight has long been forgotten.

- ▶ Each round spent in the room requires a DEX save to avoid being pelted by stray objects dealing d4 dmg.

THE GHOSTS

1. **Pemberly:** Old, posh, patriarchal fairy. Angry at the uncivil actions of his guests.
2. **Winifred:** Large hoop skirt. Insults others without realizing it.
3. **Viggo:** Mouse in a powdered wig.
4. **Quincy:** Spoiled nephew. Cowers behind a chair. Brags about his father's wealth.
5. **Templeton:** Butler. Fed up with his job. Unsure why he is still doing it as a ghost.

Debris and broken furniture litters the room. **Searching** for a turn can yield a **treasure**, silver spoon (20p), or d20 pips.

North door to 11. Alcove blocked by a pile of chairs and an overturned table. Requires a STR save or 2+ mice working together for a turn to clear.

10. Frozen Pool

Frozen Pool: a sheet of ice over a 6" deep pool of water fills the room.

- ▶ **Drowned Ghost:** beneath the ice drifts in circles with a gaping mouth and dark voids for eyes. If disturbed or the ice cracks, it jolts erratically and scratches at characters from below. Breaking the ice or disturbing the ghost 3 times turns it hostile.

DROWNED GHOST

HP 9, STR 5, DEX 10, WIL 12

ATTACKS: d8 Chilling Touch (damages WIL).

CRITICAL DAMAGE: Pull underwater (STR save to break free)

WANTS: To swim in peace

At the bottom of the pool: a **golden key** (glints brightly), a waterlogged fairy diary, 2 **treasures**.

Gold Chandelier hangs 1' over the ice on a rickety chain (on the verge of breaking). Strings of pearls and inset gemstones worth 500 pips can be collected from it.

Locked Stone Door to 11. Alcove. Requires **golden key** from the frozen pool.

11. Alcove

Magic Mirror: Large, oval mirror mounted to the wall in a silver frame.

- ▶ **Speaking to the mirror** summons a spectral face resembling a white drama mask. It can answer simple questions or reveal the location of specified items by reflecting a hazy, real-time image back to the characters.
 - ▶ The mirror is **terrified of ghosts** and vanishes in fear if any party member has a **Haunted** condition - even if the haunted members leave the room.

12. Konrad's Tomb

Roses grow in patches through cracks in the tiled stone floor. Jagged tombstones jut out from the vines and leaves.

Konrad's Coffin: upright on the far wall.

Stone statue of Konrad (heroic, dignified, stern) stands in front of it.

► Empty **stone sheath** marks the recently stolen Vorpall Sword.

During the Day: Konrad's ghost lays in his coffin attempting to rest while trapped in a nightmare. He occasionally lets out frenzied whispers and screams of terror.

During the Night: Konrad wakes from his nightmare and ravages the forest while raving about the evils that will soon come to devour the souls of everyone.

THE GHOST OF KONRAD

Spirit of the legendary hero. Appears restless, frail and grief-stricken due to endless nightmares of the Jabberwocky. A stark contrast to his heroic statue.

► **Quirks:** Thick Scottish accent. Billowing voice. Long monologues.

► **Raves** about his nightmares of the Jabberwocky: *"Those claws... those wicked teeth... It breathes again... we are doomed! Ea save us!"*

Konrad sees **visions** of the past and future from creatures he touches.

► **If touched:** PC must make a WIL save or see a vision of the Jabberwocky eating them alive (take d8 WIL damage and a **frightened** condition).

► Konrad wants his sword to be wielded by a mouse who is brave and courageous, like his past self. If he sees feats of bravery or courage in a character's past, he may give them his blessing to find his sword and use it to slay the Jabberwocky.



THE GHOST OF KONRAD

HP 12, STR 13, DEX 11, WIL 12

ATTACKS: d8 Chilling Touch (damages WIL), d12 Spectral Arrow

KNOWS SPELL: Fear

WANTS: to recover his stolen sword, to be at rest, for the Jabberwocky to be slayed once and for all.

FATE OF THE VORPALL SWORD (roll d4)

1. Dropped to the bottom of Heartache Lake and found by the Nixie who refuses to part with it willingly.
2. Stolen by One-Eyed Jack, Madeline's second in command. After finding it, he took half of her Red Rat army and went rogue as leader of a competing faction called "The Black Jacks" with the goal of being the sole ruler of the forest.
3. The sword was found by Percival who demands 3000 pips for it or he will sell it to "another bidder" (Mab).
4. The sword was plunged into the Warden Tree, sapping it of its life and magic.

CHULIP'S CASTLE



Overview

THE ENCHANTED CASTLE: Although the great wizard Chulip lives alone, his castle is very much alive. Every object has been enchanted to serve his will. Brooms and mops keep the floors spotless while animated tin soldiers patrol the halls and guard his priceless magical artifacts from rat bandits.

THE STOLEN SPELL TABLET: Recently, Chulip's **Animate** spell tablet went missing, making him powerless over his spellbound servants. The castle fell into chaos as its denizens rebelled against the sorcerer who brought them to life.

The culprit was none other than the fraud magician Percival (page 9) who stole the tablet after his numerous requests to become Chulip's apprentice were rejected.

RAT THIEVES: Madeline is taking advantage of the chaos by sending her Rat minions to plunder the castle, hoping to find magical artifacts to aid in her quest to rule the forest.

FIRE BREATHING CHICKEN: To make matters worse, a confused chicken named Tillie has taken Chulip hostage in his own castle after mistaking him for a newly hatched chick in need of a mother.

Conditions

1. **ITCHY RASH:** Disadvantage on DEX saves. **Clear:** Apply aloe or wait d4 days.
 2. **DIRTY:** Covered in dirt, soot, grime, or the like. Leaves a mess everywhere. **Clear:** Wash with soap and water for a turn.
-

Treasures

1. **MAGIC MARBLE:** A wizard's crystal ball. Follows the last creature to touch it. Receives occasional prank calls from other wizards (300p).
 2. **SCRY SPELL:** Share a vision with a creature you touch. **Recharge:** player reads 100 pages of a book in real life.
 3. **WIZARD'S CANDLESTICK HOLDER:** Usable as a torch. Can cast fireball. **Recharge:** Light 20 torches with it.
 4. **CHULIP'S WAND:** Grants advantage on WIL saves from spell miscasts.
 5. **MAGIC BEANS:** Grows a climbable beanstalk d20 x USE inches tall.
 6. **GOLDEN EGG:** Crack open the egg to find any piece of mundane adventuring gear the player desires.
-

Key Items

1. **ANIMATE SPELL:** Animate an object for D6 x USE turns. It can follow simple directions. Stolen by Percival (page 9). **Recharge:** 1 day of manual labor for an NPC while holding the tablet.
 2. **TIN ARMOR:** Highly protective (2 Armor). Clunky. Moving in it requires a STR save or fall over.
 3. **LOOKING GLASS MIRRORS:** A pair of magic hand mirrors. A portal linking them together (allows small objects to pass between them).
 4. **ENCHANTED ORIGAMI PAPER:** Folded objects come to life and do its creator's bidding. Player must fold it in real life to manifest it in game.
-

Encounters

1. d6 **ENCHANTED MOPS** carrying precariously full buckets of water, cleaning vinegar, and acid.

ENCHANTED MOP

HP 2, STR 6, DEX 2, WIL 4

ATTACKS: d4 Thwack

WANTS: a spotless floor.

Will attack characters who make messes.

2. **ENCHANTED MOP** and bucket scrubbing the floors.

3. **RED RAT** covered in ooze being chased by d4 enchanted mops

RED RAT

HP 3, STR 12, DEX 8, WIL 8

ATTACKS: d6 Club, d6 Sword

WANTS: riches, to serve Madeline.

4. Two **RED RATS** hunched over poorly drawn blueprints of the castle, scheming.

5. d6 **RED RATS** demanding the party turn over any treasures they found.

6. d3 **TIN SOLDIERS** on patrol.

TIN SOLDIER

HP 8, STR 12, DEX 4, WIL 4, ARMOR 1

ATTACKS: d6 Sword, d8 Halberd

WANTS: to guard the castle, to unionize the animated objects.

7. **TIN SOLDIER** kicking its helmet across the floor, unable to pick it up. It swings its sword wildly if it detects intruders.

8. Young **FAIRY SQUIRE** named Milton with an Enchanted Bucket stuck on his head. He was sent on a quest by his uncle Tylwig to earn knightship by slaying the "Fire breathing monster" at the top of the Castle.

FAIRY SQUIRE MILTON

HP 6, STR 10, DEX 12, WIL 12

ATTACKS: d6 Rapier

WANTS: to conquer his fears, slay the beast and become a knight.

1. Grand Hall

Large. Grandiose. High ceiling. Smells of rubble and harsh cleaning chemicals. Marble tile floors shined like mirrors.

Grand Marble Stairway to 6. Landing. d4 Enchanted mops and buckets full of soapy water are polishing the steps (extremely slick. DEX save or slip and fall down the stairs underneath the chandelier).

Chandelier (6" in diameter) hangs on a chain at the center of the room above the entrance to the stairs. An enchanted mop is cleaning fresh blood off of cracked tiles directly underneath (a falling-chandelier accident clearly happened here).

► **Chandelier falls** if a creature is below it (d12 damage, DEX save to dodge). Takes 2 turns to crank back up and reset.

► After the chandelier falls, water begins leaking from pipes beneath the tile floor. On the 3rd drop, it breaks through the floor opening a passage to the **Boiler Room**.

► **3 sapphires** (100p each) mounted on it. Takes 1 turn each to remove.

Stone door to 7. Flooded Library. Impossible to open from this side due to pressure. Water drips through the cracks.

East hallway to 5. Garden. Small **Cubby Door** beneath the stairs to 2. Broom Closet.

2. Broom Closet

Cramped. Unfinished, splintery wood covers the walls, ceiling and floor. **Trap door** in the floor to 3. Basement Sewer.

Supply Shelf: scrub brush (50p), leather gloves (50p), steel wool, soap, lye, vinegar

D6 dormant **enchanted mops** and **brooms**. Will wake up and attack characters with a **dirty** condition or anyone who makes a mess.



3. Basement Sewer

Pitch dark. Smell of mold, garbage and copper. Damp floors from unknown liquids.

Dumpster full of wizard's trash. Barrels of **ooze** (Glow. Causes **Itchy Rash** and **Dirty** conditions) with lids nailed shut. Searching the dumpster for a turn can yield:

1. Pill bugs
2. Rat bones
3. Ooze (gain Itchy Rash and Dirty)
4. Compacted gold cube (500p)

Trash Compactor: Mechanical Iron box with a lever and small front-facing door. Placing up to 3 objects inside and pulling the lever will compact them into a small cube (1 item slot). After d8 turns, they vibrate and explode back to their normal size with 1 usage removed.

The 4. Boiler Room is visible through iron bars separating it from the basement sewer.

- The bars can be raised by a **winch** in the boiler room, just outside of reach.

4. Boiler Room

Bronze pipes cover the walls and ceiling. Drops of water, scented oils and harsh chemicals leak from them. **Tin Armor** lies in pieces on top of a pile of dirty laundry.

Laundry Chute in the wall. Brass dial next to it (currently points down). If **pointed up**, nearby objects and characters are vacuumed up the chute to 12. Chulip's Quarters.

Winch: On the wall 6 inches from the iron bars separating the Basement Sewer and Boiler Room.

- **Turning the crank:** Raises the bars.

Two **enchanted chests** against the wall.

- **Iron Chest:** Locked. A **treasure** inside. Attempting to pick the lock causes the chest to sneeze violently, sending its contents flying at the character (d6 damage).
- **Wood Chest:** Unlocked. A severed rat paw lies on top of 100 pips inside. **Touching its contents** causes the lid to snap shut. If a limb is caught inside, it deals d6 damage per turn until pried off with a STR save. **Critical Damage:** take an injured condition. The limb is lost.

Water Valve on a large pipe. The sound of rushing liquid can be heard inside.

- **Turning the valve:** deactivates the running water in the 11. Bathroom and stops the flooding in the 7. Library.

5. Garden

Bright sunlight diffused by thick humid air. Overgrown plants compete for soil in crowded pots. Weeds break through maze-like cobblestone pathways.

Open Window: Vines covered in red, hair-like barbs trail outside and up the castle wall (can be climbed to 10. Armory).

▶ Touching the vines applies **Itchy Rash**.

Pitcher plant towers over the thicket of plants at the center of the room. Acid drips from its mouth (d6 damage if touched).

▶ **Inside:** a rat skeleton and set of **Tin Armor** floats in the acid. Cutting it open releases acid everywhere. After d4 turns, it eats a hole in the floor leading to 3. Basement Sewer.

Thicket of plants obscures the southern wall. Foraging the thicket can yield:

1. Massive potato (300p to a chef)
2. Rations
3. Grass whistle
4. Poison Ivy (gain Itchy Rash condition)

Garden Shed: door wedged shut with a gnarled dagger. It thuds violently from within when characters are nearby.

- ▶ **Opening the door:** frees a pair of enchanted garden shears and watering cans which fly out and tend to the garden.
- ▶ **Inside:** gardening supplies, diagram of poisonous plants, a **treasure**.

Large **Terra-cotta pot** containing a dozen small **venus fly traps**. Handwritten note on the side reads: **"Do not water!"**

- ▶ **If watered:** it grows into a **Fly-Trap Hydra**, a massive, bloodthirsty plant creature. All 12 heads big enough to swallow a mouse. It drags itself with roots and vines roaming the castle for its next meal. Add to the encounter table.

FLY TRAP HYDRA

HP 10, STR 14, DEX 8, WIL 6, ARMOR 1

ATTACK: d10 bite

CRITICAL DAMAGE: Devour (d4 STR damage per round till rescued or escape)

6. Landing

Small alcove halfway up the Grand Marble Stairway. Stairs continue up to 8. Atrium or back down to 1. Grand Hall.

Books strewn across the floor. Some badly damaged and missing pages.

Oak bookshelf: Flush against the wall. Completely empty except for volumes 1-3 of 'Secret Passageways and their Hidden Mechanisms'.

- ▶ The books are levers. If pulled, they cause the shelf to spin on its axis for d4 turns (revealing a **secret passage** to the 7. Flooded Library). The **speed** of the rotation is determined by which volume is pulled.

- ▶ **Volume 1:** Shelf spins slowly. Characters can easily enter or exit the passageway.
- ▶ **Volume 2:** Shelf spins quickly. Characters must make a DEX save to enter or exit the Flooded Library.
- ▶ **Volume 3:** The shelf spins comically fast. Each nearby character is flung randomly into either the Flooded Library or down the stairs to the Grand Hall (deals d6 fall damage).

7. Flooded Library

Large. Cavernous. Flooded with a foot of water. Pitch dark, evoking a vast ocean at night. Smells of leather and old, musty paper. The sound of falling water off in the distance.

► **Searching underwater** has a chance to yield: a random spell tablet, **tin armor**, or a **treasure**.

Islands formed of mounds of soggy books. Wood ladders and half of an astronomy globe drift gently on the surface (can act as a raft for up to 4 mice).

Waterfall pouring from the top of an empty shelf on the western wall.

► **At the source: a Looking Glass Hand Mirror.** Water cascades out of its portal (linked to its sister Hand Mirror in 11. Bathroom).

Carnivorous Books: dart through the water like hungry squids. The room's eerie silence is occasionally broken by the sound of them leaping out of the water and snapping shut in a resounding clap.

CARNIVOROUS BOOK

HP 4, STR 8, DEX 2, WIL 2

BITE: latches on with sharp teeth (d4 damage per round, STR save to remove).

Bookshelves built in the walls full of tomes written in ancient languages. Searching for a turn has 1 in 4 chance of yielding a book understandable to common mice.

D4 BOOKS IN THE LIBRARY

- 1 Wizard's Calculus (hollowed out, a **treasure** inside)
- 2 Duke Spindleton's Almanac of Pebbles
- 3 Chulip's Diary Vol. 43 (A map of the castle tucked inside)
Scriptum Carnivorus (Attacks when opened dealing d4 bite damage. STR save to close)

Spiral staircase (narrow, rickety) in north-west corner leads to 12. Chulip's Quarters via trap door in the ceiling.

Stone Door (tall, narrow, half submerged in water) to 1. Grand Hall. It is blocked by a pile of waterlogged books (d4 turns to clear).

► **Opening the Door:** Drains the library in a massive torrent. Water flows out to the grand hall and garden.

► **Flooding the Garden:** causes it to proliferate into a dense jungle. The **Fly Trap Hydra** grows and starts wandering the Castle looking for its next meal.

FLOODED LIBRARY ENCOUNTERS (roll d4)

1. **Carnivorous Book:** circling like a shark.
2. **d6 Carnivorous Books** swarming like ravenous piranhas.
3. **Tompkins the Rat:** Drifting on a raft. Abandoned his job as Madeline's henchman for a life of fishing. Talks eerily of 'The Tome', a massive whale-like carnivorous book. It's his obsession and greatest fear. Offers a **Treasure** if the party vanquishes it.
4. **The Tome:** a massive carnivorous book full of pages written in blood from past victims. Its enormous dark silhouette drifts below the water like the shadow of a cloud passing overhead before engulfing its prey from below.

THE TOME

HP 8, STR 15, DEX 2, WIL 2

ATTACKS: d12 devour

WANTS: to consume knowledge

8. Atrium

Circular room lined with pillars and tall, narrow stained-glass windows.

Massive Stone door in the center of the room (**Locked**, requires **Stone Key** from 10. Armory).

- ▶ Leads to the 13. Astronomy Tower via a long spiral stairway.
- ▶ **2 Tin Soldiers** guard the door on each side. If a character approaches, they block the door menacingly with their halberds.

Stone Archway in the east wall leads to 9. Gallery. **Wood door** in the west wall leads to 11. Bathroom.



9. Gallery

Black and white Marble checkerboard floor. Rows of ornate stone pillars. Walls lined with **paintings** in opulent frames. Many are empty or badly damaged.

Painting of a Tin Soldier: Door hinges mount it to the wall (a secret passage to the 10. Armory).

- ▶ It only opens if a Tin Soldier (or character disguised as one) stands in front of the painting mirroring its pose (Tin Armor can be found in the Basement Sewer, Garden and Flooded Library).
- ▶ **Scuff marks** on the ground make a path to the Atrium Door where 2 Tin Soldiers stand guard. Every 3 turns, the painting opens and a tin soldier marches to the atrium **stone door** to replace one of the guards on duty.

Painting of a Tree on Fire: scorch marks char the ground in front of the painting. The canvas is mounted on a **Fireball** spell tablet (triggers if the painting is tampered with).

Surreal melting clock painting: 4 small emeralds (50p each) set in the frame.

- ▶ **When viewed:** the objects in the scene appear to melt. WIL save or become entrenched, sink through the floor, and fall to 5. Garden (d6 fall damage).

Portrait of Remington: Chulip's Ancestor. An Aristocratic Mouse in velvet robes holding an apple. He poses smugly when viewed.

- ▶ Casts **Magic Missile** at viewers if they insult or ignore him.
- ▶ **Wants:** to be displayed somewhere regal. He offers "all his wealth" (a **treasure** and 300 pips) if the party finds him a lavish new home.
- ▶ Knows magic missile and can hold 2 items small enough to fit through the frame. Must be varnished with beeswax to recharge his magic. Can be whiny and high maintenance.

10. Armory

Break room for the Tin Soldiers who guard the castle. Smells of polished metal.

Punch card machine on the wall. **Stone Key** on a hook next to it (unlocks **atrium stone door**).

Alarm bell: If a Tin Soldier discovers a PC in the room, they ring the bell to summon help. Roll an encounter.

Grindstone and weapons rack (contains 2 halberds) in the corner.

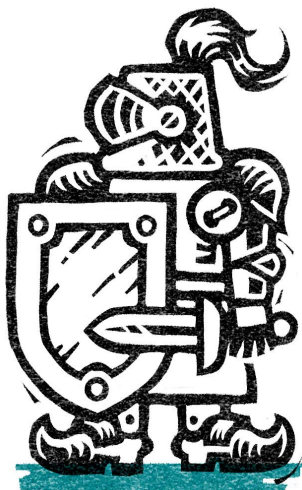
Poster: Illustrated depiction of two Tin Soldiers holding hands, covered by a large red "X". Written below it: *"Workplace trysts are strictly forbidden!"*

Open window: Vines wrap around the windowsill from the trellis outside.

► Can be climbed down to 5. Garden (touching the vines gives an **Itchy Rash** condition).

ARMORY ENCOUNTERS (roll d3)

1. Room is empty
2. **Tin Soldier** reclining on a couch, appearing to be asleep.
3. D4 off duty **Tin Soldiers** playing cards (d100 pips on the table).



11. Bathroom

White and gold tile floors. Floral Wallpaper. Overwhelming smell of scented oils and chemical fragrance. **Wood door** on east wall to 12. Chulip's Quarters.

Teacup Bathtub: The broken faucet spews an endless stream of water (can be turned off in the **Boiler Room**).

► **Enchanted hand mirror** lies at the bottom of the tub – a portal which drains water from the tub out from its sister mirror in the flooded library.

► Removing the mirror while the faucet is running causes it to overflow. After d6 turns the entire castle becomes difficult terrain due to flooding. Atrium stairs are slippery and require a DEX save to avoid sliding down to the grand hall underneath the chandelier trap. Excessive water in the garden causes plants to proliferate, turning it into a dense jungle. The bloodthirsty **Fly Trap Hydra** is awoken and starts wandering the castle.

Magic Bathbombs: on a shelf above the bathtub in various colors.

1. **Red Bathbomb:** Makes water boil.
2. **Lavender Bathbomb:** Heals d6 HP.
3. **Periwinkle Bathbomb:** Bubbles shaped like clouds and stars.
4. **Black Bathbomb:** The room is engulfed in darkness. The water's surface reflects an alternate dimension where an eye the size of a mountain opens. Characters who meet its gaze must make a WIL save to see a vision of the future or gain a Frightened condition. After 1 turn, reality snaps back to normal. The bathwater is pink and smells of strawberries.

Enchanted Doorknob: to cabinet. Refuses to unlock for anyone but Chulip (has poor eyesight and can be tricked by wearing Chulip's robes). Criticizes character's outfits mercilessly.

► **Inside the cabinet:** a treasure, 3 random spell tablets.

12. Chulip's Quarters

Tall cylindrical room inside a castle spire. Ransacked. Upended drawers. Tattered books and knick-knacks cover the floor.

Bed at the center of the room comprised of 30 mattresses stacked to the ceiling.

► An uncomfortable lump is noticeable when laid upon (caused by a **treasure** underneath the bottom mattress.)

Desk: Covered in Ink stains and half melted candles. Hammer and chisel on top. Blank spell tablets strewn around it.

► **Left Drawer:** full of junk mail. Newsletters from 'Castle Moat Monthly', Invite to 'Ominous Juggling for Wizards'.

► **Underneath the junk mail:** golden wax seal stamp (100p).

► **Right Drawer:** Held shut by crooked nails. It shakes when touched as if alive. If opened, d100 animated paper cranes burst out and fly through the room. DEX save or take d6 paper cut damage.

► **Inside:** 3 sheets of **Enchanted Origami Paper**.

Laundry Chute on wall leads to 4. Boiler Room (bumpy ride deals d4 damage).

Enchanted Wardrobe Trap: Large. Mahogany. Ornately carved with gold trim. Open doors reveal racks of fine wizard robes in gaudy colors. **Rifling through the wardrobe** causes the doors to slam shut, trapping the character inside. After a few moments of bumps and thuds (dealing d4 slapstick damage) it spits them out in a new outfit. Paw and body slot items are stolen and sent to the Basement Sewer via the Laundry Chute. **New outfits:**

1. Long Nightcap, nightgown, gold candle holder (100p) with lit candle.
2. Black and White striped prisoners uniform, complete with cap and heavy Iron Ball chained the ankle (2 slots). Only Chulip has the key unlock it.
3. Maid's outfit and feather duster.
4. Purple velvet suit, powdered wig. In pockets: 200p, Brochure for the Bog Newt Symphony Orchestra.

13. Astronomy Tower

Built inside a massive pumpkin at the top of the castle. Star charts are carved into the domed ceiling. Smells of sulfur and burnt pumpkin pie.

Blasted Wall: Big enough for Tillie to come and go through. The dizzying drop to the ground is visible through it.

► Mound of pumpkin rubble from the wall can be climbed to the ceiling rafters.

► **Large telescope:** mounted on the ground pointing out of the void in the wall towards another adventure location.

Rafters: wood beams high above the floor.

► **D8 Crystal stars** (100p each) strung up from the rafters, softly glowing.

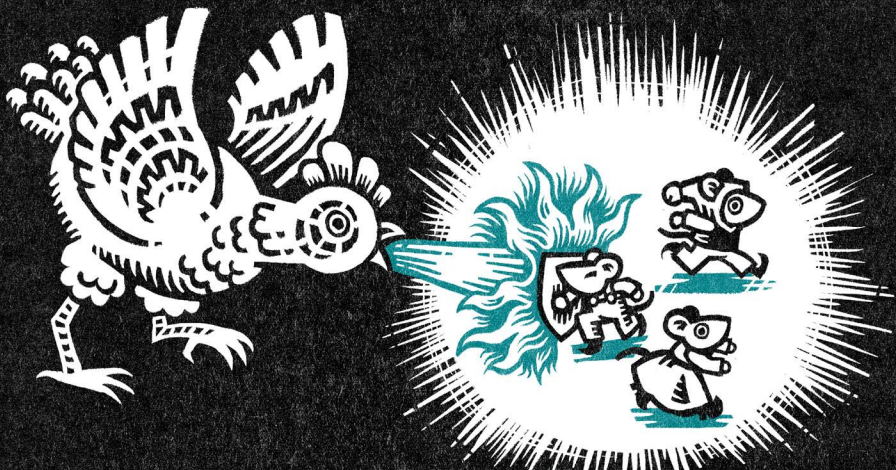
Nest: at the center of the room. Made of twigs and pages torn from tomes.

► **Tillie the Chicken:** Roosting on top of 3 gold astronomy globes (mistaking them for eggs, worth 100 pips each). She only leaves the nest at dawn to collect worms to feed Chulip.

► Scorch marks on the floor 1' in diameter around the nest (Marks the maximum distance of Tillie's fire breath)

► **Chulip:** in the nest peeping over edge. Disheveled robes. Singed whiskers.





TILLIE THE CHICKEN

Farmer Basil's chicken who swallowed a Fireball spell tablet that was carelessly dropped by Percival. Tillie, startled and confused with her fire breathing tendencies, fled the village leaving a trail of burning embers behind her.

She found refuge at the top of Chulip's Castle where she mistook his astronomy globes for eggs and Chulip himself as a newly hatched chick in need of a mother. She protects him vigilantly, refusing to let him leave her sight until he can fly off on his own.

TILLIE THE CHICKEN

HP 12, STR 10, DEX 15, WIL 10, ARMOR 1

ATTACKS: d8 Peck

KNOWS SPELL: Fireball

WANTS: to keep Chulip safe and for her "eggs" to hatch.

CHULIP - ECCENTRIC WIZARD

Disheveled. Cracked spectacles. Singed whiskers. Normally wears fine robes and carries himself with pride. Currently an unkempt mess. He desperately wants to escape but has grown somewhat attached to Tillie and wishes her no harm.

Chulip despises Percival, who stole his **Animate** spell tablet after being repeatedly denied an apprenticeship. Without the tablet, Chulip is unable to manage his enchanted castle.

CHULIP - ECCENTRIC WIZARD

HP 5, STR 7, DEX 12, WIL 15

ATTACKS: Run and hide

KNOWS SPELL: Magic Missile

WANTS: to escape Tillie and restore order in his castle.

If Chulip escapes: Tillie will begin scouring the forest looking for her lost chick. Add the following entries to the Events table (p. 5):

1. Tillie burns down the Crabapple Orchard. Prince Sylvester puts a 1000 pip bounty on the beast's head.
2. Tillie Attacks Thimblewood Village in the night. A random NPC building is destroyed requiring 1000 pips to rebuild.
3. Tillie burns down Mole-Toll Bridge (p. 16). The now unemployed mole joins the Abbey. He professes a change of heart but is robbing the naive Friar Hans blind.

THE WANDERING COTTAGE



Overview

THE WITCH: Little is known about the enchanted cottage that roams the hills south of Pwyll. Nursery rhymes teach youngsters to stay away from Agatha the witch who lives inside or risk having their bones be ground to dust and used in one of her polymorph potions. Some say she is a bear; others say she has forgotten her true form after changing it so many times.

CABIN THIEF: Agatha is wise, but even a witch can be fooled. Recently the sly fox Madeline tricked her into eating a bowl of porridge spiked with one of her own polymorph potions. Now turned into a helpless spider, Agatha is trapped in the attic while Madeline and her gang of rat minions make her cottage their new home.

PROWLING FOX: If the characters cause a disturbance Madeline will patrol the cottage for d4 turns looking for intruders. While investigating, she playfully taunts her prey through a wicked toothy grin.

► **If caught:** Madeline throws them in the bird cage in the Attic and won't release them until they eat some of her enchanted porridge or pledge loyalty to her.

D4 COTTAGE EVENTS

1 The Cottage has the flu. Its rafters shiver and the chimney coughs and wheezes. Viscous green goo drips from the walls and kitchen faucet. Powerful sneezes blow the doors and windows open every d8 turns.

2 The house is fast asleep, snoring from its chimney. Loud noises have a 1 in 4 chance of waking it up, causing the fireplace to erupt into flames.

3 The house became drunk after a red-rat dumped a barrel of moonshine down the sink. It lurches back and forth like a sailboat on rough waters.

4 The cottage stubbed its toe. It now hops around on one leg which sends its contents flying.

Treasures

1. **POLYMORPH POTION:** Add a creature's essence to the potion (hair, feather, scale, etc.) and drink it to transform into target creature for [SUM] + [DICE] watches.
2. **WITCH'S WISHBONE:** Two characters break the bone together. Whoever gets the bigger half (1 in 2 chance) gains a permanent +1 to a random stat.
3. **HACK SAW SWORD:** Heavy weapon. Can effectively cut through solid objects.
4. **HEX TALISMAN:** Make a WILL save to transfer a condition from yourself to another creature. 1 Use. **Recharge:** Collect a tail feather from a bird of prey.
5. **JUG OF GOAT'S MILK:** 3 Uses. Gives advantage on STR saves for 1 watch. Worth 300p to a chef.
6. **PICKLED EYEBALL:** Shed a tear and add it to the jar (take d4 damage or produce a tear in real life). For one watch, the character sees from inside the jar instead of their own eyes. Usable once per day.

Key Items

1. **ENCHANTED PORRIDGE:** Smells of maple syrup and baking spices. Causes **Bewitched** condition if consumed.
2. **POLYMORPH ANTIDOTE:** Recipe found in leather-bound tome in Madeline's room.

Conditions

1. **DIRTY:** Covered in dirt, soot, grime or the like. Leaves a mess everywhere. **Clear:** Wash with soap and water for a turn.
2. **BEWITCHED:** WIL save or obey Madeline's command. **Clear:** full rest.

Encounters

1. d4 **SOOTLINGS**: Anxious, erratic sprites that spawn from the enchanted fireplace and make messes everywhere they go.

SOOTLING

HP 2, STR 4, DEX 10, WIL 6

ATTACKS: d6 burning embers, Smoke Bomb (creates a cloud of soot. Causes Dirty Condition)

WANTS: to be warm.

2. d8 **SOOTLINGS**: precariously stacked on top of each other trying to climb the furniture.

3. **CHARCOAL SPRITE**: A coagulation of sootlings forming a large chunk of coal. Gets aggressive when their embers fade.

CHARCOAL SPRITE

HP 6, STR 13, DEX 7, WIL 6

ATTACKS: d8 Clobber, d6 burning embers
WANTS: to smolder in peace.

4. **RAT**: face buried in a jar of stolen jam.

RAT

HP 6, STR 12, DEX 8, WIL 8

ATTACKS: d6 Shank, d8 Club
WANTS: riches, to serve Madeline.

5. 2 **RATS** on guard duty (slacking off), daring each other to drink a mysterious potion they found.

6. d4 **RATS** frantically cleaning a sootling's mess before Madeline finds it.

7. **MADLINE** in bed yelling for a rat to bring her a cup of tea. (stats: room 4)

8. **MADLINE**: prowling around the house looking for lazy rats to punish and trespassing mice to capture. (stats: room 4)

1. Dining Room

Dining Table: Large. Rustic. Surrounded by mismatched wooden chairs.

- **3 Bowls of Enchanted Porridge**: Piping hot. Sweet aroma. Eating it grants a **Bewitched** condition.

- **Crudely Drawn Map**: lays out the Red-Rat's plans to attack Chulip's Castle. Tactics drawn in crayon: "Dig big hole?", "shoot out of cannon?", "climb with glue hands?"

Mop and Bucket (human sized) in the corner. Full of gray water (grants **Dirty** condition if touched). A **treasure** at the bottom.

Cuckoo clock on the wall. Pendulums hang from it 3 feet above the floor.

- **Wind up Keyhole**: missing its key (found in 2. Kitchen Pantry).

- **Cuckoo clock door**: firmly shut. Only opens if the clock is wound up.

- **Winding up the Clock**: the door opens and a wooden bird springs out making loud chirping noises (alerts Madeline).

- **Inside the door**: A **treasure**. A hole bored through the back wall leads upstairs to the 3. Den (via a hole under the wool floor rug).

Rickety Wooden Stairs lead up to 3. Den.

- **3rd Stair**: d6 **Sootlings** stare with big eyes from the shadows beneath the step.

- **5th Stair**: Creaks loudly when stepped on, causing the whole staircase to shudder. If more than 2 mice step on it at the same time the stairs will flatten into a ramp sending the party tumbling down. DEX save or take d6 damage. Madeline investigates the noise.



2. Kitchen

Wood spoons, spatulas and other cooking utensils hang from the wall. Sack of flour on the floor (A **treasure** buried inside).

Iron Stove with a cauldron of **enchanted porridge** simmering on top. Its tantalizing smell fills the room. Eating it gives **Bewitched** condition. Metal slatted door on the front opens.

► **Insides:** Hot air like a dry sauna. A **Charcoal Sprite** and d6 **Sootlings** lounge in a pile of burning embers hiding a **treasure**. They panic and scurry out of the furnace if disturbed.

Sink: Full of dirty dishes.

► **Faucet** with a pump action lever. Scribbled note saying "Broken! Do not use!". Operating it causes water to spray from a pipe under the floorboards in a random room for d6 turns (alerts Madeline).

Pantry

Splintered wood. Rusty nails barely hold ancient shelves. Squeaky cabinet hinges.

TOP SHELF:

► **Sourdough Starter** wriggles in a sealed jar. 1 in 3 chance per turn of falling off and breaking out. Attacks as a slime
| **HP 4, 6 STR, ATTACKS:** d6 smother

LOWER SHELF:

► Pickled vegetables. A loaf of bread. Dried herbs. Half a wheel of cheese (100p).
► **Jar of Enchanted Jam:** Tight lid is covered in sticky residue. **Wind-up Key** is visible inside. Jam causes **Bewitched**.

CABINET:

► **Door** barred shut with a heavy firewood log. STR save to move it quietly or it falls loudly, alerting Madeline.
► **Inside:** a **treasure**, jar of newt eyes, vial of acid.

UNDER THE PANTRY:

Empty polymorph potion bottle covered in dust. A label drawn in ink depicts a spider.

3. Den

Enchanted Chimney: the heart of the house. It is only awake while the fire is burning. Metal pokers, tongs, and bellows on the mantle.

► **Buried in the embers:** A **treasure**, Charcoal Sprite, d6 Sootlings.

► **Climbing the Chimney:** Leads to 6. Roof. Climbing the walls tickles the chimney causing it to cough and wheeze (DEX save to hold on). Smoke and ash blow throughout the den making a huge mess. Characters in the chimney gain a Dirty condition.

Wool floor rug: Charred edges. Stained from potions and acids.

► **Under the rug:** d20 pips, a **hole** in floor (Leads through the walls to the cuckoo clock in 1. Dining Room).

On the Wall:

► **Family portrait** of three brown bears hangs on the wall.

► **Chore Chart:** Madeline's strict rules for keeping the house clean and punishments for rats who make messes.



4. Madeline's Room

First visit: Madeline is asleep in bed, but always with one eye open.

Future visits: Madeline has a 1 in 3 chance to be either in bed, counting pips in the attic, or cooking a fresh pot of porridge.

Empty jar of jam in the corner. A dirty **silver spoon** hangs out (100p if cleaned).

Madeline's Bed: Massive. A granny-square quilt draped on top.

► **Under the bed:** an **Attic Key** hanging from a hook on the bed frame. Bells strung up around it make noise if touched. Sticky jam coats the floor in a 1' radius around the key. Stepping in it requires a STR save or get stuck for a turn and gain a **Dirty** condition.

Leatherbound Tome pokes out from under Madeline's pillow. STR save or 3+ mice are required to lift it. It's full of Cryptic notes, diagrams of herbs and dissected critters.

► **Polymorph Antidote Recipe:** "Crush a Pollen Pearl (*Heartache Lake*), tombstone moss (*Tomb of Roses*) and charcoal into paste. Add distilled liquor. Then drink."

MADELINE THE FOX:

Crafty and manipulative. Often plays with her prey. Her confidence quickly turns into frantic paranoia or rage when her wealth is at risk or when loyalty is questioned.

► Obsessed with cleanliness. Her incompetent rat minions constantly fail to meet her high standards which ignites her short temper.

MADELINE THE FOX

Warband Scale, Armor 1

HP 15, STR 15, DEX 15, WIL 12

ATTACKS: d6 claw, d8 bite

WANTS: Safety. Riches. Loyalty. To rule the forest.

Stairs to 5. Attic via trap door in the ceiling. Each step is 1' tall, requiring a STR or DEX save to scale without assistance or tools.

5. Attic

Dust suspended in stuffy air. Ceiling plastered in cobwebs. Light pokes through a hole in ceiling (provides access to 6. Roof).

d20 **Sootlings** huddle in the ceiling rafters peeping over the edge.

► Cold breezes cause the rafters to shiver, causing d6 panicked sootlings to fall to the floor.

Wood Crate: Contains a **treasure**, a random spell tablet, bundles of dried herbs.

Locked Door to Crawl Space on east wall (requires Madeline's **Attic Key** to open).

Crawl Space

Chest: contains 300 pips, Royal Fae Scepter (500 pips to Fae Royalty).

Bird Cage: hanging from the ceiling. NPCs or creatures who are captured by Madeline are locked away here.

The Witch Agatha, transformed into a **spider** weaving the word "Help" into a web in the rafters.

► Agatha can communicate by weaving words into a web (takes 1 hour per letter).

► If the party gives her a **polymorph antidote** (recipe found in Madeline's Room), she transforms back into a Bear and angrily chases Madeline and her Rats out of the cottage. She offers the party a favor as thanks for freeing her.

AGATHA THE SPIDER

HP 5, STR 8, DEX 12, WIL 15

WANTS: to return to her true form

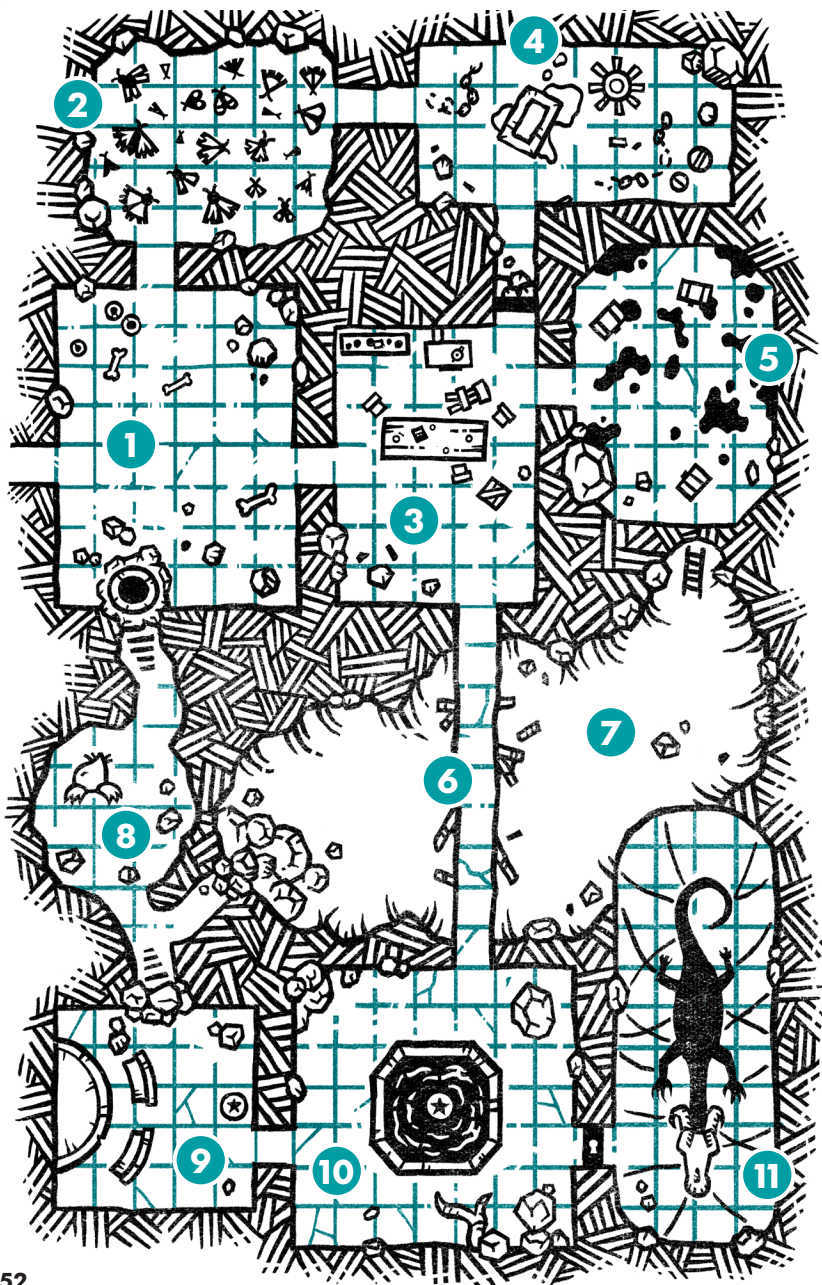
6. Roof

Clay shingles. Holes in the roof are poorly patched with tree bark and playing cards. Smoke billows from the **chimney** (can be climbed down to 3. Den). A hole under a missing shingle leads to 5. Attic.

Gold Weathervane (300p) at roof's peak.



MAW OF SHADOWS



Overview

THE MAW OF SHADOWS: An informal temple to darkness comprised of the many creatures that worship it. Followers of Mab have gathered here to help her collect shadows and resurrect the Jabberwocky.

PITCH BLACK: The darkness in the Maw of Shadows is stifling and oppressive. Torches seem to resist being lit in fear of what they might illuminate. Paranoia quickly sets in due to the constant feeling of being watched and followed.

THE MOUNTAINS: Cold winds from the northern mountains cut through the terrain. Spindly evergreen trees pepper the landscape. The earth consists of gravel and rocks clefted by weeds. Only the most resilient creatures live in this region. The dungeon's entrance is hidden amongst jagged rocks in the mountain's foothills.

Key Items

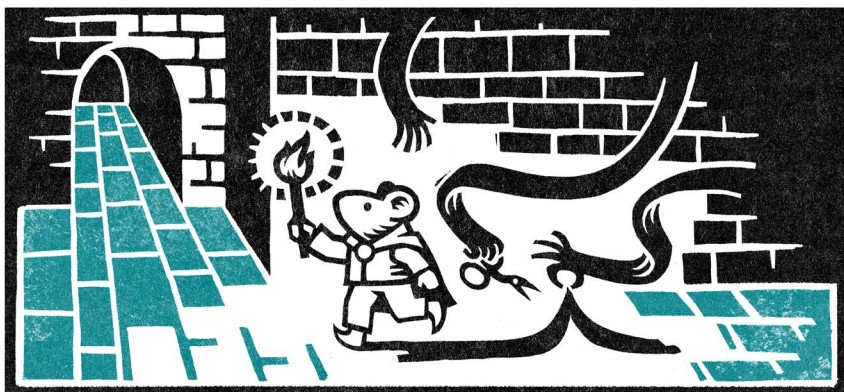
1. **LOST SHADOW:** A stolen shadow without a home. WIL save to join it with a creature with **shadowless** and clear the condition.

Treasures

1. **SHADOW CLOAK:** Pure black. Keeps wearer hidden in darkness. (100p)
2. **OBSIDIAN CHALICE:** Drinking from it heals d6 HP and d6 STR. 1 in 4 chance to gain a random condition. (200p)
3. **SILVER THREAD:** unbreakable. (300 pips to a fairy)
4. **MAGIC MATCHSTICKS:** Torches that don't go out until the wielder fails a WIL save.
5. **GOLD THIMBLE:** (500p)
6. **BONE SEWING NEEDLE:** Light Weapon. Upon dealing critical damage, target must make WIL save or fall into a deep sleep.

Conditions

1. **SHADOWLESS:** Plagued by nightmares of the Jabberwocky. Long rests require a WIL save to succeed. Footsteps are silent.
Clear: Find a Lost Shadow, make a deal with Mab, or slay the Jabberwocky.
2. **SHADOW CLIPPING:** A tiny shadow creature hiding in your pockets. DEX save to remove or it bites you dealing d4 damage.



Encounters

1. **SLOBBERING SHADOW:** On the ceiling. Dripping black ooze from the ceiling as it stalks a party member. (See room 5)

2. **SHADELING:** Impish creature made of shadows.

SHADELING

HP 4, STR 6, DEX 10, WIL 12

ATTACKS: d6 shadow-scratch (damages WIL), Pickpocket (DEX save or lose random item)

WANTS: to steal trinkets and serve the Jabberwocky

3. **D4 SHADELINGS:** scratching at a character's shadow.

4. **MOLE AMBROSIA:** emerging from a tunnel in the floor. (See room 8)

5. **BAT:** Hanging from the ceiling. Chipping a knife out of obsidian.

BAT

HP 4, STR 6, DEX 10, WIL 12

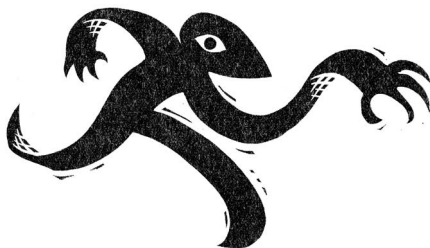
ATTACKS: d6 bite

WANTS: to resurrect the Jabberwocky

6. **D4 BATS:** Chained together by the neck. Huddled together singing an unsettling nursery rhyme about the Jabberwocky.

7. **D6 SHADELINGS:** dancing in the shadows cast by a lit torch on the ground.

8. **MAB, THE SHADOW THIEF:** holding a wriggling shadow between the blades of her golden scissors. (Stats: room 11)



1. Cave Entrance

Light from the entrance terminates quickly into pitch dark.

Ceramic pots in the corners of the rooms.

The sound of their lids clinking open and shut is heard when characters turn their backs to them. Upon investigating, d4 **Shadelings** spring out from inside.

► **Inside:** Bone dust, black Tar, child's stuffed mouse doll, firefly husks, d20 pips

Cauldron: lodged in the stone brick floor. Half full of water and stones.

► STR save to dislodge and reveal tunnel to 8. Mole's Cave.

2. Moth Infested Room

Pitch dark. Dozens of **moths** on the walls and ceiling. They swarm light sources dealing d4 damage to nearby characters.

Glass Shards from broken lanterns litter the floor. Characters must walk carefully or make a DEX save to avoid d4 damage.

► **100 pips** and a **torch** (1 marked usage) among the glass. 1 turn to gather.

3. Tea Room

Dusty wood furniture. **Iron Stove** with a kettle on top (screeches loudly when boiled).

North door to 4. Artificary can't be opened from this side till rubble on the opposite side of the door is cleared.

Tea Table in the center of the room. Porcelain tea Set (200p) staged delicately. A **lost shadow** inside the tea pot.

► **Leather bound book** on the table. Contains gibberish poems and scrawled charcoal drawings of a nightmarish beast.

Shelf lined with jars of dried herbs with unique effects when made into tea.

► **Green Tea Leaves:** +1 grit for a watch.

► **Lavender Leaves:** Levitate for d4 turns.

► **Muddled Blackroot:** Poisonous (deals d6 damage). Smells of black liquorice.

4. Artificiary

South door to 3. Tea Room is blocked by rubble (takes 1 turn to clear).

Weapons rack containing d8 pairs of scissors and knives (rusty beyond repair).

Wood Workbench covered in scratches. d12 obsidian nails (20p each), a small hammer, and a carving knife sit on top.

Cauldron with a heavy stone slab covering the top. STR save to remove.

- ▶ **Inside** is full to the brim with **black oil**. A prismatic sheen on the surface emits a soft white light, but somehow doesn't cast shadows.
 - ▶ **Weapons dipped in the oil** can damage shadow creatures for 1 watch.
 - ▶ **Touching the oil** eats away at a PCs shadow, dealing d6 WIL damage.
- ▶ **Above the cauldron:** a pair of rusty shears hangs on a hook at the end of a chain. A rank next to it lowers the shears into the cauldron when operated.

5. Slobbering Shadow

Slobbering Shadow: a dark blobby mass crawling on the ceiling dripping thick tar, stalking PCs without a light source. Once overhead, it drops down attempting to engulf them (d8 damage per turn. STR save to escape). After d4 turns, they are swallowed up and emerge from the mud in 7. The Pit.

8 pairs of **Manacles** bolted to the wall.

- ▶ **Lost Puppet Quest (Page 10):** Gino is found here chained by the ankle. The key is on a string around Mab's neck. She will only willingly give it to the characters in exchange for their shadows.
- ▶ A hidden **shadeling** will attempt to lock a pair of manacles around the ankle of an unsuspecting PC (STR save to break free).

3 Wood Chests covered in black sludge. Must be cleaned for a turn to open.

- ▶ **Chest 1:** 2 treasures.
- ▶ **Chest 2:** Torches, 50 pips.
- ▶ **Chest 3:** Hole at the bottom reveals a tunnel to 7. The Pit.

6. Chasm

Massive cavern carved by howling winds weaving through the rock. Pitch black.

Stone Walkway across the abyss leads to 10. Font of Shadows. It has been eroded by the wind into a narrow balance beam.

- ▶ Takes 3 turns to cross. Characters who fall off descend to 7. The Pit in a pile of mud (d6 falling damage).
- ▶ **Strong erratic winds** have a 50% chance of blowing for the duration of each turn. When the wind blows, all lit torches are extinguished and DEX saves are at disadvantage.
- ▶ **Iron Chains** hang from the ceiling swinging back and forth over the center of the walkway. DEX save to pass or get knocked into 7. The Pit.

7. The Pit

Vast trench full of tar and thick black mud (animal bones and debris jutting out). Smells of sulfur, bat guano, and petrichor.

- ▶ **Digging in the mud** for a turn has a chance to yield: rusty chains, a **treasure**, and d6 gold coins (100p each).

D8 **Tar Leeches** crawl slowly through the mud, constantly pursuing any warm-blooded creatures they can smell (3' radius).

TAR LEECH

HP 3, STR 6, DEX 2, WIL 2

ATTACKS: Blood feast (d4 damage per turn, STR save to pry off)

Shrine Statue of a cloaked figure lodged in the mud (1' tall). Bats flutter from above to drape scraps of shadows over its arms.

Dirt Wall: Roots sticking out between rocks and boulders. Can be cleared to reveal tunnel to 8. Mole's Cave.

Rope Ladder: partially submerged in walls of black tar can be climbed to 5. Slobbering Shadow (emerge from **wood chest 3**, STR save to open from inside).

8. Mole's Cave

Home to the Mole Ambrosia. Small bed of straw covered with a quilt. Wood cooking utensils in a small pot hanging from the ceiling. Whetstone to sharpen claws.

Ambrosia the Mole: Longtime cave dweller who stubbornly stayed even after Mab and all her followers turned it into a temple to darkness.

- ▶ Hates intruders. Tells them to flee before they are captured by Mab, or worse.
- ▶ Claims to prefer solitude but misses the company of his brother **Boris** (page 16).

AMBROSIA THE MOLE

HP 9, STR 14, DEX 10, WIL 9

ATTACKS: d8 claw, d6 bite, dig underground (next attack is enhanced)

WANTS: peace and solitude

AMBROSIA LOCATIONS (roll d3)

1. Digging in a nearby tunnel while humming a tune
2. Asleep in bed
3. Making stone soup in the cave entrance.

Tunnels leading north to 1. Cave Entrance, south to 9. Theatre, and east to 7. The Pit.

9. Theatre

Brick walls in disrepair, on the verge of collapsing. A secret passage to 8. Mole's Cave can be unearthed from the north wall.

Puppet Theatre Stage against wall. Curtains drawn between two pillars. Benches form a half circle around it.

Lantern mounted on the wall opposite from the stage. **Lighting** it casts a spotlight on the stage. Small shadow puppets appear and act out plays of classic fairy tales.

- ▶ The shadow of a **Key** hanging from a string is cast onto the stage above the performers. Characters can interact with it and retrieve it by casting their own shadow on the stage. (unlocks door in 10. Font of Shadows).

10. Font of Shadows

Locked Door to 11. Mab's Lair (Requires **Shadow Key** from 9. Theatre).

Obsidian fountain: Statue of a cloaked figure at the center. Basin full of swirling black liquid. A **treasure** is submerged at the bottom.

- ▶ Characters with a **shadowless** condition hear their own voice crying for help from the pool.
- ▶ D4 **Shadelings** reach out and attempt to grab creatures who get close to the fountain. STR save to break free or get dragged into the black liquid.
- ▶ **If dragged in the fountain:** character must make a WIL save or a shadowy doppelganger of them emerges. It has identical stats to the PC and wants to enact their most selfish desires. Once free, it runs wild throughout Pwyll doing villainous deeds that tarnish the true character's reputation. Character has a **shadowless** condition that can't be cleared till their evil twin is slain.

Shadow Clippings: Dark shapes like paper cutouts in childlike patterns hang on strings lining the ceiling and walls. They are still when viewed directly but seem to dance and squirm in peripheral vision.

- ▶ They bite at characters who touch them (d4 damage). Nearby light sources cause them to squeal and wriggle.
- ▶ d6 clippings appear missing. They scuttle around the room and climb into the pockets of distracted characters without a light source (gain a **Shadow Clipping** condition. Requires a DEX save to remove or it bites your paws dealing d4 damage).

Fairy Tapestry on the wall. Tattered. Depicts the fairy Mab standing under the warden tree. Another fairy figure has been eaten by moths leaving a frayed void.



11. Mab's Lair

Large room. Pitch black. Shadows pinned on the walls like animal skins. Black threads strung through the air like a spiderweb. At the center is the Jabberwocky, suspended in the air like a massive fossil in a museum.

Spinning wheel and loom: used to spin shadows into thread and weave them into pure black fabric.

MAB, THE SHADOW THIEF

Fairy corrupted by 100 years of jealousy. Big round eyes gaze from the hood of her tattered black robes. Thin, gangly arms hold ornate golden scissors. She disappears and re-emerges from shadows at will.

- ▶ She will attempt to trick or bargain with the party rather than immediately resort combat. If a character has a **Shadowless** condition, Mab offers to return their shadow if they become her servant.
- ▶ **If combat is initiated:** Mab will cast darkness and summon d6 **Shadelings** to distract the characters while she attempts to free the Jabberwocky (takes d4 turns to free).

MAB, THE SHADOW THIEF

10 HP, STR 7, DEX 15, WIL 15

ATTACKS: d8 golden scissors, d8 shadow snip (WIL dmg). **KNOWS SPELL:** Darkness

WANTS: Revenge on the Fae. To take over the forest once again.

THE JABBERWOCKY

A heinous, whimsical and horrifying beast. Long craning neck like an eel. Empty bug eyes. Teeth like splintered wood. Small bat wings on a rotund torso. Its chest compresses like an accordion before emitting a noise comprised of an agonal snorts, toothy hissing and shrieking laughter.

JABBERWOCKY

HP 15, STR 15, DEX 15, WIL 12

Armor 1, Warband Scale

ATTACKS: d8 Bite, d6 Shadow Scratch (WIL dmg), **Knows Spell:** Darkness, Fear

CRITICAL DAMAGE: Devour shadow (d6 WIL dmg, gain Shadowless condition)

WANTS: To eat shadows and spread terror

If the Jabberwocky is freed: it flies out of the cavern and escapes into the forest. A warband must be assembled to hunt it down and slay it. Every day it roams the forest and attacks a random location. Residents of Thimblewood are too afraid to leave their homes until it is vanquished. D12 mice flee the village each day.

Slaying the Jabberwocky: the killing blow must be made with the **Vorpall Sword**.

Otherwise, it will flee after taking critical damage and heal 1d6 to HP or a stat per day.

EPILOGUE

If the Jabberwocky is slain: it crumbles to the ground. Shadows dissipate from it like blobs of ink and return to their owners. All **shadowless** conditions are cleared. The Warden Tree's ailment is cured and vibrant green leaves begin to grow.

Authors note: Thank you so much for reading and playing Tiny Fables. I hope this book brought you and your friends some laughter and fond memories. If this is the natural endpoint of your campaign, here are a few possible ways to bring it to a close:

ADVENTURE ENDINGS

1. The party gathers around the fireplace at the Squeaky Stein to recount their adventures with the friends they made along the way.
2. Thimblewood Village throws a parade to celebrate the Warden Tree's return to health and blooming flowers. The party is honored as heroes.
3. Mirabelle opens an Adventurers Guild in Thimblewood and grants the party members the title of Guildmasters.



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- ▶ **Beautiful Darkness** – *Hubert and Kerascëot*
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- ▶ **Damnable Tales** – *Richard Wells*
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