

Inside the Inn of a Hundred Rooms

The Inn of a Hundred Rooms is a bustling gathering place for both the **local meadowfolk** and **adventurers** from far off lands. The scent of pumpkin spice and cardamom mixed with smoke and the glow of the candles that light the lobby. Patrons of this fine establishment find the environment to be both **welcoming** and extremely **over stimulating**.

The **Concierge** is a friendly **hedgehog** named **Tim Pinprix** and he is quite a character. Whether it is his seemingly endless knowledge of the surrounding wood, his **fantastical rumors of a hidden megacomplex** nearby, his whimsical retellings of his time as an explorer in **The Rittermarch**, or the fact he loves to discuss cuisine; Tim is a riot and a real genuine creature.

Making one's way beyond the concierge counter, deeper into the hollowed pumpkin, a traveler will find **the galley**. A common room teaming with a variety of rodents and small reptiles and amphibians; all loitering about and enjoying the warmth and hospitality of the Inn.

Adjacent to the galley is the Inn's local pub - **The Gourd and Goose**. This tavern is where all the noise and real excitement is coming from. Every other night a **local folk band of crickets** play live music on their natural fiddles; it is a joyous ruckus! When the music isn't too loud passersby may hear **rumors** and **tales of adventure** in the **Tomb of a Thousand Doors**. And if you're in the Gourd and Goose, stop by the bar and meet **Cornflower Suetsnatcher**; she is the best and her drinks are just as good.

d4 Drinks served at the Inn

- 1 **Shy on the Rocks** - Rye whisky over ice, serve with a list of denizens to meet
- 2 **Elderflower Cordial** - Sweet, floral, and a real party starter
- 3 **Monk's Acorn Porter** - Ale from Gold Root Monastery
- 4 **Mayfield Meed** - From the finest honey of Mayfield

d4 Patrons in the Inn's lounge

- 1 **Tulip Needleknifer** - Adventurer from the Earldom of Ek
- 2 **Milton Benjamin** - Lilliputian and traveling reporter
- 3 **Sir Lamorack of Silverhaus** - Frog Knight Errant
- 4 **Francis Seedfall** - Earl of Bernpyle, adventurer

d4 Rumors about the Tomb of a Thousand Doors

- 1 Some say a mage has mastered a river of cheese! (T)
- 2 The **Mole Combine** are planning to take over... (PT)
- 3 A vampire moth stalks the caverns for prey. (PT)
- 4 A party from **Brickport** killed the **Rat King**! (F)

Furthering your adventure.

This adventure is meant to serve as an **introduction scenario** to get players interested in the **Tomb of a Thousand Doors**. Though this adventure can be a **one-shot**, it is primed for use in a **grand campaign**. Tomb of a Thousand Doors is a megadungeon **1 Watch** to the **northwest** of the Inn of a Hundred Rooms. The Inn can (a probably should) operate as a home base for adventuring mice. This adventure makes reference to material found in **Tomb of a Thousand Doors** as well as:

- **Mayfield** - a complete hexcrawl created by the Mausritter third-party community
- **Bernpyle** - a complete setting and zine series by ManaDawn Tabletop Games
- **Earldom of Ek** - official setting of *Mausritter*
- **Brickport** - town in *The Estate*, official module of *Mausritter*
- **Tales from Moonshore** - a complete world for Mausritter adventures by Lux Taggart
- **Lilliputians** - from *Lilliputian: Adventure on the Open Seas* by ManaDawn Tabletop Games
- **Frog Errants** - from the official core rules of Mausritter and *Frog Errant* by ManaDawn Tabletop Games

The Mausritter community is full of amazing people and creators making awesome adventures.

Find more at
library.mausritter.com

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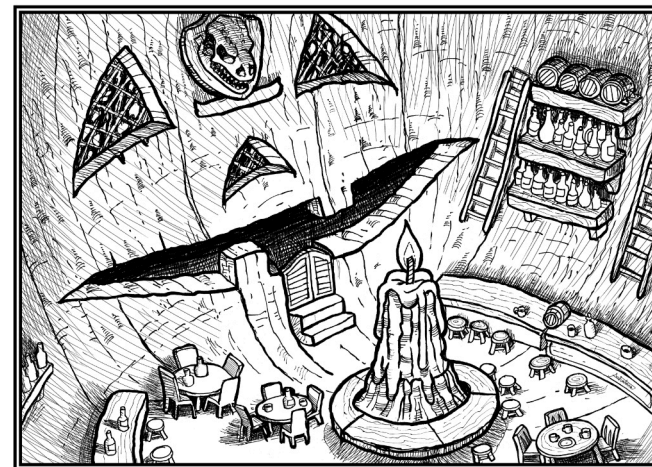
ManaDawn TABLETOP GAMES PLUS ONE EXP HUMAN MADE

Matthew Morris

Strange Visitors

at the Inn of a Hundred Rooms

An intro adventure for Tomb of a Thousand Doors



A massive, solitary jack-o-lantern pumpkin, larger than any you've ever seen sits alone in a barley field. The field hedged in by thick alders and spruce trees. Though alone in the field, it is **anything but lonely**. Mice, squirrels, newts, sparrows, and voles from far and wide travel to this famed destination; **The Inn of a Hundred Rooms**.

The Inn acts as a **waypoint for explorers and adventurers** seeking **fame and fortune**. Many of these travelers en route to the **Tomb of a Thousand Doors**.

You are some of these glory seeking wanderers.

Compatible with

Mausritter

Strange Visitors from far off lands...

It has been a seemingly, **quite night** at the Inn of a Hundred Rooms but monotony of the evening is shattered when stumbling into the Gourd and Goose is a **rag tag group of strange visitors**.

A group of **5 Mushlings** barge in, frantic and **clearly in dismay!** They are wildly seeking help and **looking for an adventuring party** to come to their aid. Their matriarch, **Morrell Fongi**, pleads with any who will listen. She states (using a Be Understood spell tablet) that their clan's young have been shroom-napped by a rogue splinter group of **Plague Ratz**.

Morrell Fongi and the 4 other Mushlings have scrounged up **1000 pips** as payment for the safe return of their young. But that is not all the Mushroom Matriarch is offering as a boon for this noble quest, Morrell has a **magical relic from the Tomb of a Thousand Doors** (roll randomly from *Roddy and Rowdy's Fungeon Funporium*). In addition to the pips and relic the Mushlings give a **map of The Cave of Fongi** and the rough location of the Plague Ratz' holt.

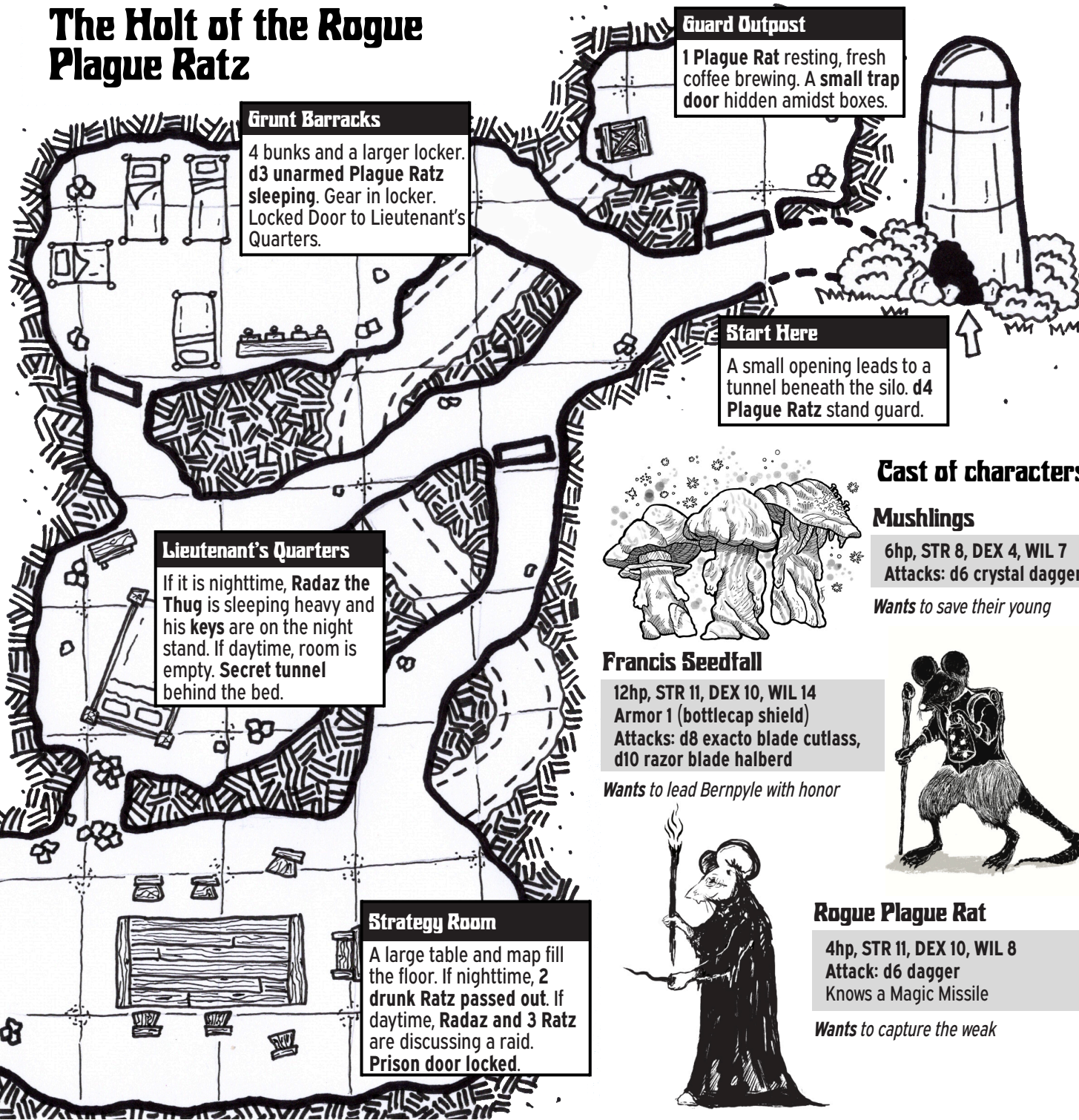
Heading after the Plague Ratz...

Players are given the **general location** of the Plague Ratz' holt, a **small burrow** under an **old grain silo**. The holt is **1 Watch** to the northwest of the Inn.

- When traveling to the holt, if **at night** - roll **d6**; on a 1-2 the player encounter **2d4+1 Plague Ratz** looking for potential slaves. On a 6, the adventurers are dive bombed by an **Owl**. If during the day, roll **d6**; on a 1 - Encounter **d4 Plague Ratz** patrolling the area.

Francis Seedfall, **Earl of Bernpyle** is a patron of the Gourd and Goose on this fateful night. He is willing to **aid the players for free** but has an urgent appointment in Mayfield in 2 days and will leave the party.

The Holt of the Rogue Plague Ratz



Guard Outpost

1 Plague Ratz resting, fresh coffee brewing. A small trap door hidden amidst boxes.

Start Here

A small opening leads to a tunnel beneath the silo. d4 Plague Ratz stand guard.

Grunt Barracks

4 bunks and a larger locker. d3 unarmed Plague Ratz sleeping. Gear in locker. Locked Door to Lieutenant's Quarters.

Lieutenant's Quarters

If it is nighttime, **Radaz the Thug** is sleeping heavy and his keys are on the night stand. If daytime, room is empty. Secret tunnel behind the bed.

Strategy Room

A large table and map fill the floor. If nighttime, 2 drunk Ratz passed out. If daytime, Radaz and 3 Ratz are discussing a raid. Prison door locked.

Prison

7 Mushling young, 2 shrews, a newt, and an old rat; chained to the walls. A small pit drops 12" to a Secret Tunnel.

Cast of characters

Mushlings

6hp, STR 8, DEX 4, WIL 7
Attacks: d6 crystal dagger

Wants to save their young

Francis Seedfall

12hp, STR 11, DEX 10, WIL 14
Armor 1 (bottlecap shield)
Attacks: d8 exacto blade cutlass, d10 razor blade halberd

Wants to lead Bernpyle with honor

Rogue Plague Rat

4hp, STR 11, DEX 10, WIL 8
Attack: d6 dagger
Knows a Magic Missile

Wants to capture the weak