



# Tomb of a Thousand Doors



# Delving the Dungeon

## Rolling dice in the dungeon

When mice are adventuring in the Tomb of a Thousand Doors, Game Masters will want to throw some **random encounters** their way. Using these procedures will create an exploration environment that is both fun and dangerous.

## The Exploded Encounter Die...

As the mouse adventurers explore the depths of the dungeon, GMs should **roll d6** and consult the Overloaded Encounter Table **every three Turns** or **every new room** entered. Keyed rooms will most often have their own set of d6 Encounters, so when entering a keyed room, roll the d6 Overloaded Encounter and then proceed to roll the room specific Encounters until that area is exited.

| Overloaded Encounter Table                            |
|---|
| d6 Event that Occurs                                  |
| 1 Alarm (roll an Alarm Die, see following)            |
| 2 Area effect (roll d4 and consult the effects table) |
| 3 Exhausted (rest or take Exhausted condition)        |
| 4 Light source (light goes out, mark Usage)           |
| 5 Find a random item or meet a random NPC             |
| 6 Nothing occurs                                      |

| Area Effects Table                                   |
|--|
| d4 Event that Occurs                                 |
| 1 Minor cave-in (DEX Save or d6 damage)              |
| 2 Tunnel begins to flood (exit or become Encumbered) |
| 3 Large cave-in (d6 damage, passage blocked)         |
| 4 Earthquake (loose an Item, take Injured condition) |

## Alarm Dice

Whenever a 1 is rolled on the Overloaded Encounter Table, roll an **Alarm Die**. Alarm Dice start as a d4 and grow as you explore.

**d4 – d8 – d12 – d20**

Alarm Die will **increase** by a dice when PCs:

- Activate a **trap**
- Solve problems **violently**
- **Go deeper** in the dungeon (two-or-more keyed rooms)
- Raise the risk in any way

Alarm Dice **decrease by two dice types** after a **Long Rest**. It will reset to d4 if the PCs leave the Dungeon.

| d6 Alarm Die Results               |
|------------------------------------|
| 1 Nothing Happens                  |
| 2 Mark usage (Light or Equipment)  |
| 3 Omen - Table 1                   |
| 4 Encounter - Table 2              |
| 5 Mark usage (Light or Equipment)  |
| 6 Omen - Table 2                   |
| 7 Treasure - roll d20              |
| 8 Encounter - Table 2              |
| 9 Mark usage (Light or Equipment)  |
| 10 Omen - Table 3                  |
| 11 Treasure - roll 2d20            |
| 12 Encounter - Table 3             |
| 13 Mark usage (Light or Equipment) |
| 14 Omen - Table 4                  |
| 15 Treasure - roll 3d20            |
| 16 Encounter - Table 4             |
| 17 Mark usage (Light or Equipment) |
| 18 Omen - Table 4                  |
| 19 Treasure - roll 4d20            |
| 20 Encounter - Table 4             |

## Encounters and Treasures

**What do you find?**

When your mice dive deeper, they face **Encounters**, experience **Omens**, and may even find **Treasures**. Roll on the corresponding **Encounter Table** from your Alarm Die result for both Omens and Encounters. If Treasure was the result, roll the indicated number of d20s and refer to the **Treasures of Mayhem**.

**More on Treasures**

As a Game Master, if you feel that the Treasure found should be of more value; consider giving the players **The Staff of Mousekind**.

| Encounter Table 1   |
|---|
| d8 Encounters   |
| 1 d6 Plague Ratz  |
| 2 d6 Bat Cultists   |
| 3 d6 Snake Worshippers  |
| 4 2d6 Plague Ratz harassing d4 Mole Combine Crewmembers         |
| 5 2d4 Bat Cultists sparring with 2d4 Snake Worshippers          |
| 6 Rival adventuring party exploring (Roll reaction)             |
| 7 Hostile rival adventuring party + d3 Mole Combine Crewmembers |
| 8 The Fiercely Famished Caterpillar                             |

| Encounter Table 2  |
|--|
| d8 Encounters  |
| 1 d8 Plague Ratz, smuggling valuables                      |
| 2 d8 Bat Cultists, summoning a Bat                         |
| 3 d8 Snake Worshippers, hunting mice                       |
| 4 d4 Plague Ratz taken by d10 Snake Worshippers            |
| 5 d6 Mole Combine Crewmembers fighting off d8 Bat Cultists |
| 6 Rival adventuring party with Loot (Roll reaction)        |
| 7 Rival adventuring party fleeing the Manticore            |
| 8 The Manticore  |

| Encounter Table 3                                       |
|---|
| d8 Encounters   |
| 1 d6 Snake Worshippers, sacrificing d3 NPCs             |
| 2 d6 Bat Cultists, worshipping a Necrobat               |
| 3 2d6 Snake Worshippers, fleeing a Dragon Turtle        |
| 4 d4 Plague Ratz following The Rat King                 |
| 5 2d6 Bat Cultists warring with 2d6 Snake Worshippers   |
| 6 Rival adventuring party + d6 Mole Combine Crewmembers |
| 7 The Traveling Traders of Terror                       |
| 8 The Rat King  |

| Encounter Table 4   |
|---|
| d8 Encounters   |
| 1 The Breathtaking Barbed Butterfly                           |
| 2 Mist fills the tunnel; welcome to Ratonloft                 |
| 3 2d6 Snake Worshippers ready to kill                         |
| 4 An NPC with a completed map of the Tomb of a Thousand Doors |
| 5 A Dragon Turtle guarding a horde (roll4d20)                 |
| 6 Rival adventuring party exploring (Roll reaction)           |
| 7 The Manticore locked in battle with The Rat King            |
| 8 The Manticore in a meadow of Magical Mushroom               |

## Treasures of Mayhem

Whenever a dungeon in The Tomb of a Thousand Doors asks you to **roll for treasure**, roll d20 (or the allotted number of d20s) on this table and interpret the results.

| d20 Treasure                           |
|--|
| 1 Roll for Magic sword                 |
| 2 Random Spell                         |
| 3 Roll for Artifact                    |
| 4 Roll for Valuable treasure           |
| 5 Roll for Unusual treasure            |
| 6-8 Roll for Large treasure            |
| 9-10 Roll for Useful treasure          |
| 11 Box containing d6 x 100 pips        |
| 12-14 Bag containing d6 x 50 pips      |
| 15-17 Purse containing d6 x 25 pips    |
| 18-20 Loose scattering of d6 x 10 pips |

## Magic Swords

**1. Kittenslayer**

**2. Reptile's Reckoning**

**3. Tireless Sword**

**4. Thunderstorm**

**5. Icebreaker**

**6. Barber razor**

| d6 Useful treasure                                |
|---|
| 1 Plastic armor (light or heavy)                  |
| 2 Human tooth mace (medium weapon)                |
| 3 Silver ritual dagger (light weapon)             |
| 4 d6 magical mushroom (roll on Magical Mushrooms) |
| 5 Mole Combine candle helmet (body slot)          |
| 6 Former Snake Worshipper, willing to aid         |

| d6 Artifacts  |
|---|
| 1 Fake pips bag (turn into lead outside the bag)      |
| 2 Invisibility cloak (must cover whole mouse)         |
| 3 Wax wings (2 body slots, limited flight)            |
| 4 Magic rope (ties and unties as you wish)            |
| 5 Laser pointer (distracts cats, use batteries)       |
| 6 Glowing war banner (WIL saves w/ adv. for warbands) |

| d6 Valuable treasure                           |
|--|
| 1 Gold plated bat fang (200p)                  |
| 2 Delicate bee wool scarf (300p)               |
| 3 Mouse head-shaped pearl (600p)               |
| 4 Crown made from high school ring (800p)      |
| 5 Golden pickaxe (mole symbol, 2 slots, 1500p) |
| 6 Inverted star-shaped snake talisman (666p)   |

| d6 Unusual treasure                                   |
|---|
| 1 Sentient river stone (wants to return to its river) |
| 2 Insect calming incense                              |
| 3 Mole combine IOU (for one free service)             |
| 4 Snake scales (fully repairs an armor)               |
| 5 Snake poison vial (reduces DEX to 0)                |
| 6 Mouse fur coat (beautiful but no mice will buy it)  |

| d6 Large treasure                               |
|---|
| 1 Silver Pen (2 slots, 300p)                    |
| 2 Watermelon tourmaline pendant (2 slots, 350p) |
| 3 Bronze Olympic medal (2 slots, 400p)          |
| 4 Travel Size Picture Book (4 slots, 600p)      |
| 5 Necrobat statue (4 slots, 800p)               |
| 6 Porcelain Vase (6 slots, 1500p)               |

## Plague Ratz Lieutenant

6hp, STR 12, DEX 10, WIL 9  
**Attack:** d8 Halberd  
Knows a random Necrobat Spell (from Tales from Moonshore)

*Wants to learn the dark arcane arts of Necro-Bel, The Horned-rat God, Zauberei and other foul creatures*

## Plague Ratz Thug

4hp, STR 11, DEX 10, WIL 8  
**Attack:** d8 Bastard-sword  
Knows a random Necrobat Spell (from Tales from Moonshore)

*Wants to expand their dominion over the region*

## Bat Cultist

4hp, STR 8, DEX 12, WIL 10  
**Attacks:** d6 fangs

*Wants to resurrect the Necrobat*

## Snake Worshipper

3hp, STR 9, DEX 9, WIL 12  
**Attacks:** d6 venom dagger  
**Critical Damage:** deals additional d6 to DEX (only in first attack)

*Wants to serve the cult*

## Snake Priest

4hp, STR 10, DEX 9, WIL 15  
**Attacks:** d6 sacrificial dagger  
**Critical Damage:** deals additional d6 to DEX (only in first attack)

*Wants to summon the Snake God*

## Elemental Priests

1. **Smoldering Serpent Priest** - Owns Fireball spell
2. **Sea Serpent Priest** - Owns Heal spell
3. **Spark Serpent Priest** - Owns Light spell
4. **Shadow Serpent Priest** - Knows Darkness spell

## Mole Combine Crewmember

2hp, STR 11, DEX 10, WIL 8, 1 def  
**Attack:** d8 Pickaxe, d6 Claw  
**Special:** Can see in pitch black darkness

*Wants to earn a living and maybe find something notable for collection*

## Mole Combine work-party

**Warband Scale**  
2hp, STR 13, DEX 9, WIL 8, 1 def  
**Attack:** d6 Pickaxe  
**Special:** Can see in pitch black darkness and disperse at a moments notice

*Wants the Mole Combine to thrive and survive in the crazy world that is the Tomb of a Thousand Doors*

## Mole Combine Boss

5hp, STR 12, DEX 11, WIL 10, 1 def  
**Attack:** d8 Pickaxe, d6 Bite

## Mole Boss specials

1. Cicero, knows Fireball
2. Max, double-strike (d8+d8)
3. Francois, call a Bat to arrive in d4 Turns
4. Dug, can give strategic cover (+1 def to all)
5. Bane, Enhanced attacks versus any Rats
6. Tesla, Poisonous Fang (+d6 to DEX)

## Manticore

**Warband Scale**  
15hp, STR 15, DEX 15, WIL 8, Armor 1  
**Attacks:** d8 Bite + d6 Poison Stinger  
**Critical Damage:** From Bite attack, swallowed whole. d4 STR damage per round until rescued or escaped. From Poison Stinger attack, Poison takes effect. d12 damage to DEX

*Wants to prowl and devour*

- Monstrous creature with the head of a snake, the body of a cat, and the tail of a scorpion

## Dragon Turtle

12hp, STR 12, DEX 4, WIL 15, Armor 2  
**Attacks:** d10 Bite  
*Its eyes launch a blaze of fire up 35". d10 Blast\* Damage to all creatures within 8" of flames*

*Wants to be respected*

## Dragon Turtle challenges you to

1. A race
2. Solve a riddle
3. Single combat
4. To make it laugh
5. Bring it fresh lettuce
6. Tell it a heroic story

*\*Blast: roll damage separate for all targets in area*

## The Fiercely Famished Caterpillar

5hp, STR 5, DEX 2, WIL 12  
**Special:** Will creep up on a sleeping party and eat d3 usage points off a random item until caught. Has a penchant for spell tablets

*Wants to eat anything and everything*

## The Breathtaking Barbed Butterfly

4hp, STR 3, DEX 10, WIL 11  
**Attack:** Antlers d4  
**Special:** Will have the power of 1 random spell (p.13 of Mausritter rulebook). Recharges every d3 rounds

*Wants to harvest energy from any source (including mice)*

- The ultimate form of the Fiercely Famished Caterpillar is a magnificent sight; a glorious butterfly with prominent, pointy antlers, sparking with magical energy. Its transformation occurs in a burnt-copper colored chrysalis that hums gently

## The Rat King

**Warband scale**  
3hp, STR 12, DEX 5, WIL 15  
**Attack:** d6 Dark heart-stopping magic  
**Critical damage:** Take the Frightened condition

*Wants to add more spell-casters to the covenant*

## An unholy covenant

- A swarm of rats, their bodies fused and their tails tangled in a knot, the result of a forbidden union of dark sorcerers. They speak as one
- They possess the spell Raise Dead and always have a ready supply of rat bones nearby to animate
- Characters killed by the Rat King immediately rise as undead under their command

## The Mole Combine

**Resources:**

- Massive network of tunnels
- Centralized HQ at the entrance
- Several hundred able bodies
- Seemingly endless capital

**Goals:**  
○○○ Establish a trade syndicate  
○○○○ Erase the Plague Ratz  
○○○○○ Set up a Mole Monarchy ruling from the Tomb

## Snake Worshippers

**Resources:**

- Lots of fervent cultists
- 4 powerful elemental snakes
- Magic wielder priests

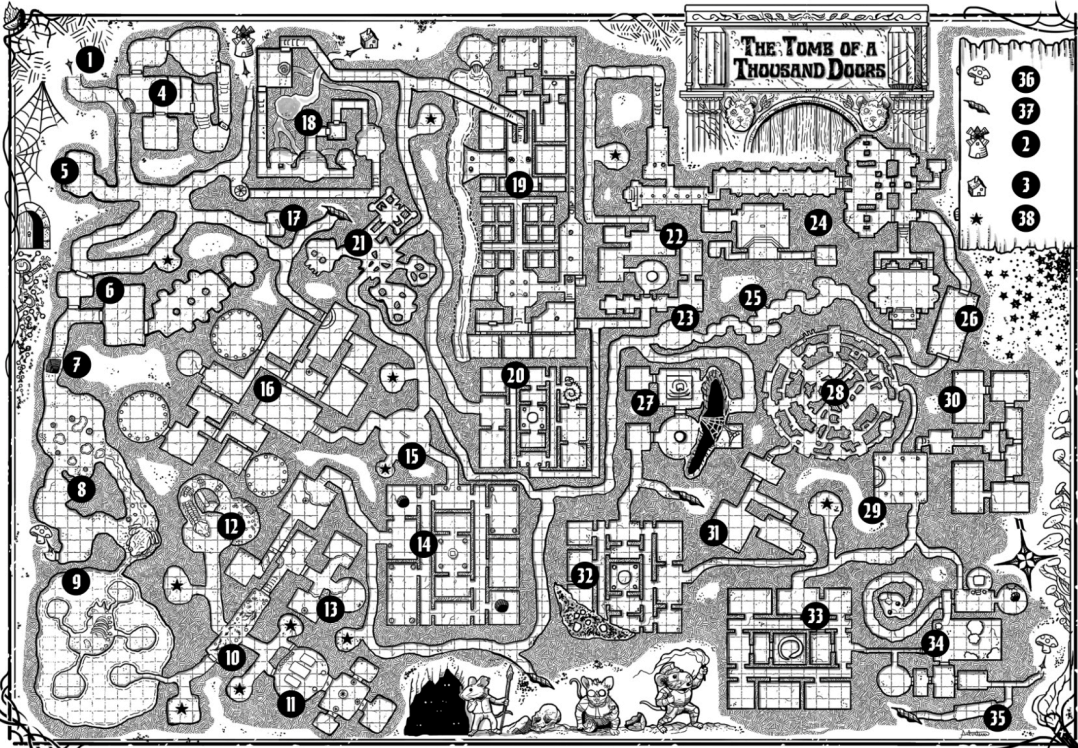
**Goals:**  
○○○ Recruit more cultists  
○○○○ Kidnap heathens for sacrifice  
○○○○○ Bring the Snake God

## Plague Ratz

**Resources:**

- Knowledge of the tunnels
- Hideout outside the dungeon
- Necrotic magic

**Goals:**  
○○○○ Unite other rat cults across the realm  
○○○○○ Loot every crevasse until bled dry  
○○○○○○ Kill all within the dungeon



| Keyed Dungeon Location Page Numbers |  |           |                                      |   |
|-------------------------------------|--|-----------|--------------------------------------|---|
| <b>20</b>                           | 1. Entrance                            | <b>33</b> | 14. Shrine of the Sea Serpent        | <b>55</b> 27. The Deep Rift                       |
| <b>20</b>                           | 2. Plague Ratz Hideout                 | <b>33</b> | 15. Mirror Room                      | <b>56</b> 28. Temple of the Cursed Emerald        |
| <b>21</b>                           | 3. Hilda's Haunted House of Horrors    | <b>34</b> | 16. The Bastard Princep's Encampment | <b>58</b> 29. Mask                                |
| <b>22</b>                           | 4. Mole Combine Headquarters           | <b>36</b> | 17. Weasel Land                      | <b>61</b> 30. Twice Unsealed Tomb of the Necrobat |
| <b>23</b>                           | 5. Rowdy and Roddy's Fungeon Funporium | <b>38</b> | 18.Dungeon of the Mad Maus           | <b>62</b> 31. Key Door, Door Key                  |
| <b>24</b>                           | 6. Catacombs of the Bat Cultists       | <b>40</b> | 19. Saint Ginger's Hospital          | <b>63</b> 32. Shrine of the Smoldering Serpent    |
| <b>25</b>                           | 7. Keep Digging!                       | <b>46</b> | 20. Shrine of the Shadow Serpent     | <b>65</b> 33. Shrine of the Spark Serpent         |
| <b>25</b>                           | 8. Cavern of the Fountain Beast        | <b>47</b> | 21. Temple of Emmental Evil          | <b>66</b> 34. Maudusa's Lair                      |
| <b>26</b>                           | 9. Nordegren's Five Equipments         | <b>49</b> | 22. Crypt of the Skintaker           | <b>68</b> 35. Ratonloft                           |
| <b>28</b>                           | 10. Faerie Fire                        | <b>50</b> | 23. Shards of Time                   | <b>72</b> 36. Cave of the Fongi                   |
| <b>28</b>                           | 11. The Shock of Awe                   | <b>50</b> | 24. Lair of the Gorgon, Zola         | <b>74</b> 37. Best Left Buried                    |
| <b>30</b>                           | 12. Incubator                          | <b>53</b> | 25. Chamber of Flames                | <b>79</b> 38. Whispers of the stars               |
| <b>31</b>                           | 13. Utopia Fallen                      | <b>54</b> | 26. Hall of Magnets                  | <b>82</b> 39. Critter of 1000 Blisters            |