

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.

AD	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 (roll 4d20)
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 pendant 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

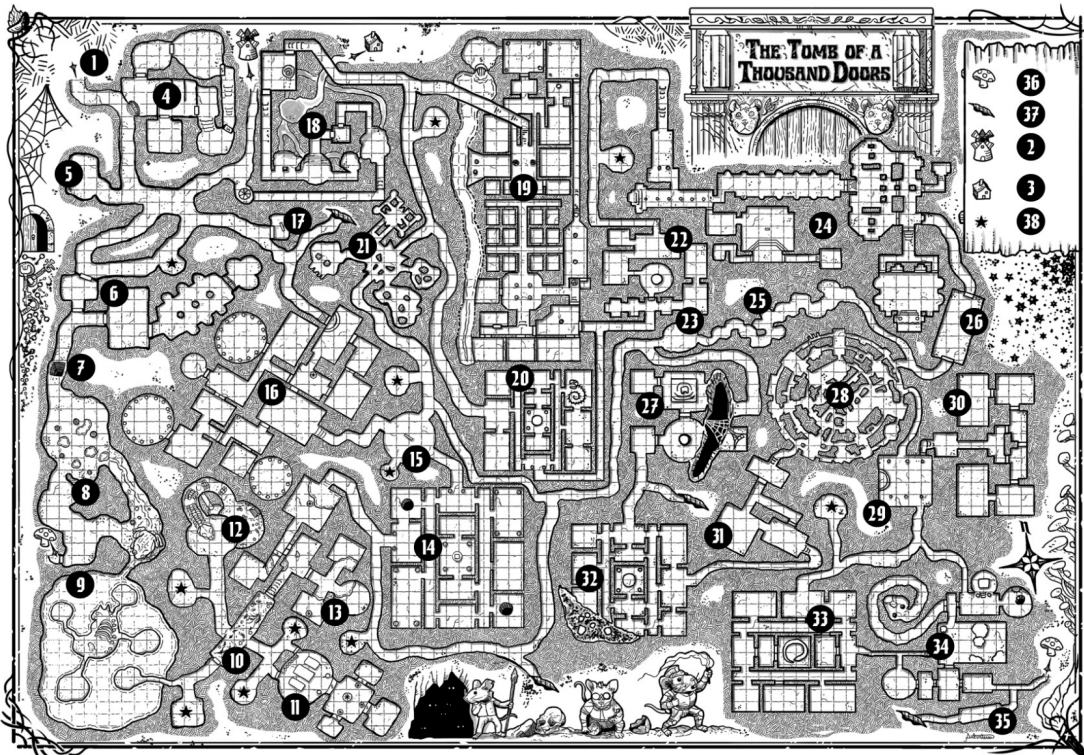
Plague Ratz

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

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