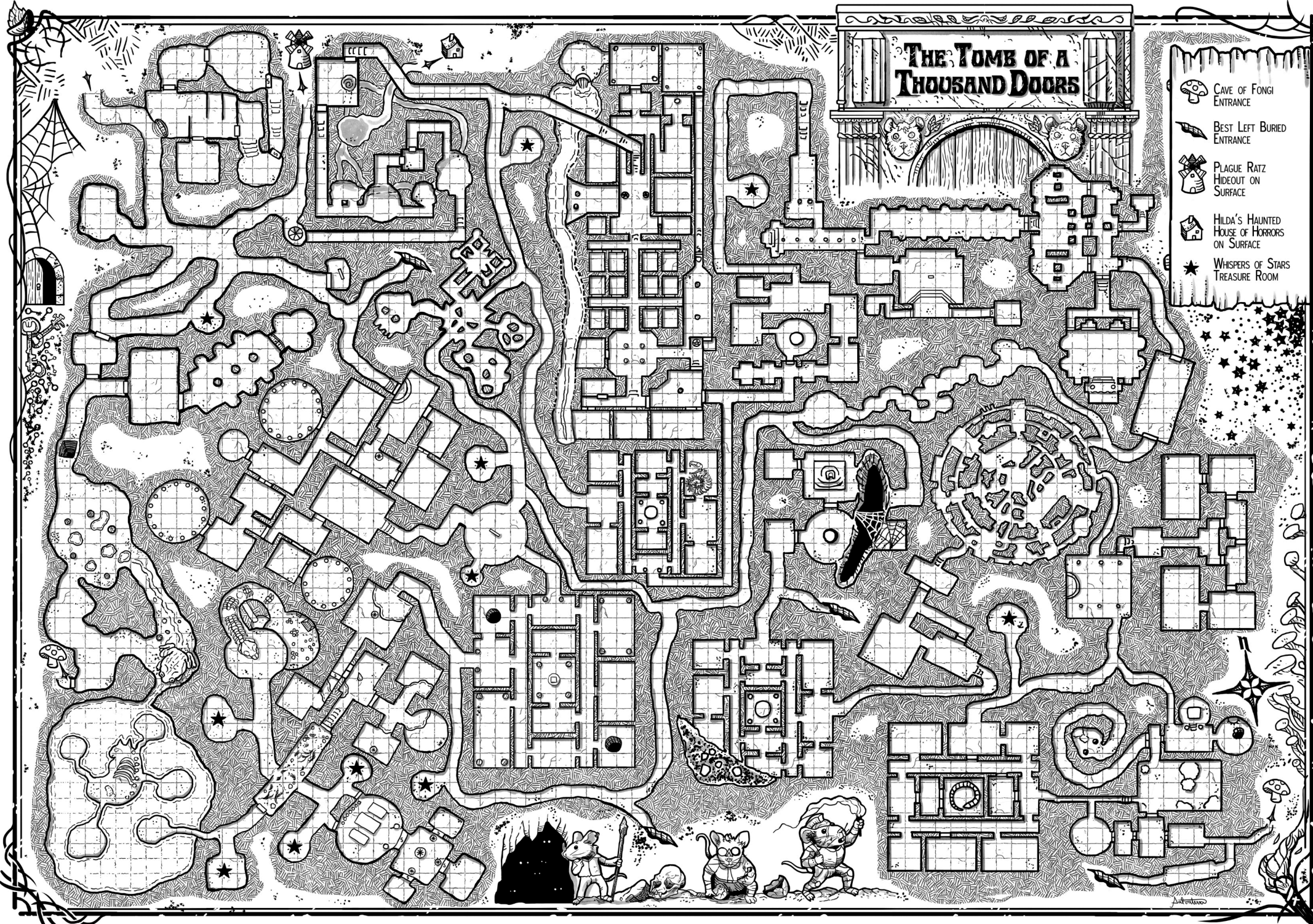




Tomb of a Thousand Doors



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Credits

Writing

Matthew Morris, Lux Taggert, Antonio Buch, Ellohir, Hugh Lashbrooke, Sky Svard, Owen McGauley, FriggingFrogs, Derek Mayne, YarOd, Pulpee, Phybe, Kapithan, William Lambert, Lancraft, Liam McCrickard, TabletopRPG, BohemiaSpielkunst, Relic913, Flindermouse, Rat's Nest Games, Lesueur Benoit, Xenio, tim zee, Tumultous Tabletop, Marcos_BM, Kelly Bean, Pengy, Reese Surles, Wythe Marschall, Anthony Grasso, and Isaac Williams

Artwork

Fernando Salvaterra, Felipe de Faria, Bruno Prosaiko, Josiah Moore, Alex Damaceno, QBR, OddGob Games, Lux, and Sky Svard

Editing and proofreading

Hugh Lashbrooke, Antonio Buch, Ross Burton, Ellohir, Pengy, and Matthew Morris

Layout

Matthew Morris

Production

ManaDawn Tabletop Games and Plus One Exp

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What is the Tomb of a Thousand Doors?

To the northwest of **Mayfield**, just south of the **Rittermarch** lies a hidden structure; lost amidst the dense forest. In the depths of these woods, under the most ancient and **gnarled oak** lies an **ornate stone archway**; through which is a doorway to **endless tunnels**, dug by forgotten generations of dwellers. Where they all lead, no one knows; welcome to the **Tomb of a Thousand Doors**.

In ages past, a **mad mouse king** built up stores for his **vast riches** in a massive subterranean and **deadly tomb**. Seasons came and went and the tomb was left undisturbed. Sometime in the recent past, several antagonistic **factions** broke into the tomb and uncovered various **dangerous artifacts**. Now, these diverse factions make this Tomb their home.

The **Maus Kingdom** is calling on brave mice adventurers to delve into the tomb and clear out the factions and retrieve any of the riches and artifacts that they can.

Brief History and Biography of the Mad King and his Tomb

Once a benevolent ruler, the Mad King's mind was broken by the horrors he faced during an attempted coup, betrayed and tortured by his closest advisor. Upon his rescue, he descended into paranoia and madness, secretly chartering the construction of the Tomb of a Thousand Doors as a vast repository for his wealth.

The Mad King's illness, unfortunately, was his undoing - his reign became so erratic and tyrannical that his own lords rebelled and overthrew him. He was killed during the uprising, but his tomb remains a den of mystery and danger.

Any who dare to enter the Mad King's Tomb of a Thousand Doors must be prepared to face great peril. The labyrinthine complex is filled with fearsome creatures of legend, deadly traps, and dark magic. But for those who are cunning, brave, and resourceful, the tomb also holds the potential for great rewards.

Within its chambers lie treasures beyond imagining, secrets to ancient knowledge long lost to the world, and artifacts of immense power - one such artifact being the Staff of Mousekind, an ancient staff that once belonged to the wise and benevolent prince of the Mad King. The staff is said to have the power to unite mousekind, a sought-after prize by all.

However, be warned: those who seek to claim the riches of the Mad King must also be prepared to confront the darkness within themselves. For the tomb is a place where even the most noble of hearts can be corrupted by greed and ambition.

Adventurous mice in a deep, dark dungeon

Gather up picks and shovels and prepare your packs as you delve deep into the forgotten stronghold of a mad mouse king - the **Tomb of a Thousand Doors**. A megadungeon for the rules-light fantasy adventure roleplaying game **Mausritter**.

It's a deep and dark dungeon down there, and it will not be fair on a little mouse. But if you are cautious and maybe a bit daring and reckless, you may be able to retrieve innumerable riches. And if you delve long enough, you may just uncover the greatest treasure of all mousekind deep within the Tomb of a Thousand Doors!

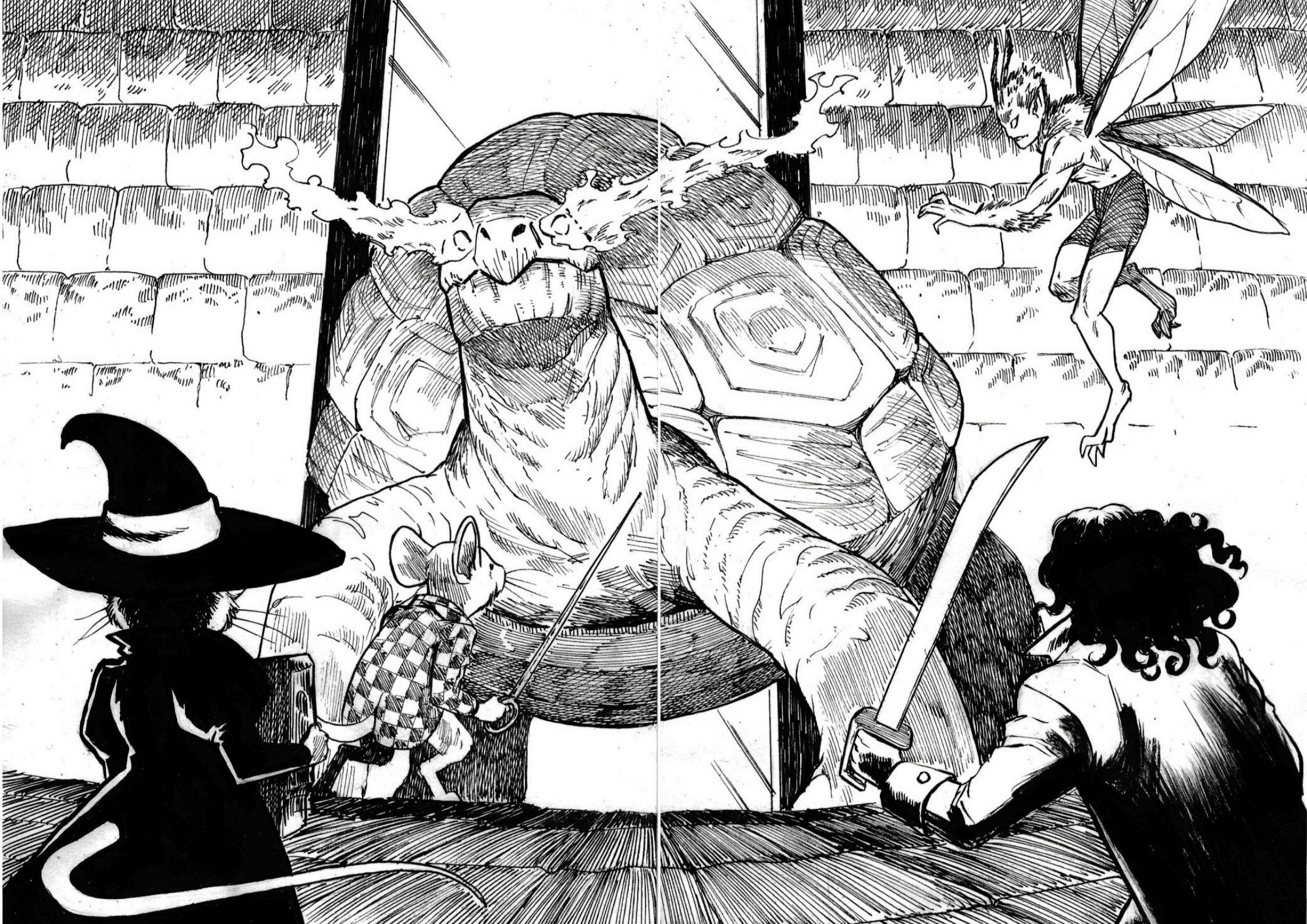
Adventure hooks and rumors

Hooks

d8	Adventure hooks
1	There is an empty tomb full of precious gems, ripe for the taking deep within.
2	There are ancient flowers growing within the cracks of the dungeon walls, said to be innately magical.
3	A mouse child got a premonition of some Bat Cultist opening one of the doors deep in the tomb.
4	The Plague Ratz are going through some internal conflicts after a rocky change of leadership. As old allegiances are being erased or cast aside, new loyalty is yet to be consolidated.
5	Mice that have ventured into the dungeon have been zombified by a fungus tended to by ants, now it is affecting the colony.
6	The Mole Rat Combine uncovered tunnels deep into the long-fabled hordes of the Mad King. However, they are flooded and stalked by a beast.
7	Loretta Pipsworth offers a handsome reward for the rescue of her long-gone great uncle. He -a mushroom expert named Doc- went into the tomb years ago.
8	A moth delivered an intriguing invitation. It is an ornate card that speaks of a grand ball, held for those of the the highest station. Brave and noteworthy mice are to be honored guests.

Rumors

d6	Dungeon rumors
1	Some poor kid-mouse named Dil went into the tomb looking for treasure and never came back. His family is offering a reward for anyone bringing him back.
2	A large colony of mice have succumbed to a rare illness, debilitating them and putting them out of work. The medic working with the mice is offering a lump sum of treasure in exchange for anything that can be found in the tomb that may help subdue said illness.
3	Mice all around are getting ill. They are getting blind and their eyes getting white. An ancient mouse is prophesying the end of the world due to an unshackled curse that is affecting the surroundings. Adventurers should go there to fight the bat cultists and find the origin of the curse/illness.
4	Following the lead and legends of the famed treasure hunter, Myrtlewood Fishermaus, the mouse explorers received a map to the fabled Tomb of the Mad Maus with promise of riches far surpassing even the most powerful mouse lord's horde.
5	The mole rats speak of 13 strange symbols scattered throughout the dungeon. What will they mark?
6	A mysterious coven of robed lady-mice roam the complex. They are said to never be disturbed by the denizens of the Tomb.



Delving the Dungeon

Rolling dice in the dungeon

When mice are adventuring within 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 areas 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 Area Effects Table)
3	Exhausted (Short 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 (DEX Save or d12 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 Die **decreases 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 - Encounter Table 1
4	Encounter - Encounter Table 1
5	Mark usage (Light or Equipment)
6	Omen - Encounter Table 2
7	Treasure - roll d20
8	Encounter - Encounter Table 2
9	Mark usage (Light or Equipment)
10	Omen - Encounter Table 3
11	Treasure - roll 2d20
12	Encounter - Encounter Table 3
13	Mark usage (Light or Equipment)
14	Omen - Encounter Table 4
15	Treasure - roll 3d20
16	Encounter - Encounter Table 4
17	Mark usage (Light or Equipment)
18	Omen - Encounter Table 4
19	Treasure - roll 4d20
20	Encounter - 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	A crack in the wall, static filled TV screen peeks through; portal to the Static Zone.
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 the Dragon Turtle
4	d6 Sisters from the Sisterhood of the Tombkeepers
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 Ratónloft
3	2d6 Snake Worshippers ready to kill
4	An NPC with a completed map of the Tomb of a Thousand Doors
5	The 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 d6 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

While wielded: Allows fighting against a warband-scale creature

2. Reptile's Reckoning

Intelligent: Enhanced against snakes and Snake Worshippers, refuses to fight bats or bat cultists

3. Tireless Sword

Critical damage: Restore d6 HP

4. Thunderstorm

While wielded: Deals electric damage

Critical damage: The creature faints

5. Icebreaker

While wielded: Deals ice damage

Critical damage: The creature freezes

6. Barber razor

While wielded: Enemies roll WIL saves with disadvantage

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 a 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)

d6 Useful treasure

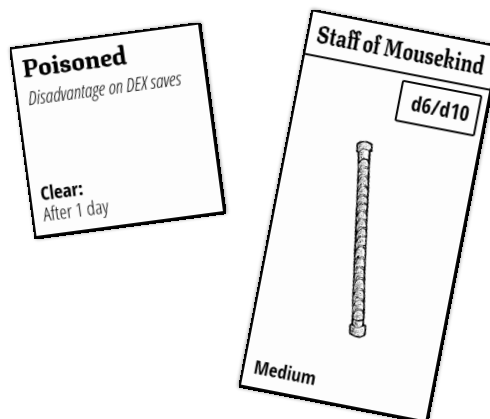
1	Plastic armor (light or heavy)
2	Human tooth mace (medium weapon)
3	Silver ritual dagger (light weapon)
4	d6 magical mushroom (roll on Magical Mushrooms)
5	Mole Combine candle helmet (body slot)
6	Former Snake Worshipper, willing to aid

Magical mushrooms

After years and years of being surrounded by magical forces, life has adapted to the Megadungeon. In every **damp corner** of the dungeon there are some **small mushrooms**, some of which have different properties that may be beneficial or harmful.

d6 Type and effects

1	Healing: Heals d6 hp or d4 Attribute damage
2	Hallucination: See things that are not there for d6 turns
3	Normal: Rations. Counts as one ration
4	Nutritious: Counts as 3 rations
5	Poison: Poisoned condition
6	Vampire: Attacks!



The Staff of Mousekind

Long ago, before the tomb was built, there was a **mouse prince** whose **heart ached** with **unconditional love** for his people. So he spent all his time traveling around the settlements and meeting all kinds of mice. He traveled with his paws on the ground, smelling the dirt and fresh grass like any common mouse.

The years went with the prince never being home for long, so when he realized his father was going mad, it was too late. So the prince did what he always did, he traveled.

For the rest of his years, always carrying his trusty **wooden staff**, the mouse prince journeyed through the lands. He made it his goal to learn every secret, every knowledge and every tale of **mousekind** so whatever happened from now on, his people would still live.

When the prince's days were coming to an end, he came back to the **sinister monument** that his father built, **the tomb**. He delved deep, and hid the staff in the dark and dangerous thousand doors, so the brave mice who found it, could unite all the people once again.

The Staff of Mousekind is **indestructible**, and gives the following **benefits to its wielder**:

- When encountering other mice, reaction rolls of 8 or less are treated as 10.
- Your mice hirelings have advantage in all morale saves.
- You can never have the frightened condition.
- Creatures that are naturally averse to mice (like cats or rats) feel discouraged to be hostile to you.

Wandering monsters of the Tomb of a Thousand Doors



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

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

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 once)

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 once)

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 - Owns Darkness spell

The elemental snakes

In each Snake Worshipper's shrine lives a **unique snake**. Nobody knows if they were born there or bred by the worshippers, but their **magical features** outmatch the already deadly abilities of any known snake. **Tied to the shrines** and the snake-shaped relics inside of them, they act as guardians and, maybe, as **lieutenants of the Snake God** when it comes to the mortal world.

Fire Snake

12hp, STR 12, DEX 8, WIL 10, Armor 2
Attacks: fire breath d12/d10/d8 (close/mid/long range) DEX save to receive half the damage (rounded up)

Wants to protect the Ruby Snake

- The Fire Snake is **immune** to any fire attack, even magical. Can survive under lava and only goes out to breath or feed.
- The fire breath affects an area in front of the snakes' mouth. It's a narrow cone 8" long where the mouse close to the snake and up to 2" takes d12 damage, the mice between 2" and 6" take d10 and the ones between 6" and 8" take d8 damage.
- Water or ice-based attacks against the Fire Snake are **enhanced**.

Water Snake

12hp, STR 12, DEX 12, WIL 10, Armor 2
Attacks: d8 bite
Critical damage: Takes the victim to the water depths

Wants to protect the Sapphire Snake

- The Water Snake has an extraordinary ability to hold the breath underwater as well as swimming skills on pair with fishes.
- Whenever it's on the water, swimming mice who fight against the Water Snake can only make **impaired** attacks.
- Electric attacks against the Water Snake are **enhanced**.

Electric Snake

12hp, STR 12, DEX 10, WIL 10, Armor 2
Attacks: d8 electric bite
Critical damage: deals additional d6 to DEX the victim faints if the damage is 5 or 6

Wants to protect the Amber Snake

- The Electric Snake has the ability to generate electric currents throughout its body. Combined with its jaw, can make an electric bite which deals an additional d6 damage to DEX if the attack is critical. If this additional damage is 5 or 6 in the current attack, the mouse faints.
- As an action, it can create an electric surge capable of opening or closing electric doors (see *The Shrine of the Spark Serpent*).

Bone Snake

10hp, STR 14, DEX 8, WIL 14, Armor 2
Attacks: d8 bite
Critical Damage: Deals additional d6 to DEX

Wants to protect the Black Diamond Snake

- The Bone Snake is a reanimated snake skeleton with glowing red eyes inside the hollow eye sockets. An unnatural darkness surrounds it, contrasting the white bones.
- Any weapon can deal damage to the bones and destroy the skeleton but the attack is **impaired**. Only magical and silver weapons deal full damage as well as any **magic damage**.
- The Bone Snake is weak against great sources of light —i. e. it would fight **impaired** in the sunlight or roll against the Light spell with **disadvantage**.



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)



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



Manticore

Warband Scale
15hp, STR 15, DEX 15, WIL 8, Armor 1
Attacks: d8 Bite and 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



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



Vampire mushroom

1hp, STR 5, DEX 4, WIL 3
Attacks: d6 bite, d4 spores
Critical damage: Target believes their party to be enemy mushrooms

Wants to grow and plant spores



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

Spell	Effect	Recharge
Raise Dead	Animates up to [DICE] skeletons of non-warband-scale creatures, who follow orders of the spell-caster. Each has the same stat as their living counterpart, except they have [SUM] hp, die at 0 hp, do not roll morale, and blunt weapons deal enhanced damage to them. The spell does not create the skeletons, they must be available beforehand	Take the spell tablet to the Shrine of the Rat King's Covenant

Factions within the Tomb of a Thousand Doors

The Mole Combine

The **Mole Combine** is an industrial business group **seeking to further the influence** and reach of the mole community into the Maus Kingdom. Founded by several mole **mob bosses**, this new and thriving capital venture is here for you! Members of the Mole Combine are **dig-for-hire** opportunists. The Combine seeks to build profit and rapport in order to become the go-to mining group in the region. Will you hire the Mole Combine to assist you in your dungeon delving?

Benefits of Hiring some Moles

The Mole Combine will work for your mouse explorers for a fee. The Combine charges **d4 x 10 percent** of all findings for aiding the party in their quest. This may seem steep but there are some distinct benefits for hiring the Mole Combine.

- When hired, travel within the Tomb of a Thousand Doors easier.
- Travel distance/time is **halved** as the Moles can dig new tunnels and know short-cuts.
- Due to their knowledge of the dungeon, Encounters are **less frequent** (once per hour instead of every three turns).
- Moles can carry two items extra **inventory slots** on a special **Mole Hiring Sheet**.

Mole Bosses for Hire

At any given moment, several branches of the Combine are hard at work in the tunnels. **Roll d6** to see what Boss and Crew are available to assist. Each Boss and Crew have specifics related to them.

d6	Boss	Feature
1	Cicero , cousin of Suetonius the Wise	Seeking Magical artifacts to send to his cousin in Bernpyle <i>(see Bernpyle YEAR ONE)</i>
2	Max , former soldier	Leads a tough crew that will aid in combat*
3	Francois , naked mole rat	Secretly made a deal with the Bat Cult, has their protection
4	Dug , detailed scout and cartographer	Has a complete and nearly keyed map of the entire dungeon
5	Bane and the Bone Squad	Hate the Plague Ratz with a passion, wants war
6	Tesla , business savvy and wealthy	Charges d6x10 percent of the loot but Crew can carry three items per slot. 1-in-6 Chance Tesla made a deal with the Snake Worshippers to Lure mice for sacrifices

*All other Mole's morale and **reaction rolls** are always at **Disadvantage**, they will run from conflict often.

The Snake Worshippers

Silent and lethal, **snakes are feared** by most animals. Nonetheless, deep in the ground, a group of mice venerate them and wait the turn for the snakes to rule the outside world.

The **Snake Worshippers** are a cult that lives deep inside the Tomb of a Thousand Doors. They pray for the coming of the **Snake God** who will bring balance to the world by slaying anyone with any darkness in their hearts. At least **four shrines** are scattered on the Tomb, each one guards an **ancient relic** which, together, have the power of bringing the Snake God into our world. The Worshippers believe that serving heathens as sacrifices to the snakes that live in the shrines will summon the God.

The Worshippers wear long dark robes that drag on the floor as if they were snakes. They are obsessed with the letter "S" and they would change their name if their birth name doesn't start with an "S". Their weapon of choice is a **dagger soaked in snake venom**.

Warshipper names (d20)

1. S'mores	6. Serrano	11. Sorrel	16. Strudel
2. Saffron	7. Sesame	12. Soy	17. Sugarcane
3. Sage	8. Silence	13. Spinach	18. Sundae
4. Samosa	9. Skaren	14. Stevia	19. Sushi
5. Savory	10. Skevin	15. Strawberry	20. Syrup

Plague Ratz

The **Plague Ratz** are a murderous gang of rats that roam and skulk in the Tomb of a Thousand Doors. No none really knows when they showed up, but they all know; when they did, things got bad! The Plague Ratz seek their own, raiding and pillaging any and all factions with no concern for their own lives. None of the dungeon denizens know where they reside either, they just seem to appear and then disappear again! The Mole Combine wishes to be rid of them. The Snake Worshippers are more than happy to sacrifice them to whittle their numbers. And the Bat Cult, well, they avoid them.

What these factions do not know is that the Plague Ratz nest above ground in an abandoned Windmill deep in the woods. This windmill has a tunnel that ties into the dungeon and acts as the sinister gateway the vile vermin use to access the vast network of hidden realms and numerous riches. The Plague Ratz' **lieutenants** report to **Ahaz the Raven**, who lives atop the windmill. He desires any and all things shiny and in return, Ahaz teaches the rats foul magic from the **Wastes of MauBborg**.

The Mole Combine	Snake Worshippers	Plague Ratz
Resources: <ul style="list-style-type: none">• Massive network of tunnels• Centralized HQ at the entrance• Several hundred able bodies• Seemingly endless capital Goals: <ul style="list-style-type: none">○○○ Establish a trade syndicate○○○○ Erase the Plague Ratz○○○○○ Set up a Mole Monarchy ruling from the Tomb	Resources: <ul style="list-style-type: none">• Lots of fervent cultists• 4 powerful elemental snakes• Magic wielder priests Goals: <ul style="list-style-type: none">○○○ Recruit more cultists○○○○ Kidnap heathens for sacrifice○○○○○ Bring the Snake God	Resources: <ul style="list-style-type: none">• Knowledge of the tunnels• Hideout outside the dungeon• Necrotic magic Goals: <ul style="list-style-type: none">○○○○ Unite other rat cults across the realm○○○○○ Loot every crevasse until bled dry○○○○○○ Kill all within the dungeon

The Traveling Traders of Terror

Three unique and dark merchants can be found wandering the dungeon. They offer a chance to resupply or lighten the party's purses. Each one of these dangerous underground salespeople has reasons to sell goods in the dangers of a dungeon, and some amount of malicious intent.

The Rot King

The mythic **Rot King** is a **pile of maggots** disguised as an albino rat in a heavy black cloak. It serves a dark master who crafts weapons the Rot King sells. The monster carries its inventory inside its swarming body, including its gleaming great-sword. Each item has a drawback to its use, and they all have the ability to warp the minds of their users, but the Rot King will never admit these things if it thinks that will make people reluctant to buy.

If anyone has their WIL reduced to 0 by the power of any item sold by the Rot King, their current and maximum WIL become 10 and they become a zealot faithful to the god of misfortune, **Chernobog** the Rot King, and to the Rot King's secret master.

When the Rot King arrives, it only has three items. If the Rot King is slain, it leaves behind all the items it had for sale.

- **Black Lantern (600 pips)** While holding this oil lantern in one paw, you can say the name of a place out loud that you want to visit. The lantern gently pulls you along the shortest route to this location. When you use this power of the lantern and every watch after that you lose 1 point of WIL permanently. Both of these effects end if you let go of the lantern, but WIL lost this way cannot be restored.
- **Beetle Blade (medium, d6/d8, 600 pips)** When you hit a living thing with this sword, you can lower your WIL by any amount to inflict twice that many points of extra damage to your target. WIL lost this way cannot be restored.
- **Catslayer (light, d6, 600 pips)** When you attack a single creature with this weapon, you can lower your WIL by d6 to be treated as a warband scale creature.
- **Hand of Chernobog (250 pips)** When you or anyone near you rolls a 1 on a damage roll, they take d8 WIL damage.
- **White Spear (medium, d6/d8, 250 pips)** This staff ends in a nearly invisible blade and damages the target's WIL instead of STR. When you hit a creature, you can lower your WIL by any amount to inflict twice that many points of extra damage to your target. WIL you lose this way cannot be restored.



Rot King

10hp, STR 5, DEX 8, WIL 18
Attacks: d10 two handed great-sword
Critical hits slit the Rot King into two identical halves that keep fighting

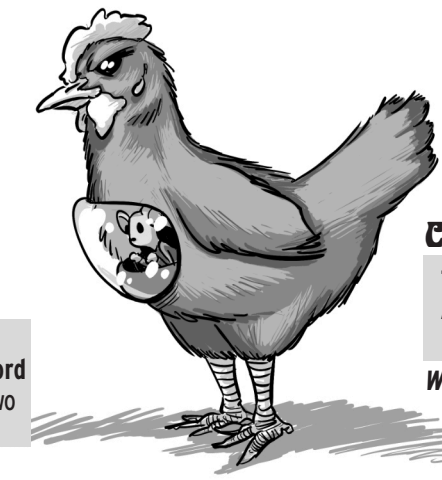
Wants to trade away his dark tools

The Chicken Witch

The witch is a **blind albino mouse** who lives inside the carcass of a **dead chicken** she hollowed out and animated. Her home moves like a living thing and can fight to defend her if needed. As long as the witch is inside the chicken she cannot be hurt, and the chicken can squeeze through most mouse sized doors. Otherwise, the witch is a normal mouse whose only magical ability is in carving **totems**.

A totem is roughly half an inch tall, and shaped like an animal. They come with thread to wear them as large pendants. Invoking any of the totems doesn't require an action and instantly grants the benefit listed for that totem. When a totem is used, mark it. Each totem can only be used three times before it becomes useless. The witch always has three totems chosen randomly.

- 1. Rat Totem:** Roll damage twice, taking the better roll. If you roll doubles, the totem isn't marked
- 2. Goat Totem:** Can be itself eaten like a ration, but also makes everything delicious. Isn't marked when used this way
- 3. Lizard Totem:** Heals d6 hp and removes a single Condition
- 4. Weasel Totem:** You can step through solid objects three times
- 5. Fox Totem:** Succeed a DEX save you would have failed
- 6. Stag Totem:** Succeed a STR save you would have failed



Chicken Hut

12hp, STR 15, DEX 15, WIL 11, Armor 1
Attacks: d8 peck
Runs 2x normal speed

Wants to protect the witch

Kobold the Tunneler

A **shrew** who lives in the tunnels of the dungeon by digging new passageways in the earth and scavenging from the dead. Kobold is an opportunist who is eager to trade for basic survival equipment, at slightly raised prices. Kobold is a coward who will run away from any fight, but also eagerly seek anyone who loses a fight against him.

Kobold has an assortment of **six items** and a purse of **100 pips** on his person whenever he enters the dungeon. He can only carry six items, but as long as a deal doesn't leave him over-burdened he'll buy anything for half its true value, and sell anything for its normal value +10%. To determine his stock, **roll 3d6 six times** to decide the items randomly.

Kobold's loot (3d6)			
3	Bedroll (11 pips)	11	Rations (6 pips)
4	Caltrops, bag (11 pips)	12	Medium Weapon (22 pips)
5	Crowbar (11 pips)	13	Light Ranged (11 pips)
6	Matches, pack (88 pips)	14	Arrows, quiver (6 pips)
7	Twine, roll (44 pips)	15	Lock-picks (110 pips)
8	Poison (110 pips)	16	Mirror (220 pips)
9	Torches (11 pips)	17	Water-skin, full (6 pips)
10	Lantern (55 pips)	18	Whistle (6 pips)

Kobold the Tunneler

10hp, STR 8, DEX 14, WIL 10
Attacks: d6 dagger

Wants to swindle the desperate





The Sisterhood of Tombkeepers

The Sisterhood is a collection of mice that happily maintain the Tomb of Thousand Doors. They fix broken doors, re-mortar fallen bricks, and clean up any dead bodies they may find, laying them to rest. They reuse supplies from elsewhere in the dungeon, and do not travel out of it for anything. All is brought to them, in some way or another.

They are a traveling band, carrying all the tools they need on their backs, or pulling them on small sleds behind them. They are nice and seek only to preserve. They will not intervene in the affairs of the dungeon, even to save a life, that is not their purpose.

The Sisterhood’s origins are foggy. Each sister has different answers when asked:

d8	What the Sister says
1	“It was put in place by the Mad King who was buried here. Because of... madness?”
2	“Huh? You know, I never asked. I joined because it sounded fun.”
3	“I don’t know, but my mother did it, and her mother before her. It’s a family thing.”
4	“Before there was a tomb, there was a cave, our forerunners tended to the cave.”
5	“Every great tomb has a mendicant Order of Tombkeepers. That’s just science!”
6	“Probably by some smarty trying to get out of working the fields. What? No, I have never worked in the fields. Nor would I! Terrible job. This is much better!”
7	“...” (Another mouse), “She can’t answer. Vow of not answering questions. You know how it is. It’d be rude for me to answer on her behalf, it defeats the purpose.”
8	“I like to think that it just happened. Like flowers blooming in spring, or cancer.”

Each sister wears a red ribbon tied around their neck. Because of this ribbon, they are ignored by the threats of the dungeon. The Bat Cultists and Snake Worshippers have learned that the Sisters are rejected as sacrifices to their gods, the Plague Ratz know they have nothing worth stealing, the Mole Combine sees them as helpful (free labor!), and the other threats just ignore them totally.

The Sisterhood is also in possession of strange artifacts, possibly giant in origin. They are canisters and tubes of strange, yet useful salves and balms. These resources have been know to be helpful as both nourishment and fuel. Adventurers keen to these items may inquire of the Sisterhood and potentially be granted the honor of using items of such great aid.

To be clear, it’s not that the Sisterhood is good, it’s that it is truly neutral.



A player can ask for a red ribbon. If they do, they can receive a white ribbon to tie around their neck and are asked to repeat this vow (“ | ” added for places to take breaths):

“I [state your name], vow to give up my earthly possessions | for the betterment of the Sisterhood, | to swear off all violence | in the name of preservation, | and to never again | ignore at maintenance problem | in the Tomb | while I have the ability to fix it.”

If they do, the ribbon turns red. It cannot be cut or removed. They now have all the benefits of being a Sister.

If the player ever:

- Takes from the dungeon with the intent of self-gain or the gain of others.
- Performs violence on another being, living or nonliving (even in self-defense).
- Ignores a flaw in the dungeon (walks past a broken door, crumbling masonry, or an untended dead body).
- Leave the dungeon.

The ribbon turns black, and they can never receive another red ribbon. All benefits of the ribbon are gone.

Lip Balm

2 Slots, 6 Uses

As grease. Mark usage each time Lip Balm is applied. Any movement through affected area by any creature is difficult. Creature making the movement must make a DEX Save at Disadvantage or fall due to the slick surface. That creature must succeed a DEX Save to get back up and then proceed to DEX Save at Disadvantage again until free of the affected area.



Beard Balm

4 Slots, 9 Uses

As Rations or Fuel for a Light Source. Edible as a Ration, mark a usage each time it is eaten. Use the Beard Balm and its’ tin as a bonfire, mark 3 usages. If burned for a Long Rest, all creatures in its’ general area replenish all attributes and hp back to their Max. The warmth and light of the bonfire cannot be seen by hostile creatures to the adventuring party lighting the Beard Balm. Smells of rosemary and sage.



Rival Adventurers

Who else is digging in the Tomb?

Did you really think you were the only opportunistic mice to take the plunge into the Tomb of a Thousand Doors? Surely not! This megadungeon complex has been calling to adventurous explorers for a long time and it just so happens there are several other parties exploring these ruins right now. Let’s meet them...

Friends, foes, or just some other group...

Before the Rival Adventuring Parties are introduced, it should be mentioned that just because they are called “rivals” does not mean they are blanket antagonists. On the contrary, some of these parties have the same motivation as you and would be extremely willing to work with you. However, some are your opposites. Mercenaries, grave robbers, bandits, and just baddies. These you will have to navigate at your own discretion.

The Glowbro

The three brothers Juniper. Merriweather, Aspen, and Wynnfell are brave and rambunctious mice from The Duchy of the Grinning Oak, in the Thistle Kingdom. They are on an exploratory mission for the Duke. They are young and naïve but are most often friendly. They also employ Glowbugs from Moonshore which come in handy in these deep, dark recesses of the dungeon.

Merriweather Juniper, the eldest with a hot temper

2hp, STR 10, DEX 13, WIL 11, Attack: d8 Pickaxe

Aspen Juniper, middle and mildest

4hp, STR 9, DEX 11, WIL 16, Attack: d6 Improvised

Wynnfell Juniper, young and carefree

1hp, STR 11, DEX 14, WIL 14, Attack: d6 Improvised

Wants to survey the Tomb of a Thousand Doors and maybe make some pips on the side

Ordo Mus Primo

A secret society of mice who specialize in, and potentially even worship, rare and ancient artifacts. Extremely hostile to any outsiders or those who may get in their way. If you have something they want, they will take it. Hailing from the Earldom of Bernpyle, these mice are truly up to no good.

Bonbon Grey leader of the order

4hp, STR 12, DEX 9, WIL 10, Attack: d8 Rapier

Puff Kit, fierce champion

6hp, STR 11, DEX 10, WIL 8, Attack: d10 Silver Halberd

Sasha Silt, archaeologist

1hp, STR 8, DEX 14, WIL 16, Attack: d6 Ceremonial Dagger

Oxide Frondless, freshman initiate

3hp, STR 9, DEX 10, WIL 8, Attack: d6 Improvised

Wants to raid the tombs of all its wealth and artifacts

Moonspinners

A ragtag group of explorers from Moonshore. They are self-reliant and extremely gifted adventurers. But they like to keep to themselves (roll Reaction).

Slim Biter, hamster muscle

4hp, STR 13, DEX 9, WIL 11, Attack: d10 Can Opener

Voice of the Blight, shrew druid

1hp, STR 8, DEX 13, WIL 14, Attack: d6 Improvised

Peppa Pippin, mouse warrior

3hp, STR 11, DEX 12, WIL 10, Armor 1, Attack: d8 Needle

Crouton Blacktail, rat ranger

5hp, STR 9, DEX 14, WIL 15, Attack: d8 Bow and Arrows

Wants to return home with a tale to tell



Pre-Generated Characters

Myrtlewood’s Finest

A group of four, highly skilled and widely traveled explorers in under the tutelage of the famed mouse adventurer, Myrtlewood Fishermaus. Use these unique adventures to dive into the Tomb of a Thousand Doors or use them as yet another Rival Adventuring Party.

Hyacinth Catreizen

Background: Hedge Witch

Birthsign: Moon (Wise/Mysterious)

Coat (Color/Pattern): White/ Solid

Physical Detail: Blood Red Eyes

1hp, STR 7, DEX 10, WIL 12

Inventory:

- Electric Lantern
- Fireball Spell
- Light Spell
- Heal Spell
- Incense Stick

William Isaacs

Background: Hunter

Birth Season: Winter (Harsh/Resilient)

Clothing: Antique

Speech: Posh

Virtue/Vice: Hopeful/Greedy

4hp, STR 14, DEX 11, WIL 10

Starter Pack:

- Cutlass (d8)
- Pack and Bedroll
- Oil Lantern
- Rations

William is a Lilliputian. For more, see Lilliputian: Adventure on the Open Seas.

Rionnach Eoin

Former Occupation: Faerie Scout

Wing Type: Dragonfly-like

Coat: Sky Blue and Yellow

Physical Look: Tall and Wiry

5hp, STR 8, DEX 9, WIL 10

Inventory:

- Bow (d8)
- Quiver and Arrows
- Torches
- Map of the Feylands

Rionnach is a Fienkrieger (Faerie Outcast). For more, see Bernpyle #5.

Fennel Pipp

Background: Trap Thief

Birthsign: Star (Brave/Reckless)

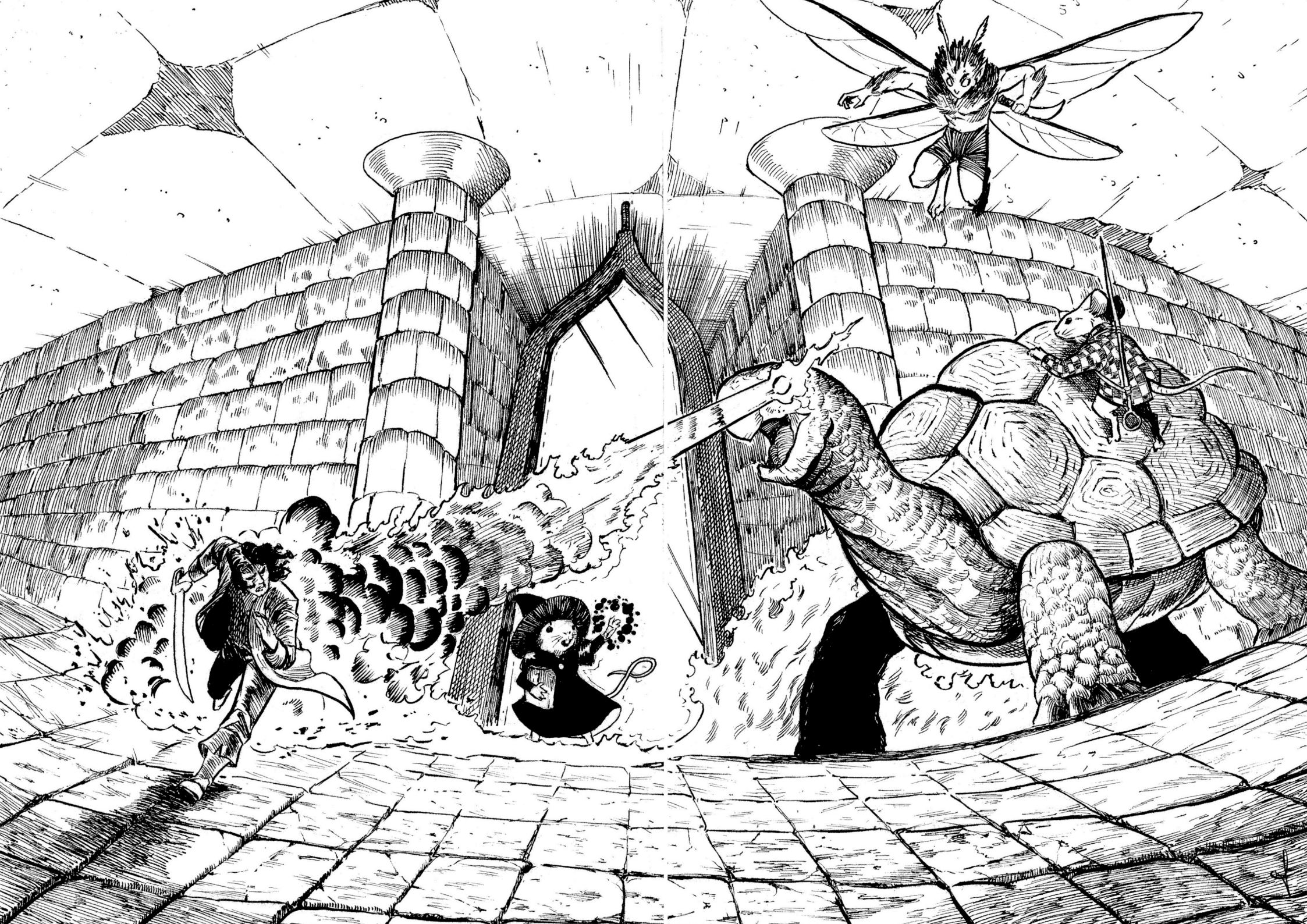
Coat (Color/Pattern): Grey/Marbled

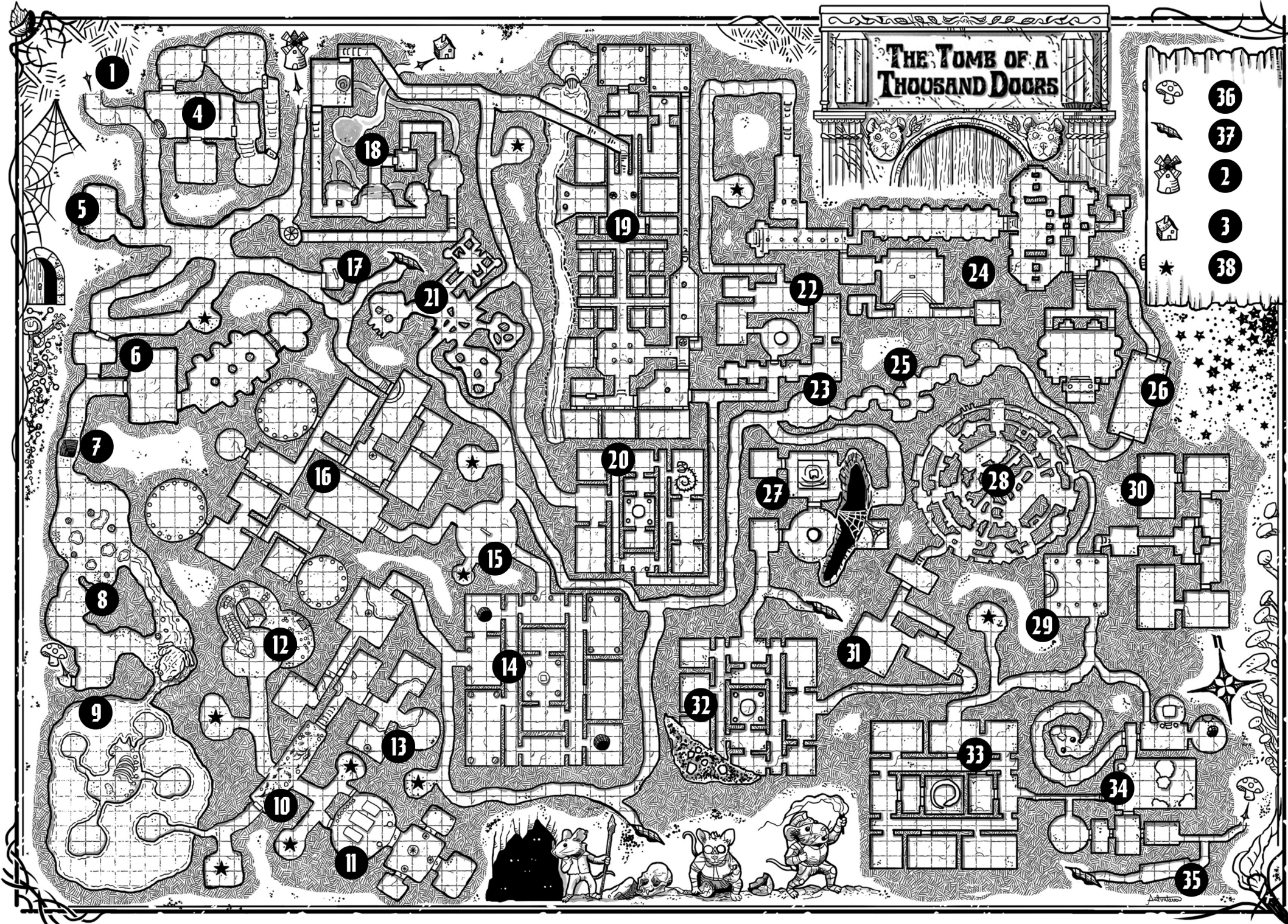
Physical Detail: Foreign Clothes

5hp, STR 11, DEX 10, WIL 8

Inventory:

- Torches
- Needle Sword (d6/d8)
- Block of Cheese
- Glue





The Tomb of a Thousand Doors at a glance

1. The Entrance

Description: At the base of an ancient and gnarled oak tree, hidden amidst the roots. An ornately carved and etched, stone archway with Fae Runes which in the common mouse tongue are the words: "As I lie in peace, may those who seek to disturb me lie in pieces." In crude graffiti on the cobblestone wall is the phrase: "Great treasures, diggers be wary..."

2. Plague Ratz' Hideout

Author: Matthew Morris
Encounters: Plague Ratz and potentially Ahaz the Raven.
Treasure: d6 Spells and d12 x 1000 pips

Description: An old, worn-down human windmill. Home to the rat gang with entrances into the Tomb of a Thousand Doors. Ahaz the Raven is nested atop the structure.

3. Hilda's Haunted House of Horrors

Author: William Lambert
Encounters: Hilda the Spider
Treasure: Gold Ring (500 pips), Silver Spoon (300 pips), Diamond (1000 pips), Assorted treasures (783 pips), 482 pips.

Description: The dungeon is an old dollhouse swept into a ditch during a flood, and then covered in dirt by the normal passage of time. It interrupts another otherwise mundane underground passage but doesn't block it if the party is willing to venture into the house.

4. The Mole Combine HQ

Author: Matthew Morris
Encounters: Mole Combine Bosses looking for work
Treasure: Magical artifacts from Moonshore, d20 x 200 pips, various random treasures.
Number of Rooms: 8

Description: The Mole Combine is an industrial business group seeking to further the influence and reach of the mole community into the Maus Kingdom. Founded by several mole mob bosses, this new and thriving capital venture is here for you! Members of the Mole Combine are dig-for-hire opportunists. The Combine seeks to build profit and rapport in order to become the go-to mining group in the region. Will you hire the Mole Combine to assist you in your dungeon delving?

5. Rowdy's Shoppe

Author: Kelly Bean and Hugh Lashbrooke
Number of Rooms: 1

Description: A small cavernous outcropping where two failed circus rats are selling anything adventures may need to delve the Tomb of a Thousand Doors. They are open between Morning and Evening Watches. When closed their shop is under lock and key.

6. Catacombs of the Bat Cult

Author: Flindermouse
Encounters: Earthworms, Fledermaus
Treasure: Brass thimble, Hopper Fiddle, bat-wing leather (250 pips to a leatherworker)
Number of Rooms: 4

Description: Cultists have found the old family crypts within the Tomb of a Thousand Doors and have made them their own. The cold and quiet, a perfect environment for their secretive work.

7. Keep Digging!

Author: BohemiaSpielkunst
Encounters: None
Number of Rooms: 1
Treasure: Magic Missile, Ghost Lantern, Treasure Map
Description: Just a room with a pit. The warning sign next to the pit says: "Beware of 31ft pit! For recharging Magic Missile only!"

8. Cavern of the Fountain Beast

Author: Pulpee
Encounters: Olm Hermit, Plague Ratz, and Tainted Water
Treasure: Alchemical Equipment (500 pips), Poisons and Antidotes, 300 pips, and a Spell Tablet
Number of Rooms: 5

Description: An underground lake has dried up, replaced by a strange water that causes the skin to itch and burn. If you investigate, you will find what (or who) is cluttering the source – as well as an interested third party.

9. Nordengren's Five Equipments

Author: Lancraft
Encounters: Hairball Mutants, Fengal Followers, Landfish Nippers, Tweak Beak Birds, Rising Tide
Treasure: Nordengren's Sword, Shield, Breastplate, Helm, Boots, and a random Treasure
Number of Rooms: 6

Description: An ancient mouse named Nordengren once set his plight upon the vile cat Fengal. The dark, mutated magics of Fengal won the day, but Nordengren survives through his displaced pieces of equipment. Can you rescue all five pieces of equipment and summon the brave Nordengren back to finish the job he started? Have faith, weary mouse!

10. Faerie Fire

Author: Frigging Frog
Encounters: Ember Golem, traps, the Firebug Squad
Treasure: None
Number of Rooms: 1

Description: Following the tiny pathways through the rubble and debris, our fellow mice will have to deal with Firebug Faeries' traps and escape the Golem of Embers.

11. The Shock of Awe

Author: Matthew Morris
Encounters: Traps
Treasure: LED Light Keychain, Seam Ripper, Exacto Knife, and Large Shield
Number of Rooms: 5

Description: Rumors of an ancient crypt, that houses a weapon of old, have begun to spread. No one knows where it is located, all but the gnome who found its entrance. He has granted you with this great knowledge but warns there may be a burden to bear. Will your mice delve and see what they may find?

12. Incubator

Author: Kapithan RPG
Encounters: Snake Worshippers and Baby Snakes
Treasure: Sierpe Paralysis Spell, Dungeon Map, Silver Chain (500 pips), Silver-tipped Arrows, and Faerie Hair
Number of Rooms: 5

Description: Years ago a snake, which wandered through the tunnels of the tomb built by the Mad Maus King, got trapped while trying to cross a narrow passage. Now its skeleton leads to an incubator built by the Snake Worshippers.

13. Utopia Fallen

Author: Tobias Adam
Encounters: Nigel, Plague Ratz, Bat Cultists, Gus, Marceline, Swimming Centipedes, and the Doom Ghost
Treasure: Stone Statue (500 pips), Tapestry (1000 pips), 2x Ancient Mouse Thrones (2000 pips), Random Treasure, the Crown of Empathy, the Queen's Regalia, the Remembrance, and the Sorrow
Number of Rooms: 6

Description: Once upon a time, there was a mouse queen whose reign was a golden age of peace between mice, rats, bees and bugs and all other creatures that roam these lands. Yes, even the cats! Tenera was her name, "the tender" in the old tongue. But before her time as queen, she was a simple mouse, like you and I. And only after a long journey had she proven herself worthy of her crown.

14. The Shrine of the Sea Serpent

Author: Antonio Buch

Encounters: Traps, Snake Worshipers, the Sea Serpent Priest, and the Water Snake

Number of Rooms: 10

Treasure: 8 Treasures, Strange books and scrolls, and the Sapphire Snake (2000 pips)

Description: Hidden from the outside world, the Snake Worshipers guard the mystical Sapphire Snake, a silver statue that resembles a sea serpent. But thieves beware for the shrine is a trap for whom dare to steal it...

15. Mirror Room

Author: Antonio Buch

Encounters: Mirrored Mice

Treasure: 2 Treasures, and the Mirror Key

Number of Rooms: 1

Description: In the center of the quietest room of the dungeon lies a big mirror. Its pristine surface reflects the room giving an eerie tone to the torches' light. It can bring fortune or curse to anyone daring to look through it...

16. The Bastard Prince's Encampments

Author: Liam McCrickard

Encounters: Various NPCs, traps, and Rhinoceros Beetles

Number of Rooms: 15

Treasure: Laser-pointer Staff, Paintbrush, and Algomin's Runes

Description: The Mad Maus King's Tomb of a Thousand Doors is full of deadly perils and would be plunderers, but here, a trio of small factions have met an impasse in the form of a ghostly message and an impassable barrier. Three princes, claimants to the Mad Maus Kings throne vibe for a path forward to further plunder his wealth, and are willing to do whatever they must to gain the upper hand...

17. All Mice in Weasel Land

Author: William Lambert

Encounters: Weasel Queen, Bunny Knight, Rat Knight, and Jabberwocky

Treasure: 3 Treasures, Tick, Tock, and the Vorpall Blade

Number of Rooms: Pocket Dimension with 7 hexes

Description: This world is a game board for a battle between two wooden weasels who can't leave until the conflict has ended. The two were once the daughters of the faerie queen, but when she died an heir couldn't be chosen, so the two were sent away to a magical land to fight to the death. The queens are allowed to use anything they can get their paws on to win this conflict, but they

can't leave.

18. Dungeon of the Mad Maus

Author: Sky Svard

Encounters: A Sphinx, a Crab, and Fenseq, the Mad Maus

Number of Rooms: 8

Treasure: Overwhelm, Wave, Backrazor, and a random Spell Tablet

Description: Fenseq the Mad Maus is having fondue problems. Will you help him and acquire the three legendary magic weapons he offers as reward? If so, enter then into the Dungeon of the Mad Maus.

19. Saint Ginger's Hospital

Author: Tumultuous Tabletop

Encounters: Frogloodytes, Widow Spider, Spirit of Saint Ginger, Marrowleeches, and Wasps

Number of Rooms: 24

Treasure: Resurrection Spell, Acidproof Potion, Saint Ginger's Spellhammer, Slime Stone, Bottle Cap Crown (100 pips), Bead Bracers (50 pips), Gold Thread Necklace (250 pips), random potions and other various treasures

Description: Famed for her healing prowess, a mouse named Ginger reached sainthood by building and operating this hospital inside the dungeon. One day, she vanished mysteriously alongside her lead alchemist Manchego. Soon after, her spirit began haunting the hospital's northern wing, while Manchego's Laboratory and the

southern wing became flooded. The hospital was abandoned, and eventually reclaimed by a tribe of Frogloodytes who zealously protect their new home from all intruders. Treasure, secrets, and danger await those who intrude upon these halls.

20. The Shrine of the Shadow Serpent

Author: Antonio Buch

Encounters: Darkness, Snake Worshipers, the Shadow Serpent Priest, and the Bone Snake

Number of Rooms: 8

Treasure: 7 Treasures, rations and bric-a-brac, Magic Flame torches and the Black Diamond Snake (2000 pips)

Description: An impenetrable darkness floods the shrine where the Snake Worshipers keep the Black Diamond Snake from the outside world. Out-worldly forces await the mice who try to enter into the darkness...

21. The Temple of Emmental Evil

Author: Sky Svard

Page Number: 98

Encounters: Puzzles

Number of Rooms: 5

Treasure: The Cheese of Emmental Evil

Description: An ancient evil rests undisturbed. Are you brave enough to face it? If so, prepare to enter the Temple of Emmental Evil.

22. Crypt of the Skintaker

Author: William Lambert

Encounters: Skintaker

Number of Rooms: 7

Treasure: Magical Scroll and 1012 pips

Description: Deep in the earth is a dungeon where the monstrous kidnapping ghost called the Skintaker drags his victims. Mice have tried to stop him in the past, but none have been able to banish the ghost for good.

23. Shards of Time

Author: Frigging Frogs

Encounters: Keepers of Seconds and Mutated Lab Rat

Number of Rooms: 2

Treasure: Random treasures

Description: A doorway to the past and future! Through the reflected image on the shards of glass, adventurers could wake the fury of Time-keeping Faeries or witness the monstrosity done by bipeds.

24. The Lair of the Gorgon, Zola

Author: Sky Svard

Encounters: Scorpion, Golem, and Zola the Gorgon

Number of Rooms: 10

Treasure: Shrink Spell, 3 Treasures, Mirror Shield, Tapestry of a Giant Snake, and Stone to Flesh Spell

Description: Deep in the Megadungeon, your nose catches the scent of a delicious cheese. Do you dare enter the Lair of the Gorgon, Zola?

25. The Chambers of Flames

Author: Marcos Ballester Matito

Encounters: Traps

Number of Rooms: 13

Treasure: None

Description: The legend says that the Mad Maus King wanted to build this tomb to rest in peace and store all his vast riches to transcend with him to the next plane of existence. He was so afraid to be stolen from and lose all his riches (in this life or the next) that he ordered to call the best mice engineers all around the Kingdom. of Mayfield to design and build the Chambers of Flame to kill or cause the effect of madness to those incautious mice who decide to delve into the Tomb, claimed by his secret treasures.

26. Hall of Magnets

Author: Tim Zee

Encounters: Magnet Traps and Sir Lilywort's Ghost

Number of Rooms: 1

Treasure: Random metal loot, Lilywort's Helm, and Lilyworts Breastplate

Description: A less-lethal trap that requires creative problem-solving.

27. The Deep Rift

Author: Lesueur Benoit

Encounters: Wolf Spider, Mouse Skeleton and Falling Rocks

Number of Rooms: 6

Treasure: 3 Random Treasure, Morning Star, Statue (200 pips), Summon Skeleton Spell, a chest of 2d6 x 100 pips, and The Cat Killer Strike

Description: In the depths lies the "The Cat Killer Strike".

28. Temple of the Cursed Emerald

Author: William Lambert

Encounters: Traps

Number of Rooms: 26

Treasure: Purse with 153 pips, Emerald Gem (3000 pips, cursed), Shining Armor, and Questing Blade

Description: Word has spread of an ancient rat treasure, The Cursed Emerald, believed to be so beautiful and dangerous it had to be hidden away for the betterment of the world.

29. Masks

Author: Yar0d

Encounters: Noble Faeries, Gismonde – Faerie Queen, Scarabs Bodyguards

Number of Rooms: 6

Treasure: Ballroom Masks and Charm Mouse Spell

Description: In this network of flooded halls, a troupe of faeries has organized a ball followed by a sacrifice that will open the doors to their kingdom. Player's mice will have to be subtle to avoid being massacred.

30. The Twice Unsealed Tomb of the Necrobat

Author: Ellohír

Encounters: Mice Skeletons and Necrobat

Number of Rooms: 8

Treasure: Barrier Sword, Gem Cup (300 pips), Normal Ruby (200 pips), Magic Ruby, and Barrier Spell

Description: An ancient mouse kingdom beat the Necrobat skeleton army ages ago, trapping him in this Tomb. An old magic order found the tomb and started to study it, waking the Necrobat. One member escaped, sealing the Tomb again. Now the Tomb has been found once more.

31. Key, Door, Door, Key. Just like that!

Author: Derek Mayne

Encounters: Widow Spiders

Number of Rooms: 8

Treasure: Random goods and a Skeleton Key

Description: This is a three-room mini-dungeon based around the ancient home of craft-mouse Tommy the Master Cooper (barrel maker) and sometime stage magician. Long gone and forgotten, no-one knows what happened to Tommy the Cooper. Some say that he got bored of making barrels and just got up and left, others say that he stumbled across real magic and accidentally made himself disappear! Either way his legendary workshop and rooms are yours to discover.

32. The Shrine of the Smoldering Serpent

Author: Antonio Buch

Encounters: Traps, Snake Worshipers, the Smoldering Serpent Priest, and the Fire Snake

Number of Rooms: 6

Treasure: 2 Treasures and the Ruby Snake (2000 pips)

Description: Almost abandoned after the lava river collapsed the southern area, the Snake Worshipers only come to pray to the Ruby Snake and to bring sacrifices to the Fire Snake who lives in the lava.

33. The Shrine of the Spark Serpent

Author: Antonio Buch

Encounters: Traps, Vampire Mushrooms, Snake Worshipers, the Spark Serpent Priest, and the Electric Snake

Number of Rooms: 10

Treasure: 6 Treasures, Batteries, and the Amber Snake (2000 pips)

Description: The Snake Worshipers have created a complex system of electric doors to guard the Amber Snake from strangers. But not only the doors keep the mystic artifact away, the Electric Snake awaits the heathens who try to steal it.

34. Mausdusa's Lair

Author: Relic913

Encounters: Charmed Mice, Spider, and Mausdusa

Number of Rooms: 9

Treasure: Charm Spell, Double Bladed Scimitar, Queso, and 8000 pips

Description: Deep in the Tomb of a Thousand Doors is the lair of the dreaded Mausdusa. The former wife of the Mad Maus King who fell under a terrible curse. She now takes pride in growing her garden of living statues and working out to stay in tip-top shape.

35. Ratónloft

Author: Sky Svard

Encounters: Headless Horsemaus, Esmay (faerie), Monterey Jack (monster hunter mouse), Count Kolro, Maus Zombies, and Mausferatu

Number of Rooms: Pocket Dimension with 9 location, Castle has 3 floors

Treasure: Sword of the Sun, Holy Symbol of Ratonkind, and the Tome of Mausferatu

Description: As you traverse the Megadungeon, strange mists surround you. No matter the direction you travel, you arrive in a distant land. Are you ready to explore the land of Ratónloft and confront its master the vampire mouse, Mausferatu?

36. Cave of Fongi

Author: Yar0d

Encounters: Oyster Mushroom, Morels, Mucus Strands, Spore Explosions, Swarms of Flies, and falling debris

Number of Rooms: Subterranean Mushroom Forest + 100 hexes to crawl, 2 villages, and a large pond.

Treasure: Vial of Spores and Mucus Ointment

Description: Enter a dark cave and find your path to the exit. Beware, you're not alone... The Cave of Fongi exists beneath the Tomb of a Thousand Doors and can serve as a shortcut deeper into the megadungeon.

37. Best Left Buried

Author: Rat's Nest Games

Encounters: Natural hazards, Swimming Centipede, and Fungal Zombies

Number of Rooms: Subterranean Cave system deep beneath the Tomb of a Thousand Doors and the Cave of Fongi, 6 distinct areas

Treasure: Breathing Straws; Treasure Map, String of Pearls (2 slots, 1500 pips); 2,000,000 pips worth of art, goods, and trinkets, only 500,000 pips worth can fit through the tunnels however an excavation team and time could remove the rest.

Description: An aquatic subterranean travel network masquerading as a dungeon which serves as an introduction to a darker, more dangerous, but very lucrative underworld. Players may listen to the warning and never go past the 3rd area. That's okay, it's actually

intentional. There is rumored to be great reward buried just beyond their reach, but as tempting as they might be, some things are best left buried.

38. Whispers of Stars

Author: Jan "Phybe" Sturmer

Encounters: Traps and Offerings

Number of Rooms: 13

Treasure: Spear of Ari, Axe of Tau, Dagger of Gem, Sling of Cnc, Hammer of Leo, Sickie of Vir, Claw of Lib, Pincer of Sco, Bow of Sgr, Bell of Cap, Hook of Aqu, Dagger of Psc, and Staff of Oph

Description: Long ago, at the height of the rule of the Mad Maus King, a giant fist sized rock crashed down from the heavens and annihilated a mouse village at the edge of the kingdom. When brave mice arrived to help not much was left except of a giant crater and 13 otherworldly pieces of ore that had burst out of the meteor.

The Tomb of a Thousand Doors



1. The Entrance

The Ornate Arch at the Bottom of the Oak

At the base of an ancient and gnarled oak tree, hidden amidst the roots. An ornately carved and etched, **stone archway**. At its' top, on the capstone is the sculpted head of the **Mad Maus King** glaring ominously at all who are brave enough to enter. **Fae Runes** are etched all around the doorway. In the common mouse tongue are the words: *"As I lie in peace, may those who seek to disturb me lie in pieces."* In crude graffiti on the cobblestone wall is the phrase: *"Great treasures, diggers be weary..."*

2. Plague Ratz' Hideout

Above ground, **about an hour** from the entrance to the Tomb of a Thousand Doors is an **old human farm**; on which stands a **dilapidated windmill**. This massive edifice serves as the base of operations for the vile and dastardly **Plague Ratz**. With long and winding, **secretive tunnels** leading into the tomb's megacomplex - the Plague Ratz are able to loot and plunder in their quest for total domination!

1. Above Ground Entrance

A giant pathway leading from the surrounding realms passes by the windmill. Travelers could veer off and see what lies within.

2. Tunnels to the Dungeon

In the cellars behind the old grain sacks is an entrance to the Tomb of a Thousand Doors. Home to d12 Plague Ratz cavorting about.

3. Plague Ratz' Lounge

d20+6 Plague Ratz kicking back and causing trouble. Rat Cultists from the Willow Island are here too; discussing plans.

4. Arcane Library and Curio

Tomes and tablets line rickety bookshelves. All of these arcane devices contain wicked spells upon or within them. Roll d6 random Spells from the Mausritter Core Rules.

5. Ahaz the Raven's Roost

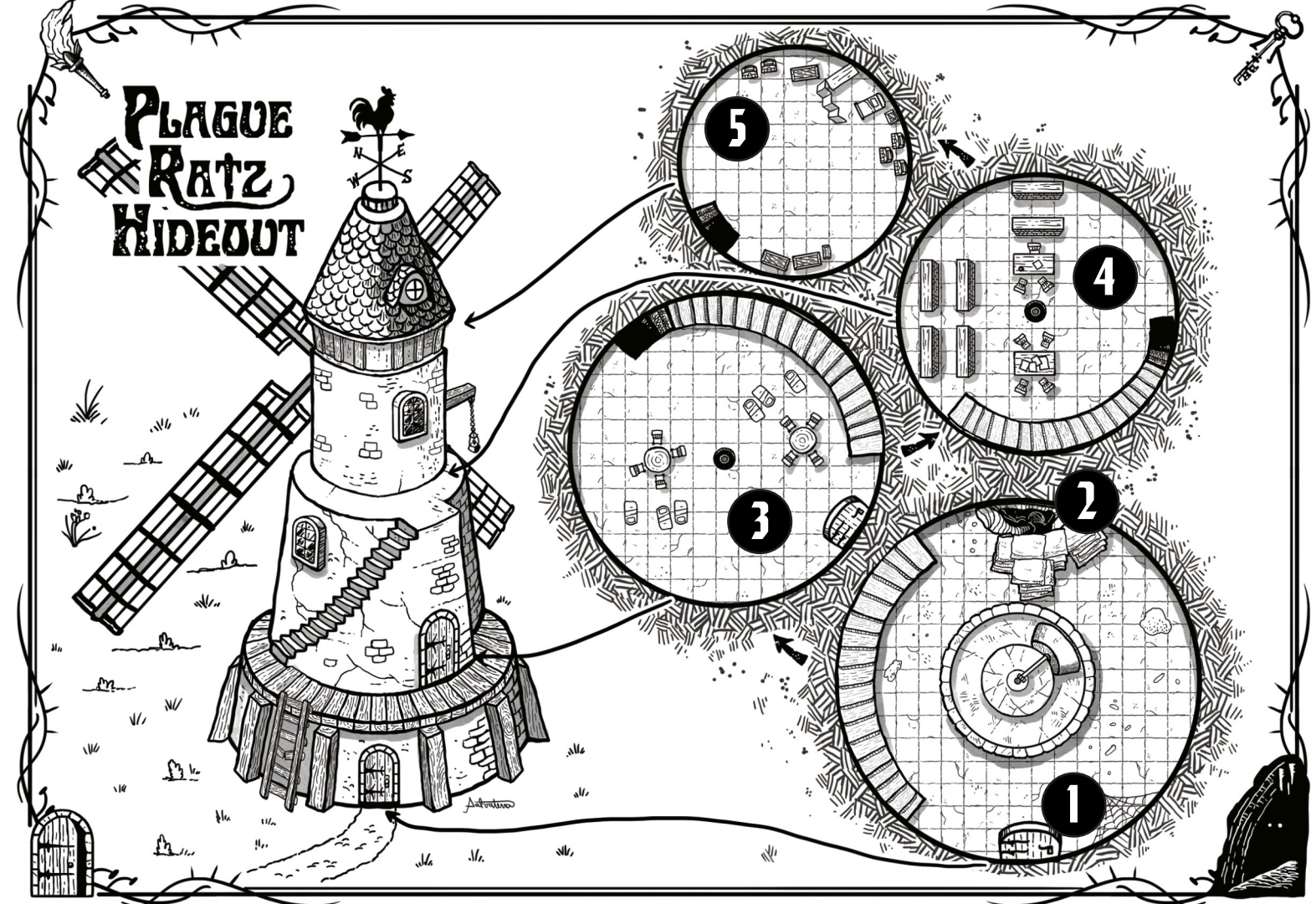
An incredibly large corvid with a dark secret, Ahaz the Raven rules this roost. As the true

leader and mastermind of the Plague Ratz, this crow is no bird to be trifled with. Amidst his belongings is his vast wealth of looted goods from the tomb (d12+1 x 1000 pips).

Ahaz the Crazy Corvid

8hp, STR 10, DEX 13, WIL 17, Armor 1
Attack: d8 Beak
Knows all Spells

Wants to spread his foul plague



3. Hilda's Haunted House of Horrors

Dollhouse Dungeon

This adventure takes place in a mundane **human dollhouse** occupied by a **deadly spider**.

Hilda

Inside the dollhouse is a deadly spider who has been hiding here while she perfects her magic web making. Her magic webs can pass through walls with ease, allowing her to **move objects** and control puppets from her hidden attic hideout. She uses treasure to **lure** creatures into the dollhouse, and then **kills them** with her puppets.

Hilda is a **ghost spider**.

Flak and Sack

A **pair of rats** who came into the dollhouse searching for treasure with two other rats, **Black and Hack**. The latter have both been killed by puppets, and their companions only survived because they've barricaded themselves inside the dollhouse bathroom. The two have some treasure, and could be convinced to join the party, but they aren't interested in going deeper alone. The two rats always **stick together**, and if one of them would run the other stops them, but if both run they will **never enter the dollhouse again**.

Location

The dungeon is an **old dollhouse** swept into a ditch during a flood, and then **covered in dirt** by the normal passage of time. It interrupts another otherwise **mundane underground passage**, but doesn't block it if a mouse is willing to venture into the house.

Puppet

6hp, STR 14, DEX 7, WIL n/a
Attacks: d8 toy sword
Critical damage: non-lethal

Wants nothing

0. Entrance

The **main entrance** to the dollhouse is through a hole in the back of its **plastic fireplace**. It enters into a mostly empty **living room** with a couch, two chairs, and a wooden television. At the far end of the room, a **staircase** leads up to areas 0b and 0c. Both of these rooms are **small hallways** with a door on each side.

1. Trapped Dining Room

The doll house **dining room** has all of its furniture attached to the ceiling by **webs**. A few lonely strands of web run across the room at all levels.

If the mice try to pass through this room they must make a **DEX save** to avoid touching the webs. If one of them is touched or broken a piece of furniture will fall from the ceiling and strike them for **d6 damage**. Mice moving incautiously always trigger this trap. Once all the furniture has fallen the room is safe to **pass through**.

2. Kitchen with Chef

In the **kitchen** is a **cotton-stuffed cloth doll** of a human, roughly 4 inches tall, wearing a chef uniform, including an apron and a white chef hat. The chef is a **Puppet** wielding an oversized **toy knife**. The puppet doesn't speak, it just **attacks** intruders as soon as they open the door.

Past the chef is the building's back door, which opens into a **tunnel** that leads the party to their next destination. If they aren't interested in exploring the rest of the house they can leave anytime.

3. Web Filled Room

A **bedroom** complete with a wooden four poster bed is filled with webs, enough that just cutting through isn't an option. Any mouse who enters the room must make a **STR save** or become stuck in the webs until someone else can cut them free or pull them out with a STR save. If a mouse enters the room to free another mouse they must make the STR save, but if they have a long tool like a spear they can free someone from the safety of the **hallway**.

4. Sewing Room with Warriors

Three wooden **toy soldiers** are draped across the floor in this room, each one with a **wooden sword** attached to their hand. The furniture includes a desk with a **sewing machine**, and a dress maker's mannequin.

These soldiers are inert until someone touches the door on the other side of the room. Hilda has attached a thread to the door and can feel if someone opens it. She is waiting for the rats in the next room to try and **sneak out**, and then she plans to spring her **puppet trap**. If a player mouse tries to open the door she will think it's the rats and have her puppets leap to attack.

5. Rat Bathroom

A **pair of rats** (Flak and Sack) are hiding in this bathroom, one sitting on the wooden bathtub, and the other on the wooden toilet. They're hoping that something else will come along and distract the guards outside so they can sneak out with the treasure they've already found around the house. They have a **gold ring** (500 pips) and a **sack of pips** (with 482 pips inside it).

6. False Floor Room

A **bedroom** made to look identical to the bedroom under it (room #3), but without a single visible spiderweb. On the bed is an **oversized silver spoon** (2 slots, 300p).

This room is a trap. Hilda has masterfully woven her thread to emulate a floor, and then **covered** it in **wood dust** to get the color right. Anyone who steps into the room must make a **DEX save** or fall through the floor into room #3. The trap is otherwise harmless.

7. Snake Skeleton

The **bedroom** of the house's nanny has been cleared out completely of any doll furniture, and is instead decorated with the skeleton of a **long dead snake**, attached to the walls by webs. At the far end of the room is another door that has been left just open enough to see a **gemstone** and **gold** on the other side.

The snake is dead, but Hilda can control it like any puppet. This requires all her concentration, so she only does it if she knows someone has

been inside her fake treasure room. In this case the snake skeleton has the stats of a normal snake and **wants to keep anyone from leaving** with the treasure.

8. False Treasure Room

In the bed of the dollhouse's **nursery** sits a collection of **plastic costume jewelry** and a single **diamond** (worth 1000 pips). This is Hilda's fake treasure hoard made to **lure** people into a **trap**, or if they escape **lure** them back to her house of horrors. A single strand of her web is connected to the diamond, signaling her if it is moved. If the diamond moves she stops controlling anything else and focuses on her snake.

Anyone looking around the room for anything more will see a **trap door** set into the ceiling of the room that leads into the attic. If someone moves the diamond and enters the attic they can catch the spider by surprise.

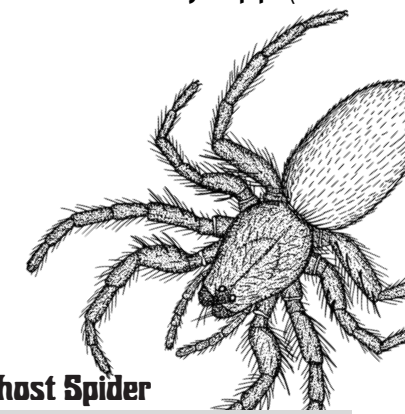
9. Spider Chamber

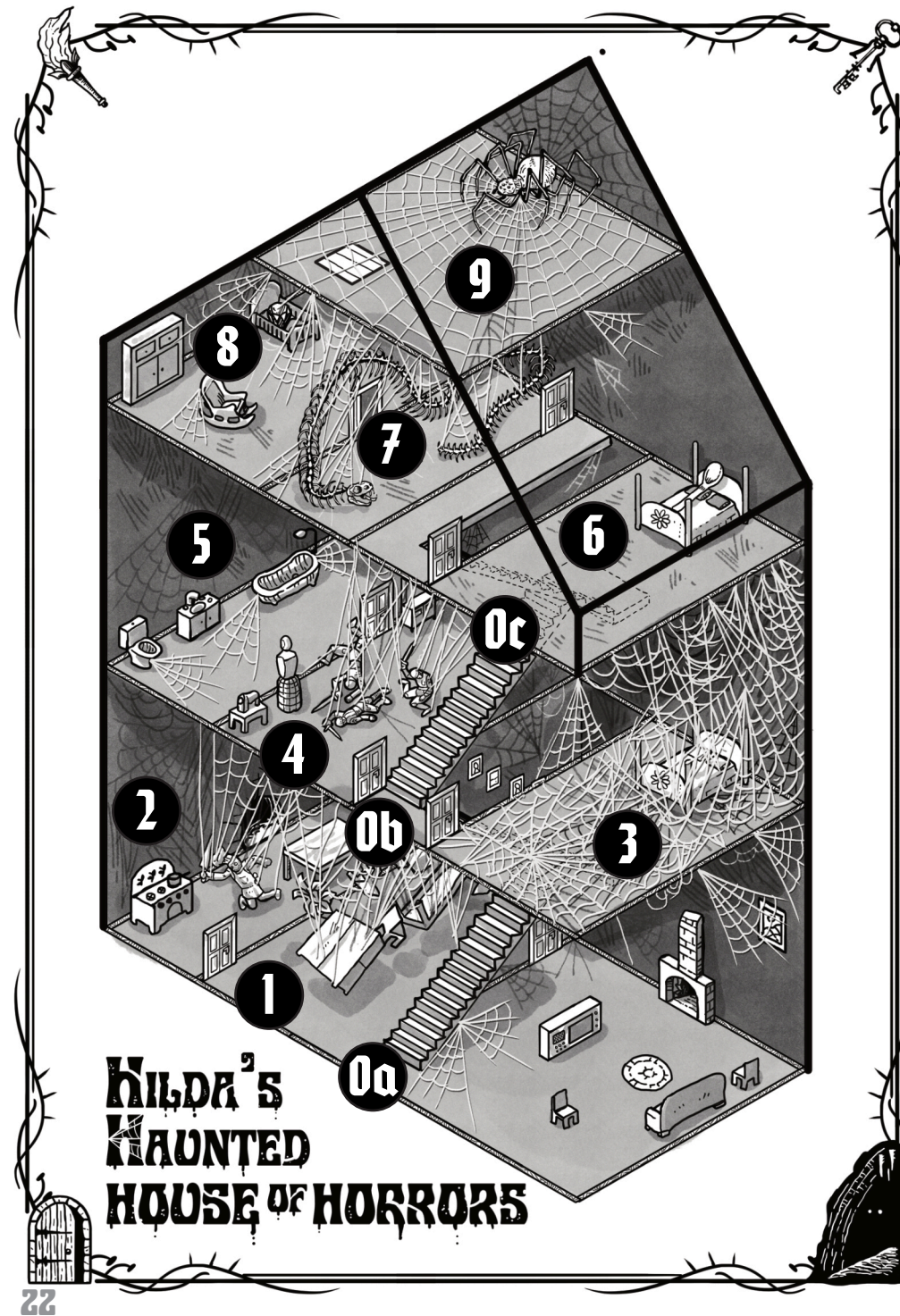
The **unfurnished attic** of the dollhouse is the lair of **Hilda the ghost spider** and her soon to hatch brood. Among her things is a collection of mouse bones and several **bags of pips** (783 pips).

Hilda the Ghost Spider

4hp, STR 9, DEX 15, WIL 15, Armor 1
Attacks: d6 poison bite (damages DEX instead of STR), d8 chilling touch (damages WIL)
Critical damage: Target become a puppet in the hands of Hilda until they take d12 damage or Hilda is defeated.
Knows all Ghostly Powers (*Mausritter p. 23*)

Wants to rule her tiny little realm





4. Mole Combine Headquarters

1. Entrance of the Tomb of a Thousand Doors

Through the archway and into the Mad Maus' maze.

2. Headquarter Gateway

A few short paces into the dungeon complex, the Mad Maus King's former guard barracks have been converted to the Mole Combine's base of operations. A large gate says, "Diggers for Hire!"

3. Business Hall

d8x10 Mole Combine Crewmembers milling about exchanging stories and seeking work from explorers.

4. Contract Office

Mole Combine Boss office, who is in currently and can you strike a deal to get your expedition underway?

5. Supply Room

Old armory full of digging supplies. Stairway down to the old prison cell (6).

6. Old Prison Cell

Damp empty room. Secret door to a forgotten tunnel (9)

7. Bunkhouse

d4x10 Crewmembers resting from a long expedition.

8. The Vaults

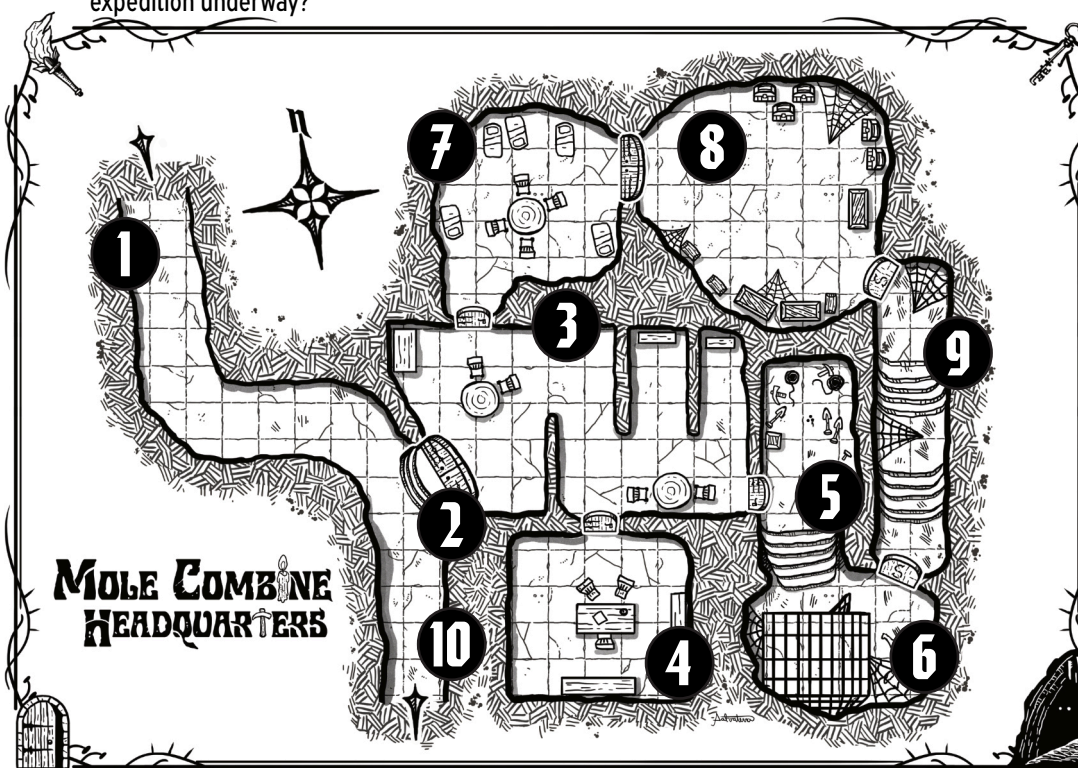
Overflowing **treasure horde** of the Mole Combine, full of magical **artifacts from Moonshore**, d20x1000 Pips, and various other **Treasures** (roll using Mausritter). Unknown door to the forgotten tunnel (9).

9. Forgotten Tunnel

Once a passage when the Mad Maus King ruled, now it is sealed off.

10. Into the Dungeon

Passages into the Tomb of a Thousand Doors.



5. Roddy and Rowdy's Fungeon Funporium

A small cavernous outcropping where **two failed circus rats** are selling anything adventurers may need to delve the Tomb of a Thousand Doors. They are open during the **Morning and Evening Watches**. When closed their shop is under lock and key.

The store will have d8 random items available at any one time. When players enter the store, roll d8 to determine how many items are available, and then roll d20 on the table below for each one to see which items are in stock. Reroll duplicates. There is only one of each item available in the store for a whole campaign. In addition to the d8 items, the store will always have rations, torches and equipment repair services available.

Store Items

1. Venom Dagger: d6 light weapon. Favored weapon of the cult of the Snake Worshippers. Deals an additional d6 damage to DEX on the first attack in each encounter. *1 slot. Price: d6 x 30 pips*

2. Glowing Lichen Rope: A rope made from bioluminescent lichen that glows softly, providing illumination in dark caves. *1 slot. Price: d6 x 30 pips*

3. Grappling Hook: Made from a discarded fishing hook and line, this is an all-purpose grappling hook. *1 slot. Value: d6 x 20 pips*

4. Moss Boots: Soft, moss-covered boots that do not offer any defense, but allow players to sneak undetected. *1 slot. Price: d6 x 50 pips*

5. Cave Traveller's Chalk: Chalk that can be used to draw temporary doorways or passages on cave walls, creating new paths. Will make a temporary tunnel through walls no more than 12" thick. *1 slot. Price: d6 x 60 pips*

6. Soda Straw Blowpipe: Light ranged weapon. d6 damage with +3 on a successful STR save. Uses standard ammunition. Damage is increased when blown hard enough - the player can try to pass a STR save to gain +3 damage to each shot or take the Exhausted condition on failure. *1 slot. Price: d6 x 60 pips*

7. Crystal of Detection: Lights up the area when held in a paw and illuminates all nearby traps, whether physical or magical in nature. *1 slot. Price: d6 x 100 pips*

8. Shoelace Lasso: A long shoelace with a loop at the end creating a lasso. *1 slot. Price: d6 x 20 pips*

9. Clawed Gloves: A pair of gloves with clawed fingers. Attacks deal 2 x d4 damage (one for each glove) and they allow the wearer to climb walls. Roll for usage when used for climbing. *2 hand slots when worn, 1 slot in inventory. Price: d6 x 50 pips*

10. Stalactite Shard: d6 light weapon. *1 slot. Price: d6 x 30 pips*

11. Magic Mirror Piece: A broken piece of the mirror from the Mirror Room. The holder can gaze into it and, on a successful WIL save, roll for 1 d20 Treasure of Mayhem to be revealed in their vicinity. If they fail the WIL save, they take d4 damage to WIL. *1 slot. Price: d6 x 100 pips*

12. Snake Egg: A snake egg from the Incubator. Once per day, there is a 4-in-6 chance that the egg will hatch. If it does, make a WIL save - on success the baby snake will be an ally and fight for you, on a fail it will attack you. *1 slot. Price: d6 x 50 pips*

13. One-in-a-Thousand Door Key: A magical key that can lock or unlock a single door in the dungeon. It can be used on any door, but once used it cannot be used on any other door. *1 slot. Price: d6 x 100 pips*

14. Mausdusa Statue: A statue from Mausdusa's garden. It doesn't appear magical. *1 slot. Price: d6 x 50 pips*

15. Ratónloft Fog: A bottle of fog taken from Ratónloft. Opening the bottle will mark one usage dot and release the fog to fill the room and obscure the vision of your opponents. *1 slot. Price: d6 x 80 pips*

16. Mucus Ointment: From the Cave of Fongi, this mucus ointment stinks, but will heal wounds for 1d6 HP. *1 slot. Price: d6 x 60 pips*

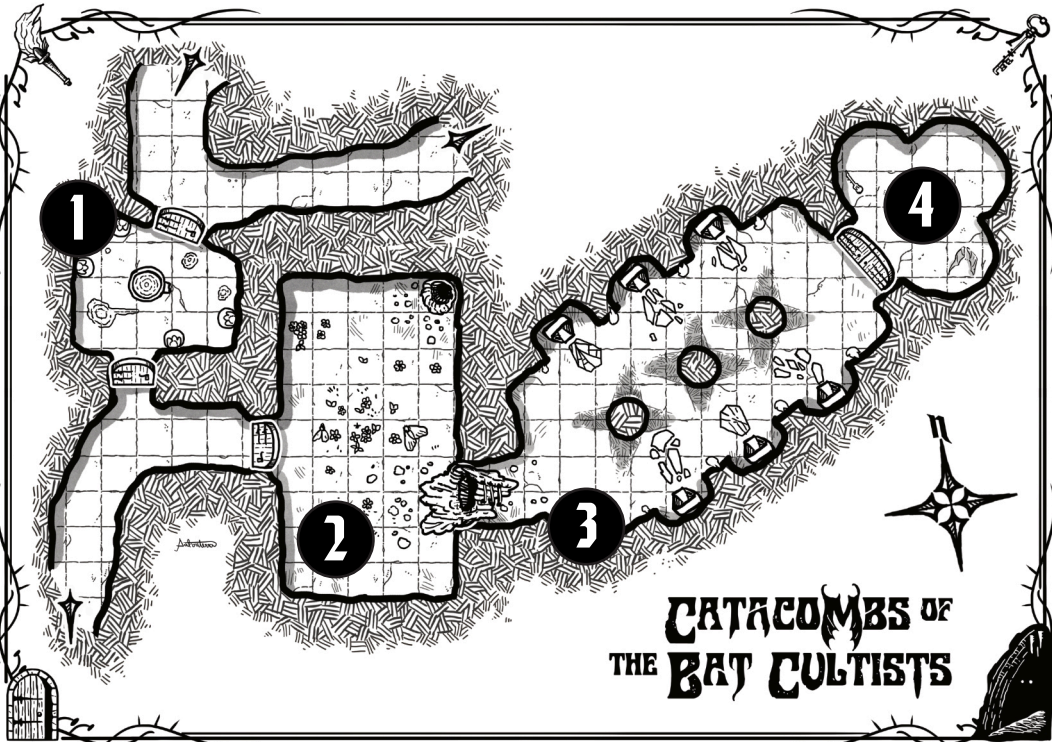
17. Whisper: A Whisper from the Mad Maus King's tomb - roll on the table in Whispers of Stars to determine which one. *Price: The Whisper's damage die x 100 pips*

18. Underground Sundial: A magical sundial that casts a shadow even with no light source. Instead of the shadow pointing to the current time, it will always point in the direction of the nearest source of treasure. *1 slot. Price: d6 x 100 pips*

19. Wand of Mousekind: d6 light weapon. A lesser version of the Staff of Mousekind. Grants 1 of the benefits that the Staff does - roll d4 at time of purchase to determine which benefit it grants. *1 slot. Price: d6 x 100 pips*

20. Necrobat Wing Claw: d6/d8 medium weapon. Claw taken from a necrobat's corpse. *1 slot. Price: d6 x 80 pips*





6. Catacombs of the Bat Cultists

A hallowed crypt for dozens of generations of **mouse aristocracy**, once solemn and silent, these catacombs now **skitter and scrape** with profane activities. **Bat cultists** have turned the tombs inside out and upside down, pulling bones from coffins to splay across walls, hanging their shrines and altars from the ceiling. Here they work on rituals to break and rebuild themselves in a vain imitation of their **winged idols**.

1. Washroom

- A small stone-clad room, damp and cool. Echoing drips of water fill the room like music
- A **gilded tea cup** with a broken handle and full of water sits in the middle of the room catching the water drips from the ends of two roots above it
- Fixed on each wall is an **empty brass thimble** beneath an etching of mouse paws cupped to catch a water droplet
- Any mouse that washes from a thimble filled with water from the tea cup gains **protection from poison** (damage from poison is impaired) for the rest of this Watch.

North: Open doorway leading to a forked path away from the catacombs

South: Wooden door that opens into a paved corridor. Heading west leaves the catacombs and east leads to the shrine (2)

2. Shrine

- A chilled room clad in **mud** and supported with **flint shards**. Mounds of limp, discolored flowers make the air sweet and thick
- Handholds for climbing have been dug into the soft mud walls
- The **desiccated bat corpse** is mounted on a pedestal on the ceiling, hanging upside down. Several large, dead moths are pinned at it's feet in offering
- Two earthworms** have burrowed in, looking for their next meal

Northeast: The old doorway has been filled in with earth and clay, and a new doorway made above it roughly 5" from the ground leads to the ossuary (3)

3. Ossuary

- Shadows lurch and quiver around the three thick pillars support the long, torch-lit room
- The earthen floor is littered with **holes**, the lids to the **six stone coffins** built into the rooms six alcoves have been left smashed and splintered
- Hundreds of **mouse bones** have been plastered onto the walls and pillars, some in vague bat forms, but not enough to cover the whole space
- Bones to be used as ladder rungs have been hammered into the wall beneath the southwestern entrance
- White spindly mycelium drape and hang from the length of the ceiling like milk filled veins

Southwest: A small tunnel above the filled in doorway that leads to the shrine (2)

Northeast: Large wooden doors to the altar room (4) that have been barred and packed with mud each side, a small opening dug through the wall above the doors, 7" from the ground, allows passage

4. Altar Room

- The frantic susurrus of praying mice is punctured sporadically by the fevered yelps of the subject of their ritual
- A **fledermaus**, a mouse attempting to ascend to bathood with the surgical addition of fangs and leather wings, hanging from a stone plinth on the ceiling, in fitful sleep
- The room expands into three bays, each with a small hanging shrine with a mouse bat cultist busily attending to it from the floor
- Hopper Fiddle** (A violin made from the leg of a grasshopper, when played correctly can attract any nearby grasshoppers)
- Two bolts of **bat-wing leather** (250p to a leatherworker)

Southwest: A hand-dug opening above the barred and packed double wooden doors that returns to the ossuary (3)

Earthworm

7hp, STR 8, DEX 12, WIL 6

Attacks: d6 sucker

If the earthworm starts its turn with 3 or less hp, it splits into two. Each new earthworm has 1hp, STR 6 and attacks d4 sucker

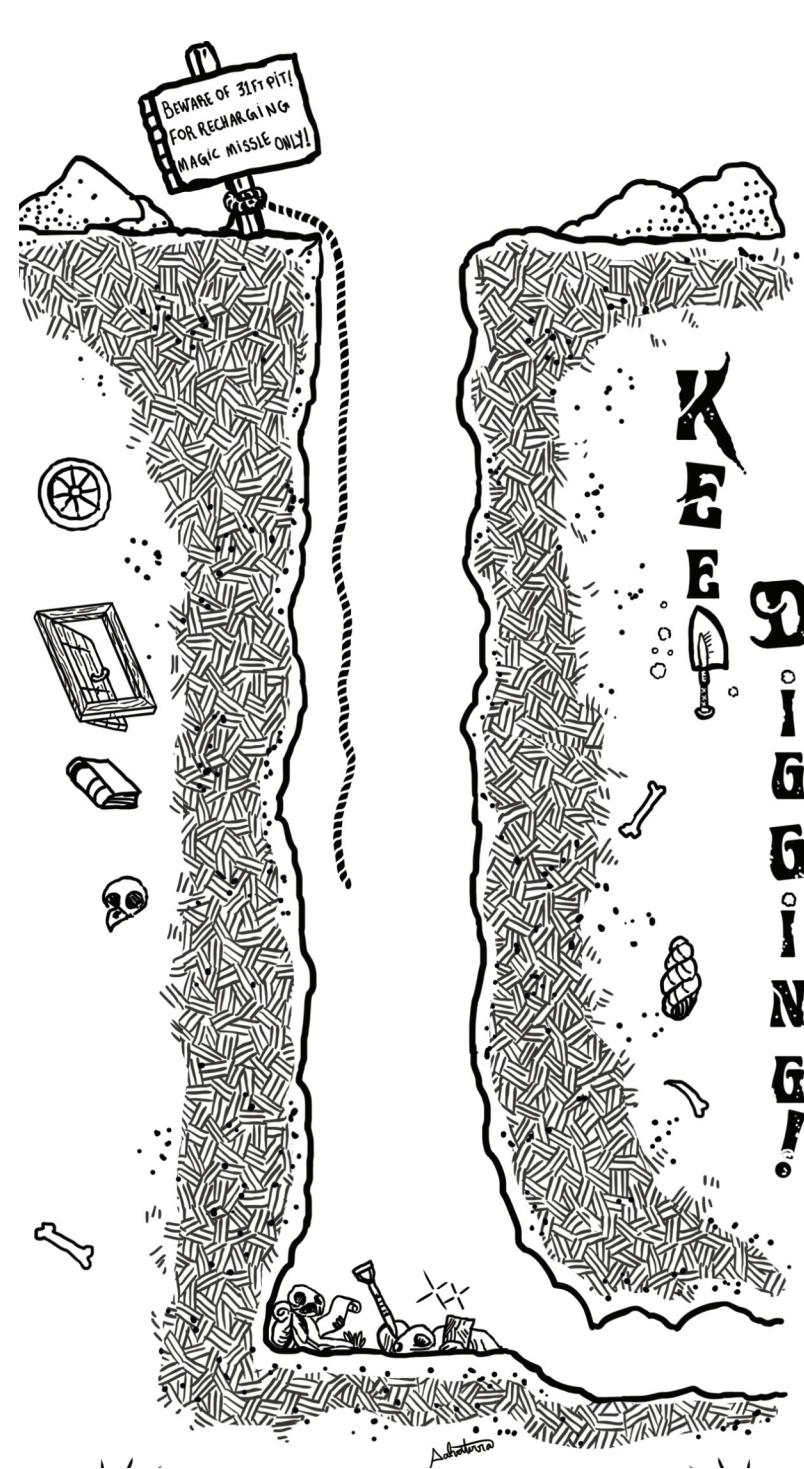
Wants to feed

Fledermaus

3hp, STR 10, DEX 8, WIL 7

Attacks: d8 poison bite (damages DEX instead of STR)

Wants to go back



7. Keep Digging!

Things to Do and See

If the players are not interested in the pit, they can cross the room. Next to the pit is a warning sign: "**Beware of 31 ft pit! For recharging Magic Missile only!**" A 30 ft long rope is tied to the warning sign and can be used to climb down. The pit is actually **50 ft deep**. The players can sense that the pit is deeper than 31 ft. They can also spot **two mouse skeletons** at the bottom. One skeleton holds a broken **obsidian tablet** (Magic Missile spell). The other skeleton sits with his back to the wall. It carries a backpack with a **ghost lantern** and a **treasure map**. A shovel lies on the ground. The hole in the wall leads to a tunnel. One day of digging will lead to the discovery of the next room.

Adventure Hook

Colby, the adventurer, and Lorenz, the fire magician, entered the dungeon to retrieve a family treasure from an evil ghost. They never returned.

8. The Cavern of the Fountain Beast

1. Dried Lake

- Large cave of smooth limestone. Adventurers likely enter the cavern here
- Pools of tainted water among a maze of towering stalagmites

South: Wide path of smooth stone goes up to the Toad's Cave. What was once a river is reduced to a creek of tainted water, trickling in the middle, feeding the pools.

West: Low and narrow path leads to the Olm's Dwelling.

2. Olm's Dwelling

- Small, damp, somewhat cozy cave
- Olm Hermit is here, very thirsty, dry, and itchy (3hp, 6 STR, 8 DEX, 12 WIL). Can bestow useful rumors and knowledge as a reward for ending the drought

South: passage submerged in tainted water leads to Grishka's Lab, allows to sneak on the rats.

3. Grishka's Lab

- Fresh, dry cave full of **alchemical equipment** (2 slots, 500p)
- Grishka, forsaken lieutenant of the **Plague Ratz**, is here, 2d6

- rats (Mausritter rulebook, p.24). They are making **poison** from the **tainted water**, to get back into their leader's good favor
- Lab contains 2d6 doses of poison (ranged weapon, d6 damage) as well as d6 doses of antidote. Rats are not willing to share, may be convinced to sell some

East: A passageway to Toad's Cave.

West: An iron door leads out of the cave. It is closed; Grishka has the key, he is not willing to open the door (if you're good at something, never do it for free).

4. Toad's Cave

South: A gigantic toad, inflated like a balloon, his mouth pressed around a conduit in the stone, is drinking all the water flowing from the creek's source. Water sweats out from the pores on his back, tainted with toxins, and form the tainted creek that trickles down to the Dried Lake. He is childish, greedy and stubborn. One prick could cause him to explode.

- A mouse could squeeze through the conduit he's drinking from. This way leads to the **Spell Cave**
- d6 **Plague Ratz** are harvesting tainted water off his back

5. Spell Cave

- Water flows through a narrow crag, climbing up leads out of the cavern
- Lodged in the stone, in the water, is a **bag of 300p** and a fully charged **spell tablet**

Spell

Source

Effect: Creates [SUM] deciliters of clear water.

Recharge: submerge in running water for a watch.

Tainted Water

Water that the toad has drunk and rejected through his pores, tainted with his itch-inducing toxins. Touching it causes **Rash** (condition, clear after a watch); drinking it causes **d6 STR damage**.

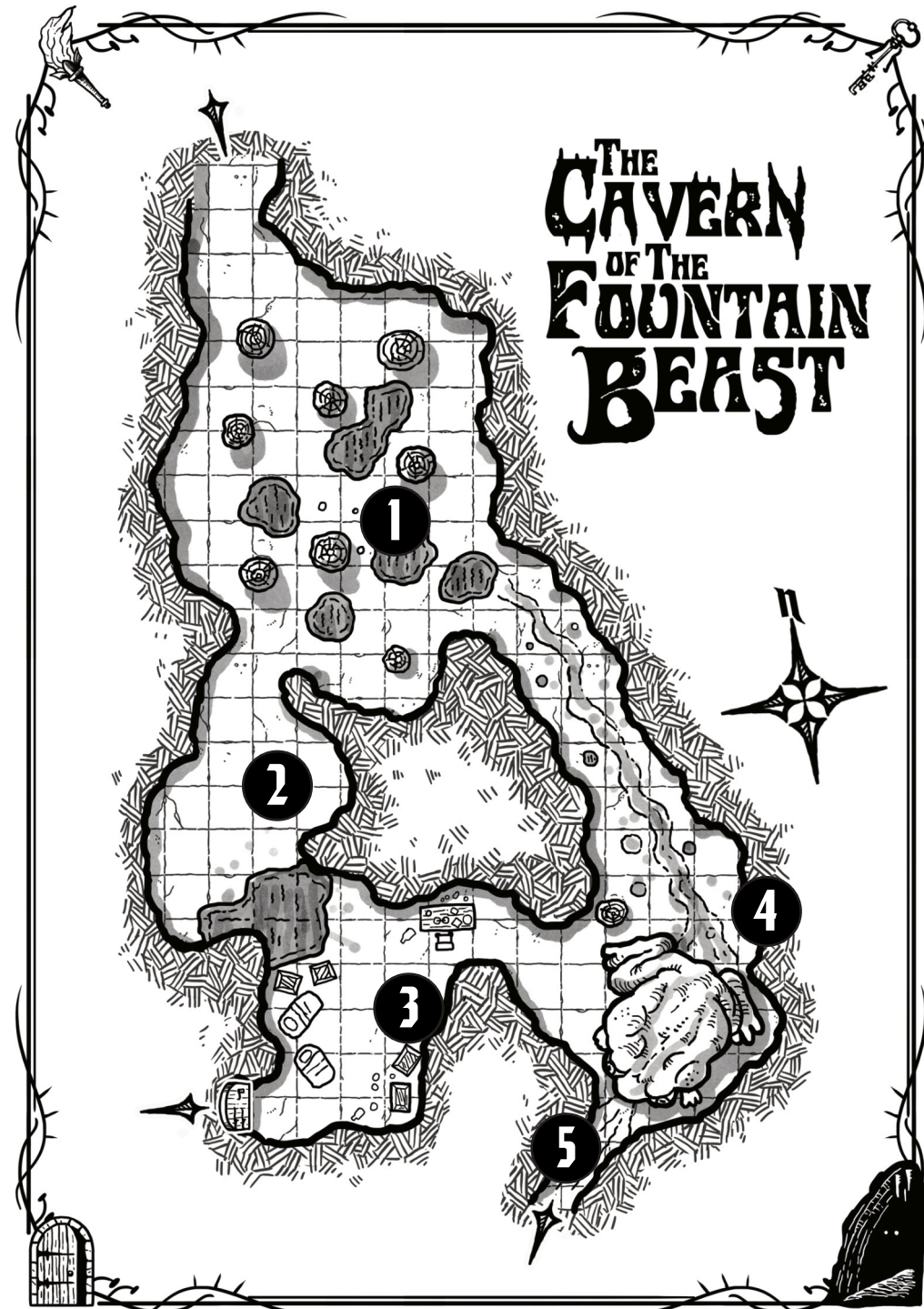
Freeing the Source

If the toad lets go of the source one way or another, all the water built up behind is released in a powerful stream.

Olm's Dwelling, the Dried Lake and the way to Toad's cave are flooded with clear water.

Characters taken in the stream are carried away to the Dried Lake room (d6 damage).

After the stream has retrieved its normal flow, the Spell Cave is accessible.



9. Nordengren's Five Equipments

'Ye who enter here

Nordengren, the brave mouse has perished. His armor lives on.

Fengal, the vile cat lives on in mutation. It needs to be stopped.

1. Cast Away Catisle

Once the body of a proud **Manx** (a species of giant Cat), its corpse is now host to an environment of its own with an archipelago attached and surrounding it.

The ground is mushy and the air is stale. It's obvious something is in an eternal state of decay here.

- The first of 2 **Entrances** is here. Both involve a "door" in the floor.
- In the center of the room is a **tunnel of ribs**. It instills a deep **fear** in any mouse who scurries near. If you venture too close before freeing Nordengren you will gain **Malaise** Condition.
- **Butterflies** quietly sing... it speaks of the other isles, and of a brave mouse named Nordengren who tried to defeat Fengal and the mutation... if only he could be summoned back to life ... to see his equipment shine in battle once more...
- [After you have collected brave Nordengren's Helm, Shield, Sword, Breastplate, and Boots lead him back to the rib tunnel and watch as he vanquishes the sickness for once and all]

2. Habitat of Helm

Twigs have been washed ashore and tied together with seaweed to create large jungle gym style structures that cover the isle as a whole.

- **Sticky Seaweed**, in certain areas the seaweed is sticky as a fly trap. Gain **Sticky** Condition.
- The **Helm** is located dead center and placed at the tippy top of the tallest structure. Once removed, all structures begin falling ... **RUN!**

3. Sanctuary of Shield and Sword

Vibrant conclaves of colored coral encompass this isle in its totality. All of the coral is sectioned by color with very few spots intertwining.

The colors represent effects and conditions:

- **Blue:** Neutral, no effects.
- **Pink:** Jellyfish Sting Paralysis, Condition Paralyzed.
- **Orange:** Malaise, suddenly feel the quest will fail.
- **Green:** Thorns, d4 damage (half if the thorns have been noticed and you're purposefully trying to navigate through).

The Sword is wrapped/coated in **Green** coral, it needs to be chipped off.

The **Shield** has become **rotted**, but also has been filled in with sections of coral. It can be found being used as a **top to a crab pot** on the shoreline.

4. Bounty of Breastplate

Sentient Hairball Mutant's have created a clamming village. Digging in the sand mostly, a couple are on the water in shoddy, improvised plastic bottle boats. [Boat 4hp]

- The **Breastplate** itself has been attached to a wooden pole and is being used as a clam digger in the sand flats.
- The **Hairball Mutants** don't have any sort of violence on their minds but they also don't have any plans on parting with their items. If their items are stolen they will all attack.

5. Border of Boot

Everywhere you look a step has already been taken. Footprints cover the mushy land, tracking every which way and back again.

- The **Boots** are on the move. **Animated**, with no shortage of gas in the tank.

6. Deserted Isle

An empty, unconnected isle featuring the great, vast nothing!

- The second of 2 **Entrances** is here.
- A flat wooden raft is the sole object anywhere. [Raft 6hp]
- If unconvinced of the emptiness, time spend digging under where the raft is found will yield [Treasure]

Creatures

Tweak Beak Birds

5hp, 8 STR, 15 DEX, 12 WIL
Attacks: d6 Peck, d4 Claw

Nordengren

-hp, 16 STR, 16 DEX, 16 WIL
Attacks: d12 Sword, d4 Shield Bash

Fengel

18hp, 14 STR, 15 DEX, 12 WIL
Attacks: d10 Slash, d6 Bone Tail

Followers

6hp, 10 STR, 12 DEX, 6 WIL
Attacks: d6 Club

Landfish Nippers

3hp, 6 STR, 8 DEX, 10 WIL
Attacks: d4 Bite + d4 Tail Slap (multi)

Hairball Mutants

5hp, 10 STR, 12 DEX, 8 WIL
Attacks: d4 Prick



Conditions

Stickey

It might as well be super glue, there doesn't seem to be a way to get it off.

Clear:

Two turns

Malaise

Unease and fear takes over. You are sure your quest will fail.

Clear:

Nordengren's summoning

Paralysis

Scared stiff!

Clear:

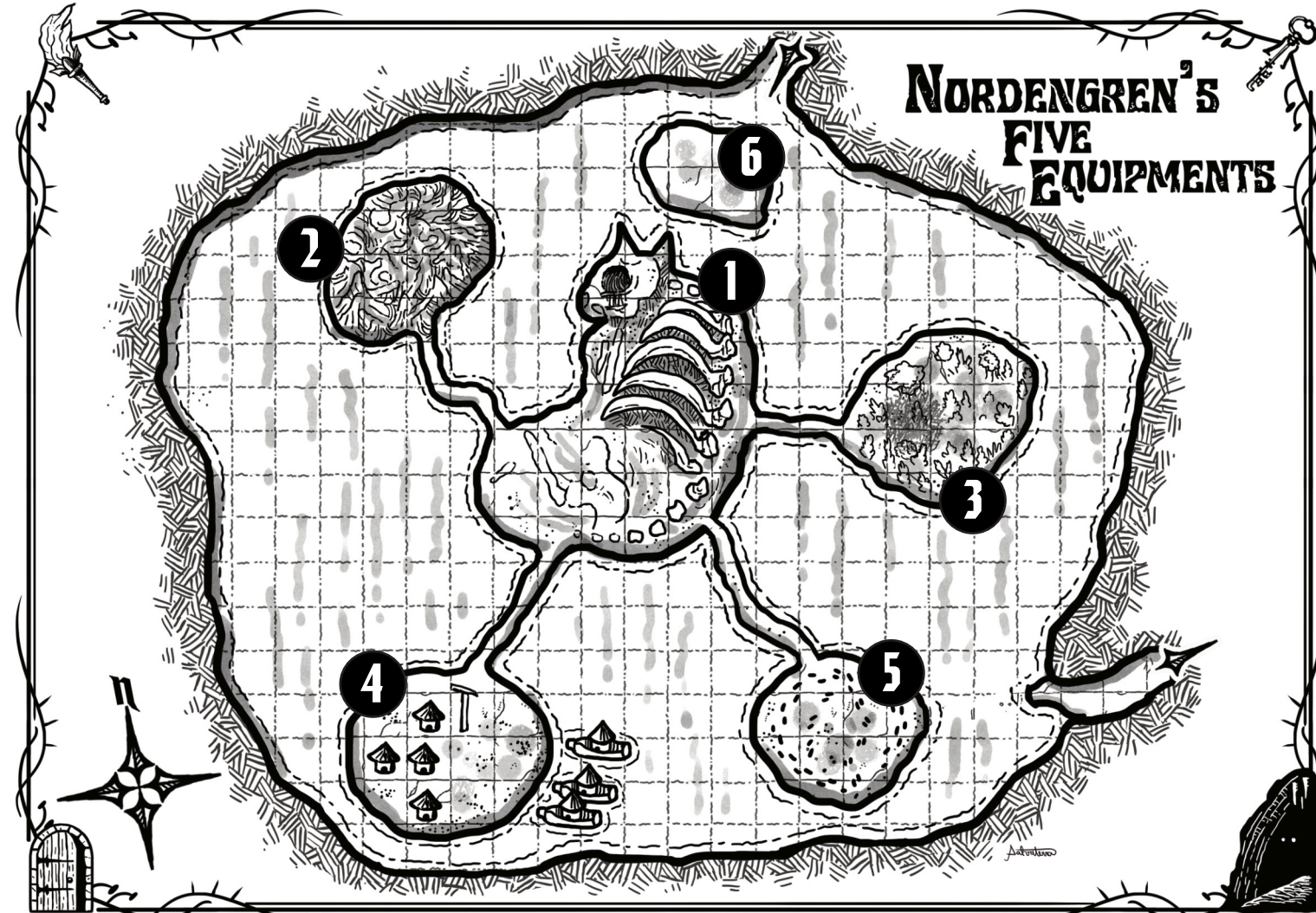
Two turns

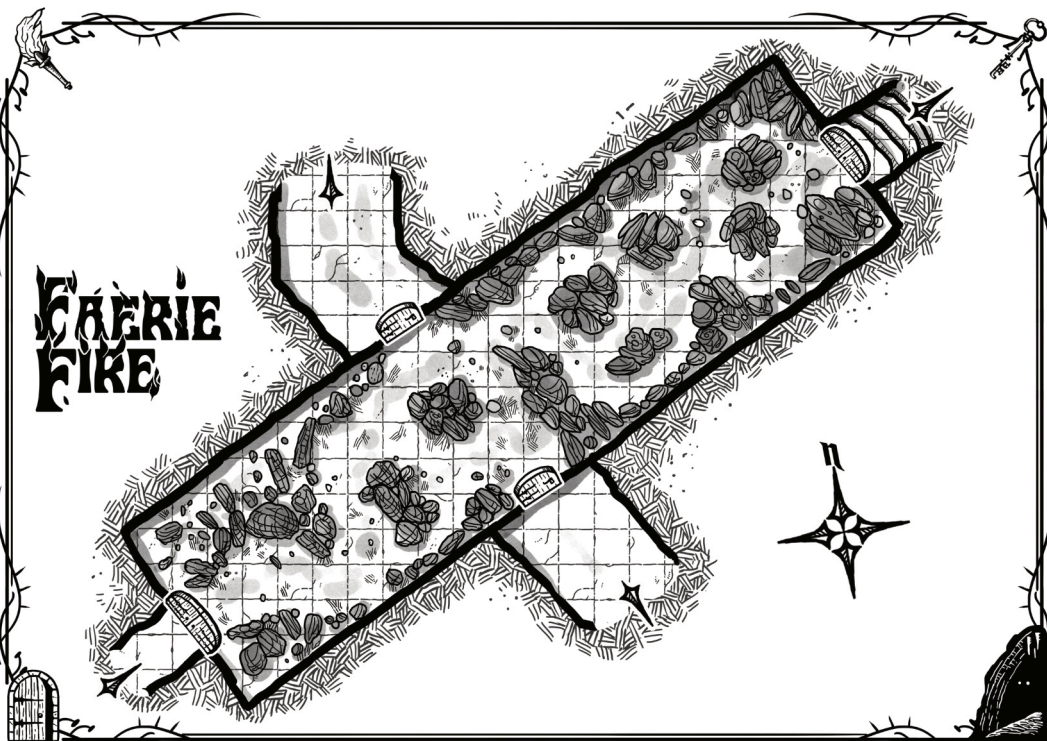


Encounters

d6 Encounters

- 1 d4 Hairball Mutants
- 2 1 batch of Fengal Followers (6) looking only to convert you
- 3 d4 Fengal Followers violent from boredom
- 4 2d4 Landfish Nippers
- 5 d6 Tweak Beak birds
- 6 Fast rising tide...





10. Faerie Fire

The Room

This long and narrow corridor stretches up to the back of the ruins. Pathways are tiny trails squeezed between the rubble and debris like tall canyons and deep gorges. There are 4 doors here: one at the end, one from whence you came and two other can be found along the corridor.

Encounters

Zd6	Encounters
2	You've awoken the Ember Golem
3-5	Blazing darts shooting out from the walls
6-8	Oil filled amphoras drop, falling down in a fiery blast
9-11	The hissing sound of a cloud of flammable gas rapidly filling the air
12	The blinding light of a magnesium fire

The Traps

1. Rapid fire arrows shoot from the walls' crevices when triggered by a tripwire. d6 dmg. If dmg > 5, target is burning for +2 dmg/round.

2. Fiery oil jars drop from the ceiling when pressure is applied to a plaque hidden in the dirt. d8 dmg. If dmg > 6, target is burning for +3 dmg/round.

3. Flammable gas fills the air when several balloons pop open. They ignite in a blast of 3d6 dmg when it touches an open flame

4. Magnesium fire burns hot and bright when pressure plates light the small oily wick. PCs in the area are blinded for d6 turns and those close to the magnesium stash suffer d8 fire dmg.

Flaming Fae

These faeries are especially fond of fire, wire and gears. They're kind of a special unit of faeries designated to keep intruders off their homes and havens. There's a 2-in-6 chance of finding a firebug at any time.

Firebug Squad:

Resources:

- Impressive toolbox
- Hidden portals to call for backup

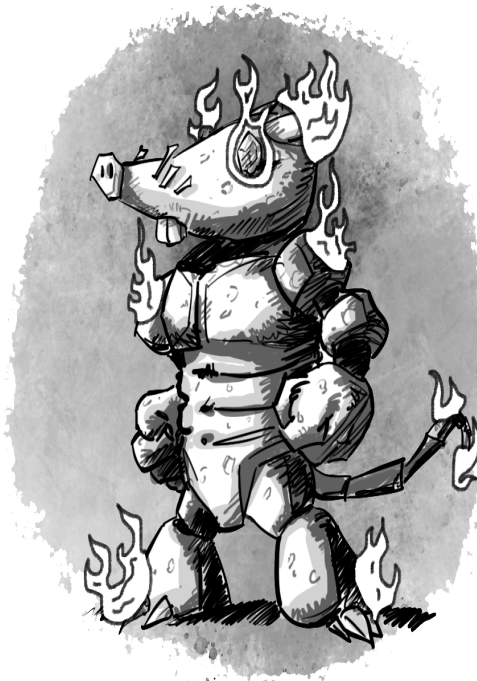
Goals:

- OO Create amazingly dangerous traps
- OOO Secure the Biped ruins for the Fae

Golem of Embers

15hp, STR 16, DEX 05 WIL 16
Attacks: d8 Crush (if dmg >6, +2 burn) d6 Ember breath

The faeries piled up remains of several bonfires and enchanted it to act as their protector. The Golem of Embers is made out of burnt coal and firewood and the flames dance around its uneven body



11. The Shock of Awe

Rumors of an **ancient crypt**, that houses a **weapon of old**, have begun to spread. No one knows where it is located, all but the **gnome who found its entrance**. He has granted you with this great knowledge, but warns there may be a **burden to bear**. Will your mice delve and see what they may find?

1. Large, wall-to-wall, ornate

Tapestry.

Depicts:

- A mouse with a **Seam Ripper**
- A mouse with a **Shield**
- A mouse with a **Torch**
- Clouds with **Lightning** strikes
- Black, ink-like thorny vines crawling and latching to the mice
- The phrase, **WOE TO THOSE WHO ARE AFFLICTED WITH THE EXACT PRICE TO PAY, MAY THE SHOCK KEEP THE HUNGER AT BAY.**

2. The Mausoleum

- Three stone **Sarcophagi** in the round room.
- No doors out, other than entrance.

3. The Stone Sarcophagi

- On each is carved a **mouse relief**.
 - Mouse with a **shield** and the words **LOYAL SHIELD BEARER**.
 - If opened, **d4 gas** to **DEX**, inside **two leather straps**.
 - Mouse with a **torch** and the phrase **COURAGEOUS TORCH BEARER**.
 - If opened, **same as A** but an **LED Light Keychain** inside, no batteries.
 - Mouse with a **Seam Ripper Spear** (real, covered in plaster) and the title, **VALIANT SPEAR BEARER**.
 - If opened, empty but the lid moving activates a **lever** (4.) to open a **Secret Door** (5.)

4. Sarcophagus Lid

5. Secret Door

Appearing out of nowhere.

6. The Spear Room

Stone room with **three statues** (9, 10., 11.) and symbols carved into the stone walls, all **inlaid with copper**. In the middle of the room stands an **Exacto Knife**.

7. The Exacto Knife

A **razor-sharp blade** affixed to a **blue metal handle**.

- Held upright by a small "spring-like" copper coil on the ground as well as one on the ceiling. If examined, the copper coil appears to straighten out on the floor/ceiling and runs between the cracks.
- A low-frequency hum can be heard. It gets louder the closer one gets to the Exacto Knife. If touched, Exacto knife will shock the toucher for **d12 damage**.
- If successfully taken, the **wielder and spear** are **cursed**.

Curse

Blood Hungry: Cursed mouse must kill a living creature once every d4 Watches or take d3 damage to WIL.

8. Copper Line

When followed, one sees the copper runs behind a **Statue of a Mouse** holding a **Seam Ripper** (9.).

- The statue is on hinges and will swing open.

9. Statue of Mouse wielding a Seam Ripper as a spear

Secret Door behind the Statue.

- Behind is a **secret room**, inside is a **D Battery** rigged to the **copper leads**.
- If unplugged, the **humming stops** instantly.

10. Statue of a Mouse with a torch

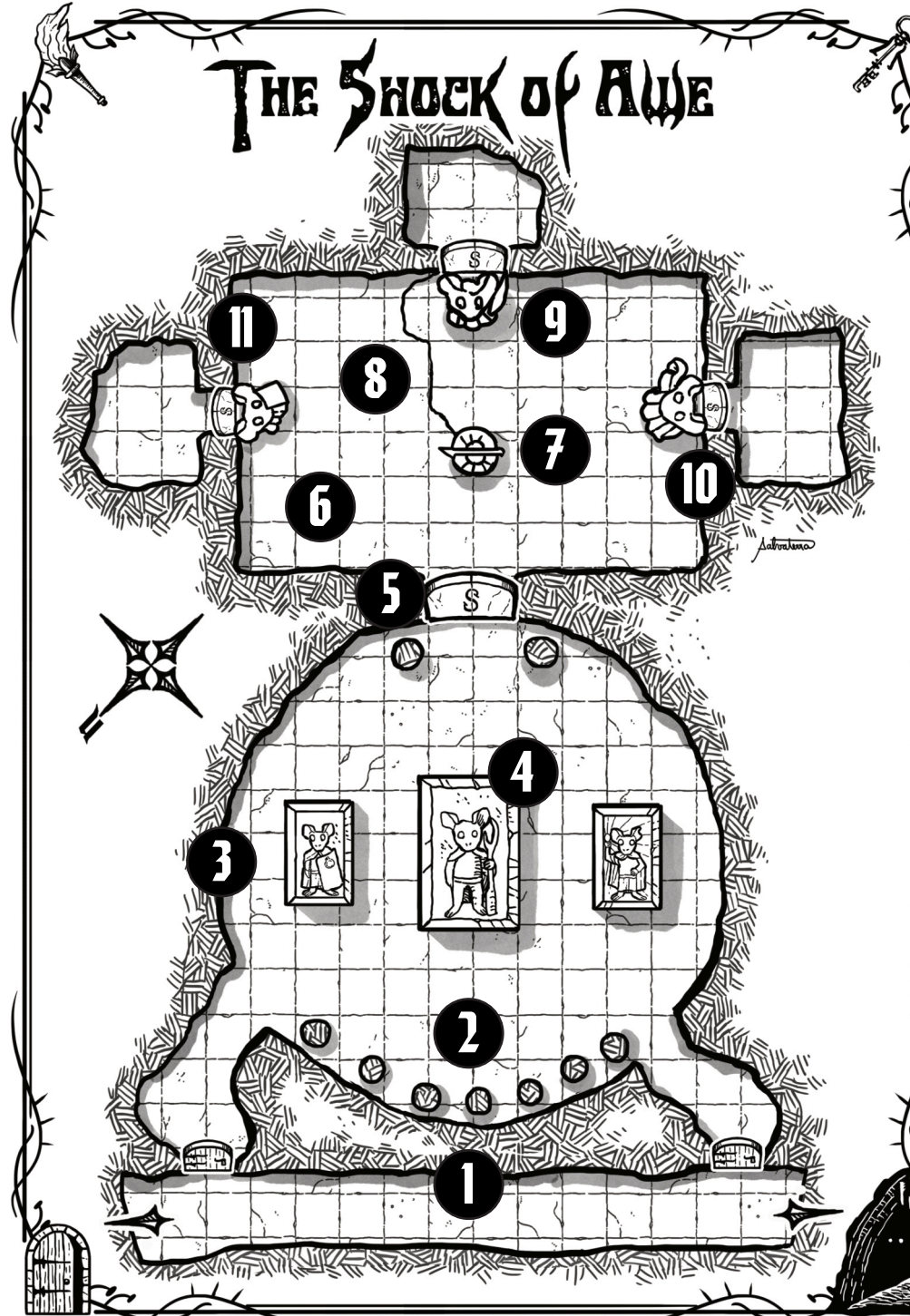
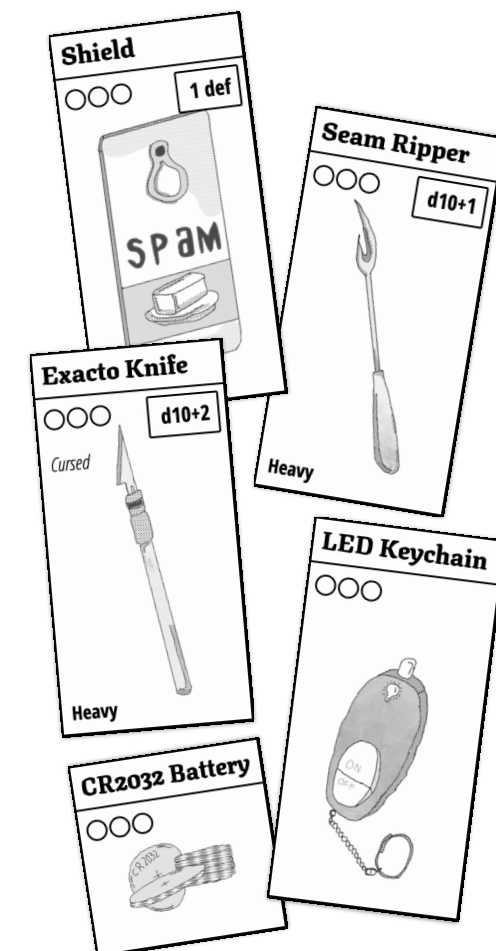
Statues will swing to reveal a secret room containing **d4 batteries** (mark usage once a week), these will power the **LED Keychain**.

11. Statue of a Mouse holding a Shield

Behind the statue is a small room, it is **empty**.

- Examining the Shield in the statue's hands reveals it to be a **real shield** with no handle straps.

Items



12. Incubator

Years ago, a snake wandered through the tunnels of the tomb built by the Mad Mouse King, and got trapped while trying to cross a narrow passage. Now its skeleton leads to an incubator built by the Snake Worshippers.

Room 1

The skull of a snake is the entry into a steep tunnel. Lighted torches illuminate the room. If they pay attention they will perceive a warm breeze that comes from the bowels of the snake.

Room 2

A narrow and steep tunnel descends into the depths. In some sections, parts of the skeleton of the snake are still preserved. Lit torches light up the place. As they descend, the heat and humidity become more apparent.

Room 3

A midway trap. If activated, the character will fall through a long and slippery tunnel to a dungeon.

Room 4

A dirty little dungeon dug out of the rock. The bars are made of iron. In a corner lies the corpse of a prisoner (see: table of belongings).

Room 5

The Incubator is a huge room filled with snake eggs. There are dozens of them, they are the size of a human coin. Small trails allow you to walk through the place without stepping on the eggs. There is a 4-in-6 chance that 2d6 eggs will hatch and baby snakes will hatch. The room is kept warm thanks to a huge fire in the center. Some torches help light up the farthest places. On the side of the shack is a pile of logs.

Room 6

The worshippers' barrack is built of wood, it looks ugly and precarious. Inside there is a table, with dirty dishes, a pot over an unlit fire. There are some unmade beds on one side. Among the worshippers' belongings is a tablet used to charm snakes. One of the worshippers has the key to the dungeon.

Room 7

A stairway in terrible condition leads to the top. Many rungs are rotten and break easily. The tunnel is blocked with several stacked rocks to prevent heat from escaping through it.

Denizens

Worshippers

3hp, STR 12, DEX 8, WIL 8
Attacks: d6 Axe

Wants to protect the eggs

Baby Snake

1hp, STR 5, DEX 12, WIL 9
Attacks: d4 Bite

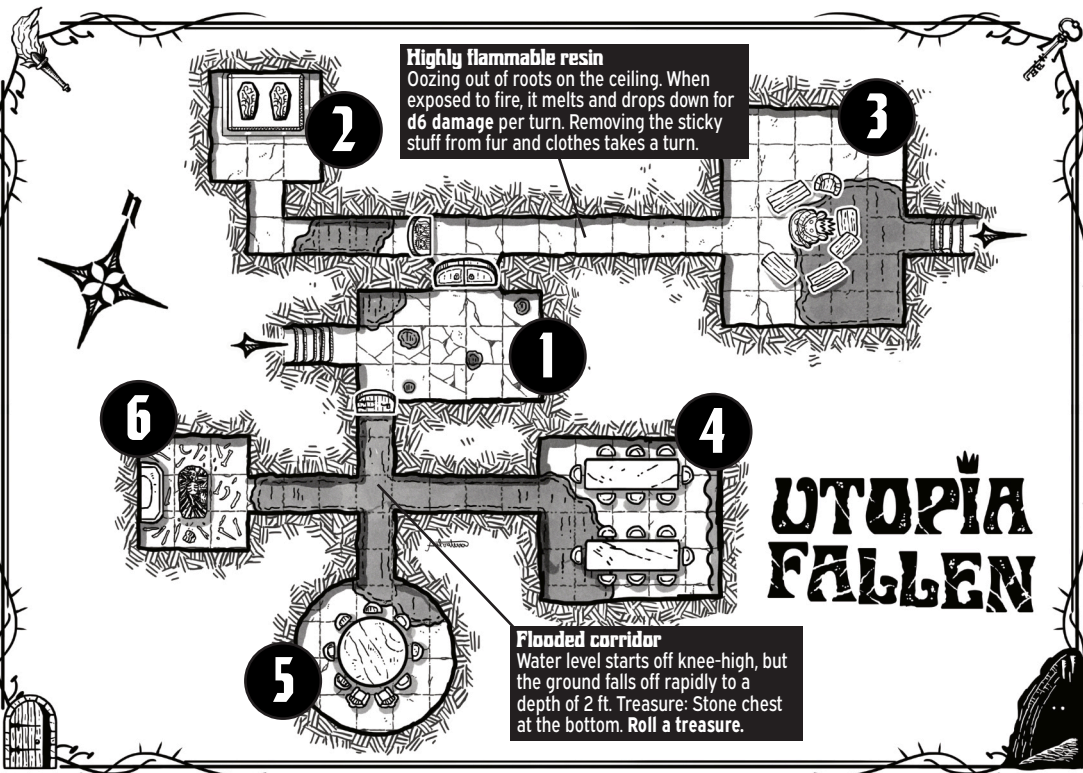
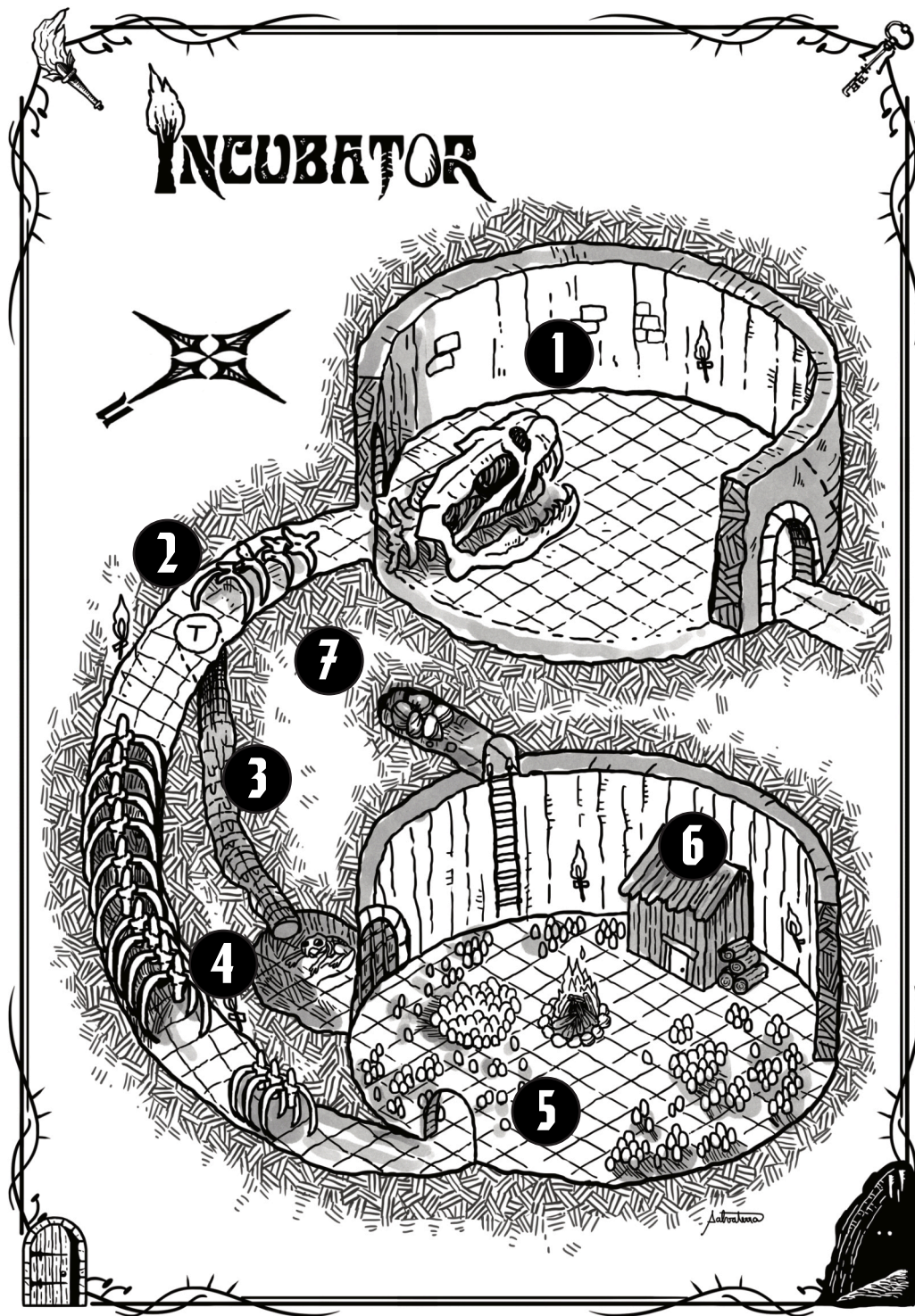
Wants to eat

Spell and Items:

Sierpe Paralysis
Effect: Paralyze snakes for [DICE] x2 turns.
Recharge: Spill a drop of snake venom on it.

Prisoner's Belongings

d6	What's in the pocket
1	d6 ration packs
2	Incomplete dungeon map
3	Silver Chain (2 slots, 500p)
4	Glossy paint pot
5	d6 silver-tipped arrows
6	Lock of hair of a faerie



13. Utopia Fallen

Once upon a time, there was a mouse queen whose reign was a golden age of peace between mice, rats, bees and bugs and all other creatures that roam these lands. Yes, even the cats! Tenera was her name, "the tender" in the old tongue.

But before her time as queen, she was a simple mouse, like you and I. And only after a long journey had she proven herself worthy of her crown.

- Opening of "The Tale of brave Queen Tenera", a beloved bedtime story, teaching young mice the values of chivalry and empathy.

1. Waiting Room

Dark and damp, the sound of dripping water and scuttling feet.
Cracked stone floor, in the center of the room. Will crumble away if too much pressure is applied. Heavy stone doors to the north, stuck. Exit Up.

2. Tomb

Two intricately decorated coffins placed on a stone dais.
Entrance hidden behind an old relief depicting Queen Tenera and King Egidio. The coffins contain the embalmed remains of the former regents.
Treasure: Remembrance, carefully placed in Egidio's coffin.

. Antechamber

Acrid stench, water rising from below.
Rotten wood furniture, covered in bat guano, piled up around a stone statue depicting Queen Tenera. Exit Down.
Treasure: Stone Statue (4 slots, 500p).

. Banquet

Submerged entryway, expertly crafted stone tables.
A large tapestry on the wall depicts mice and many other animal species living together peacefully.
Treasure: Tapestry (4 slots, 1000p), brittle and likely irreparably destroyed if it comes into contact with water.

. Throne Room

Two stone thrones and a large round stone table. Faded paintings of Queen Tenera holding counsel with various animals line the walls.
Reachable from the flooded corridor by diving through a submerged tunnel. Nest of a Swimming Centipede (Mausritter rules, p. 22). Centipede eggs litter the thrones. 3-in-6 chance that the Centipede is here.
Treasure: 2x Ancient Mouse Throne (6 slots, 1000p).

6. Chantry

Remnants of an altar and some wooden benches. A crude sarcophagus made of bones stands in the middle of the room.
Countless rodent bones on the ground. The Doom Ghost (Mausritter rules, p.23) of the Traitor Rat King emerges from the coffin, if it is disturbed.
Treasure: Crown of Empathy, on the head of the Traitor Rat King's skeleton.

Encounters

d6	Encounters
1	Nigel, measuring the room
2	d6 Plague Ratz, scouting the ruins
3	d6 Bat Cultists, dragging d3 mice below
4	Gus, admiring the stonework
5	Marceline & d3 Plague Ratz, escaping
6	Swimming Centipede, hunting for food

NPCs and Bestiary

Nigel
Squirrel cartographer extraordinaire.
Pays good pips for detailed maps: 50p per mapped room, plus an extra 100p for locating every possible exit on a dungeon floor.
Wants to accurately map the Tomb of a Thousand Doors



Gus(tavo)

One-armed mole blacksmith.

Lost his right arm as a sacrificial offering during Bat Cultist captivity. Could reforge and repair the sword Queen's Regalia, if provided with Remembrance and Sorrow.

Wants to create something of historical significance



Marceline

Daring rat treasure hunter.

Member of the Plague Ratz. Distant relative of the Traitor Rat King. Currently in possession of Sorrow, a family heirloom.

Wants to find the Crown of Empathy



Plague Rat

3hp, STR 12, DEX 8, WIL 8
Attacks: d6 Rusty nail

Wants to expand Plague Ratz territory

Treasure

Crown of Empathy (○○○)

Effect: Project your feelings to other creatures and become able to sense theirs in return for [DICE] Turns.

Recharge: Sit down with a creature hostile to you and talk out your differences.

Although officially titled Queen of Egaleco, Tenera ruled together with a representative council of other animals. With the crown enabling an emotional understanding of each other, the realm was soon considered a true utopia.

Remembrance (○○○)

Medium, d6/d8 damage

When wielded: Damage rolls of 6 or higher grant one bonus attack on another target in reach. This effect can not be triggered by the bonus attack.

When the rat assassins attacked the palace, King Egido was killed while defending his queen. The Queen's Regalia broke in two, almost like an omen of things to come.

Queen's Regalia (○○○○)

Heavy, d10 damage

When wielded: You have + 1 Armor. Use 1 point of durability to protect a nearby creature from taking damage from the next attack.

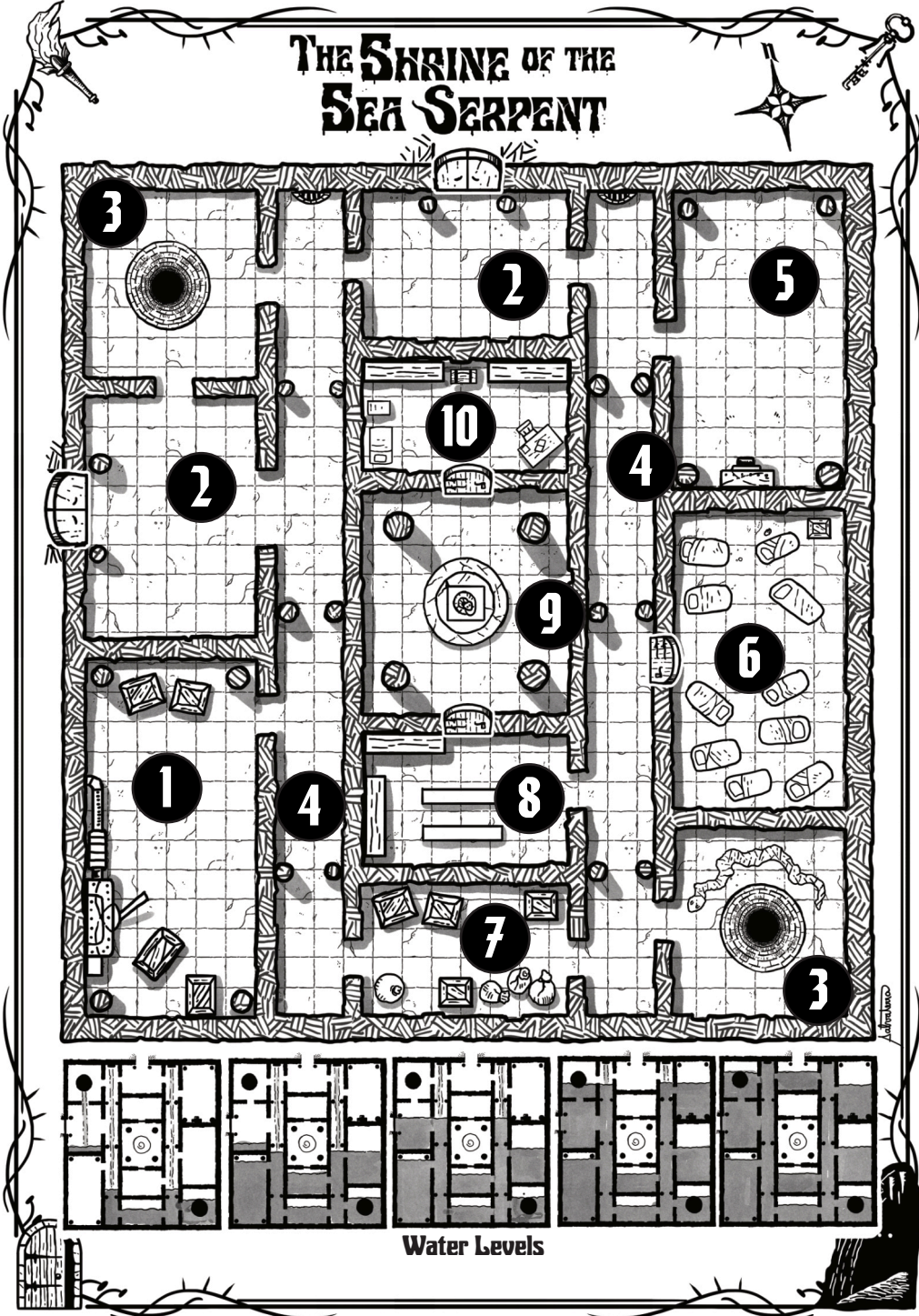
Queen Tenera eventually fell in love with the captain of the royal guard. When the stout hamster was crowned king on their wedding day, the mole blacksmiths gifted the new lord protector of the realm their finest sword, crafted from the metal of a fallen star.

Sorrow (○○○)

Light, d6 damage

When wielded: If used as an off-hand weapon together with Remembrance, roll an additional damage die to determine the highest number.

In his moment of triumph, the Traitor Rat King took the Crown of Empathy and half of the broken Queen's Regalia for himself. Under his selfish rule, the realm soon succumbed to chaos.



14. The Shrine of the Sea Serpent

Snake Worshippers guard the mystical Sapphire Snake, a silver statue resembling a sea serpent. Thieves beware for the shrine is a trap for whom dare to steal it...

The Trap

If the Sapphire Snake is taken from its altar, the entire shrine rotates making the south walls the new floors, and the north ones the ceilings. What once were the entrances now lead to a rock wall and the pits are now tilted releasing the Water Snake.

The Water Level

Once the trap is active, operating the lever in room #1 will release water into the dungeon through the drain spouts on the top of the Corridors. Each time the lever is activated, the water level will rise as can be seen in the next page's diagram.

1. Lever Room

Boxes and junk surround a strange mechanism.

- Before the trap is active, operating the lever will lead to nothing but a deep noise in the shrine's walls.
- After the trap is active: check The **water lever**.
- In the boxes: **d6 packs of rations**, a **net** and a roll of **twine**.

2. Entrances

The ornate columns lead the way between the empty room and the long corridor outside of the shrine.

3. Sacrificial Pits

A deep well dominates the center of the room.

- Even with the torches, the bottom cannot be seen.
- If the mice drop anything into the pit, they'll hear a water splash after a few seconds.
- The molted skin of a snake (only in one of the 2 rooms).
- When the shrine rotates, the **Water Snake** comes in through one of the pits.

4. Corridors

The long corridors go from north to south.

When the shrine is rotated, the water comes through the drain spout at the north wall – then in the ceiling.

- It can be climbed but, once the mice are on the water, **DEX saves** are with disadvantage.

5. Button Room

Nothing but a big button in the wall.

- The button, halfway up the wall, needs great force to push it.
- If pushed before the trap is active, it'll do nothing.
- Once the trap is active, it is easily pushed by stepping on it.
- Pushing it will reset the trap, rotating the shrine to its original orientation. The water will flush through the pits.

6. Dormitory

A dark room full of futons.

- **d6 Snake Worshippers**. 2-in-6 chance they're awake.
- **Roll 3 treasures**.

7. Storeroom

Some boxes and bags scattered near the walls.

- **Roll twice for treasure**.

8. Prep Room

Here the worshippers prepare for their rituals.

- Enough **Snake Worshippers'** robes for the mice party, hanged on the wall.
- Inside the pocket of one robe: roll on the **bric-a-brac table**.

9. Altar Room

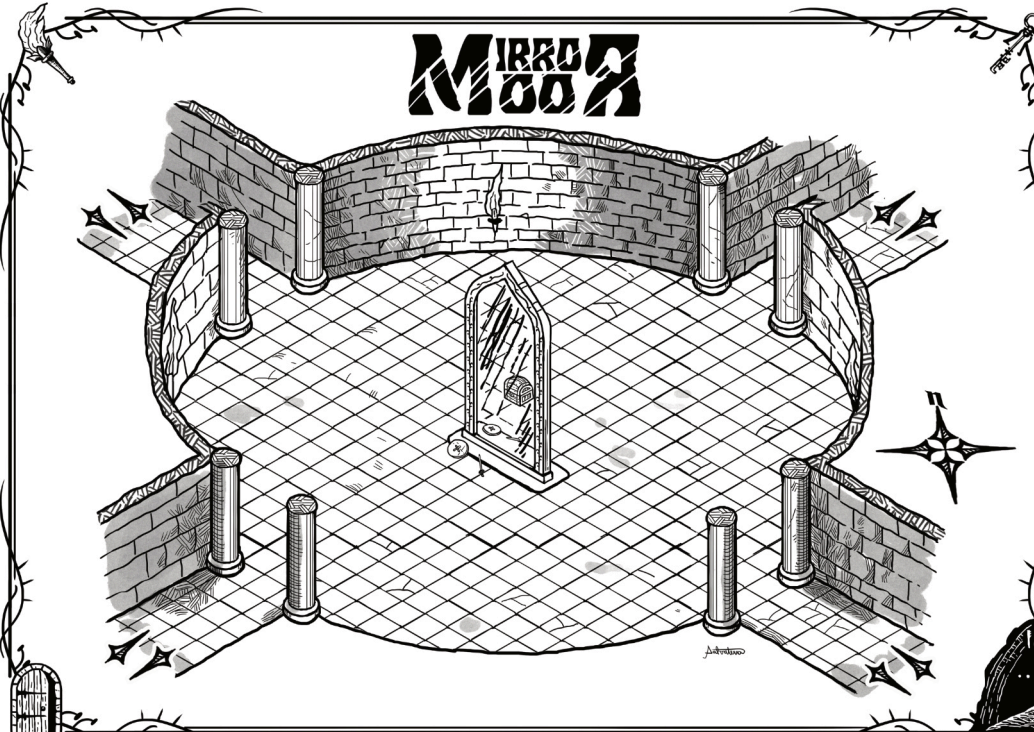
The torches give an ominous look to the altar in the center.

- **d6 Snake Worshippers** and the **Sea Serpent Priest** praying.
- The Priest has the key to the Priest's Room ahead.
- In the altar, the **Sapphire Snake** (2000p), a statue of a silver snake with blue stones as eyes.

10. Priest's Room

Locked room for the Water Priest, forbidden to any other Worshipper.

- **Strange books** and **scrolls**.
- In a chest: roll **3 treasures**.



15. The Mirror Room

In the center of the dungeon's quietest room lies a big mirror. Its pristine surface reflects the room, giving an eerie tone to the torches' light. It can bring a fortune or a curse to anyone daring to look...

- On the floor, in front of the mirror, there is a **needle** (light weapon) and **light armor**.
- When the mice look at the mirror, they'll see the reflection of a **treasure chest** that they can only see through the mirror. They can touch and open the invisible chest whilst looking through the mirror – the chest will not be a solid object either way.
- As the chest is opened, all mice in front of the mirror must make a WIL save. For each failure, the reflection of the mouse disappears and a **mirrored mouse** appears.
- Inside the chest: roll **twice for treasure** and the **Mirror Key** (see 17. All Mice in Weasel Land).

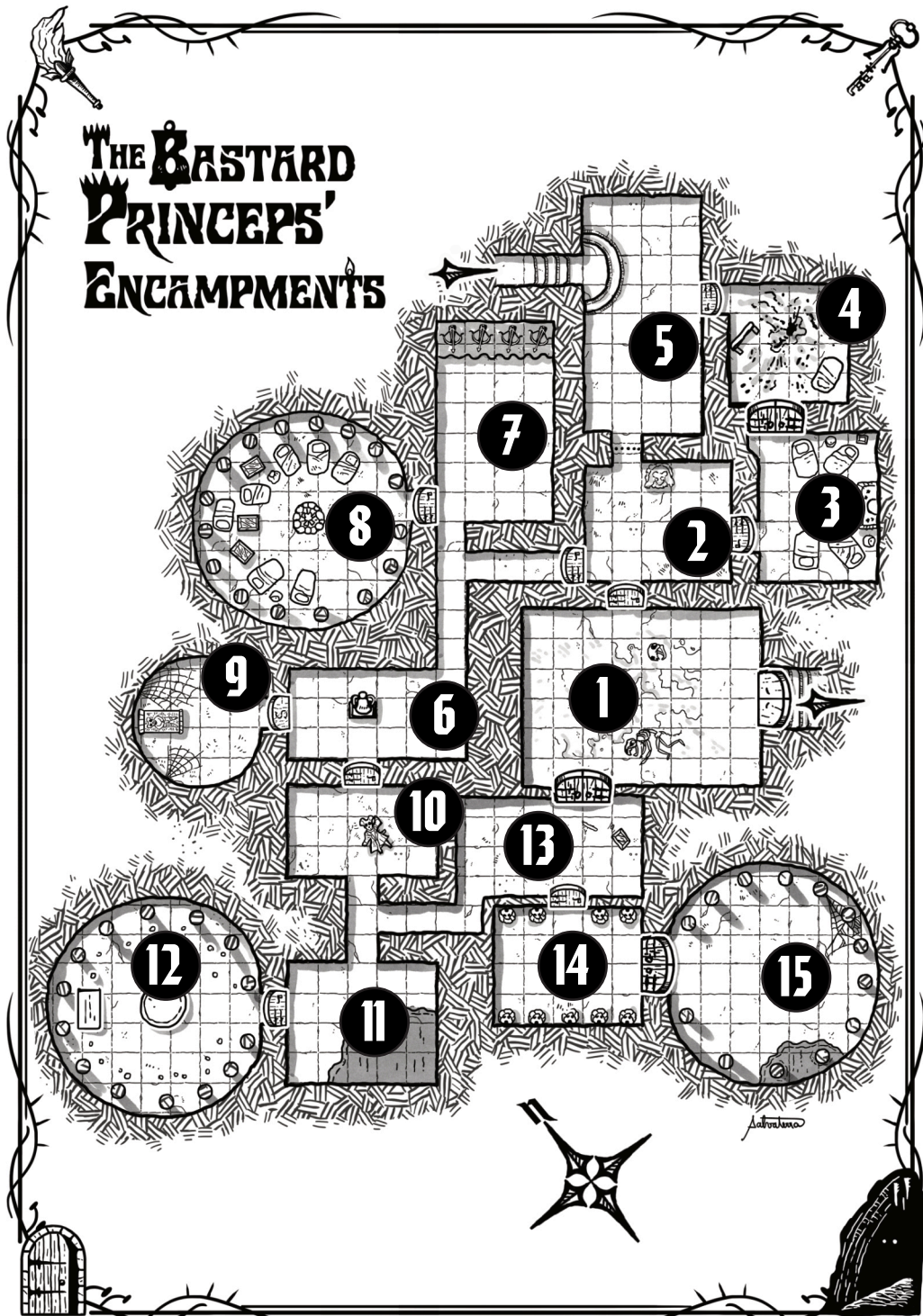
Mirrored Mouse

The mirrored mice are soulless copies of the mice who dared to look at the mirror and fell into its curse.

They have the same current stats as the mouse they copy, as well as the same equipment, but will only use weapons and armor. They also have the effects of any conditions the real mouse carries.

When a mirrored mouse is defeated, it breaks into a thousand crystal shards.

Wants to prevent anyone from taking the chest



The Bastard Princes' Encampments

The **three Princes** once ruled fiefdoms in a large, ancient, structure, passing their time with petty squabbles and pointless wars. But since the **Ferretocracy** drove them out in a bloody rout, they've each sought a chance to reclaim the power they once held. They hope to find it in the Mad Maus King's throne, or failing that, what remains of his riches. **Algomin the Wise**, **Millicent the Blessed**, and **Waldorf the Mighty** have each led their remaining followers into the Tomb of a Thousand Doors, searching for treasures untold. Unfortunately, they have all met the same obstacle, the **ghost of Lorekeeper Sloan**, and the following phrase: "**Only the true heir's heart may open the way.**" The path deeper into the Tomb is blocked by a magical barrier, with Sloan's message being the only clue. The Princes have taken up their old habits, warring once again as they entrench themselves near the barrier, each hoping to find the way forward before the others can plot their demise.

1. Battle Site

Stairs leading in are covered in blood. Bodies of d4 members of each faction lie here, in various states of decay. Bodies obviously ransacked.

2. Sloan's Respite

Hidden passage to the North already broken open. Blue light spills in from the barrier beyond. Sloan's Ghost stands here, a ceremonially dressed mouse in spectacles. Will talk about the Princes and what he's seen around, but if asked about the barrier, will only say "Only the true heir's heart may open the way". Acidic smell from the west door.

3. Blessed Outpost

Bedrolls and a makeshift shrine to Millicent. 4 Blessed Children guard here. If 2 fall, the others flee for Millicent's Hall (room 12). Each hold's d6 pips and a random one has the key to the locked North door. West door trapped with broken battery leaning against it Those in room 2 who open must make a DEX save or take d12 damage.

4. Algomin's Notes

Former Algomin Outpost. Blood and dead Blades of Algomin on the ground. Notes left behind show analysis of the barrier and reveal a desire to cut out the other Prince's hearts (just in case).

5. Barrier Room

Blue light shimmers from an impassable magical barrier to the west blocking the stairs deeper into the tomb. Mural on the north wall shows the lineage of the Mad Mouse King, the uppermost branches are broken away. Bringing Nola's pen here opens the way forwards.

6. Nola's Mural

Paintings line the walls, faded colors showing a regal mouse family enjoying beautiful natural landscapes. The mural is signed "Nola". Pressing on Nola's name reveals a hidden switch, which opens the hidden passage to the west leading to Nola's Rest (Room 9). A bell hangs from the ceiling in the room's center. When rung it brings d4 curious followers from each faction to the room after d6 rounds (or 2d6 for the Blades of Algomin).

7. Trapped Hall

A large, open pair of Forceps held back by sutures can be seen on the north and east walls when approaching this room. If the Knight of Wal on duty in Waldorf's Hall (room 8) hears or sees anyone approach, they will pull the suture causing the forceps to release and swing shut, dealing d10 damage to anyone not crawling and pinning them to the east wall.

8. Waldorf's Hall

Waldorf the Mighty and 2d4 + 3 Knights of Wal make camp here. All look somewhat malnourished, but well armed. Willing to work with respectful mice who can help procure food and water. Room contains a map of the whole floor and a Useful treasure.

9. Nola's Rest

The ornate coffin of Nola, last of the Mad Mouse King's lineage rests here. Walls are lined with self portraits, of time spent painting and drawing. They look happier in these. Nola's Ghost is here, and will attempt to scare off intruders. If any of the mural's are damaged, they become violent. They know the key to opening the barrier is not their literal heart, but The Paintbrush they are buried with. Inside the coffin is Nola's mummified body and The Paintbrush.

10. Explorer's Corpse

All Princes believe the withered mouse corpse here with a hollowed out chest is cursed, so they avoid this room when possible, and if they must travel through it, they do so quickly. In truth, this former explorer was withered by Nola's Ghost for damaging a mural, then impaled by a fallen piece of rotted stonework, taking out his heart and leaving him in a dramatic, standing position.. Searching his body reveals the missing fragments of the family tree mural from the Barrier Room (room 5) and a dagger. The fragments show the name Nola as being the last one inscribed on the mural.

11. Leaking Chamber

One of two sources of freshwater on the floor, leaking in from somewhere above. Left mostly abandoned as not to draw the ire of the Rhinoceros Beetle who frequents it. Millicent's followers occasionally sneak out to replenish their supplies, and keep watch through the west door for any activity.

12. Millicent's Hall

Dimly lit by candles. 2d6+3 Blessed Children sit around Millicent the Blessed to listen to her sermon about the visions that guided her to her "ancestral birthright". Defaults to diplomacy. Offers food, shelter, and prayers for any mice willing to put an end to Waldorf's violent ways. Urges them to use the bell in room 6 (Nola's Mural) to draw him out. Has a book on the history of the Mad Mouse King which she uses to create "prophecies". The book mentions his love of secret chambers.

13. Beetle's Nest

Dark, damp, and covered in leaking earth from the cracked ceiling above. The Rhinoceros Beetle that nests was initially brought to the tomb as Waldorf the Mighty's mount, but he ran out of nectar to keep it sated and it went wild. It is hungry and exhausted, and is currently acting as a buffer between Millicent the Blessed and Algomin the Wise.

14. Strung Bodies

Bodies of Knights of Wal and Blessed Children are nailed to boards here, all facing the north entrance. A dire warning for anyone approaching. The ground is covered in broken glass which makes noise when anyone walks on it, alerting those in Algomin's Hall (room 15).

15. Algomin's Hall

Looks abandoned if not approached silently, as Algomin the Wise and d10+2 Blades of Algomin will be waiting to ambush anyone they hear coming. If approached silently, they will be surprised, but Algomin will respect the intruder's cunning, and ask them to help carry out a plan. Deliver an offer to Millicent the Blessed and Waldorf the Mighty to meet in Sloan's Respite (Room 2), so they can be ambushed with the party's help. In return, the party gets a share of the treasure. If they agree and carry it out, the Blades attack from a distance, and once the dust settles, they turn on the party. Algomin has his oversized runes, a potion, and notes that say the potion protects from curses, along with plans to examine the Explorer's Corpse (room 10). The potion does nothing.

Algomin the Wise

5hp, STR 9, DEX 9, WIL 14
Attacks: d6 ferret claw
Knows Magic Missile and 2 other spells, runes comically oversized

Wants to plunder magical power

Blade of Algomin

4hp, STR 8, DEX 12, WIL 10
Attacks: d6 blade, d6 bow
Always goes first unless surprised

Wants the pips Algomin promised



Millicent the Blessed

6hp, STR 7, DEX 10, WIL 14
Attacks: d4 "holy staff" laser pointer, inflicts blind eye

Wants to be seen as a prophet

Blessed Children

4hp, STR 12, DEX 8, WIL 11
Attacks: d8 pen-tip spear (2 in 6 chance) or d4 pen cap club (4 in 6 chance)

Wants to serve the Blessed

Waldorf the Mighty

7hp, STR 13, DEX 8, WIL 11, Armor 1
Attacks: d8 scalpel polearm
Critical damage: Lops off a limb

Wants to reclaim his "rightful home"

Knights of Wal

4hp, STR 12, DEX 8, WIL 9, Armor 1
Attacks: d6 half-tweezer

Wants to establish Waldorf's reign



Nola's Ghost

7hp, STR 5, DEX 9, WIL 11, Armor 2
Attacks: d8 chilling touch (damages WIL)
Knows the Fear spell. Can turn invisible.

Wants to be left alone

Rhinoceros Beetle

8hp, STR 14, DEX 10, WIL 7, Armor 2
Attacks: d8 horn, d10 if charging

Wants to find food

Conditions

Blind Eye

Can only have as many of these conditions as you have eyes. If all eyes are blinded, all attacks you make are impaired and attacks made against you are enhanced.

Clear: After d6 exploration turns.

Items

The Paintbrush

Medium weapon

Critical Damage: Knock any held items out of the target's hands.

Laser Pointer Staff

Light weapon. Usage dots cannot be refilled except by a craftsman who understands human technology.

While wielded: inflict Blind Eye on a hit.

Algomin's Runes

These runes take up 2 inventory slots instead of 1. They don't look like any runes you've ever seen before...

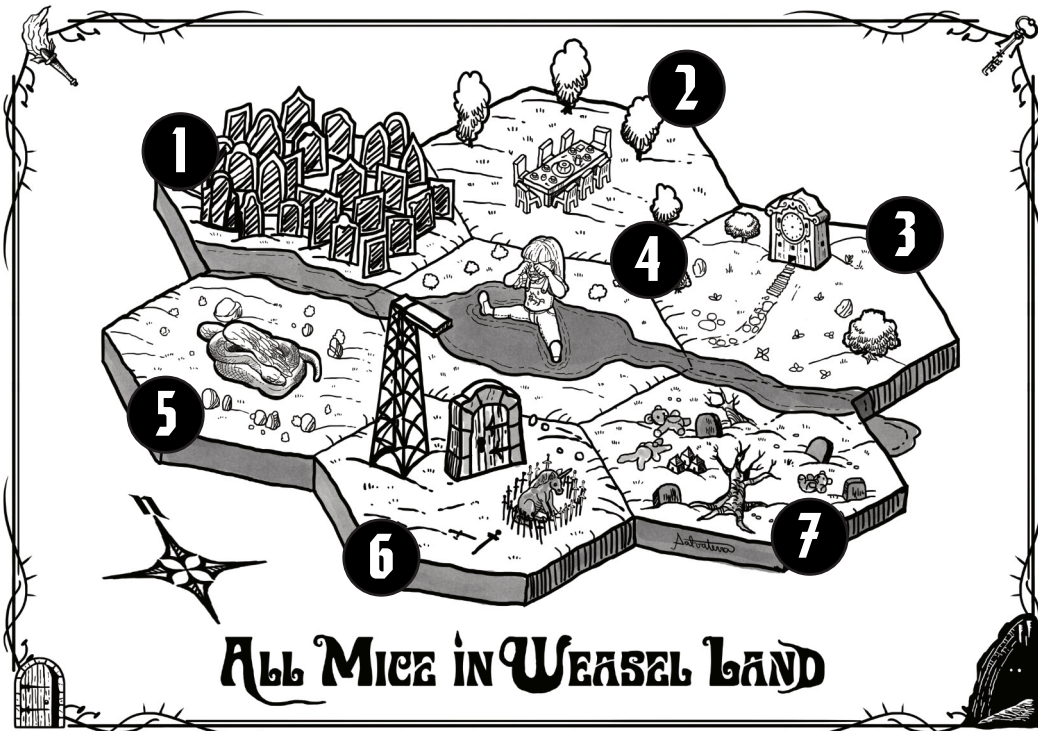


17. All Mice in Weasel Land

The dungeon's entrance is a simple door that can only be opened with a **mirror key**. This could be a prize from some past adventure, or hidden in another dungeon. There is always a mirror key **hidden in the Mirror Room**.

Beyond the door is a room, only a few inches to each side, with a tall mirror in the middle. Inscribed over the mirror are the words "Jump Into Me!", and if the mice do so they find themselves in another world. They start in the **Mirror Field** and can return through the correct mirror at **any time**.

All Mice in Weasel Land is a small simple hex crawl within a dungeon. It uses the other normal rules for hex crawls except that all random encounters are always either a queen or scouts from her army, and both are equally likely.



The Weasel Game

This world is a game board for a battle between two wooden weasels who can't leave until the conflict has been resolved. The two are the daughters of the faerie queen, but when she died an heir couldn't be chosen, so they were sent away to a magical land to fight to the death. The queens are allowed to use anything they can get their paws on to win this conflict, but they can't leave.

The red queen tricked a human girl into giving her stuffed animals to build an army from, while the white queen offered the allegiance of all faeries to a group of bunnies if they fight for her. The two groups fought for years, but everything fell apart when the little girl tricked by the red queen found her way onto the board and started crying. The faeries can't cross her salty tears, and only a queen can kill a queen, so the groups are stuck until someone can stop the girl from crying.

The game board has a few simple rules that deviate from how things work in the outside world. The first rule is that no one can starve on the board, but without food no one heals. The second is that no one can exit the board and journey into the stately game room around it, doing this is always deadly. The third rule is that only a queen can kill a queen, thus preventing interlopers from killing a queen and trying to claim the throne. The fourth and final rule is that nothing in one of the seven board spaces can affect anything in another beyond the power of speech.

The Queens

The old faerie queen could see the past and future, but her two daughters can only see one or the other as long as the other lives. The White Queen is a forgetful weasel carved of beech wood, who can never remember what just happened, but has a keen understanding of the future and how to manipulate it. The Red Queen is also a weasel, but she is carved from mahogany, and sees her past as clear as day. The two hate each other because the Red Queen remembers every slight against her, and the White Queen thinks her sister is a moron who couldn't see a charging army if I were ten inches away.

1. Mirror Field

This area is full of standing mirrors dotting the land. Through each mirror you can see into someone's home, as if the mirror was a window. This is a very disorienting place and if the party doesn't mark their mirror they could **easily lose track of it**.

If someone touches any of these mirrors they **pass through** into the room on the other side. If they go all the way through they can not return, but a paw pushed through can be retracted without problem. Once someone is on the other side of a mirror they can only get back to the weasel game through the mirror they used to enter originally.

2. Tea Party

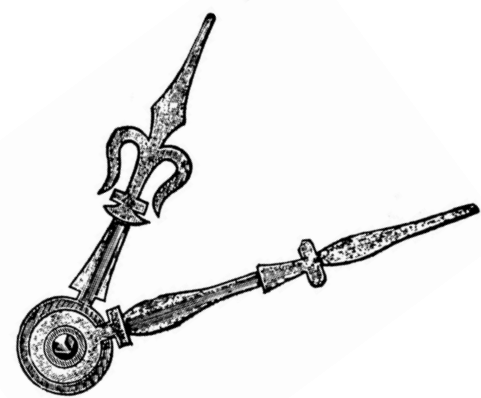
A gaggle of faeries are sitting here having a tea party. If the players approach the faeries invite them to join, and say they will answer any questions after the tea party is over. The tea party lasts **3 turns**, and at the end of each turn anyone who joins them has to make a WIL save to resist their japes and barbs. Failure gives the **Fool condition**.

After the party is over the six faeries rev. that they **know nothing** and won't help. The are not hostile, they just think that wasting th. party's time and annoying them is fun. The faeries don't know any spells, but their weapons deal an extra point of damage for each Fool condition their victim has.

3. Clocktower

A foot tall wooden clock with no hands on its face sits on this part of the table. The front of the clock has been cut open, the inside has been hollowed out and turned into a quaint home suitable for something as big as a rabbit. This is the home of the **White Hare**, a spy working for the **Red Queen**. He pretends to be loyal to the **White Queen**, just very lazy.

If the party talks to him he can explain the situation in plain and simple language, and even offer information about what is going on in the game right now. He is confident that the Red Queen will win, so he is very forthcoming with aid to get the child to stop crying. The White Hare is a bunny armed with the legendary swords **Tick and Tock**



4. The Girl in the Pond

In the middle of a massive pond that completely fills the board's central space is a **girl** who appears to be 8 to 10 years old with bright red hair. She is wearing overalls with a unicorn sewn to the front, and is crying a **river of tears**. Any attempts to talk to her fail, she only seems to cry, and her tears feed into the pond which then feeds the two rivers dividing the board. The only way to calm the girl is to bring her **something she loves**, like a unicorn or piece of candy.

Once calm she can be talked to, and reveals that she is lost and wants to go home. Because of the board's magic she hasn't needed to eat or sleep, but misses her mommy. If someone takes the time to ask simple questions like which way she came from or how she got here, they can assess that she came in through the **big door behind the unicorn pen**. If brought there she can be freed.

5. The Jabberwocky

The **Jabberwocky** is a **bright green snake** with rabbit-like teeth and eagle wings. The Jabberwocky is a **faerie**, and a nasty prankster prone to threats of murder and violence. It lives in an empty board space, pretending to sleep and waiting for prey to get close. Once someone is too close to run away it reveals that it is awake and taunts them, offering to play a game for their lives, but the Jabberwocky would never play a game it could lose. It is immortal and knows it, so it fears nothing but the Vorpall Blade.

6. Porcelain Unicorn Pen

Several weapons have been stabbed into the ground in a six inch wide circle around a **porcelain unicorn**. This unicorn was supposed to lead the Red Queen's army, but refused and was sentenced to jump from the board and shatter on the floor several feet below. No one ever checked on the unicorn, so it never bothered jumping and just sat to wait out the war.

While waiting, it was found by the **Jabberwocky** who used discarded weapons to build a pen for it as a joke. When the unicorn tried to leave this mock pen the monster warned that it would smash the unicorn if it ever did. The unicorn is rightfully scared of the immortal Jabberwocky, so it stays in the pen.

Behind the unicorn is a massive door, three feet tall, that leads to nowhere. No mouse could ever open this door, only a human or large owl could ever hope to.

7. The Teddy Bear Graveyard

After the girl started crying the two queens met on opposite sides of the river to find a solution, but neither could tolerate the other long enough to find one. During this argument the White Queen admitted that she saw the future and her army would kill the bears. This upset the Red Queen so much she invited in a new army of rats, and tasked them with ripping the bears to shreds.

This slaughter happened here, in the Teddy Bear Graveyard. Among the many stuffed animals slain here is one with the name **Snuggles** embroidered on its chest. **Snuggles** once held the **Vorpall Blade**, and it still rests under their lifeless body.

Among the bear stuffing is the **Red Queen's rat camp**, where an army of fifty rats with playing cards on their backs wait for battle. While the rats are not friendly, the Queen has ordered them not to fight and all of them are too afraid to defy her instructions. These rats are totally aware of what's happening, but are also afraid of the girl and don't want to anger the giant monster.

Ending the Adventure

The adventure ends when the party leaves, or when they save the child. Without the rivers of tears the two queens battle and shortly there after one wins. How the battle ends is up to the game master. If the party is fighting in this battle you can make a warband for each player, and an equal number for the enemy, and let the two groups fight it out.

Rewards for a Job Well Done

Once the adventure is over, if the party solved the Queens' problem and let them fight it out they could be rewarded in a few ways:

- The first and simplest way is that the winning queen gives them three treasures (rolled from the treasure tables in the rulebook) and then politely asks them to leave.
- The second reward they could earn is the gratitude of the new faerie queen, something that would get them the respect of all faeries from that point on.
- The third reward is a faerie servant who disguises themselves as a mouse and joins the party on their future adventures.
- The fourth reward is the possibility that the little girl, named Nessa, will be all grown up when they exit the dungeon, and always remember to look out for mice because a few saved her from faeries as a girl.

Conditions

Fool!

Clear: Prank someone

Items

Tick (d8)

Medium weapon

While wielding this sword your speed is doubled.

Tock (d8)

Medium weapon

Critical damage: the target can only move at a third their normal speed.

Vorpall Blade (d10)

Heavy weapon

A Swiss army knife that sparks with magical power. Whenever you try to sneak with it there is a 1 in 6 chance it will let out a "snicker snack" noise. If you use the Vorpall Blade as a tool it is considered appropriate for any task, and only marks use on a roll of 6 after use.

Mighty Denizens of Weasel Land

Weasel Queen

12 hp, STR 13, DEX 14, WIL 18

Attacks: d8 bite

Only harmed by silver weapons, can put people to sleep if they fail a WIL save

Wants to stop the child's crying and kill her sister

Bunny Knight

6 hp, STR 15, DEX 13, WIL 8

Attacks: d8 halberd

Wants to protect their fellow bunnies

Rat Knight

3hp, STR 12, DEX 8, WIL 8,

Armor 1

Attacks: d6 ax

Wants easy wealth, to take from the weak

Jabberwocky

12 hp, STR 11, DEX 8, WIL 8

Attacks: d10 bite

Critical damage: Swallow whole, d4 STR damage per round swallowed

Flies 3x normal speed, invulnerable

Wants to bully and harass



18. Dungeon of the Mad Maus

The **Dungeon of the Mad Maus** is built around two subterranean geothermal geysers. Together Fenseq and his allies, the Antz, built this spectacle for both their love of a challenge and a good cheese fondue. Everything was perfect, but suddenly, the fondue has grown too cold for either Fenseq's or the Antz taste. Together they scoured the place but couldn't identify how the cooling was transpiring. The only strange occurrences they witnessed were in the cheese flow tunnels, where they could hear the distant sound of waves and... a seagull? The reason behind this is that a crab has made a home for itself in a cave just above the flow tunnels. It has burrowed down from the surface, bringing with it cool air from above.

As a side note: The Antz are concerned with the cheese shortage. They have been unable to return to the surface to gather more as they are constantly delivering fondue to the now demanding and fat Fenseq.

1. The Stair

A spiral staircase leads down into this room.

2. Hall of the Sphinx

The hall is blocked by a **sphinx** who will not let anyone pass unless they can answer her riddle. Beyond is a stone platform in a large cave. The ceiling is 50" above the platform, while the 50" below is a deep pool of boiling cheese. Points **A** and **B** are locations of geysers. Geyser **A** spouts once every **4 minutes**, while Geyser **B** once every **2 minutes**. Opposite the entrance platform is another stone platform, about 40" away. Between them a series of wood disks are suspended from the ceiling by steel wires. The disks are about 4" in diameter. The disks swing freely and will tilt when weight is placed upon them.

3. Empty Room

Strewn about the room are bits of cheese and several empty bowls.

4. Cheese Storage

In this chamber are several wheels and wedges of cheese. It is here that the cheese is tossed below into the pit where it flows to Room 2 to be melted.

5. Testing Room

This room is used to test the cheese fondue. There are two spoons and a thermometer resting against the south walls. There are also two kayaks here.

6. Testing Room

This room is also used to test the fondue. There is a spoon resting on one set of stairs and a thermometer on the other.

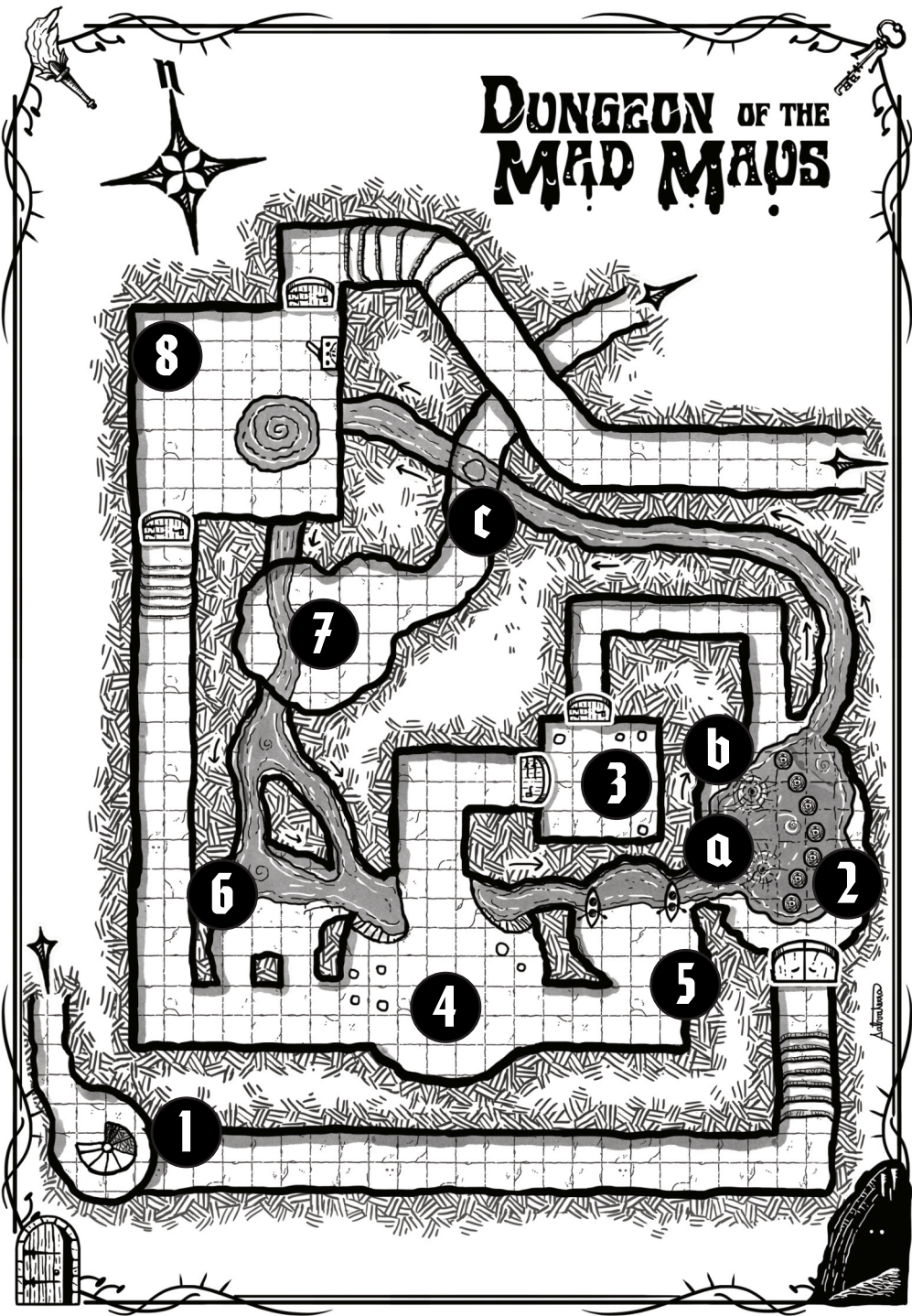
7. Crab Cave

In this cave lives a crab. It has found its way down here from the surface. To gain access to the cave, one can enter via hole C.

8. Fenseq's Room

Fenseq lives in this room. A whirling pool of cheese fondue is the main feature here. It swirls here by a device (a hand-blender) installed at the pool's bottom. It can be turned on and off via a switch on the north-east wall.

Fenseq's Gratitude: For solving his fondue dilemma, he offers each mouse 500 pips and gives the party three Magic Weapons to divide amongst themselves. They are; **Overwhelm**, **Wave**, and **Backrazor**. Any mouse who did not receive a weapon gets to choose a **spell tablet** (see *Mausritter Rules*, p13) from his collection.



Magic Weapons of the Dungeon of the Mad Maus



Overwhelm

While wielded: Gives the Frightened Condition at sunrise, removes the Frightened Condition at sunset.

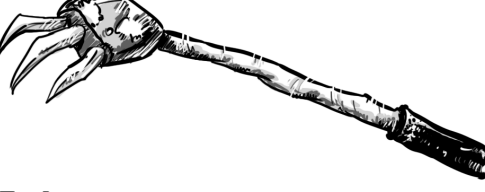
Critical Damage: Enemies within 60" of you must make a DEX save or become stunned for 1 turn.



Wave

While wielded: Allows you to breathe underwater and communicate telepathically with any animal. Additionally, you and your allies go first in combat.

Critical Damage: If the creature is aquatic in nature, it must make a WIL save or become friendly to you and your allies for 1 watch.



Backrazor

While wielded: You can not be given the Frightened Condition. Once per day, you may move 24" instead of 12" in a Combat Round and you may perform 2 actions instead of 1.

Critical Damage: Creature must make a STR save or die.

Bestiary of the Mad Maus



Fenseq the Mad Maus

5hp, STR 9, DEX 7, WIL 15
Attacks: d6/d8 cheese knife

Knows one or more spells

Wants to further his acquisition, collection and consumption of cheese of all kinds

Fenseq's agendas

1. **Gorgonzola** - Has heard rumors of a lair full of gorgonzola cheese and wishes to acquire it
2. **Limburger** - Seeks the rare cheese that can only be found in Ratónloft
3. **Fondue** - To ensure his cheese fondue is just right
4. **Emmental** - Seeks to possess the Cheese of Emmental Evil
5. **Feta** - Needs someone to find his lost goat so he can make more feta cheese
6. **Brie** - Has heard of a specialty cheese sold only at the Inn of the Dancing Donkey in the village of Brie and wishes to purchase the lot

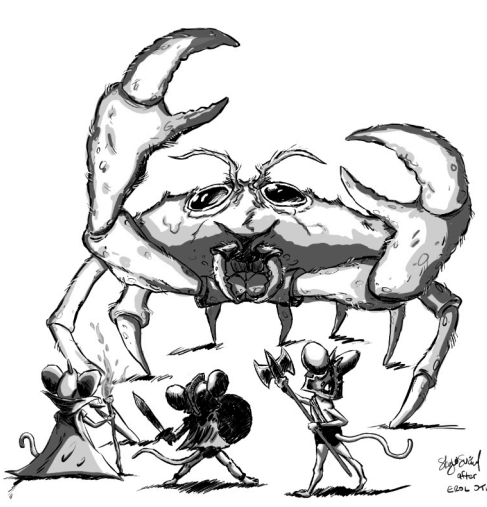
Sphinx

9hp, STR 10, DEX 15, WIL 15
Attacks: d6 swipe, d8 bite

Wants her riddles answered

Sphinx's riddles

1. What has an eye but can not see? - A needle
2. What room can you never enter? - A mushroom
3. What animal has no wings, but yet will fly? - A caterpillar
4. What is the end of everything? - The letter "G"
5. What is always coming but never arrives? - Tomorrow
6. What can you catch but not throw? - A cold



Crab

15hp, STR 15, DEX 10, WIL 8, Armor 2
Attacks: d10 claw

Wants to sleep undisturbed in a place it can call home

Crab species

1. **Rot** - Destroys all rations carried by a creature
2. **Shadow** - Skitters always out of sight
3. **Swimming** - Drags prey underwater
4. **Doom** - Gives the Frightened Condition to a creature
5. **Racer** - Armor 1 instead of 2, DEX 15 instead of 10
6. **Ghost** - Can only be harmed by silver or magic weapons

19. Saint Ginger's Hospital

Saint Ginger's Hospital North

1. Entry Hall

Stairs upward. Statues of mice kneeling in prayer. Corpse of a thin, pallid frog in the middle of the room, recently killed.

2. Hospital Library

The **Spirit of Saint Ginger** is here when this room is first entered, otherwise, she appears after 1 Turn, unless laid to rest or recently vanquished. She flings books at intruders. One Turn of searching grants a 2-in-6 chance of finding one of four undamaged **books on the healing arts** (1,000p each).

3. Alchemist's Laboratory

Flooded to the top of the stairs, **d6 jars and vials** float on the surface. Stone walls covered in black algae conceal a door. A table holds a set of **alchemist's supplies**. A **swimming centipede** waits to ambush intruders.

4. Alchemist's Storage

This room has managed to stay dry. Shelves hold **five bottles**, three pickled **rodent hearts**, a pickled **reptile heart**, a vial of **rodent blood**, and a pouch of **faerie dust**. If the room is flooded, faerie dust is ruined.

5. Healers' Barracks

Spiked shut from the inside. Oversized gauze hammocks drape the interior, and a group of **adventuring mice** is resting. Players whose mouse has died on this expedition can "recruit" one of these mice and roll a new mouse.

6. Healers' Storage

Spiderwebs cover the room, a **widow spider** has made its nest here. Web-covered shelves of mouse-sized gauze, needles, thread, and salves. A Turn can be spent assembling a **healing kit**. A **sac of spider eggs** in the nest.

7. Chapel

Stairs lead up to a balcony, a row of mouse skulls decorate the balustrade. The door opens to the ground floor. Ancient, worn banners depict a Heal rune. An altar with a small pool of **holy water**, enough for 1 vial. Collecting it summons **Spirit of Saint Ginger** to the balcony, hurling skulls at the intruders. A stone face in the wall has an open mouth that funnels pip offerings to the Treasury.

8. Parlor

Broken furniture, a clawed portrait of a mouse leaning against a door next to a table holding alchemist's supplies. A plaque beneath the painting reads "Manchego." A mouse's corpse lies before a blue door carved with a strange rune, attempting to pick the lock or force open the door triggers this **rune trap**.

9. Saint Ginger's Chambers

The **Spirit of Saint Ginger** haunts this large bedroom. A chandelier drops and stone busts fly at intruders as the spirit shrieks for retribution against Manchego. A hole hidden in the fireplace chimney leads to 11. If **Manchego's bones** are brought here, she stops attacking and points to the fireplace.

10. Hospital Treasury

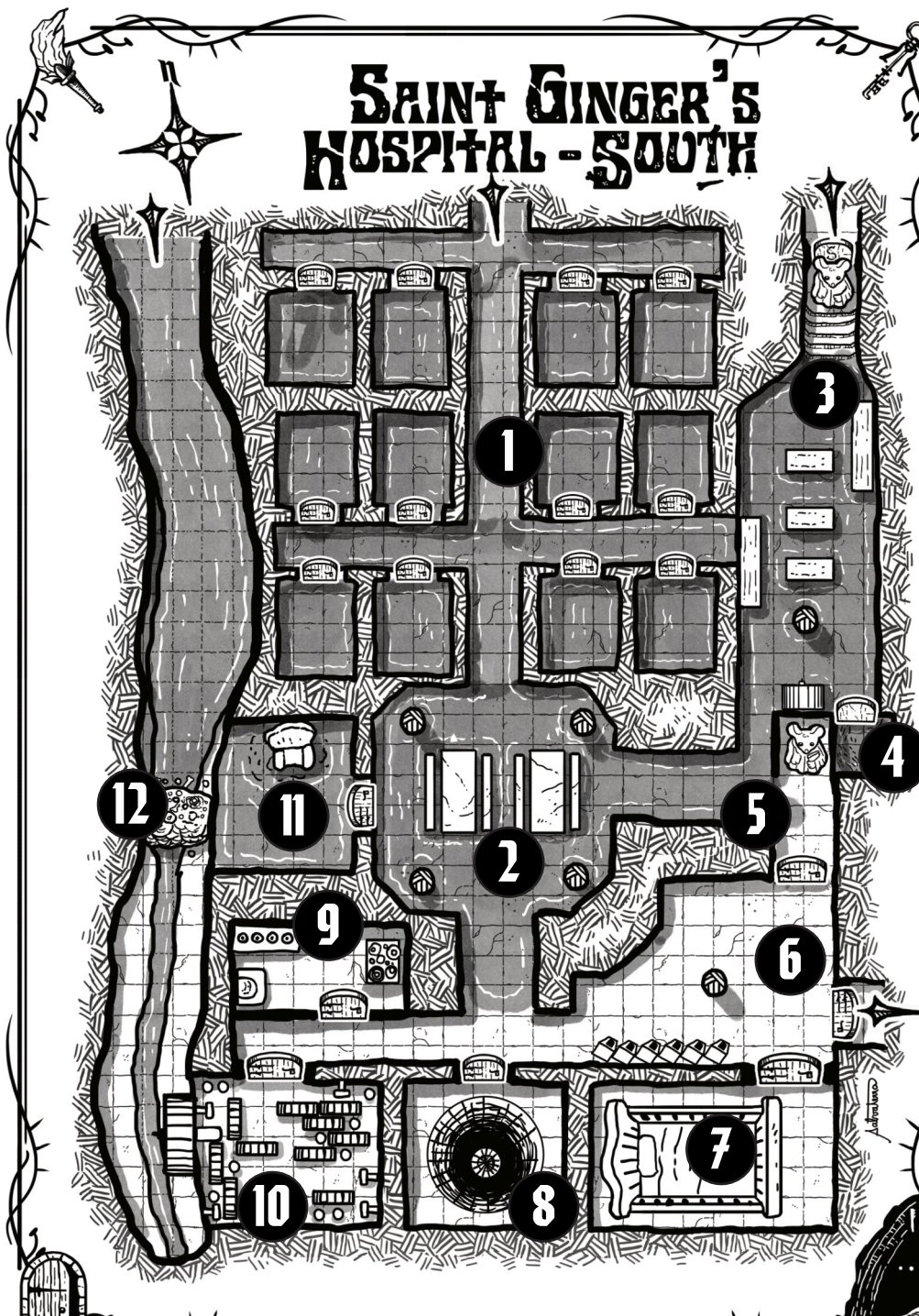
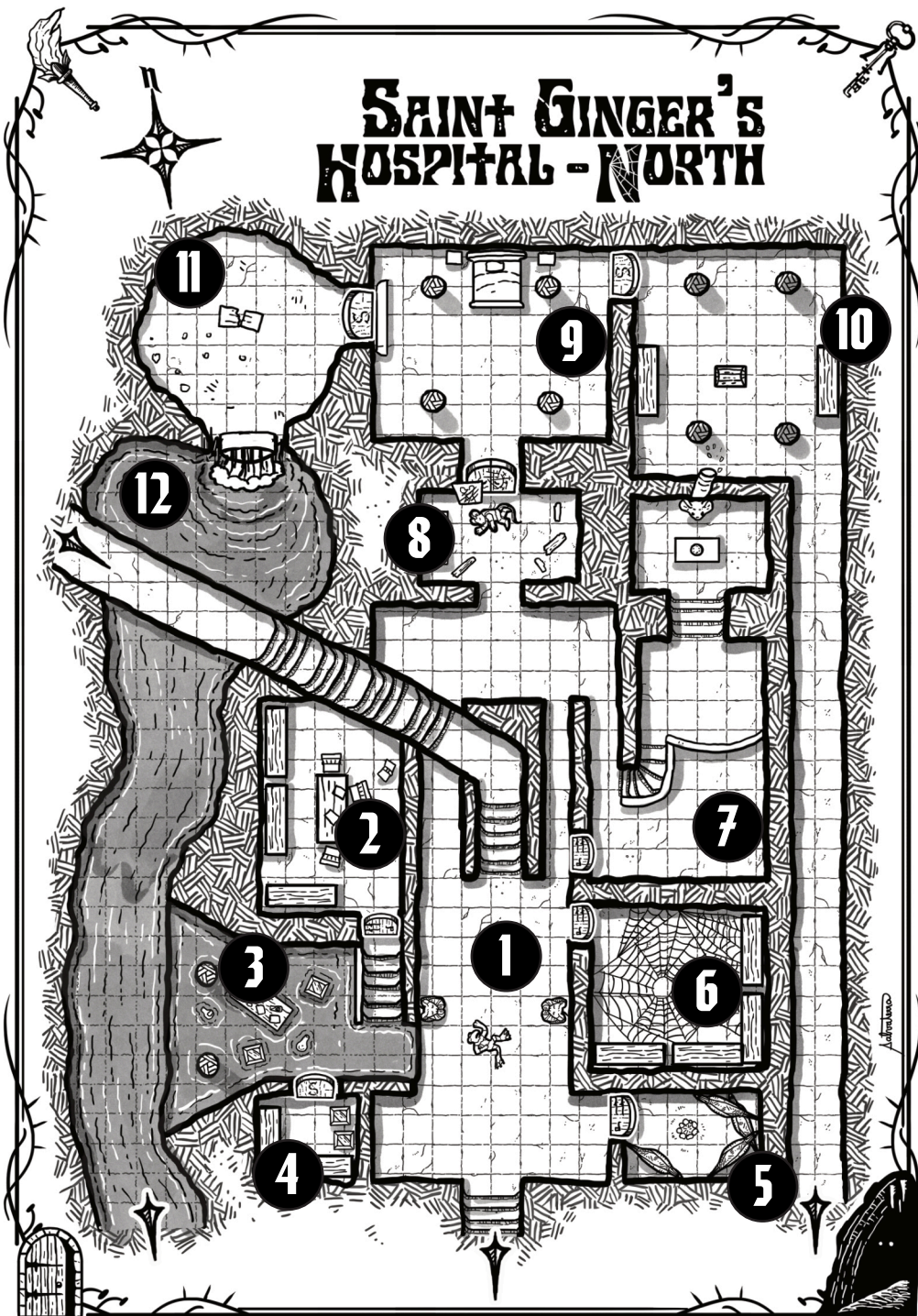
A **chest of pips** (600), a bookshelf with **3 potions**, **Saint Ginger's Spellhammer** on a wall mount, and a **large hand mirror** (1,000p) leaning on the east wall. Mirror reveals a magically concealed hole to 9, one-way only.

11. The Cracked Altar

A cracked, bloodstained obsidian altar. A secret compartment holds Saint Ginger's bones.

12. The Bone Pool

The bones of countless mice litter the pool's basin. **4 marrowleeches** feed on them, but prefer a fresh meal. Water falls from a pipe that leads to a nearby sewer system (or GM's choice). The waterfall hides a ledge to 11.



Saint Ginger's Hospital South

1. Patients' Wing

Flooded 1" high, mice move at ½ speed. All doors are stuck. Roll on the Patients' Wing Room Contents Table for each room explored.

2. Mess Hall

Flooded. Stone tables and benches. Fresco of robed mice healing wounded soldiers. Two **Froglodytes** stand guard at the door to the west.

3. Morgue

Flooded. Roller-skate gurneys, embalming tables and instruments. A hamster wheel attached to ropes opens a heavy stone door to 4. Stepping off the wheel causes the door to slam down. An obsidian statue is identical to 5, but missing the tablet, giving it a Heal tablet opens the wall. Two **Froglodytes** stand guard.

4. Crematorium

Flooded. Scorch marks on stone, small pipes hidden in the floor. Turning a valve in the wall releases odorless natural gas into the chamber, bubbling in the floodwater. The Froglodytes keep an adventuring mouse named **Burlap** prisoner. If freed, Froglodytes patrols will seek a new prisoner.

5. Marble Statue of Saint Ginger

Flooded. A statue depicts a robed mouse with a spell tablet. Those with a **Heal spell** will find that it matches the statue's tablet.

6. Tombcrafter's Workshop

An **old monkey** named **Teak** sits in front of the southern door, chiseling mouse-sized tombs from large stone blocks. Hundreds of tally marks on the wall, 595 in total. When asked about Manchego, Teak says he heard the mouse died clutching his prized creation, a glowing green stone. Teak is never hostile unless attacked.

7. Tombcrafter's Bedchambers

A human-sized baby crib in which Teak can occasionally be found sleeping. The walls are carved with images of strange, foreign trees and vines. A journal tucked beneath his crib laments the wild jungle of his homeland, but explains that he must fulfill his promise to chisel 1,000 tombs.

8. Birdcage Lift

A wrought iron birdcage hangs by a chain over a dark pit. A lever in the center of the cage only works when the dam has been cleared, allowing the birdcage to descend and/or ascend to different levels.

9. Kitchen

A fireplace, a sink basin and bucket, a table piled with dishes.

10. Machine Room

A maze of cogs, pistons, and other machinery connected to a water wheel. When the dam is cleared the wheel turns and the room echoes with clanking metal, angering the **6 wasps** that have hidden their nest in the high ceiling. The riverbed cliff descends into a bottomless chasm (or GM's choice).

11. Clog

Flooded. A collapsed wall lets river water flood the area. **Croak Monsieur**, the **Froglodyte Chief** sits on a throne of mud adorned in jewelry and attended to by **2 Froglodyte Elites**. A large dam of bones, rubble, and **Froglodyte eggs** is held together by some mucous-like slime clogs the river's natural path. At the center of the clog, **Manchego's bones** clutch a **glowing green slime stone**. Reaching into the clog deals d6 acid damage and gives a mouse's paw slot the Injury condition. If the stone is removed, the clog slowly dissolves and the flooded rooms drain.

12. Muckpit Tunnel

A mouse's skeletal arm lies on the ground at the edge of a **muckpit trap**.

Random Tables

d6 Patients' Wing Room Contents
1 Treasure, no Monster
2 Treasure + Monster
3-4 Monster, no Treasure
5-6 Empty

d6 Patients' Wing Treasure
1 Heal spell
2 Potion (roll below)
3-6 d6x10 pips

d4 Patients' Wing Monster
1 2d4 Marrowleeches, feeding
2-3 d4 Frogloodytes, resting
4 d4 Frogloodytes + 1 Elite, standing guard

d4 Potions
1 Healing Potion
2 Vitality Potion
3-4 Stamina Potion

d6 Jars + Dials
1 Pickled Reptile Heart
2 Pickled Rodent Heart
3 Vial of Rodent Blood
4 Pickled Rodent Liver
5-6 Bottle

d4 Altar Curses
1 Deathtouched - Reduce Max hp by half. Clear: Remove Curse spell.
2 Frail -Reduce STR by half. Clear: Remove Curse spell.
3 Shambing -Reduce DEX by half. Clear: Remove Curse spell.
4 Enervated -Reduce WIL by half. Clear: Remove Curse spell.

d6 North Hospital Random Encounters
1 d4 Frogloodytes, licking their wounds
2-3 d4 Frogloodytes + 1 Elite, scouting
4 d4 Adventuring Mice, seeking loot
5 Widow Spider, seeking prey
6 Spirit of Saint Ginger, throwing debris

d6 South Hospital Random Encounters
1 2d4 Marrowleeches, seeking prey (reroll if not flooded)
2 d4 Frogloodytes, patrolling
3 d4 Frogloodytes + 1 Elite, patrolling
4 d4 Adventuring Mice, seeking loot
5 d6 Wasps, seeking nest materials
6 Frogloodyte Chief + 4 Elites

Creatures at Saint Gingers

Frogloodyte
8 hp, STR 14, DEX 16, WIL 5 Attacks: d10 Bident, d8 Acid Tongue Critical damage: Leap out of reach. Always goes first unless surprised, leaps 2x normal speed, disadvantage to damage against creatures wielding fire

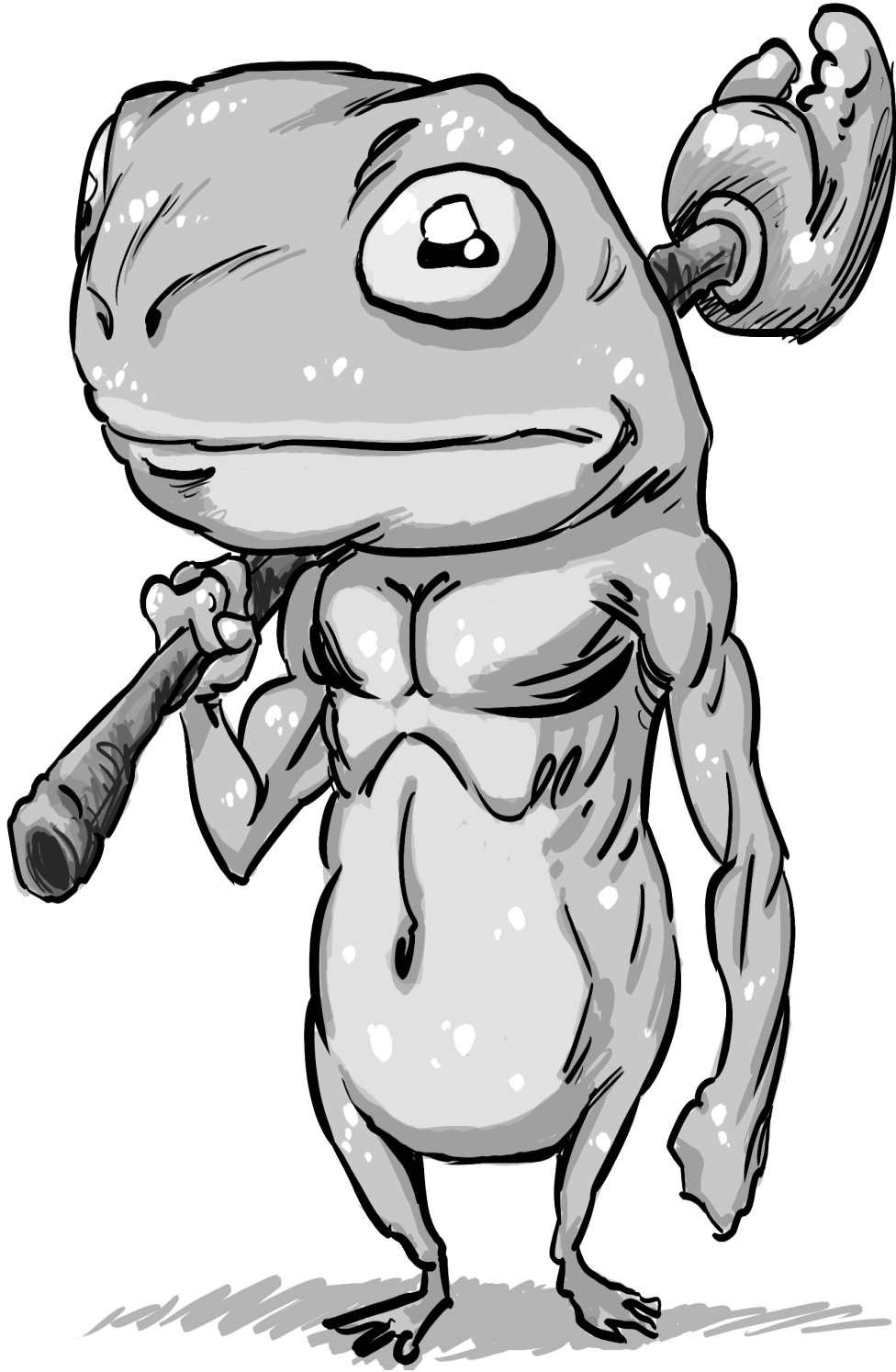
Wants to defend their territory

Frogloodyte Elite
10 hp, STR 16, DEX 14, WIL 8, Armor 1 Attacks: d10 Bident, d8 Acid Tongue Critical damage: Leap out of reach.

Wants to defend their territory

Croak Monsieur
12 hp, STR 16, DEX 16, WIL 10, Armor 1 Attacks: d10 Bident, d8 Acid Tongue Critical damage: Leap out of reach. Chief's jewelry: Bottlecap crown (150p), 2 bead bracers (200p), gold thread necklace (2000p)

Wants more jewelry



Spirit of Saint Ginger
13 hp, STR 6, DEX 9, WIL 12 Attacks: Poltergeist* or d8 chilling touch (damages WIL) Critical damage: Possess the creature. Only harmed by silver or magic weapons. Incorporeal. Returns after 24 hours if defeated until laid to rest *Poltergeist damage - books, skulls (d4), stone busts (d8), chandelier (d20), targets make DEX save for ½ damage

Wants revenge against Manchego



Marrowleech
3 hp, STR 5, DEX 12, WIL 8 Attacks: d4 bite Critical damage: Burrow into flesh, d4 STR damage per round until burned out with fire. Take d4 fire damage to do so, and take the injured condition.

Wants to consume bone marrow

Teak the Monkey
Warband Scale 20 hp, STR 20, DEX 10, WIL 15, Armor 1 Attacks: d12 chisel or d12 hammer

Wants to fulfill his promise to create 1,000 tombs and return home

Wasp
5 hp, STR 10, DEX 16, WIL 6, Armor 1 Attacks: d12 sting Flies 2x normal speed Wants to expand its nest

Notable Features
Rune Trap Activated by attempting to pick the lock or force the door it's carved into. Explodes 6" square, dealing 3d6 force damage. DEX save for ½ damage.

Muckpit Trap
Activated by walking into it. Start a counter, increase it by 1 for each Round the victim doesn't struggle. When the counter reaches 6, the victim is fully submerged and begins to suffocate, losing 1 STR per Round. The victim escapes when the counter is reduced to 0. The victim may struggle, taking an Exhausted condition and making both a STR and DEX save in the same Round. Succeeding at both saves reduces the counter by 2, failing either save increases the counter by 2. An ally with rope, a pole, or a similar object may attempt to rescue the victim, taking an Exhausted condition and making a STR save. Succeeding at this save reduces the counter by 2.

Cracked Altar
Sacrificing a mouse on the altar returns a preserved corpse in the compartment to life, but with a curse (roll under Tables). Bringing Manchego's bones to the altar will destroy it and leave behind a Resurrection spell tablet and put the Spirit of Saint Ginger to rest.

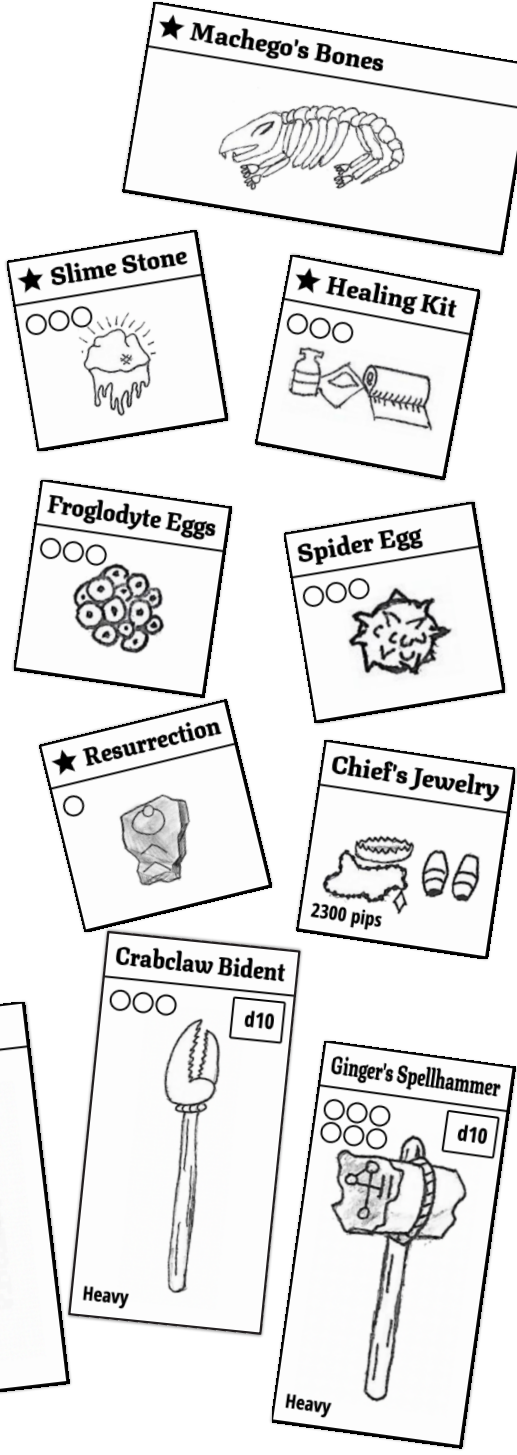
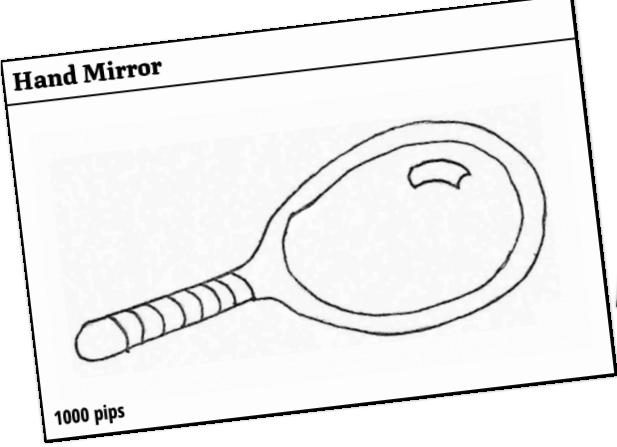
Spells
Resurrection 1 usage. Effect: Return the intact corpse of a creature that has died in the last 24 hours to full health. Destroyed upon use.

Items around the Hospital
Acidproof Potion Negate acid damage taken for [SUM] Turns. Empty jar/vial Can be used to gather alchemy ingredients, holy water.

Frogloodyte Eggs
Ingredient in Acidproof Potion. Can be sold on the black market for 50p. Frogloodytes can smell them and will attack anyone carrying them on sight. Healing Kit (25p) 1 Turn to apply, removes an Injured condition. Holy Water (50p) d12 damage to undead.

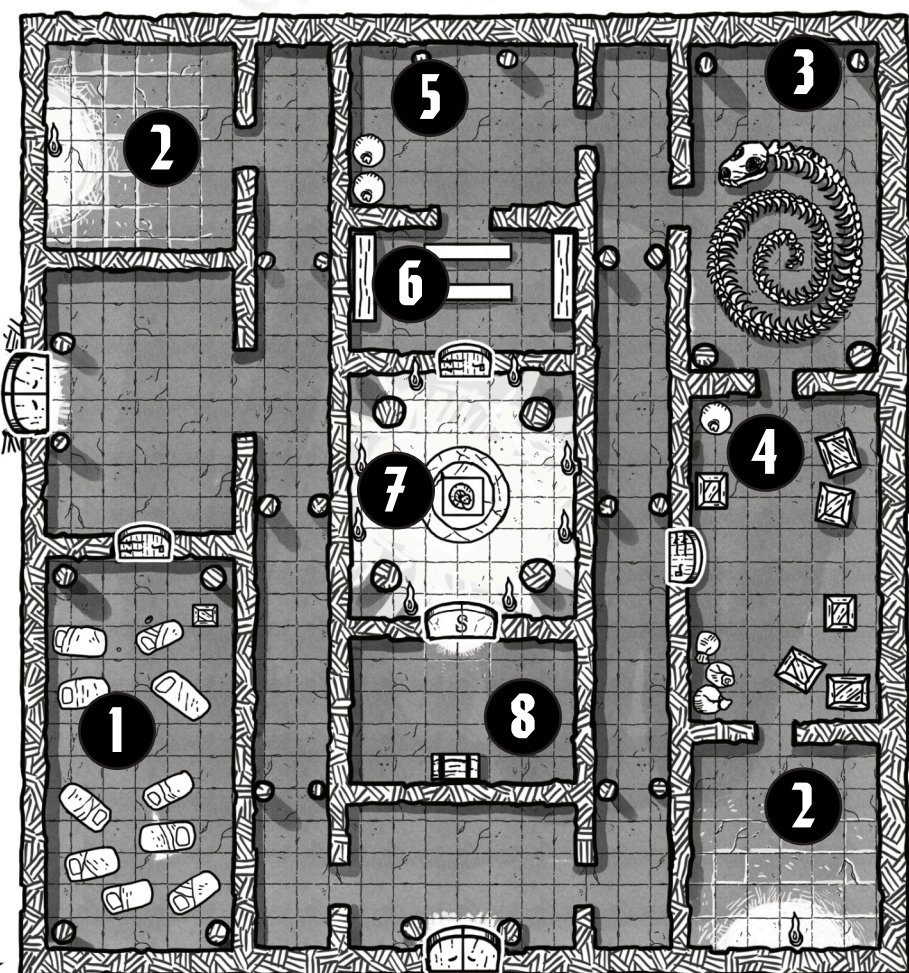
Saint Ginger's Spellhammer
An obsidian hammer with a rune carved into the head. 6 usage. d10 magic damage. Both paws. While wielded: You may expend usage to cast Heal. Slime Stone Slowly secretes an acidic, mucous-like slime when exposed to water. Incubates Frogloodyte eggs, can be sold on the black market for 250p.

Spider Eggs
A delicacy to Frogloodytes.





THE SHRINE OF THE SHADOW SERPENT



20. The Shrine of the Shadow Serpent

An impenetrable darkness floods the shrine where the **Snake Worshippers** (see Faction) keep the **Black Diamond Snake** from the outside world. Outworldly forces await the mice who try to enter in the darkness...

The Darkness

Conventional light sources just don't work inside the shrine. Most light sources will not work when they pass the entrance columns, and the light from outside the shrine will decay as if the air were a dark fog.

Only magical light sources will work, and even then the light will not travel as far as it should.

The Magic Flame

In certain rooms in the shrine there are torches burning with a blueish magical fire. Though normal torches will light from these flames, this fire can only be transferred between torches: lighting a torch will extinguish the original source. Also, the magic fire is weak and torches will extinguish if they are left on the ground for more than two rounds.

1. Dormitory

A bunch of futons on the floor serve as the worshippers' dorm.

- d6 Snake Worshippers sleeping
- Roll 1 treasure

2. Sacred Flame Room

Nothing but a lit torch hanging on the wall.

- Mice can light their torch here (see The Magic Flame)

3. Skeleton Room

The skeleton of a snake lies on the ground.

- Once the mice take the Black Diamond Snake from the Altar Room, the **Bone Snake** will rise and try to retrieve it.

4. Storeroom

Boxes and sacks are untidily placed in the room.

- Roll for treasure 3 times

5. Pantry

The room is empty, apart from some sacks in the corner.

- d6 rations

6. Prep Room

A shelf unit surrounded by worshippers' robes hung on the walls.

- Enough **Snake Worshippers'** robes for the mice party
- Inside the pocket of one robe: roll on the **bric-a-brac** table

7. Altar Room

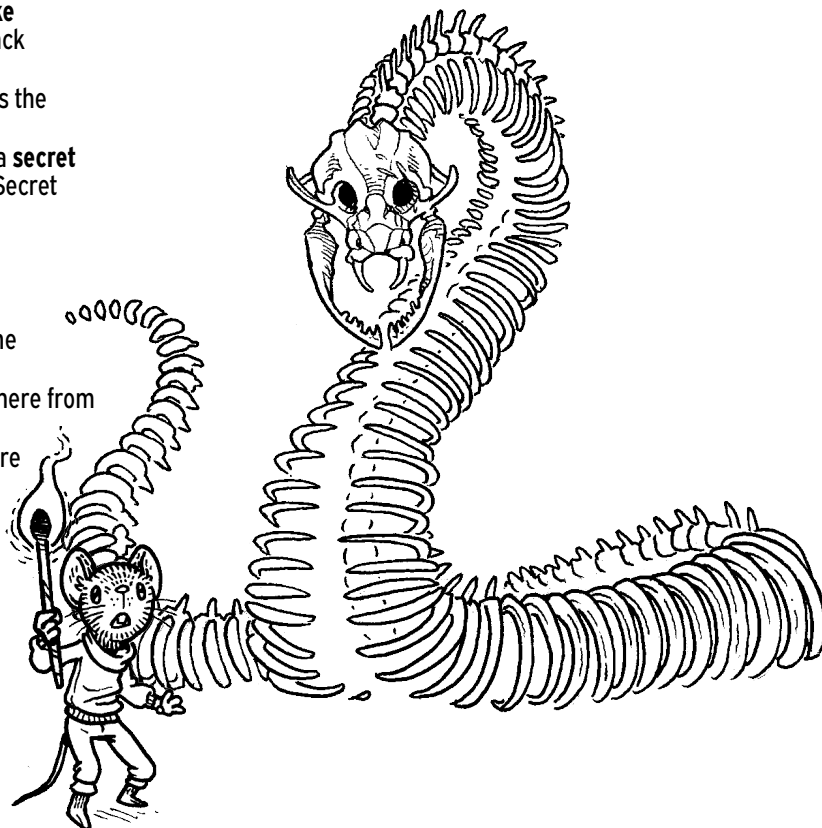
The blue flames illuminate a menacing snake statue in the middle.

- d6 **Snake Worshippers** polishing the Black Diamond Snake and cleaning the room
- On the altar: the **Black Diamond Snake** (2000p), a silver snake statue with black diamond eyes
- There are 6 torches with magic flames the mice can use (see The Magic Flame)
- If pulled, one of the torches will open a **secret door** on the south wall leading to the Secret Room ahead

8. Secret Room

Only the Priest knows about this room.

- Secret door opens by pulling one of the torches in the Altar Room
- The **Shadow Serpent Priest** is hiding here from the adventurers
- **Treasure chest**: roll 3 times for treasure



Advice for the Game Master

The first obstacle for the mice is navigating blindly until they reach one of the rooms with magic fire. Play hard with them: only describe the sounds and the things they touch or step onto. Make them walk by touching the walls and don't let them find objects as easily as if they were using their eyes.

The Dormitory is a room for a potential blind fight. Make the mice whisper or they may awake the Worshippers. They may not see as well, but they know the shrine like the palm of their hands so expect them to exit rapidly and come back with light and other cultists.

The darkness in this dungeon is magical, so limit the length where the mice can see the magic flame from. For example, entering the Storeroom doesn't mean that they can see the flame in the Sacred Flame Room. They may see it, dimly, once they reach the doorway.

21. Temple of Emmental Evil

All the cheese in the **Earldom of Greymaus** has gone sour. An evil most foul stirs within an ancient long-forgotten dungeon. Which brave mice dare enter, **The Temple of Emmental Evil**.

1. Entrance

Applying weight to the pressure plate the first time triggers a magical light that **illuminates the south wall** (secret door). On this wall are four symbols (left to right; an **eye**, a **paw**, a **mouth**, and a **nose**) each with a **keyhole in the center**. To continue, weight must be applied again to the Pressure Plate, which **opens the doors** to room 3, 4, 5 and 6.

2. Secret Doors

The keys open the secret door to the Treasure Chest. Inside is the Cheese of Emmental Evil. Removing it opens the 2nd secret door.

3. Air

Comes from **Touch**: A key with wings flutters about in the room, out of reach of the players. If the **four valves** in the room are turned, the updrafts keeping the flying key aloft stop, and the key **floats to the ground**.

4. Water

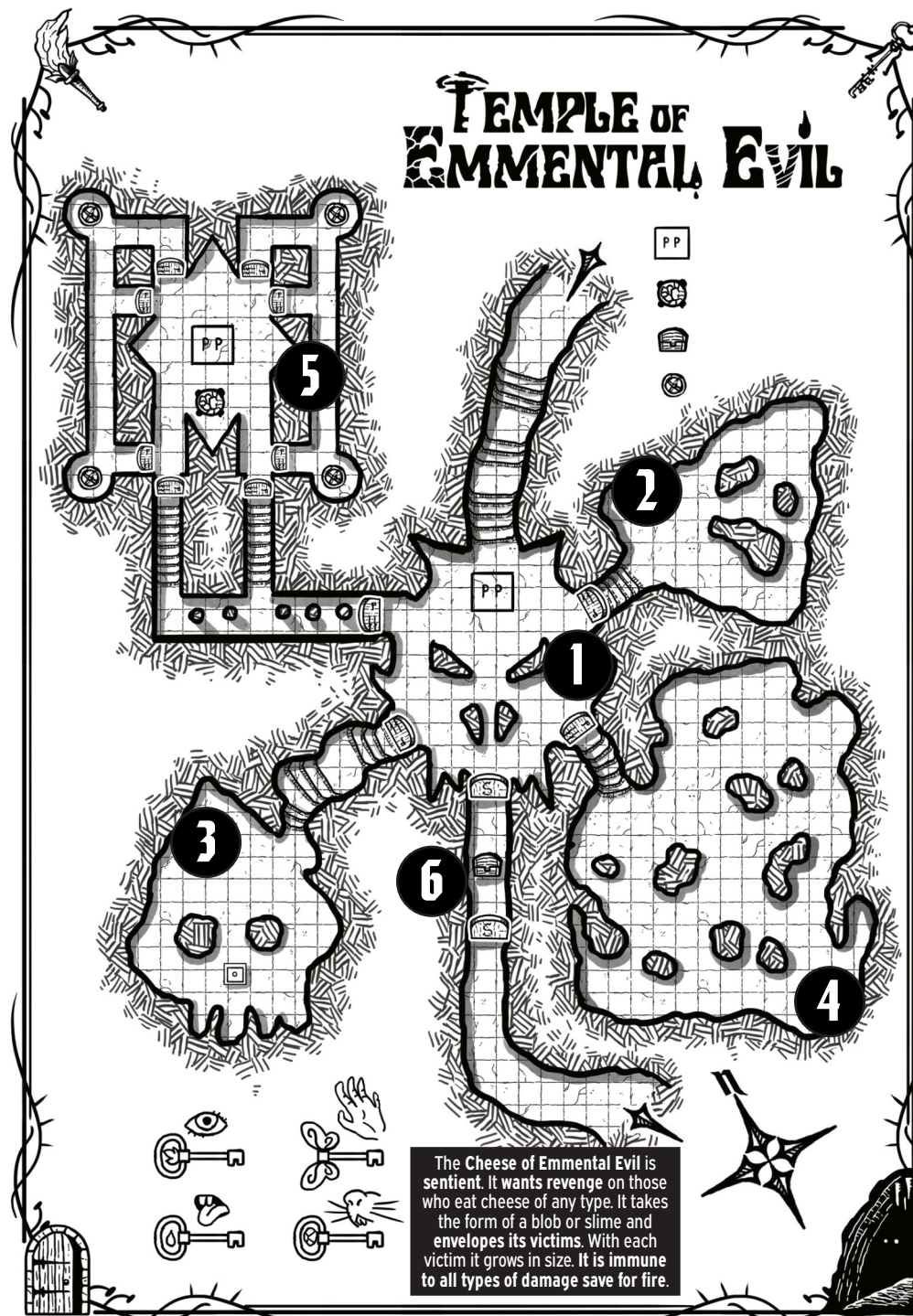
Comes from **Taste**: A cup sits upon a pedestal in the room. If the cup is emptied and placed **back upon the pedestal**, the cup glows with a blinding light. After the glow subsides, **inside the cup** a key is found.

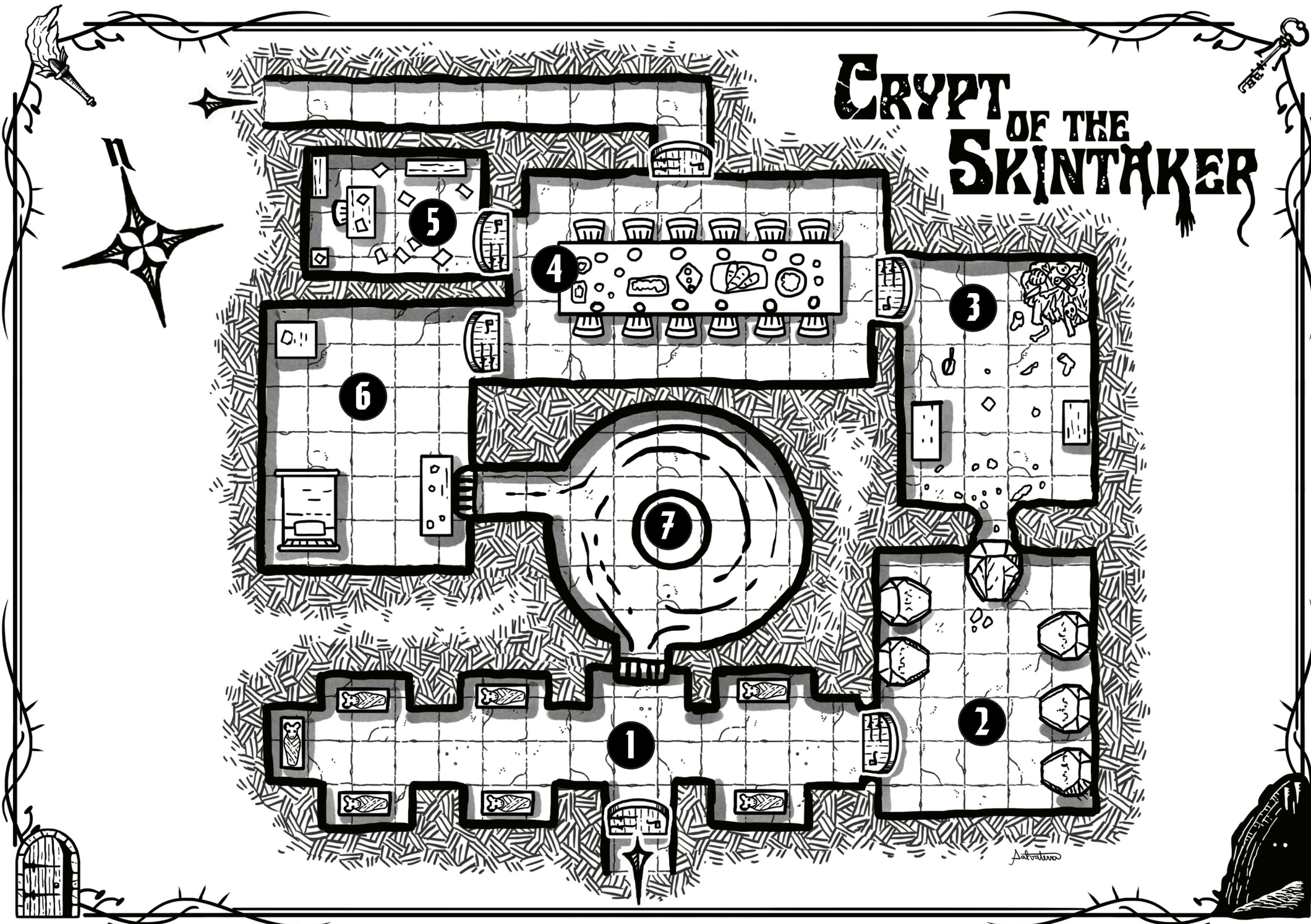
5. Earth

Comes from **Smell**: The players must use their sense of smell to find the **buried cheese** in the ground. The key is found inside the wheel of cheese.

6. Fire

Comes from **Seeing**: Applying weight to the pressure plate makes the brazier in the south hiss, unless **all four valves** are turned. In which case, if weight is applied to the plate for 1 turn, a key rises up from **within the brazier** on a pedestal.





22. Crypt of the Skintaker

1. Tomb

Alcoves at regular intervals in the walls of this room hold the bodies of **mummified mice**. On one wall is the inscription "We will never forget the lives lost in the name of this monument". One of the alcoves has a vent connecting it to the airshaft room, and doesn't have a mummy in it.

Every Mouse who enters this room must make a **STR save** or contract **Mummy Lung**. Mice with Mummy Lung have a small but painful cough, but once you've had it you can't have it again. Mummy Lung is cleared by spending a watch in the open air of the outdoors.

If the party lingers in this room for long they will find themselves **surrounded by ghosts**. These apparitions aren't hostile or miserable, but they bear a warning that the monster called the **Skintaker** is hiding here, and that they should turn back now. If they don't leave the ghosts will only say that they should be wary of mice without names.

2. Crypts

Six **stone mausoleums** sit here with wrought iron doors that are **all locked**. Five of the mausoleums have names carved over the doors, but the last has had its name plate smashed and a tunnel dug through the back. The remaining names are **Pinky, Basil, Danger, Tabby, and Summer**.

This is the Skintaker's personal dungeon. The ruined grave was his until he dug his way out and smashed his own name stone to hide his identity. He uses the other mausoleums as jail cells and keeps the keys close. One of these mausoleums has an old chest inside that the Skintaker uses to store valuables. Inside the chest is a pile of **512 pips**.

3. Kitchen

What was the foreman's kitchen where great feasts were prepared has since been cleaned out of much of its tools. Now it is something like a tannery with sewing tools to the side. There is a pile of bones on one side of the room with a collection of boots, cloaks and other personal effects. On top of the pile is a scroll that once belonged to a ghost hunter.

This is the room where the Skintaker turns mice into suits of fur and flesh that he can possess and wear outside his home. Without one of these suits he is powerless, and without a dead body to possess he can't touch anything or enter sunlight.

The scroll details a **simple spell** that can put the Skintaker to rest permanently, but you need the scroll and his name in order to cast it. The name can be devised by the players if they read the note in the office desk, and the names on the mausoleum. Once all this information is collected the Skintaker can be stopped as an action.

4. Meeting Room

A simple room with a wide table in the middle that almost fills the whole room and a dozen chairs placed half on one side and half on the other. The table is dressed with candles and raw but well prepared vegetables.

This is where the party meets the Skintaker, a simple and kindly seeming mouse who offers them dinner and a chance to rest safely in his secure home. He claims to survive by climbing out of the dungeon through an air shaft to gather food, and then hiding in this ruin to avoid predators. The only odd behavior he has is refusing to hear people's names or give his own, because he says names give people power over you.

In reality the Skintaker is a **ghost** possessing the skin of a mouse he trapped and killed. Every month or so his suit becomes so damaged he needs a new one, so he tries to capture mice before that. His offer of food is good, but his **dinner is poisoned** and anyone who eats it has to make a **STR save** or **fall asleep**. He tries to avoid combat, but he knows he can't be killed, so he will fight if threatened. The only item of value on his person is a set of keys that open the mausoleums in the crypt.

Skintaker

12hp, STR 5, DEX 12, WIL 16
Attacks: d6 meat cleaver
Can't be killed except by the ghost banishing ritual

Wants a new skin suit to wear in the sun

5. Office

A simple office with empty bookshelves, a desk with one drawer, and a few scraps of unused paper and pen scattered around. In the desk drawer are the last files the form an handled, including a dwarf of the memorial message carved into the crypt that says "We will never forget the lives lost in the name of this monument, nor will we forget the heroes **Pinky, Summer, Fritz, Danger, Basil, and Tabby**" a shorter version of this inscription ended up being used.

6. Bedroom

This simple bedroom has a dresser and a bed, neither of which look like they have been used in years. Behind the dresser, unbeknownst to the Skintaker, is a **hidden alcove** with a **treasure** from the old foreman, a **human sized locket** in the shape of a heart. This treasure is worth **500 pips**.

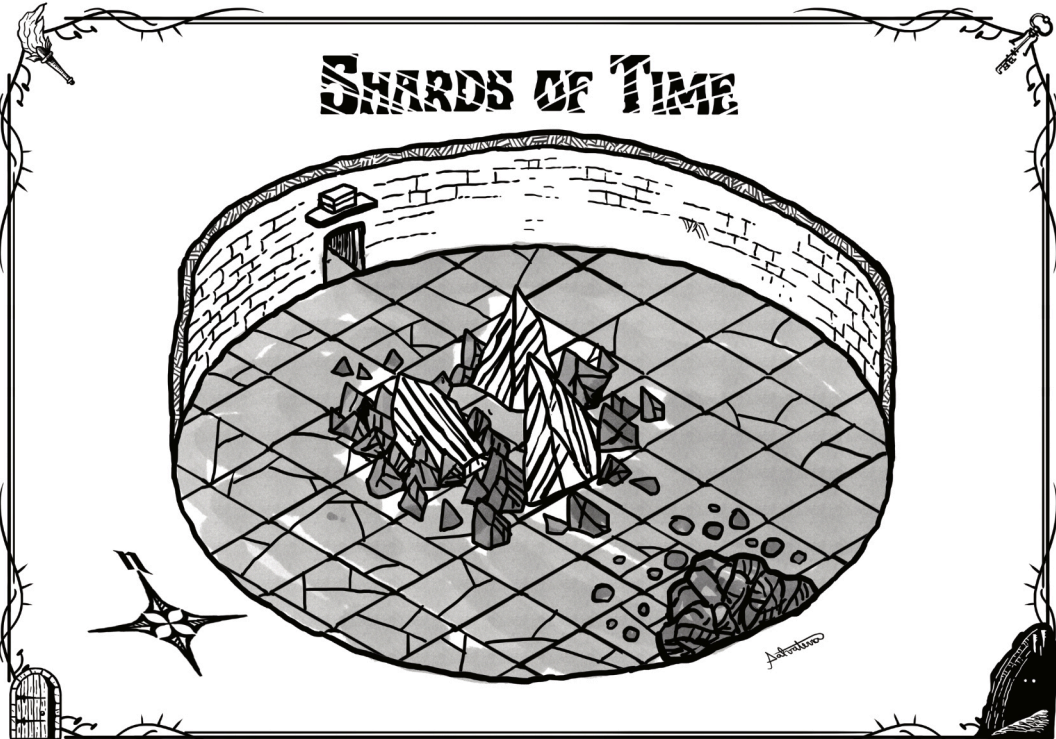
In the wall above the dresser is a duct just large enough for a mouse that leads to the airshaft. Footmarks on the dresser suggest it has been used to climb through the vent many times.

7. Air Shaft

A cone shaped room that ends in a shaft that stretches up to the surface to let clean air into the complex, and let smoke out. A rope has been fixed to the wall close to the vent leading to the bedroom, and leads up to the surface.

There are two vents leading out of this room, one connects to the bedroom and the other to the crypt.





23. Shards of Time

"As our eldest told us when we were young laying by the fire watching the stars, trying to grasp the meaning of a large and wonderful world: There's a place somewhere in the Biped ruins where the barrier between the Realms shift and twirl. I faced the terrible spells of Faeries that lived there, hoarding caches of the finest food I've ever seen. My party got separated when Dandelion got hit by that gust of Faerie fire. I escaped ... and I witnessed the horror the Bipeds had done to us in that god forsaken ruins and all I could do was run and run and run ... until I got to this room."

2d6 Time Reflections	
2	Old mice honoring the long dead adventurers
3-5	Fae guards fighting mice in the shelf
6-8	Explorers carefully moving through the ruined room (Roll d6: 1, 2, 3 - Mice. 4, 5, 6 - Fae)
9-11	Bipeds leaving cages and cages of white rats in the darkened room
12	Severely mutated rats slouching through the room in the loud agony

Fae Keeper of Secrets

8hp, STR 10, DEX 15, WIL 16
Attacks: d6 disguise sword
Assumes the shape of a small animal
Knows 2 spells

Mutated lab rat

6hp, STR 14, DEX 9, WIL 9
Attacks: d6 poison fangs
On 5+ damage give **Poisoned** condition

24. The Lair of the Gorgon, Zola

The smell of gorgonzola cheese fills the dungeon and the surrounding areas. What is the source of this wondrous smell? And why do the statues of the mice within appear so eerily realistic?

1a. Entryway

A series of stairs lead into a **long chamber**. The smell of gorgonzola grows stronger.

1b. Corridor of Pillars

A **line of pillars** runs through the center of the room. A set of stairs leads down into a **pool of water**. The water originates from several cracks in the walls. The **Shrink spell** tablet rests at the bottom of the pool.

1c. Hall of Statues

Thirteen **statues of mice** line this chamber. On closer inspection, the details are exquisite. They look so real! Your nose tells you the cheese is west.

2a. Antechamber

The door to this room is locked. The key is in the possession of the **golem** in Room 3. Inside the throne room is a **mouse statue** holding a **mirror-like shield**.

2b. Throne Room

Four mouse statues face an **altar**. In the back of the room a **scorpion** guards a throne.

Keeper of Seconds:

Resources:
• Powerful spells and the finest food
• Hidden portals to call for backup

Goals:
○○ Secure the Biped ruins for the Fae
○○○ Study the time-warping shards

Conditions

Poisoned
Disadvantage on STR saves.
Clear: After antidote.

2c. Small Vault

In this small vault is a **chest**, roll a Treasure.

2d. Secret Treasure Vault

The eastern hallway leads to a **dead end**. On the wall is a **carving of a throne**. The secret vault can only be accessed by sitting upon the throne. Inside is a **chest**, roll a Treasure.

3. Golem's Chamber

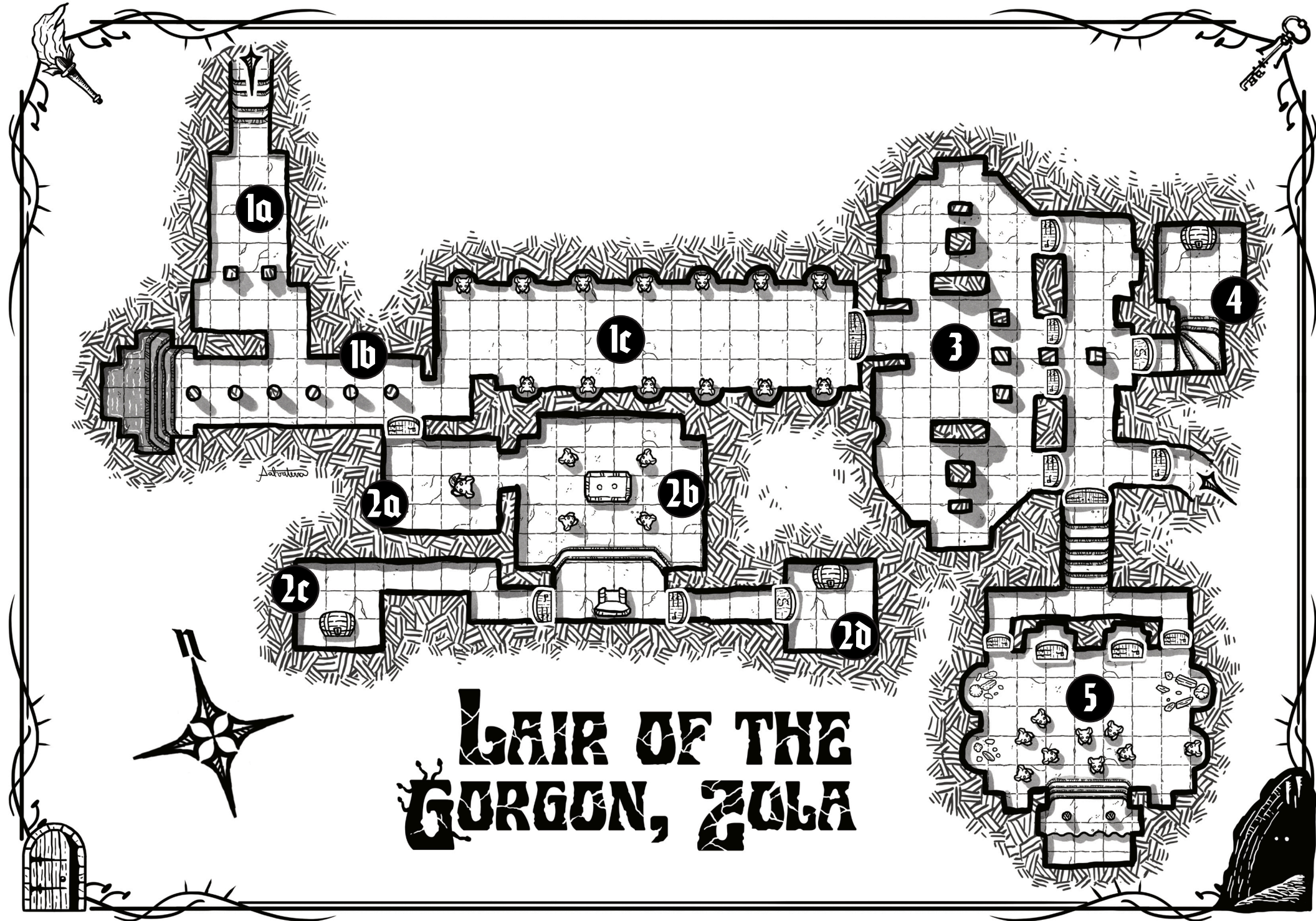
In this room a **large golem** wanders. Tied around its wrist with string, dangles a **key**. The golem wants to be freed from this chamber but it's too large to fit through the doors. It is willing to give the key to anyone who can free him from this chamber. The smell of cheese is strongest to the south of the chamber.

4. Secret Treasure Room

Another carving on the wall depicts a **throne**. The throne in the Throne Room (2b) must be sat upon to gain entry into the vault. Inside is a **chest**, roll a Treasure.

5. Lair of the Gorgon Zola

The smell of gorgonzola is intense here. There are **nine mouse statues** in the room. In the **alcove** to the south is a **tapestry** depicting a **giant snake**. Zola, the stone gorgon, comes out from behind the tapestry when anyone enters the room.



Creatures



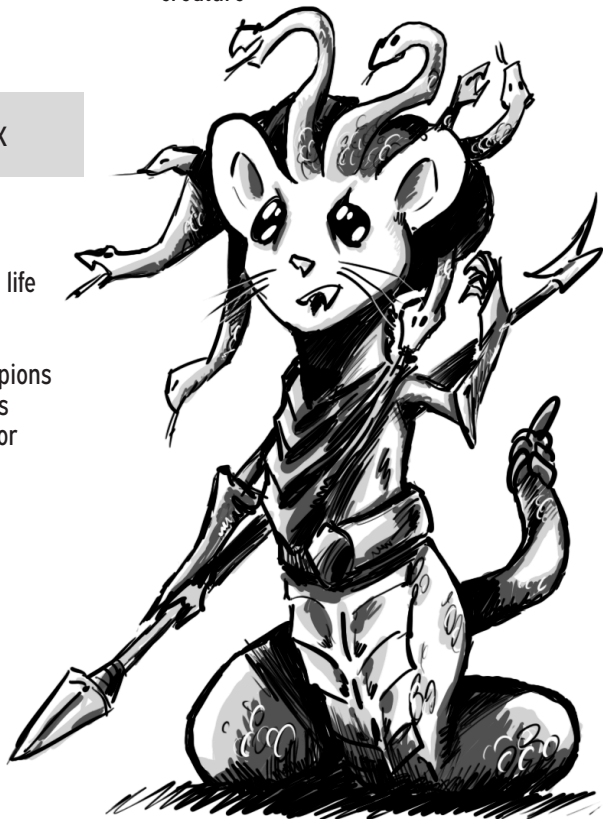
Scorpion

7 hp, STR 12, DEX 12, WIL 8, Armor 1
Attacks: d6 poison stinger (damages DEX instead of STR)

Wants to sleep undisturbed

Scorpion species

- 1. **Stone** - Carved stone, ensorcelled into life
- 2. **Shadow** - Skitters always out of sight
- 3. **Armored** - Has Armor 2 instead of 1
- 4. **Wolf** - Furry, hunts in packs of d6 scorpions
- 5. **Spider** - Can walk on walls and ceilings
- 6. **Ghost** - Can only be harmed by silver or magic weapons



Zola, the Gorgon

9 hp, STR 12, DEX 12, WIL 10
Attacks: Gorgon Gaze, d6/d8 Spear

Wants to be offered a gift or eat any creature that enters her lair

Gorgon gaze

- 1. **Beguiling** - Attacks against the gorgon are impaired
- 2. **Rotting** - Destroys all rations carried by a creature
- 3. **Stone** - Gives Turned to Stone Condition to a creature
- 4. **Doom** - Gives Frightened Condition to a creature
- 5. **Sapping** - Gives the Drained Condition to a creature
- 6. **Taxing** - Gives the Exhausted Condition to a creature



Golem

7 hp, STR 15, DEX 6, WIL 6, Armor 2
Attacks: d10 punch

Wants to be set free

Golem variants

- 1. **Wood** - Carved from pieces of wood
- 2. **Iron** - Forged from iron
- 3. **Stone** - Carved from a large stone
- 4. **Bone** - Constructed from bones
- 5. **Gem** - Carved from a giant gemstone
- 6. **Snow** - Shaped from snow, melts if close to heat

Items

Mirror Shield

While you have this shield equipped and there is a source of light, attacks made against you are impaired.



Spells

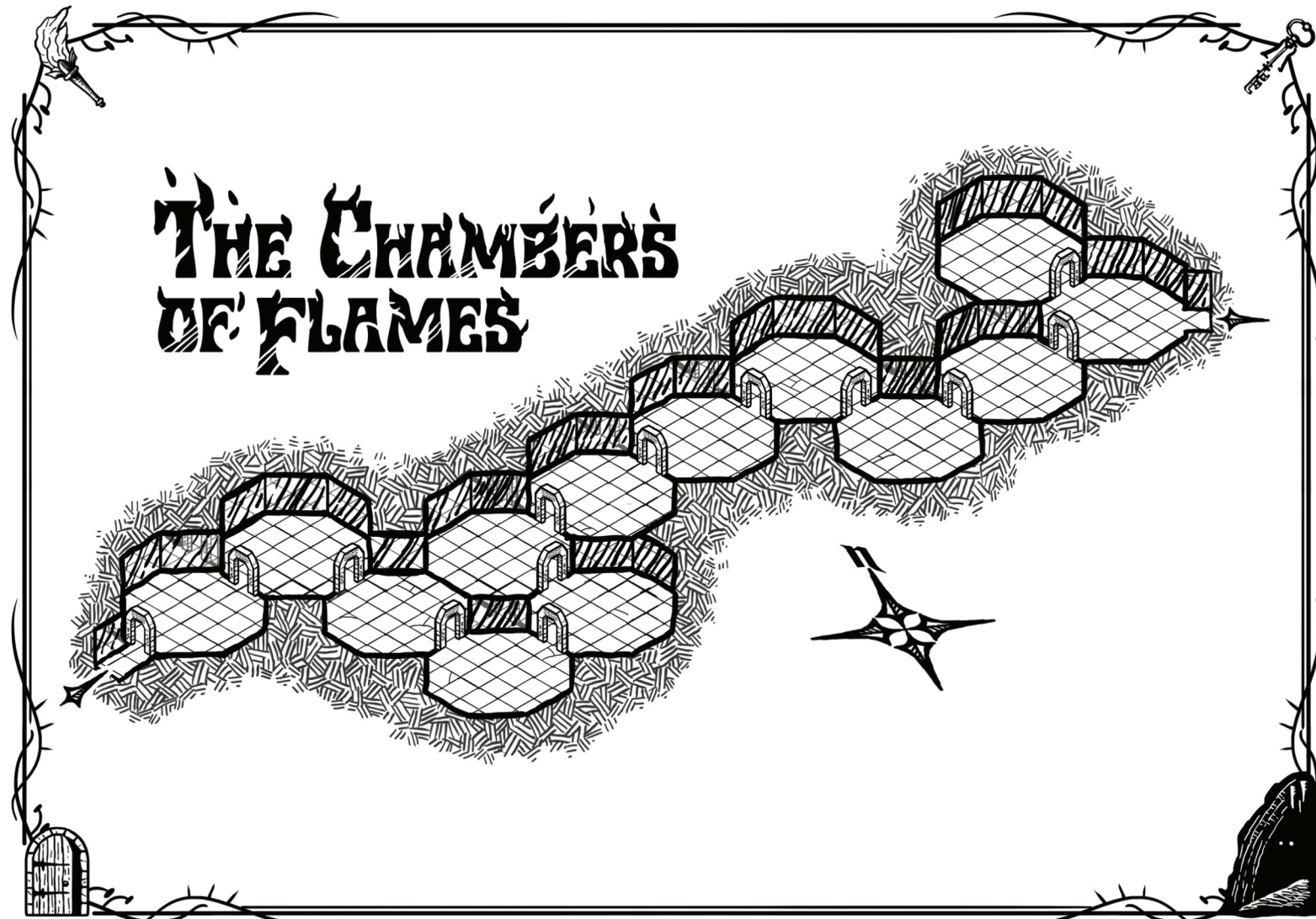
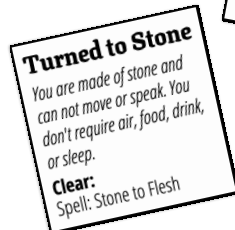
Spell	Effect	Recharge
Shrink	Shrink a creature to [DICE] + 1 times its original size for 1 turn.	Leave buried under a tree for three days.
Stone to Flesh	Remove Turned to Stone Condition from [DICE] creatures.	Go two days without eating, drinking, or sleeping, while holding the spell.



Conditions

Turned to Stone

You are made of stone and can not move or speak. You don't require air, food, drink, or sleep
Clear: Only by magic (*Stone to Flesh* spell).



25. The Chamber of Flames

The Legend of the Mad King's Engineers

The legend says that the **Mad King** wanted to build this tomb to rest in peace and store all his **vast riches** to transcend with him to the **next plane of existence**. He was so afraid to be stolen and loose all his riches, in this life or the next, that he order to call the best

mice engineers all around the kingdom of **Mayfield** to design and build the **Chambers of Flame** to kill or cause the effect of madness to those incautious mice who decide to delve into the tomb, claimed by his secrets treasures.

The Mad King told his engineers that they could not fail this mission. Otherwise they would be sacrificed to **Rathamast**, the beast

that came from The Hazardous Glowing Green, a nuclear area.

The Dungeon's Appearance

So, the engineers of the Mad King designed 13 **octagonal shape chambers** connected one by one **creating a labyrinth**. All of the walls all over the chambers, roof included, are covered by **single-panel mirrors** which reflect even the dimmest light and illuminate the whole cavern with an **orange-ish atmosphere**.

The Traps

The **archways** that connect each chamber to the next one are **painted with flames** to intimidate incautious mice. There is one trap per archway (on each chamber). Under even the **slightest pressure**, the **tile at the right side** of the archways releases a flame in diagonal through the nearest archway. (See example below)

Rathamast

She is a **two-headed and two-tailed fat giant rat** whose nails and teeth glow under the dark.

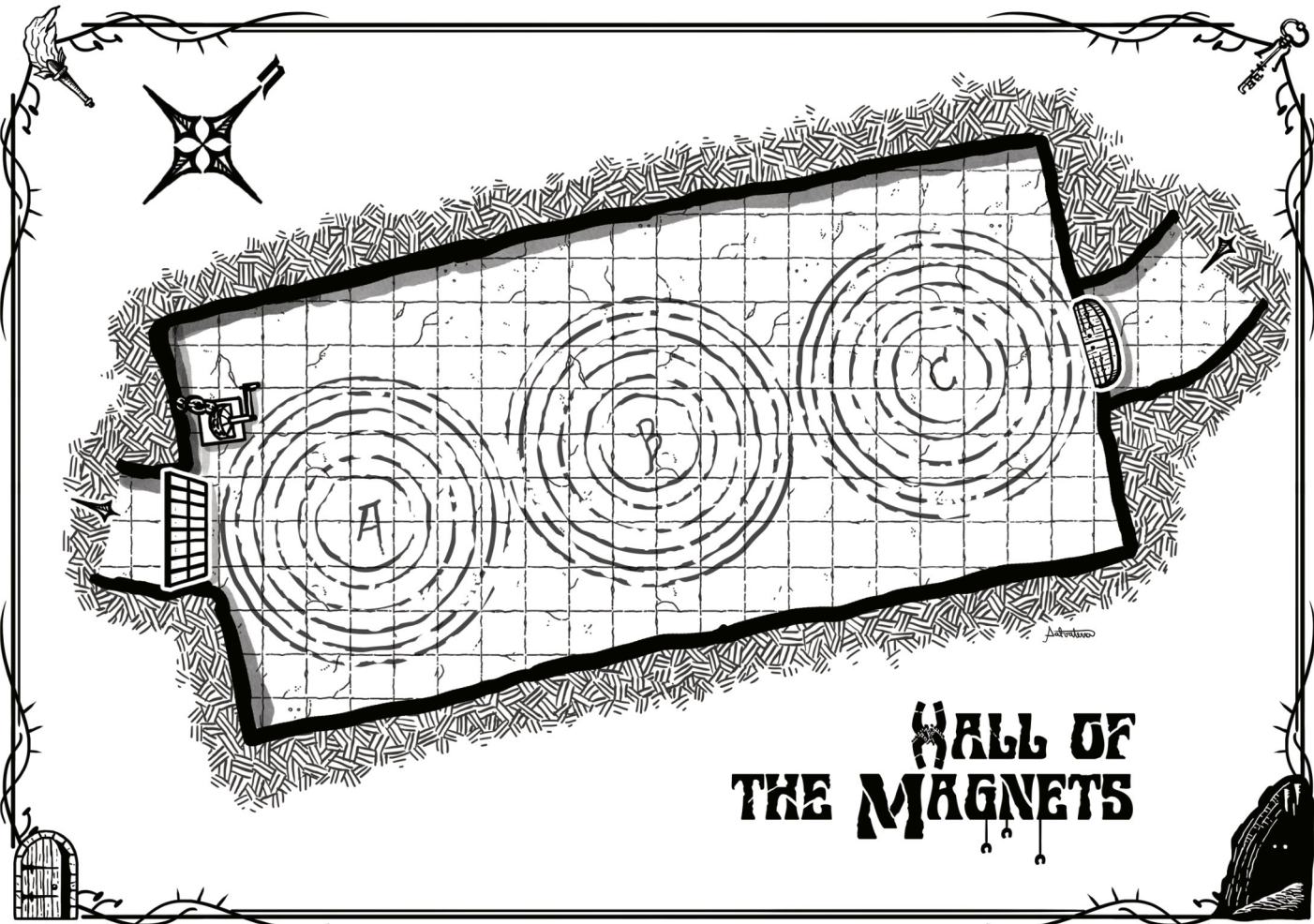
According to the legends, she was persecuted by the mice army of the Mad King and shackled in the dungeons under his castle. After a time, she and the Mad King signed a pact: he would feed her and she would fight for him when necessary.

All around her body you'd see profound scars and snake bites marks, both signs of the thousands of battles she had to fight against the Mad King enemies.

Nowadays, Rathamast is just a **long-forgotten** legend only known by wise and elder mice and no one knows where The Hazardous Glowing Green is located anymore.

Archways' Inscriptions

*"Beware, little mice, the flames.
The mirrors won't tell you the directions.
The mirrors won't tell you where to stay.
Beware, little mice, your companions
you won't avert the danger until it's too late."*



26. Hall of Magnets

Wooden Door

An unlocked wooden door leads into darkness. Torchlight can reveal a short hallway leading to a closed portcullis. The ceiling is too high to be illuminated by held torches.

Torch

A torch, long burned out.

Portcullis

The portcullis's winch sits on a plinth before the large iron gate. Rotating the winch requires two mice. When the winch is turned clockwise the portcullis raises, through chains embedded in the stonework.

As the portcullis rises, three iron horseshoe magnets on strings lower from the ceiling. If the portcullis is raised halfway, the magnets have descended low enough to attract all metals within zones **A**, **B** and **C**. No mouse is naturally strong enough to prevent a metal item from getting stuck to these magnets. Any mouse whose worn armor is stuck to a magnet must roll a DEX save to wriggle out of it.

The winch has no lock. If two mice are not holding it firmly, it will spin back anti clockwise; slamming the portcullis shut and sending the magnets (and anyone who is attached to them) back up to the ceiling.

Attached to the magnet that hovers above A is the skeletonized remains of the frog knight errant Sir Lilywort. His bones hang loosely within his armor. This magnet's prongs are singed black.

Sir Lilywort's Ghost knows that heat can demagnetize the magnets. If a mouse notices him, roll for a reaction.

Each demagnetized magnet yields four pieces of **Metal Loot**. Additionally, the magnet above A yields **Lilywort's Helm** (vibrates when reptiles are near) and **Lilywort's Breastplate** (floats on water).

d10	Metal Loot
1	Cooking pots
2	Crowbar
3	Metal file
4	Bucket
5	Lockpicks
6	Whistle
7	Dagger
8	Axe
9	Needle
10	Hooklance

Sir Lilywort's Ghost

9 hp, STR 5, DEX 10, WIL 10
Attacks: ghostly power, d8 chilling touch (damages WIL)
Critical damage: Possess the creature
Only harmed by silver or magic weapons

Wants his kin to know his fate



27. The Deep Rift

In the depths of the maze lies a priceless treasure: "The Cat Killer Strike"

1. The Entrance to the Treasure Room

On a stand, a **stone book with sheet music** on it, and a **flute** next to it. *"Only the virtuoso will be able to pass it"* is written on the frame of the door.

2. The Bat Statue

In the center of the room, a **statue of a bat**. The mouse that grabs the statue ends up with the **Glue condition**, and the door to **The Garden** opens.

3. The Deep

A wide fault overrun with **cobwebs**. It connects rooms 3, 4, and 5. Each turn it has a 1-in-6 chance of **d4 spiders attacking**. The rift connects to the subterranean levels (see 37. *Best Left Buried*).

4. Spider Nest

d6 spiders live here. Roll two Treasures.

5. The Garden

Several **skeletons** lie here, the most imposing being one on the throne. **General Roquefort** will stand at the entrance along with **d4 skeleton mice**.

The source of the **necrotic magic** is on the throne. A tablet enshrined in the throne is responsible for it.

Summon Skeleton

Effect: Summon [DICE] Mouse Skeleton for [SUM] turns.

Recharge: Kill 3 innocent mice and soak the tablet in their blood.

6. The Treasure Room

A chest overflowing with loot.

- 2d6x100 pips
- The Cat Killer Strike

d6 Encounters

- 1 d6 Wolf Spider, hunting
- 2 d4 Skeleton Mice, patrolling
- 3 Rock fall, d6 damage
- 4 d6 Skeleton Mice
- 5 A moan comes to the ears of the adventurers. WIL save or take **Fear** condition
- 6 A dead mouse on the ground. Roll a treasure

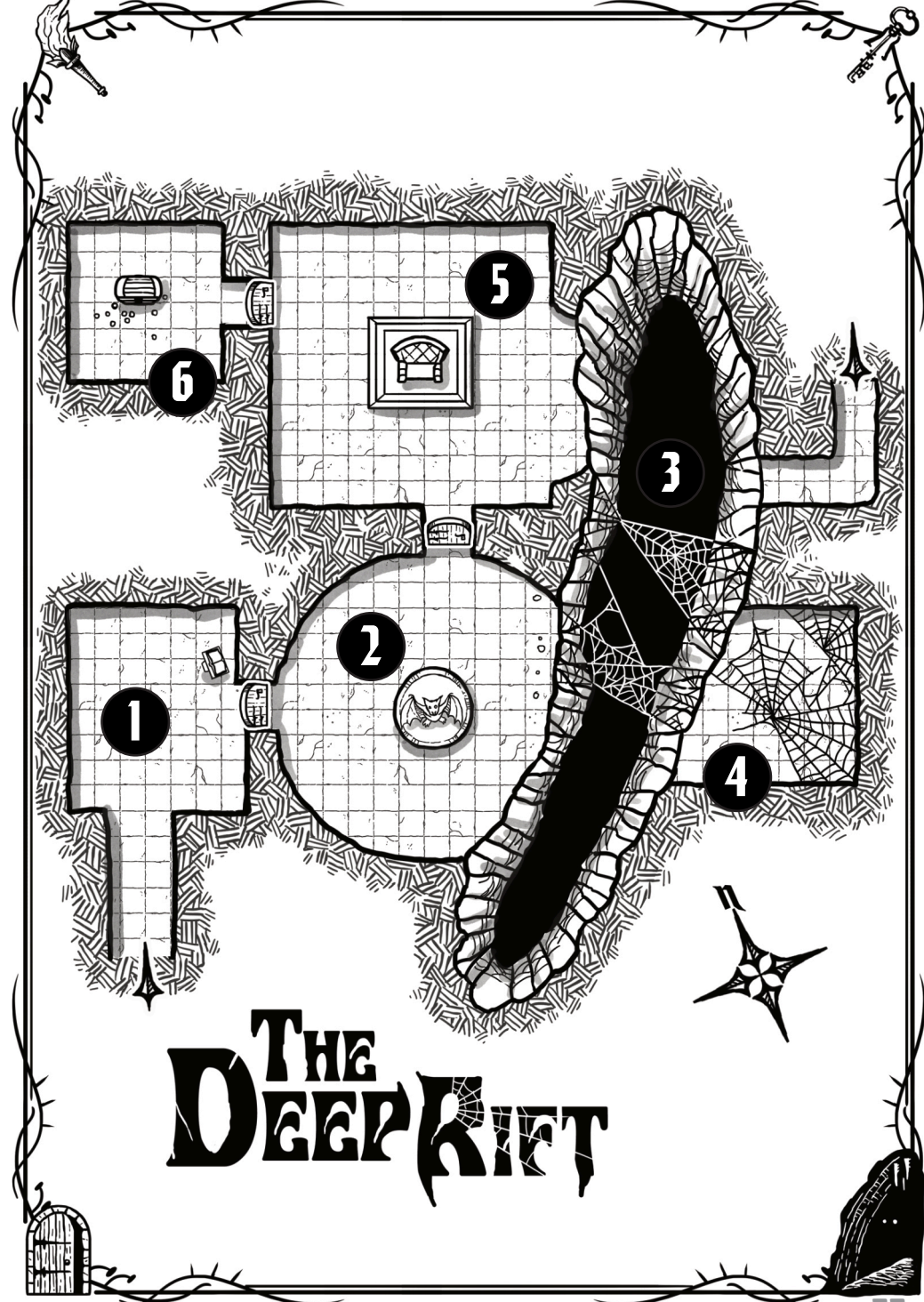
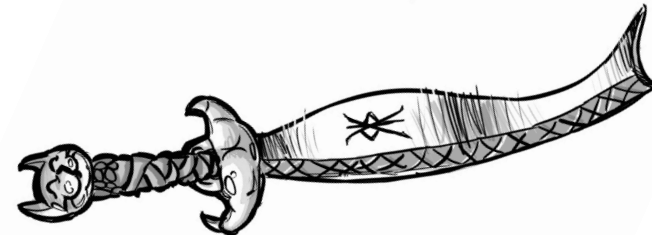


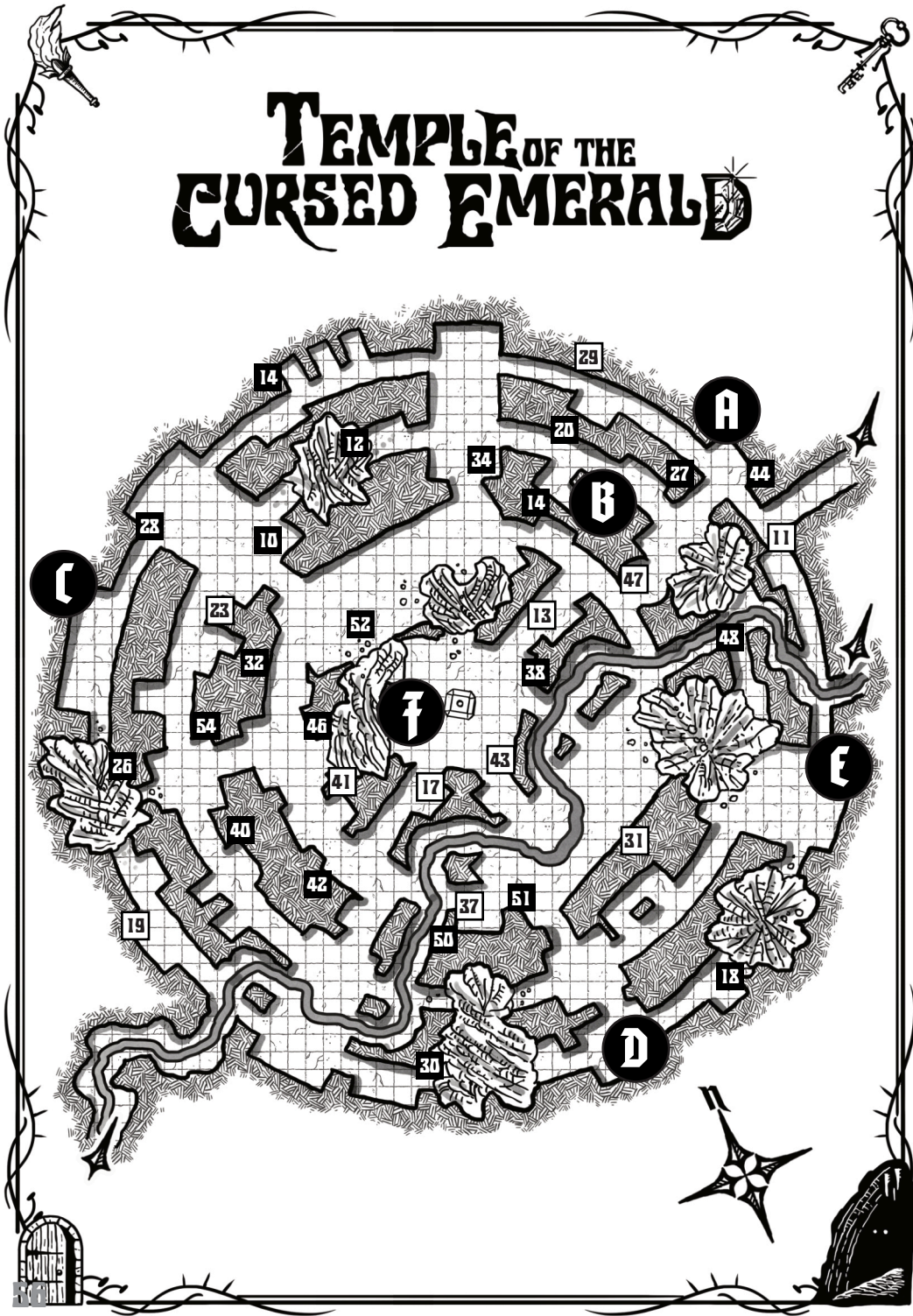
General Roquefort

15hp, STR 12, DEX 8, WIL 10, Armor 1
Attacks: d8 Morning Star
Critical damage: d6 per turn from bleeding out

Mouse Skeleton

9hp, STR 5, DEX 10, WIL 10
Attacks: d6 Bite, d8 Mace
Only take half damage from sharp weapons





28. Temple of the Cursed Emerald

Each hallway is numbered, and any mouse who looks around any hallway can find the numbers at either end of the hall. The trapped hallways are all the halls labeled with prime numbers (11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47). When a character triggers a trap they are allowed a **DEX save**, and if they succeed they can choose to reach the end of the trap but still take **2d6 damage**, or they can fall back and avoid the trap. On a failed save, take **2d10 damage**. When a trap triggers for the first time, roll **d6** to determine what the trap is.

Once a trap is revealed, clever mice can get through it if they can think of an action that would make the trap useless against them.

d6	Trap Type
1	Spikes drop from above, then retract
2	A spray of poisonous gas fills the hall
3	A pit full of spikes that opens below the victim
4	Darts fire from the wall
5	Bladed pendulums swing from one wall and vanish into the other
6	The trap is broken or jammed

A: Archer Mural

In this hallway alcove is a clearly preserved mural. It depicts nine mice being shot at with arrows from a bow-rat that has a gemstone for a head. Several of the mice avoid the arrows, others are struck and killed. Each mouse has a number on a piece of armor. The dying mice have the numbers 1, 3, 5, and 7; while those who live have the numbers 2, 4, 6, 8, and 9.

GM Note: This is a clue to avoid traps. Each hallway has a number carved into one wall at either entrance, with traps in the halls with prime numbers.

B: Dead Knight

The body of a knight with a suit of beautiful Shining Armor, a letter on his belt, and a stab wound in the back of his neck that must have killed him. The letter says:

I apologize for sending you on such a dire quest, but the work must be done and until it is I fear I will never be able to sleep. In reading the old records I found a document that describes a cursed gemstone that kills anything making contact with it, and I fear its evil may still leak into the ground. I hope that you can find the gem and bring it to the castle where I've built a dungeon for it to be understood and hopefully someday destroyed. In this quest I know its venom will come for you, so I've ensured the quality of your armor and its magic, which should be more than enough to contain its curse. Please have haste and may the Allmother be with you. - Lady Annabeth

GM Note: This is both an explanation of what the armor does, but also a hint at how the gem's curse can be stopped using the Shining Armor.

C: Dead Adventurer

The body of an adventurous thief with a purse and a medium sword, as well as a note on him. The purse has 153 pips in it, and the note is his final statement:

These are my last words before the curse takes me. I never believed in it, and went looking for the gem. I found a place where flowing water cut through the old temple and avoided the traps using it, but when I got to the gem I was doomed. As soon as my paws were on it I could feel the curse in me, I've thrown up more food than was inside me and I feel like my insides are soup. There's no going home now. If you are reading this please go home, leave the gem, it isn't worth your life.

D: History Mural

This room has five murals in it, each one depicting an event in the gem's history. The first picture is of a powerful rat king with a gem for a crown. The second image is of the rat king slaying his own court. The next image depicts a different rat with the crown looking sickly. The fourth mural is of the sick king being buried with his crown. The last image is of the grave site, but all the plants around it have died.

GM Note: This is the gem's history, and alludes to the danger of the curse.

E: Dead Squire

The body of a squire who became stuck in a trap and limped here before bleeding out. He has a silver sword that has turned black with tarnish, but remains sharp. Blood on the sword implies treachery.

F: The Gem's Resting Place

In the middle of this large empty room sits a platform with a socket carved to perfectly fit the fist-sized emerald. The stone fills this room with green light like a torch, and draws mice to it with its alluring glow.

Anyone who touches the stone is affected by the curse and must make a **STR save** periodically to avoid taking an **Emerald Curse** condition. If the stone was just touched then make a save every 4 watches, but if the stone is being carried then make a save every watch. You can have multiple Emerald Curse conditions and their effects stack up. The saves continue until two are passed, this stops the need to roll STR saves but any Emerald Curse conditions acquired remain.

If someone tries to sell the emerald it is worth 3000 pips, but they will propagate the curse.

Special: The curse of the emerald can be broken if it is wrapped completely silver or hafnium. This ends the gem's glow, and reduces its price to 800 pips. This includes placing it inside the Shining Armor.

Condition

Emerald Curse

Effect: STR saves against the Emerald Curse with STR+1 (per Emerald Curse).

Clear: Only by magical intervention.

Magical Items

Shining Armor

A suit of metal body armor fabricated by a master crafts-mouse using Hafnium, a shiny and tarnish-proof metal that is extremely rare.

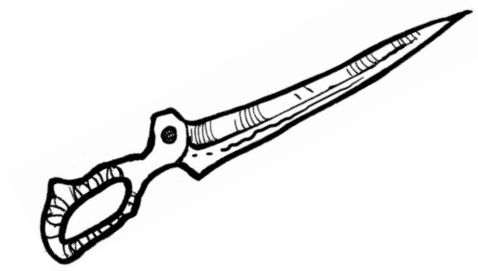
Whenever poison would make you roll a STR or DEX save, roll with **advantage**. If poison would affect you without a save, make a STR save to avoid it.



Questing Blade

When you recover HP naturally, regain d6 more hit protection or attribute points.

This sword is cursed, anyone holding it has to make a **WIL save** to not attack whenever threatened. The curse is broken after you complete a quest for a noble mouse, asking nothing in return. The curse returns if the sword is used as part of an act of betrayal.



29. Masks

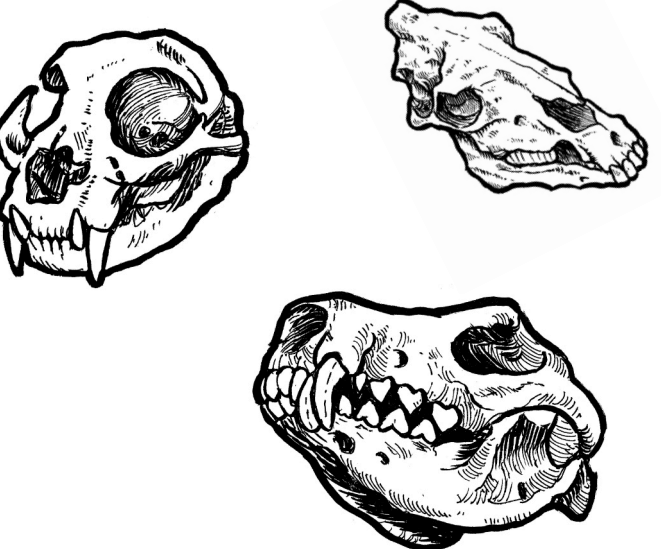
You'll have to be subtle to avoid being massacred.

For the Game Master: *In this network of flooded halls, a troupe of faeries has organized a ball followed by a sacrifice that will open the doors to their kingdom. All the participants are dressed in costumes and magical masks. Our mice have to find out what is going on and how to get out of there. Luckily, they can easily pretend to be the group of faeries who are late. This adventure relies heavily on the role-playing skills of the players. It is up to you to interpret the reactions of the faeries according to the timeline and their actions.*

Timeline

It is up to you, the GM, to choose the most opportune moment to trigger the events. These take place in this order:

- 1:** Arrival of the mice through **tunnel 1a**.
- 2:** **The Ball:** this is an opportunity to get to know each other. Drag it out a bit and then move on to the next part.
- 3:** A group of **6 unmasked and soaked faeries** arrive: *"But who took the last gondola and the masks?"*
- 4:** The moon shines brightly in the ballroom. Everyone **takes off their masks**, the **ritual begins**. A small **wooden altar** is set up in the center of the room.
- 5:** The **Faerie Queen** sacrifices the musicians one by one on the altar while chanting.
- 6:** The gates to the **Faerie Kingdom** open and the **faeries enter**. The gate lets only faeries through.



The Dungeon

The entrance to the dungeon is through the **flooded tunnel**. The exit can be through the **emergency exit** or through the ceiling, by breaking the **stained glass window**, a terribly dangerous **skylight** could allow the exit.

1a/1b. The tunnel

This is where our mice **arrive**. The floor of the tunnel sinks and **water** (1a) **floods** a large part of it. On the left, a **wooden pontoon** (1b) has **5 rings**. The last one holds a **long boat** at the end of a rope. In the **gondola** there is a **long pole**.

2. Arrival Pontoon

4 gondolas are attached to the **pontoon**. One rack has **4 large poles**. The **door to the north** leads into the **antechamber**.

3. Antechamber

There is a **shelf** with **6 rat skulls** on it (these are Ballroom Masks). **Music** can be heard coming from the **ballroom** behind the **door to the north**.

4. The Ballroom

A vast **marble room**, supported by **columns**, is richly **decorated with frescoes of unknown landscapes**. Its ceiling is made of **multicolored stained glass**. The **moonlight** reflects off it.

- **Twenty figures** (faeries wearing a Ballroom Mask) dance in a circle around another (the Faerie Queen) whose **pure gold mask** and **silver woven clothes** reflect the light of the dozens of candles illuminating the room.
- Each corner of the room is occupied by a **Scarab bodyguard**.

5. The Platform

On the platform, **3 mice** provide the atmosphere by playing **harpsichord** and **wind instruments**. These mice have **milky eyes**. They are under the **Queen's spell**.

6. Emergency Exit

Only the Queen has the **key**. In case of trouble, the faeries will use it to escape if the **gate** (7) is not opened.

7. The Gateway

At the top of a **flight of stairs** is a **huge double door** of marble inlaid with **glowing runes**. It can only be opened by a **Faerie Queen** officiating a **sacrifice of intelligent creatures** at the falling **full moon**.

Magic Item

Ballroom Mask

This is a **rat's skull** decorated with a **large golden rune**. Worn as a mask, it creates an illusion that makes the wearer appear to be disguised in rich and colorful clothes. It is impossible to know what lies beneath the mask until it is removed. The mask turns to dust when it has been used up.



Bestiary

Noble Faerie

6hp, STR 10, DEX 15, WIL 15
Attacks: d8 rapier
Spell: Roll d6, 1-4 = none, 5 = Darkness, 6 = Invisibility.

These noble faeries will avoid battle unless their Queen is attacked.



Gismonde, Faerie Queen

8hp, STR 10, DEX 15, WIL 18
Attacks: d8 rapier
Spell: Be Understood, Charm Mouse.

Her goal is to return to her kingdom with her court of nobles.



Scarab Bodyguard

9hp, STR 12, DEX 8, WIL 4
Attacks: d8 mandibles

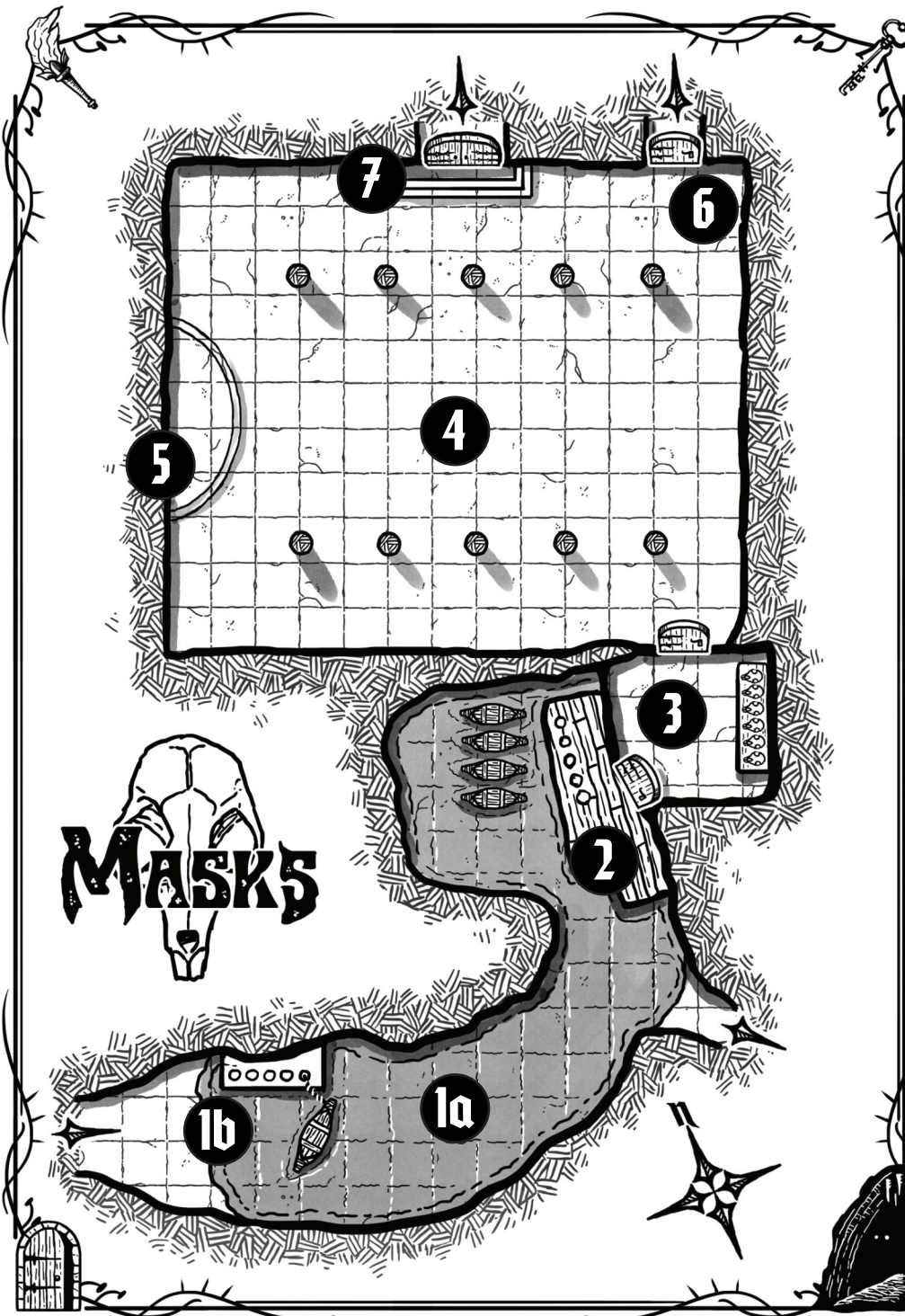
They will defend their mistress, the Faerie Queen, to the death.

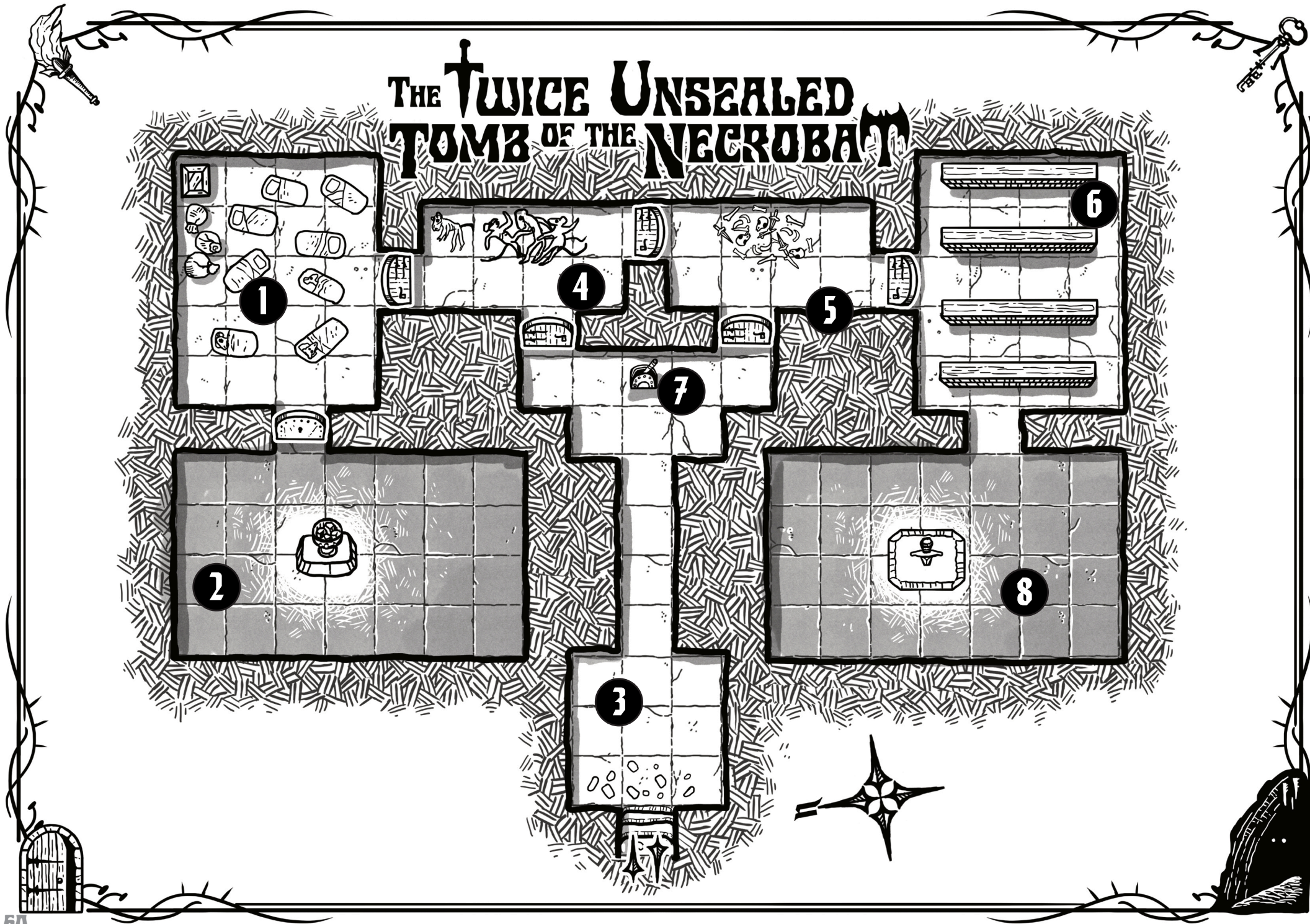
Spell

Charm Mouse

Effect: Charm up to [DICE] mice who will carry out all orders without question, like zombies. This charm lasts for as many days as the caster's WIL.

Recharge: One night under a mouse skull light by a full moon. *Its use by a mouse is highly unpopular!*





30. The Twice Unsealed Tomb of the Necrobat

An ancient mouse kingdom beat the **Necrobat** skeleton army ages ago, **trapping him in this Tomb**. An old magic order found the tomb and started to study it, **waking the Necrobat**. One member escaped, sealing the Tomb again. Now the Tomb has been **found once more**.

1. The Last Camp

Makeshift camp with **eight sleeping bags**. Three of them have dead mice inside, **murdered while sleeping**. There is a sturdy metal door to the south with a **thin slot** as wide as a mouse's fist. This door can only be opened by inserting the **Barrier Sword** and turning. The sword can be extracted once the door is open.

2. The Tomb

There is a **jeweled cup** full of **rubies** (10) in the center of the room. Near the cup there's a translucent sphere of **glowing light**. Most of the rubies look dull, but d4 of them are shining. If the cup or **shining** rubies are taken, the glowing stops and a giant skeleton bat, the **Necrobat**, will descend from the shadows in the ceiling and attack them. If no mouse takes it Dill will try to **take the cup** and **run away**.

3. Entrance

Wall has some bricks on the floor, there's a **hole** big enough for mice to go through. Written on the wall, a **warning** about a **great evil** lying inside.

4. Dead Soldiers

Four mice **dead** from a battle a long time ago, weapons still at hand.

5. Broken Bones

Four **skeletons**, three of them **destroyed**, some with **weapons** still sticking them to the ground.

6. The Library

Rows of **bookcases**. Notes about **confinement magic** and shield spells.

Barrier

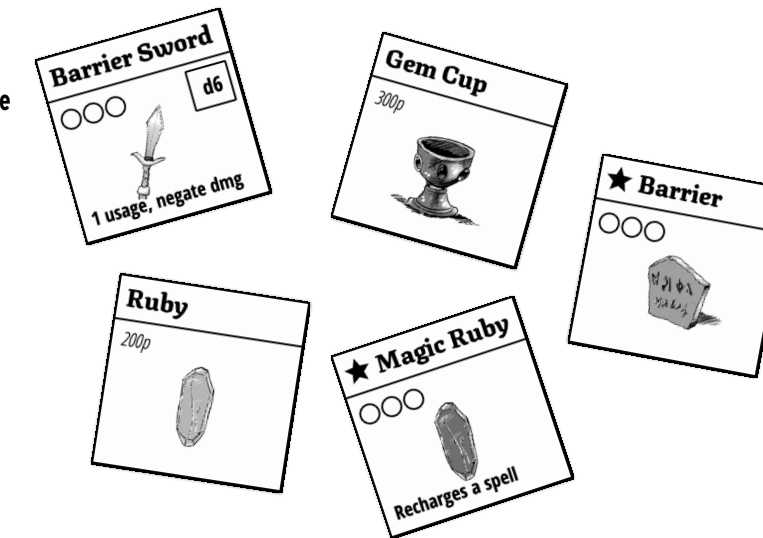
Effect: create a 1 square foot barrier for 1 hour.

7. The Lever

Moving the lever to the **right** opens all doors in the Dead Soldiers room. Moving the lever to the **left** opens all doors in the Broken Bones room. The lever is **currently pointing right**.

8. The Sword Altar

Wall covered by a **tapestry of a mouse army** fighting a **giant bat**. Pedestal with a **sword** embedded in it. The ruby on the pommel shines a light around the pedestal. If removed, the ground will **disappear**, leading to a **spike trap** underneath dealing d4 damage. DEX save required to grab the pedestal **before falling**. WIL save to **not drop the sword** again on the pedestal. There's a young mouse called **Dill** **trapped**, caught while looking for treasure. If rescued will **follow the party**.



Bestiary

Necrobat

5hp, STR 10, DEX 8, WIL 10
Attacks: d6 bite, d8 wing claw
Critical damage: controls the incapacitated mouse

Wants to escape and create a skeleton kingdom

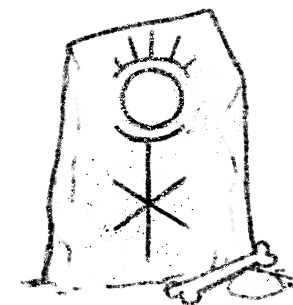
In every room with dead mice or skeletons, there's a **2-in-6 chance** that one of them wakes up and **attacks the party**.



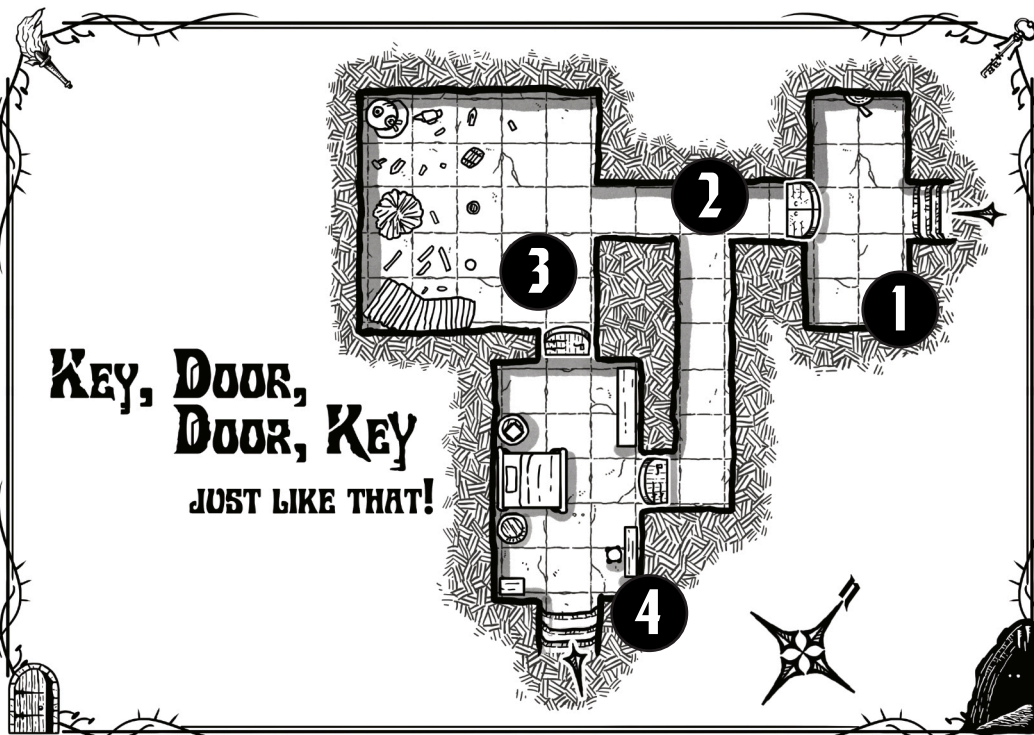
Mouse Skeleton

2hp, STR 5, DEX 2, WIL 2
Attacks: d4 bite, d4 claw

Wants to create more skeletons for its master



For more Necrobat lore and content, please see *Tales from Moonshore*. Links in Appendix C



31. Key, Door, Door, Key. Just Like That!

1. The Entrance

Entry to this set of rooms is down a **short flight of stairs**. Directly opposite the stairs are a pair of **bronze doors**.

On the **North wall** of the room is a **lever**. For the average mouse this lever is at head height and extends out about half a body's length.

Pulling the lever, which moves slowly, as if being pulled through treacle, opens the bronze doors to the **corridor beyond**. If the lever is released the doors begin to once again slide shut. If pulled all the way down, an audible click sounds and the lever stays in place and the doors will remain open - at least they will for **3+2d6 minutes!**

On the **South wall** there is a **hook**, on which hangs a **key**. The key is carved from bone with a silver collar and bit. The bow of the key is shaped like a grinning skull.

2. The Corridor

Beyond the Bronze doors lies a **corridor** which branches to the South midway along its length. To the West the corridor terminates at an archway leading to **The Cooperage**. Signage carved into the stone of the archway proclaims "*Tommy's Cooperage, Barrels, Casks & Curios*".

The corridor to the South ends at a similar archway, though the carved signage simply says "*PRIVATE*". Beyond this an alcove contains a door to the West leading to **Tommy's Chamber**. **2-in-6 chance** of a pair of **Widow Spiders** roaming the corridor.

The key and the locks.

The **Skeleton Key** opens the lock to both doors leading to Tommy's Chamber. It also has a **1-in-6 chance of opening any lock into which it fits**. Turning the key in the East door unlocks the North door and similarly the East door can only

be unlocked by using the key in the lock on the North door. Removing the key from either door resets the locks on both doors.

As the key turns in either lock there is an **audible clicking, whirring, and clunking sound** that **echoes** around all three chambers and the connecting corridor. Both doors open inwards to Tommy's Chamber.

On the other side the doors have **no visible locks, only simple metal handles**. No amount of pulling on the handles from inside Tommy's Chamber will accomplish anything. However, even pushing lightly on either door will give an almost imperceptible click and the door will swing open.

3. The Cooperage

Through the archway from the adjoining corridor lies a **large workspace**, the cooperage. The area is strewn with piles upon piles of **wooden matchstick staves, bottle tops, and paper clips**.

The Northwest corner houses a **small forge**, along with tools and equipment for turning the stacks of paper clips into the metal hoops that hold the barrels together. This work area is ideal for adventurers looking to repair tools, weapons or armor. The Southwesterly corner of the room is given over to woodworking, piles of matchstick planks ready and marked to be cut to form staves which make up the body of barrels.

Anything more than a cursory look around the workspace will identify a **large coopers hammer**, intended for knocking hoops on to barrels. The craftsmanship is excellent, it is perfectly balanced in the hand and would serve as a fine weapon.

4. Tommy's Chamber

This is a comfortable and well decorated room, although the layers of dust suggest it has been unoccupied for many years. There are sumptuous wall hangings depicting the process of coopering a barrel, but also some which show a Magician entertaining crowds. Against the center of the west wall is a large ornately

carved bed, on closer inspection made from barrel offcuts and remnants.

On a bedside table, again made from a barrel, there are a stack of three books: *The Art of Prestidigitation*, *Bobo's Coin Magic*, and *Magic at the Card Table*.

Also in the room is a large wooden trunk bound with metal bands, a tall cabinet, and a matching dressing table with an accompanying stool.

The trunk contains several lengths of **rope, five sets of manacles** (with keys), five yards of **thick metal link chain, two hessian sacks** and a **mouse sized straitjacket**.

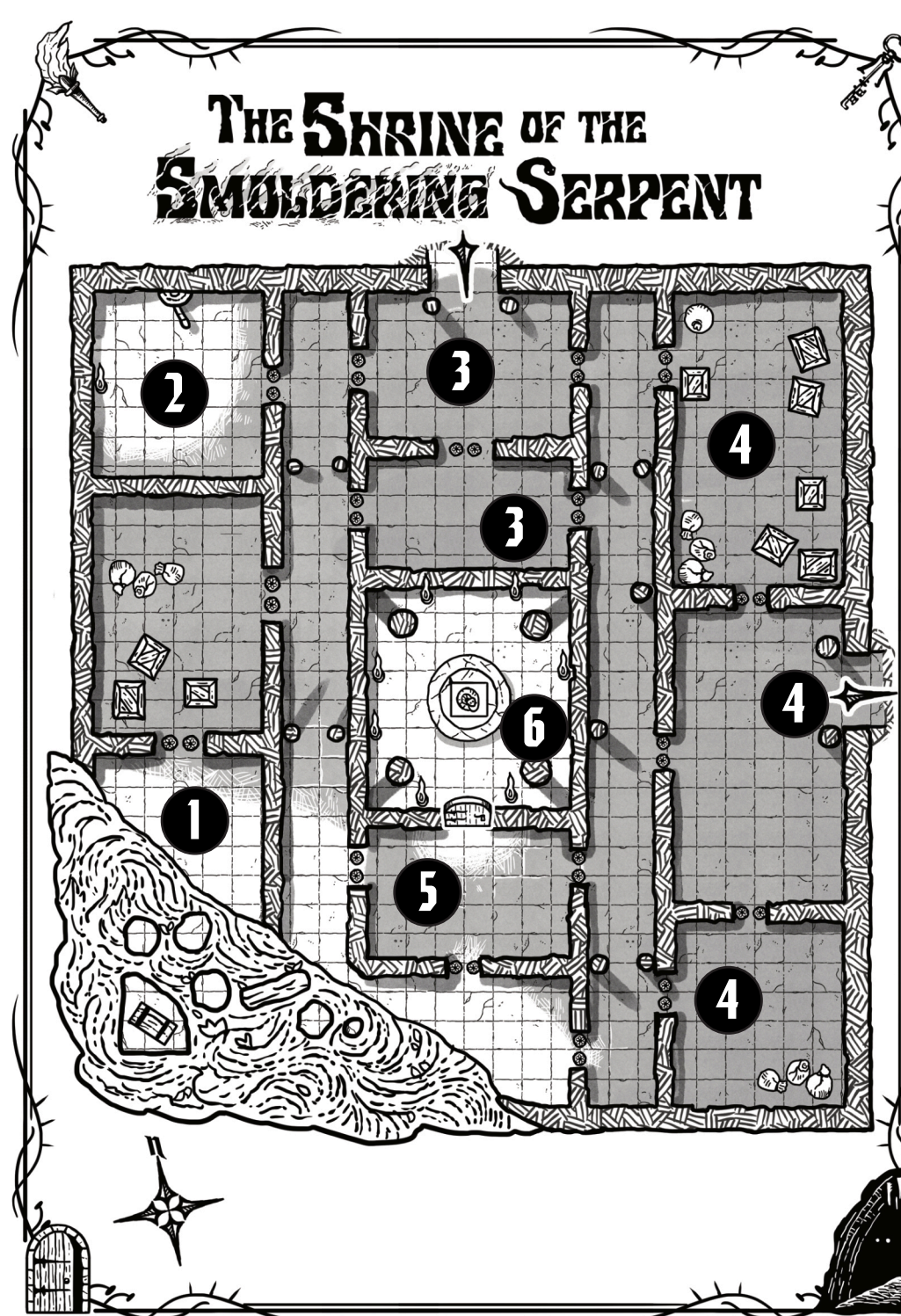
The dressing table is covered in silk flowers, the drawers contain **scarves, padlocks, paddles, keys, dominos, boxes, canisters, packs of cards** (including five marked decks), **loaded dice**, a tin containing many different "**magic wands**", **sponge balls**, and other tools of the trade for a stage magician.

On top of the table, on a wooden stand is a dusty but finely crafted **Fez**, with a black silk tassel - the Fez is **lined with metal** and is effective as a **light helm**.

Alongside the Fez are a set of **three wooden cups** and **four small wooden balls**. The cups are finely crafted from wood with inset metal banding to resemble tiny barrels.

The cabinet has one large door. Inside it is seemingly empty and smells dusty and unpleasant. There is a dark brown stain that has long dried into the wood, it runs from the very back of the cabinet almost to the door. If anyone examines the inside of the cabinet, or pulls it away from the wall, they will discover that it has a secret compartment concealed behind a false back. This compartment was intended to allow a magician or their assistant to appear or disappear from within the cabinet. Unfortunately, the mechanism to release it is stuck fast and the desiccated remains of **Tommy the Cooper** lies within, trapped long ago - scratch marks in the wood showing how he tried in vain to claw his way to freedom...

The stairs from this room lead to a **door** which can be opened with the **Skeleton Key, which leads to... more adventure!**



32. The Shrine of the Smoldering Serpent

Almost abandoned after the **lava river** collapsed the southern area, the **Snake Worshippers** only come to pray to the **Ruby Snake** and to bring sacrifices to the **Fire Snake** who lives in the lava.

The Traps

In the lintel of every doorway, there is a **stone carved eye**. If anything passes through the door, the eye closes and two powerful flames block the way. One mouse can quickly pass through without harm before the eye closes, but next ones may face **d12 fire damage**. Succeeding a **DEX save** halves the damage. Trying to damage the stone eye also activates the trap.

1. Collapsed Room

The glow of the slow lava current lights up what is left of the room.

- On an "island" in the lava rests a chest with the **key to the altar** and **2 treasures**.
- Mice can jump from island to island up to the chest with a **DEX save**, with **disadvantage** because of the heat. Failing the save means death.
- 2-in-6 chance** of an **omen** of the **Fire Snake**.
- If the mice throw anything to the lava they get an **omen** of the **Fire Snake**, and **1-in-6**

chance of the snake coming out of the lava.

2. Lever Room

Illuminated with torches and empty, except for the lever in the wall.

- The **lever** opens all the stone eyes in the shrine, **deactivating all the traps**.

3. North Rooms

The purpose of these rooms is long forgotten.

- If the mice entered through the east entrance, once they step in any of these rooms **d6 Snake Worshippers** enter the shrine through the north entrance.

4. East Rooms

The purpose of these rooms is long forgotten too.

- If the mice entered through the north entrance, once they step in any of these rooms **d6 Snake Worshippers** enter the shrine through the east entrance.

5. Antechamber

Light filters through the doorway to the next room.

- The door to the altar room is **locked**, the key can be found in the **Collapsed Room**.

6. Altar Room

The room is well lit by torches, with an altar at the center.

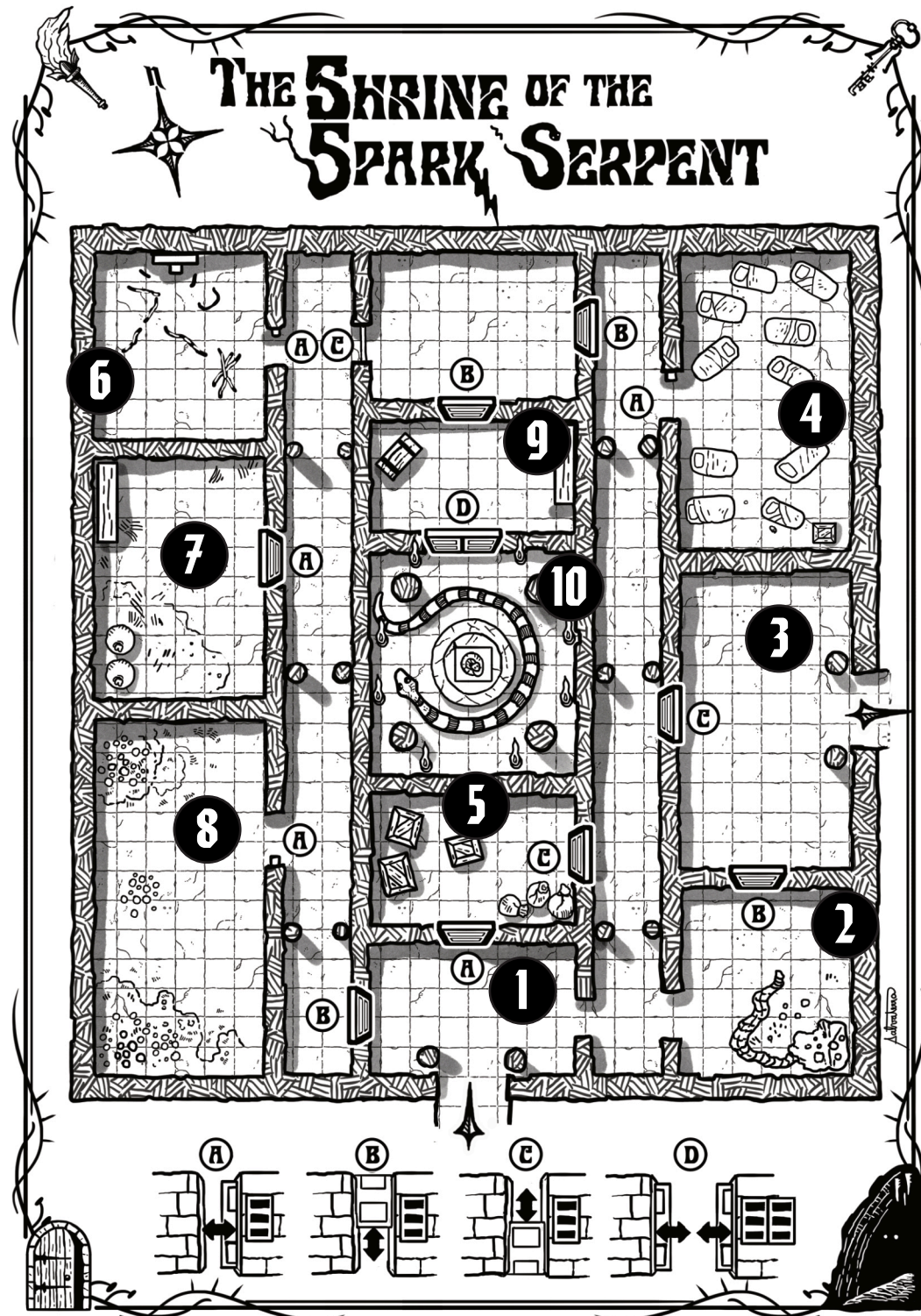
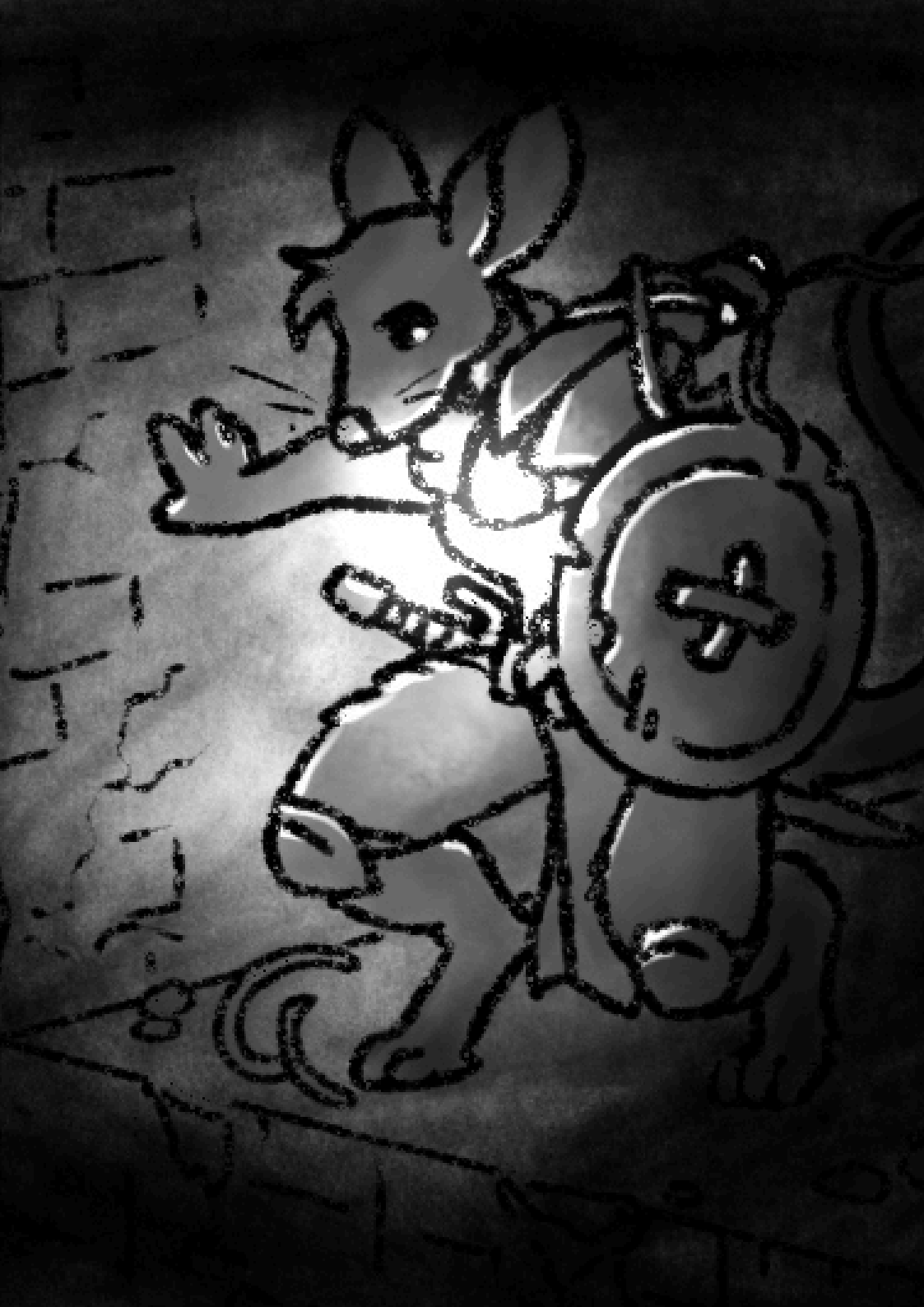
- d6 Snake Worshippers** and the **Smoldering Serpent Priest**, praying.
- The **Ruby Snake**, a gold plated snake statue with

rubies for eyes, is on the altar (**2000p**).

- If the mice **take the Ruby Snake, the Fire Snake comes** out the lava river and comes to retrieve the relic.
- One of the torches in the room **acts as a lever** to deactivate all of the fire traps.

Advice for the Game Master

Due to the nature of the doorway traps, **random encounters are not recommended** in this dungeon as the enemies could activate them. Also, encountering an enemy in a room without the traps active could be seen as a mistake on the GM part. Stick to the encounters in either the North or East rooms, and the worshippers in the Altar Room. The mice party is supposed to divide to avoid passing through the flames. **But also the enemies**, who know well the dungeon and where the reset levers are. Keep a simplified map of the dungeon for yourself made with a pen and use pencil to **draw and erase the traps** as they are activated and deactivated. Encourage your players to do the same. The fact that the worshippers are inside the Altar Room may be a **hint** for your players that there is another reset lever there. Your players will find a way to reach the chest in the Collapsed Room. If they have an idea to avoid the heat, the DEX save should be done without disadvantage. **Let your players surprise you**, they might find a way to make the save with advantage or not rolling at all. Also, they might come up with an idea to open the door without the key.



33. The Shrine of the Spark Serpent

The **Snake Worshipers** have created a complex system of **electric doors** to guard the **Amber Snake** from strangers. But not only the doors keep the mystic artifact away, the **Electric Snake** awaits the heathens who try to steal it.

The button cells

The doors in this shrine **need energy** to either open or close. This energy is provided by **button cells**. There are 3 types of button cells:

- Cells with a **1.5V** inscription.
- Cells with a **1V** inscription.
- Cells obviously manipulated. They **draw 0.5V** and they feel warm after use.

The doors

Beside the doors there is a **plate with slots** where the button cells are inserted. **All the slots need to be filled** in order to work, but they'll only work with a specific **combination of cells**.

Note that the slots are only available on one of the sides of the door, the map notes are on the side where the slots are

1: South Entrance

The dark room feels unsafe when the mice leave the torches' light.

- A **button cell** shines on the floor. It has an inscription that says **1.5V**.

2: Trash Room

The room has a **pile of trash** on the corner.

- In between the rotting shells of acorns, nuts and peanuts there are fragments of **molted snake skin**.

3: East Entrance

The wide room has a mural of a snake in a thunderstorm.

- The metal door at the west is **closed**. It has a metallic panel with 3 slots on one side, each of the slots have a **1.5V** button cell. If any cell is taken, the door **slides down and opens**.

4: Dormitory

A dark room with a bunch of futons on the ground.

- **d6 Snake Worshipers** and the **Smoldering Serpent Priest** sleeping.
- The Priest has **3 button cells** in their bag: a **1.5V**, a **1V** and a manipulated one (**-0.5V**).

5: Pantry

Boxes with food and other materials.

- **d6 ration packs**, **glue** and **padlock and key**.
- The east door has **three 1.5V** cells inserted.

6: Switch Room

Scattered on the ground there're wire scraps and cell pieces.

- Sitting on the floor, one **Snake Worshiper** amusingly looking at another one repairing a cell.
- The only usable button cell, a **1.5V cell**.
- A switch and a metallic plate with two slots. All the shrine rooms will **light up** by turning on the switch if there're **two 1.5V** cells inserted. Turning off the switch or taking the cells out will turn off the lights.

7: Storeroom

The floor is dirty although there are plenty of footsteps in it.

- **Roll 3 times** on **Useful Treasure** list
- On the shelves, a **1V** button cell.

8: Shroom Room

The air humidity is prominent, clusters of mushrooms grow in the mossy soil.

- Mice can take up to 6 grown **Magical Mushrooms** in the room. They must roll in the **Magical Mushrooms table** for each mushroom. If they roll any **Vampire Mushroom**, **d6 Vampire Mushroom** appear.
- In between the mushrooms, a **1.5V** cell.

9: Antechamber

The ominous energy of the double door to the next room dominates the room.

- A shelf unit with ointments and incense.
- A **chest**: Roll 3 times on **Useful Treasure** list.

10: Altar Room

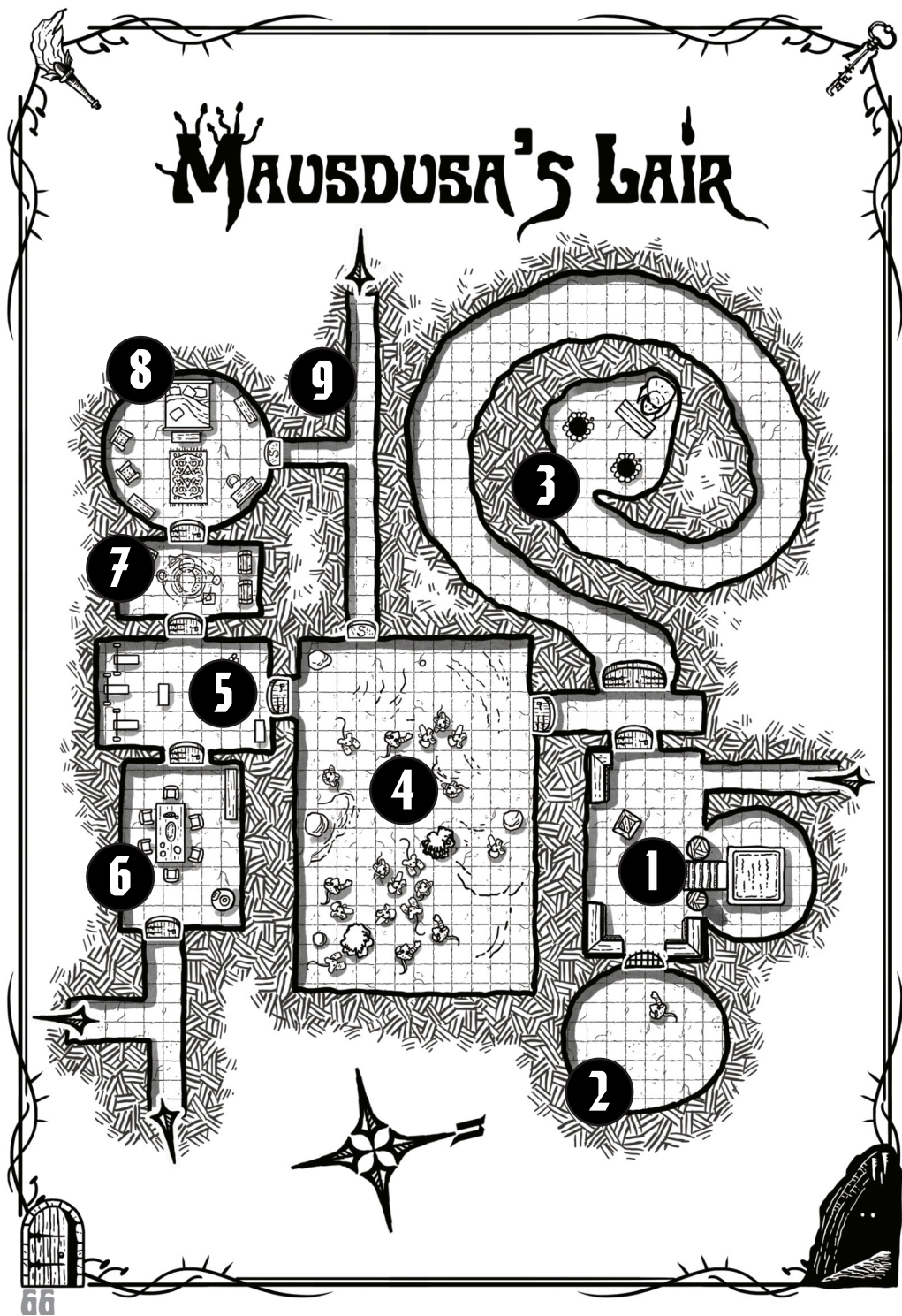
The only torches in the shrine illuminate both the altar and the snake resting in the ground.

- The **Electric Snake** will awaken as it hears the door opening.
- Resting on the altar, a **golden snake statue** with **amber stones** as eyes: the **Amber Snake** (2000p).

Door types

- A.** It opens or closes when the **3 button cells** inserted energy is equal to **2V**.
- B.** It remains open when the **3 button cells** inserted energy is greater than or equal to **4V**.
- C.** It remains closed when the **3 button cells** inserted energy is equal to **4.5V**.
- D.** It opens or closes when the **6 button cells** inserted energy is equal to **9V**.





34. Mausdusa's Lair

Deep in the Tomb of a Thousand Doors is the lair of the dreaded **Mausdusa**. The former wife of the mad king who fell under a terrible curse, she now takes pride in growing her garden of **living statues**, and working out to stay in tip-top shape.

1. Entrance/Bath

The bath **heals petrification**. Mausdusa heals her victims here when she wants company.

2. Dungeon

A **trapped NPC** with one arm turned to stone. Mausdusa prefers to take prisoners or turn invaders to stone, rather than kill.

3. Altar Room

Double-bladed scimitar on the altar, on a **pressure plate fire trap** (d6 damage, DEX save to avoid). Also home to Mausdusa's **pet spider**.

4. Statue Garden

Over 20 **petrified creatures** turned by Mausdusa. Hidden door to the **Escape Passage**.

5. Gym

Fully equipped gym with workout equipment.

6. Kitchen

Stocked with **Queso! Rations**.

7. Treasure Room

8000 **pips** can be found but are **trapped**. If treasure is touched without destroying the magic circle the room fills with **sleeping gas** and the **doors lock**.

8. Mausdusa's Bedroom

Hidden in the room is the **Charm** spell. Secret door to the **Escape Passage**.

9. Escape Passage

Bridge is trapped and rigged to fall (d6 damage, DEX save to avoid).

Spells

Charm

Effect: Charm [SUM]/[DICE] non-warband scale creatures to act on your command for [SUM] turns.

d6 Encounters

1-2 **d4 Charmed Mice** will fight and defend Mausdusa

3-4 Mausdusa's **pet Spider**

5-6 **Mausdusa**



Mausdusa

15hp, STR 14, DEX 14, WIL 10, Armor 2
Attacks: d6 snake spit, d6 dagger
Critical damage: Turn to stone. Don't look (WIL save) or turn a limb to stone. On the third limb, turn completely to stone.

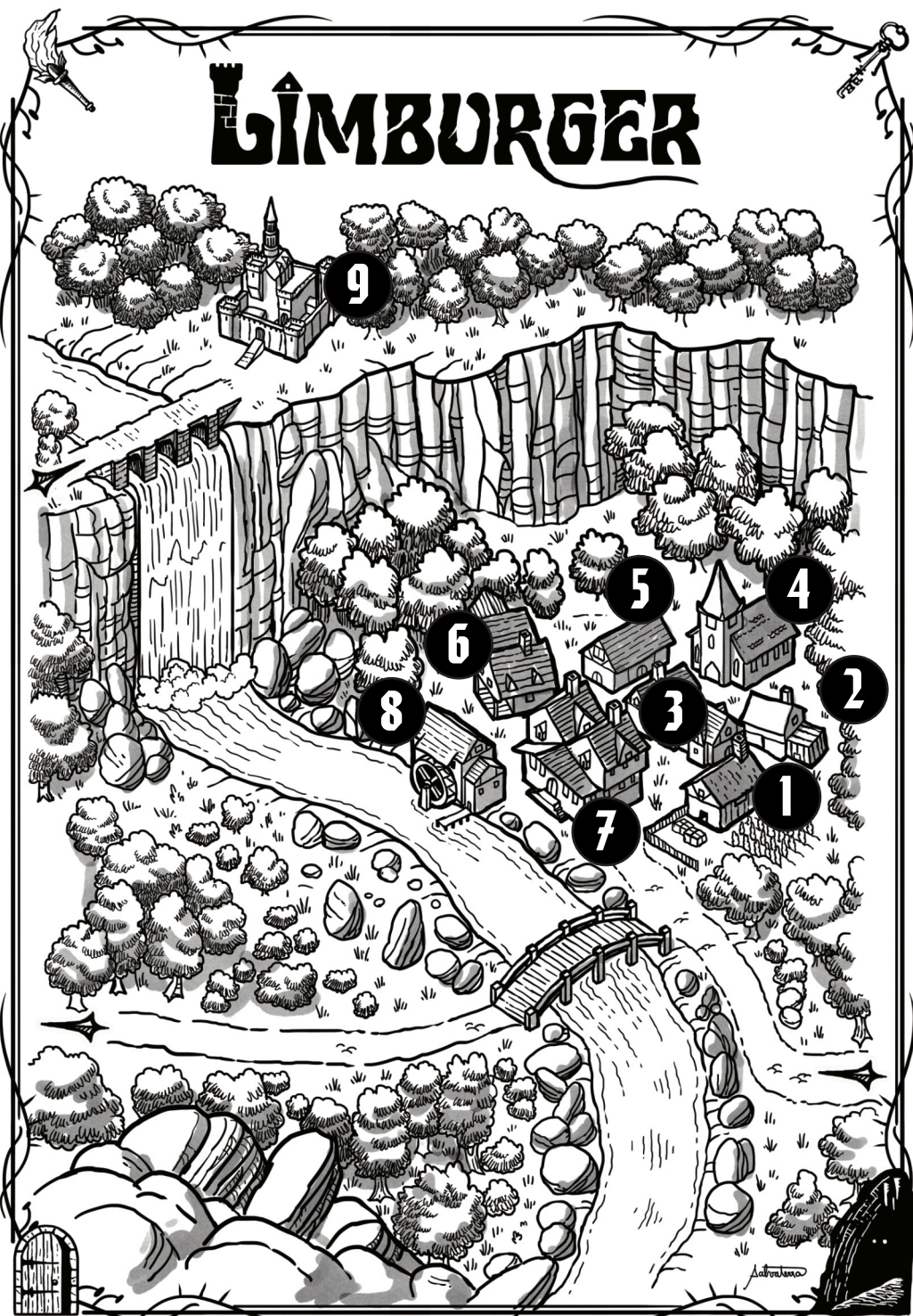
Wants a workout partner, or to turn you to stone

Mausdusa Variants

1. **Speedy**. 1-in-4 chance to act twice in a round
2. **Seductive**. Knows Charm spell
3. **Savage**. Never takes prisoners or uses the Dungeon
4. **Acidic**. Snake spit damage reoccurs for d4 rounds
5. **Zombie**. Revives with 1 hp after 4 rounds once when killed, moves slowly
6. **Shapechanger**. Can assume mouse form for a Watch

As you delve deeper into the megadungeon you see a **strange mist** filling the corridor ahead. You hesitate for a moment and then **continue onwards into the fog**. You move slowly and deliberately. Your heart begins to beat faster. **You stop**. Panic overtakes you. You spin around and prepare to run, but **all you see is fog** in all directions. More trouble is that both directions now lead the same way. There appears to be no turning back. With little choice, you head deeper into the dungeon and enter the land of...

Ratónloft.



35. The Realm of Ratónloft

Into Ratónloft

The fog begins to thin as you reach its edge, you see you are now on a dirt road within a forest.

The road leads along a river, heading to the hamlet of Limburger. 20 mice live here. A waterfall dives into the river and a large stone bridge runs along its top. The bridge leads to Castle Ratónloft.

Limburger

1. Old Maus Olaf's Farm

The elder mouse **Olaf** lives here with his pet beetle, **Buddy**.

2. Madam Gouda's Home

Madam Gouda is the village mystic. She is a wise witch and well respected by all the mice in the hamlet. Mice wishing to explore Castle Ratónloft are advised to visit Madam Gouda. She will encourage them to seek out three items of great power located within the castle.

3. Blue River Inn

The inn is home to **Maren** and her older brother, **Alon**. Maren tends the bar while Alon sees to the guests.

4. Abbey

The abbey is home to **Father Jaren**. Also living in the abbey are two young mice, **Pepino** and **Oliver**, who assist Father Jaren in his duties.

5. Warehouse

The warehouse is **always locked**. Any attempts to open or enter it alerts the two nearby guard-mice brothers, **Yorik** and **Lennart**.

6. General Goods Store & Smithy

The blue-roofed **General Goods Store** sells common **adventuring gear**. The store is home to **Lily** and her husband, **Wilfred**. They have two daughters; **Roya** and **Joya**. The **Smithy** is home to the gruff, but fair mouse, **Henrik**.

7. Mayor Tibbald's Manor

The middle-aged mouse **Mayor Tibbald** oversees the day-to-day business in the village. He is generally well-liked and eagerly greets outsiders, especially adventurers.

8. Watermill

The mill is home to a family of mice, **Lars** and his wife, **Astrid**, and their son and daughter **Elliot** and **Emelina**.

9. Castle Ratónloft

This grand castle is home to the mysterious **Count Kolro**, but is known to the mice of Limburger as **Mausferatu**.



Encounters in the Realm

The following encounters take place as the adventuring mice travel about Ratónloft.

The Road to Castle Ratónloft

Often seen on the road at night during the **full moon** is the **Headless Horsemaus**. Although called a horsemaus, he does not ride a horse but a menacing **wolf spider**.

The Waterfall

A faerie named **Esmay** lives in a **cave** behind the waterfall. She is friendly and knowledgeable of the area. She tells visitors there is a strange **blocked doorway** in her cave but has not found a way to open it (*this passage magically opens, once Mausferatu is dealt with*).

The Stone Bridge

Sitting by a **campfire** on the bridge is the famous **monster hunter**, **Monterey Jack**. He offers his services and will join the party if they wish.

Castle Ratónloft

The massive front doors **automatically open** as anyone approaches. Inside they are greeted atop the stairs in the foyer by Count Kolro, aka Mausferatu.

The Mists

Anytime anyone tries to enter the mists, they are confronted by an equal number of **Maus Zombies**. If defeated, wave after wave of Maus Zombies continue to emerge and attack from the mists. It would appear that until Mausferatu is dealt with, **no one may escape** these lands.

Monterey Jack

5hp, STR 13, DEX 11, WIL 10
Attacks: Monster Hunting Power, d8 Whip
Knows one spell

Wants to hunt down vile beasts and monsters

Monster Hunting Powers

1. **Heavy**. Instead of a whip, he has a heavy weapon (d10, both paws)
2. **Ranged**. Instead of a whip, he has a heavy ranged weapon (d8, both paws)
3. **Eldritch**. Knows two additional spells
4. **Fearless**. Can not be given the Frightened Condition
5. **Durable**. Has 2 armor and has 10hp instead of 5hp
6. **Quickened**. Can make an additional attack each combat round

Castle Ratónloft

Visitors are greeted by Mausferatu himself upon entering Castle Ratónloft. "**Velcome, please do make yourselves at home. I look forward to having you for dinner. It vill be served shortly,**" says Mausferatu.

The **mists** preventing anyone from leaving Ratónloft are **directly connected** to Mausferatu. The only hope of escape is by either **defeating Mausferatu** or by appeasing him in some manner.

First Floor

A **small chest** sits against the **southern wall**. Inside is the **Tome of Mausferatu**. It is penned by Mausferatu himself and details the events leading to his transformation into a vampire maus.

Second Floor

Three statues line the **east wall**. The northernmost statue is of a **noble** looking mouse. The middle statue, a **vampire maus**. The southernmost statue, a **monstrous mouse creature** with giant bat wings and long razor sharp teeth.

Tower

Sitting in an **old wooden crate**, under some dusty blankets, is the **Sword of the Sun**.



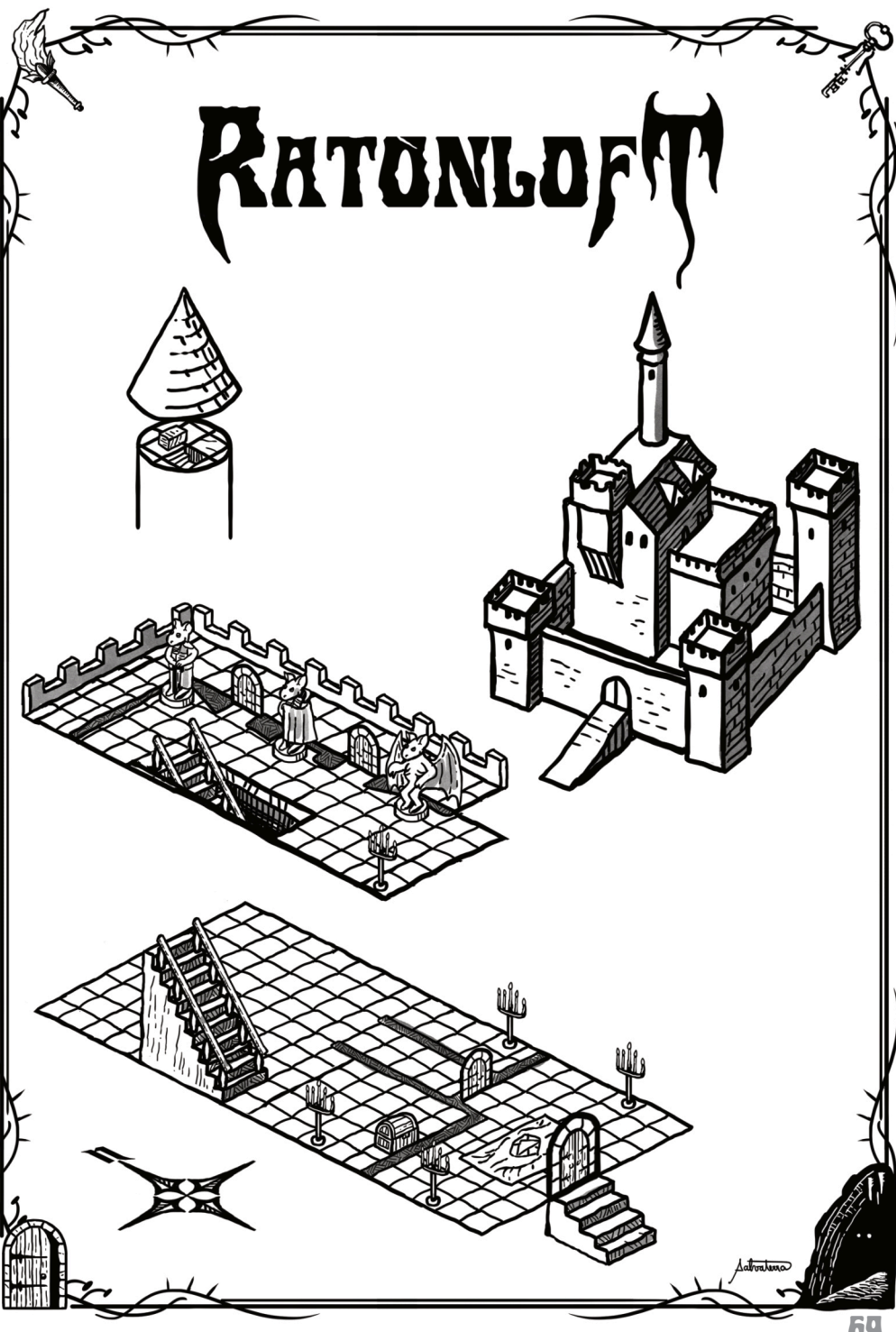
Mausferatu (Count Kolro)

13hp, STR 15, DEX 15, WIL 15
Attacks: d6 claw, d8 bite
Knows three spells

Wants to further his own agenda

Mausferatu's Agendas

1. Prevent anyone from finding the Sword of the Sun
2. Searching for the missing Holy Symbol of Ratónkind
3. Reading or writing in the Tome of Mausferatu
4. Sleeping in his coffin in the basement of the castle
5. Stargazing at night on the second floor balcony
6. Terrorizing the mice of Limburger while looking for cheese





Magic Items of Ratónloft

Sword of the Sun

Heavy (d10 both paws)

The Sword of the Sun is a unique blade once possessed by Mausferatu's brother, Gustav. The sword appears to be just a hilt but when wielded a blade of yellow fire emerges.

While wielded: Your attacks against undead are Enhanced

Critical Damage: Gives the Frightened Condition

Holy Symbol of Ratónkind

The Holy Symbol of Ratónkind is a sacred holy symbol. It is an ornate gold amulet in the shape of a cheese wedge hanging from a silver chain.

While wielded: You are immune to damage and effects caused by vampires

Tome of Mausferatu

The Tome of Mausferatu is an old work penned by Mausferatu himself, a tragic tale of how he came to be a vampire maus.

"It vuz many years ago, that I vuz once a noble in these lands. I vuz known as Count Ktra then. I vuz a greedy and vicked maus. I would often go to market, buying up all the cheese, so no one but I, Ktra, would have it.

One day, I vent to the market. There vuz one final vedge of cheese.

I snatched it out of the hands of Madam Gouda. I remember giving her a vicked smile. I strode away without paying for it. She called out my name and put a curse on me.

Sometime later; a cheese shortage hit the land. I scoured every nook and cranny for cheese. Going as far as robbing the poor mice of Limburger. That night, overcome vit guilt, I vent out onto the balcony of Castle Raton/loft and jumped off. To my surprise I awoke on the ground below alive, veil not exactly alive, I vuz transformed into a vampire maus. Cursed to live forever; with an eternal hunger for cheese that I can never fulfill."

- Count Kolro

Bestiary of Ratónloft

Esmay the Faerie

6hp, STR 10, DEX 15, WIL 15

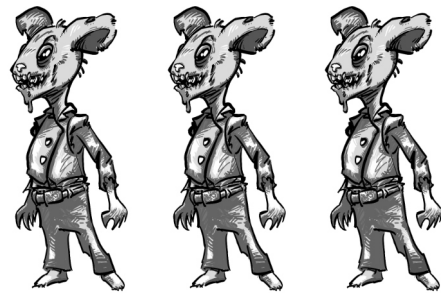
Attacks: d8 silver rapier

Knows one spells

Wants to further her own agenda

Esmay's Agendas

1. Searching the land for brave mice to stop Mausferatu
2. Patrolling the land for signs of danger
3. Giving gifts that bring happiness
4. Playing music to soothe the residents of Limburger
5. Studying the mists to find a way to escape Ratónloft
6. Picking flowers to brew in her potions



Maus Zombie

3hp, STR 12, DEX 6, WIL 6

Attacks: d6 swipe, d8 bite

Wants to eat cheese

Maus Zombie species

1. **Doom.** Gives the Frightened Condition to a creature
2. **Rot.** Destroys all rations carried by a creature
3. **Ghost.** Can only be harmed by silver or magic weapons
4. **Gentle.** Wears a top hat and rumbled suit
5. **Blink.** As an action, can teleport d6 x 10"
6. **Mist.** Surrounded by mist, attacks against it are impaired



Headless Horsemaus

8hp, STR 13, DEX 10, WIL 9

Attacks: arcane power, d6/d8 sword

Wants to scare away intruders

Arcane powers

1. **Doom.** Gives the Frightened Condition to a creature
2. **Mind Blast.** Throws a creature/object d6" x 6"
3. **Resistance.** Can only be harmed by silver or magic weapons
4. **Wither.** Gives the Drained Condition to a creature
5. **Invisibility.** Can become invisible for 3 Turns
6. **Flaming Pumpkin.** Can summon and throw a flaming pumpkin up to 24" that deals d8 damage to all creatures within 6"



36. Cave of Fongi

There are 3 possible entrances to the Cave of Fongi, see the Tomb of a Thousand Doors map to find the two northern entrances. The third entrance leads to a meadow one Watch away south from the Tomb opening. Traveling through each hex of the cave takes 1 Turn.

The cave is huge and very dark, the ceiling is beyond the range of the torches. The floor is spongy, greasy, and smells of decay.

The Mushroom Forest

A greenish, sallow light comes from huge phosphorescent mushrooms scattered in the forest. The east part is filled with giant morels, while the west forest is more diverse.

The Pond

A clear stream of water flows from a huge stalactite hanging from the ceiling and has formed this vast pool.

The Crystals

Beautiful, shiny crystals emerge from the floor and the wall. They are so reflective that viewing them in full light causes the Blindness Condition for 2d6 turns.

Stalagmites

Large stalagmites emerge from the ground. They are everywhere, making a good hiding place.

Village of the Oyster Mushrooms

There are always 3d6 oyster mushrooms (male, female and children mixed together) in the village. They are suspicious but not aggressive.

Huts of the Morel Gang

Aggressive, they will chase away any intruder from their forest and the area around the pond. There are always 3d6 morels here.

d8	Events or Encounters
1	d6 oyster mushrooms harvesting water
2	A patrol of d4 morels
3	Sticky strands of mucus*
4	Spore explosion, save yourself! d8 damage on a 6" diameter area
5	Timber! Mushrooms fall
6	A swarm of flies
7	Mucus* drop from above
8	A stalactite falls from the ceiling. DEX save or d10 damage. Yes it's a big one!

* Successful STR save to get out of it. The mucus is so sticky and smelly that it will be impossible to try to be discreet until you have washed yourself thoroughly.

Factions

Gang of Morels

These are xenophobic bullies, as big as a mouse, who just want to chase away foreigners and make the pond their own.

Tribe of Oyster Mushrooms

These little mushrooms (half a mouse tall) have taken up arms to gain access to the waterhole. Skirmishes are frequent with the Morel Gang.

NPC

Doc

An old mouse dressed in faded clothes and smelling of mushrooms. Doc has lost his mind while studying the mushrooms. He sneezes often, is very distracted, and talks loudly, but he is an expert scientist in the field of mushrooms. Factions do not take care of the "old fool". The GM can use this NPC to help the players if they are in trouble or to get in their way if they get out too easily.

Treasure

Dial of Spores

Causes d6 inhalation damage. Explodes on contact with a flame for d8 damage on a 6" radius.

Mucus Ointment

Stinks a lot, but can heal d3 STR or remove the Injured Condition.



Oyster Mushroom

4 hp, STR 7, DEX 5, WIL 7
Attack: d6 crystal machete

Wants to protect their water supply

Morel

6hp, STR 8, DEX 4, WIL 7
Attack: d6 stone stalagmit

Wants to get rid of any strange their territory



Doc

4 hp, STR 6, DEX 7, WIL 11
Attacks: d4 knife or vial of spore.
Special: In his bag, a jar of mucus ointment and 2 vials of spores.

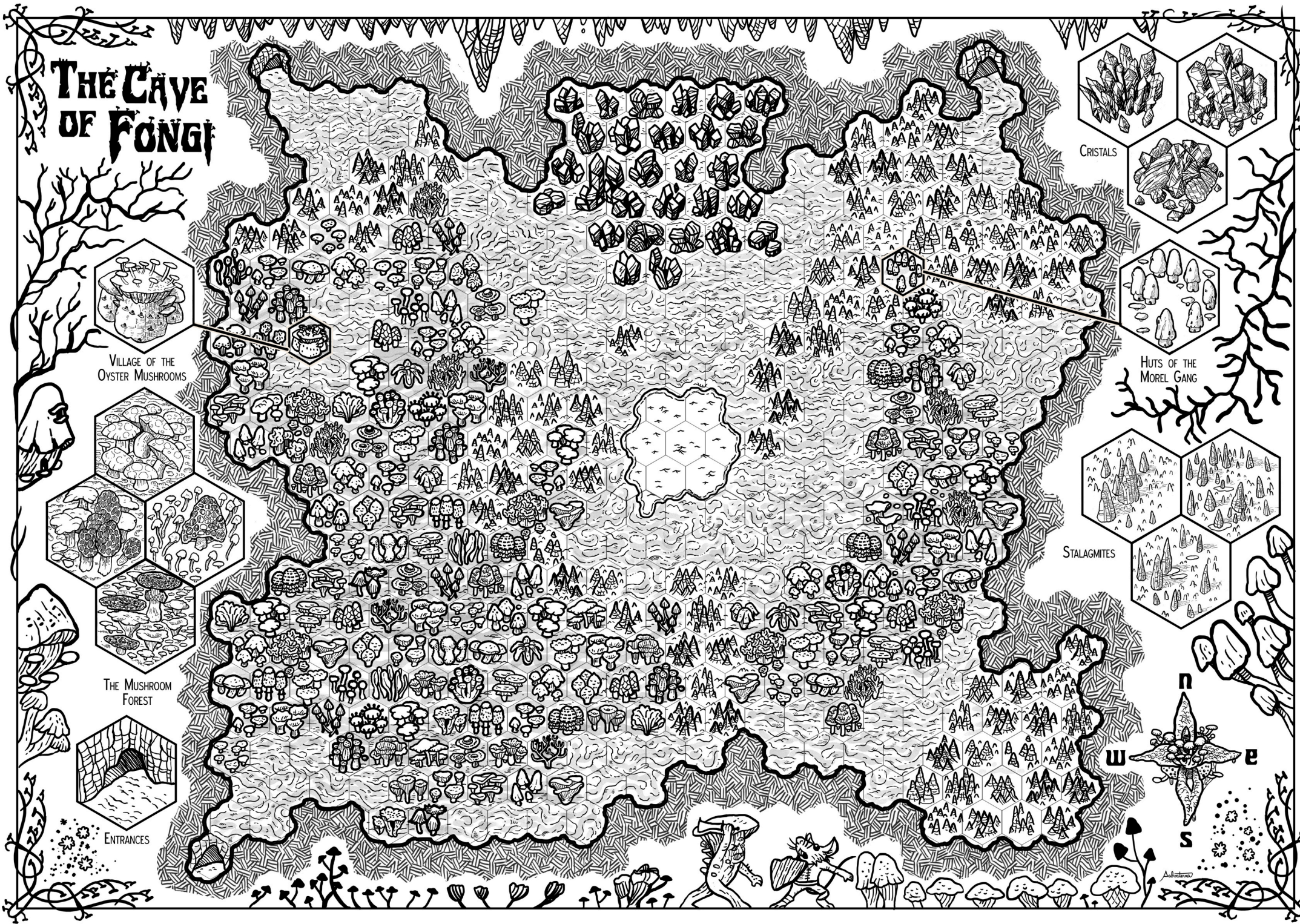
Wants to continue investigating mushrooms, for life

Swarm of Flies

8 hp, STR 2, DEX 14, WIL 2
Attack: 1 bite

These little pests overwhelm their victims in an attempt to steal something. To succeed in their larceny, must succeed a DEX save.

Wants to steal, mostly food, from their victims



37. Best Left Buried

A **subterranean** travel network masquerading as a dungeon which serves as an introduction to a **darker, more dangerous**, but very **lucrative underworld**. Players may listen to the warning and never go past the third area. That's okay, it's actually intentional. There is rumored to be a **great reward buried just beyond reach**, but as tempting as it might be, some things are **best left buried**.

Area 1: The Crack

Located in a **stone hallway** of an unrelated dungeon the entrance to Area 1 is an **unassuming crack** in the dungeon floor that reveals a small natural cave carved out by water.

- The crack takes up half the hall, but is easily passable without risk.
- Traversing the crack requires special equipment or a clever solution on ascension.
- A crude warning symbol is constructed outside with "**Best Left Buried, RIP My Love.**" written in chalk.

Area 2: The Cave

A **24" cave** filled with a **pool of water** that has a **narrow ledge** along the outskirts.

Entrances /Exits

- **Crack** in the ceiling
- **Two 12" wide caved-in tunnels** on the east and west walls that appear intentional.
- **4d3 interconnected underwater tunnels** accessible via the pool that wind off in many directions.

Inhabitant

A **Swimming Centipede** has made this cave its hunting den.

1 living mouse survivor in possession of **2**

Tactics

Prefers **solo prey** and will only attack offensively if it has the **advantage**.

- If the players are moving recklessly down the hallway it attempts to silently snatch the last one in marching order, attempting to drown them under the water in its cave. Otherwise, it remains hidden until it has an opportunity.
- If injured, it retreats into the underwater tunnels of Area 3 in an attempt to fight its attackers one-on-one in its home terrain.
- If prey is subdued, it takes them to its nest in Area 3 for later consumption.

Weakness

- The Centipede has adapted to the dark. It avoids standard **light** sources to telegraph this weakness. Non standard light sources will **blind** it (ie. a Light spell), making all its attacks **impaired** and all attacks against it enhanced until it can escape the light for 1 round.

While in Area 3

- It retains full movement
- Its attacks are not impaired by the terrain.

Treasure

In the pool there is an **underwater lantern** and a mouse corpse reaching out towards **2 Breathing Straws** (magical tubes that contain air).

Additionally, in **Area 3**, a small semi submerged nest of **rubble**, corpses, and refuse the centipede uses as it's home contains:

- **3 recent corpses** - 2 mice and 1 frog.
- Their belongings include:
 - **A cryptic treasure map**
 - **A string of pearls** (2 slots, 1500p)
 - **A Breathing Straw**.

Everything else is too ruined or heavy to be worth salvaging.

1 living mouse survivor in possession of **2**

Breathing Straws and 2 mundane items.

- They are **poisoned** and **badly wounded**. If treated by the party, they will join them for the rest of this dungeon. Gifting 1 Breathing Straw as a reward, while using the other until returned to safety
- If untreated they will firmly request an immediate return to safety, giving the party both Breathing Straws as a reward.
- Refusing to help results in them trying to escape on their own: there is a **4-in-6 chance** they die and a **2-in-6 chance** the corpse is discovered in the tunnels upon egress.

Area 3: The Tunnels

There are **4d3+2 interconnected underwater tunnels** the players can fit through (with countless number of cracks and crevices branching off that are too small for a mouse to fit through). There are also tunnels larger than mouse-size, but their currents are too powerful for mice.

- Some tunnels are dead ends, while others go off for miles into distant areas of the greater megadungeon complex. The scale of this tunnel system is, nigh, incomprehensible to mice.
- These tunnels are just barely large enough for single-file traffic and are considered a "squeeze".
- This reduces all movement by half and all attacks are Impaired.
- Pulling/pushing additional items is almost impossible and makes all attacks against you enhanced.
- The water is very murky, so light range is diminished by half. Significantly disturbing the muddy silt reduces light range to one's immediate surroundings (ie. paw distance).

Everything else is too ruined or heavy to be worth salvaging.

1 living mouse survivor in possession of **2**

Construction

To map them for reference, you can take a sheet of rectangular paper, position it sideways, and then roll 4d3+2 onto the paper to determine the exact number of tunnels and the location of the major exits (or just choose their location if you prefer). If there are 10+ tunnels, then there is an additional major exit that leads directly to Area 6 (Fully bypassing the threats in both Area 4 and 5).

Mark where the dice landed with small squares These are the exits. Draw a small circle on the left side of the sheet. This is the pool. Connect each of those squares with the circle from the left side by drawing a line between them without letting any of those lines cross. Keep in mind that they shouldn't be straight, make the lines wiggle and meander a little. Just like a winding river.

These are the **5 major exits** to this sprawling tunnel system (*each costs 2 successful Exploration Rolls to find*):

1. The pool in **Area 2**. (*Players Start Here*)
2. The passage to **Area 4**.
3. The **centipede den** with its treasure and 1 survivor.
4. A passage **to another dungeon** with a water feature (*example: 8. Cavern of the Fountain Beast*)
5. **A fast moving river** that leads to an **underground waterfall**, plummeting into a deep, dark chasm. Falling into the chasm after failing more than one save causes a 2-in-6 Luck check. Failure results in death (or other equally serious consequences). On a success, the players survive the fall and awake on the rocky shore of a massive underground lake. They each lose 1d6 items at random.
 - If the GM desires, the players now find themselves in **The Veins** with no clue how they got there.
 - *Refer to Bernpyle #6 for more Veins of the Earth content using Mausritter.*

(Conditional) If there are **10+ tunnels**, then there is an additional exit labeled 6 that leads directly to **Area 6**

Assign those exit numbers to the squares in whatever order makes sense or seems fun.

The remainder of the tunnels loop and wind around, intersecting with those 4 important tunnels, each other, and even themselves to form a sprawling, tunnel network.

For each remaining tunnel **roll d6 and d2**. The d6 is the number of times that tunnel crosses another tunnel (including itself). While the d2 roll determines if the tunnel terminates in a dead-end or an exit; 1 is a dead-end, 2 is an exit. The exits leave the edge of the page on the 4 cardinal directions, starting with North and going clockwise. Once each cardinal direction has an exit, place the rest wherever makes sense or seems fun. All of these exits continue off to other dungeons in the megadungeon complex.

Finally draw d4 large tunnels (make a thick line) that cross the entire map from one edge of the paper to the other. Draw them slightly straighter than the previous tunnels. These are high current and extremely deadly tunnels that are used by larger creatures. They are not navigable by mice without some form of vessel.

Exploration

Unless the group wishes to explore the tunnels by making highly specific "real-time" choices about which route to take, it is recommended that you use the **Exploration Roll Table** (*Table 1*) to simulate the difficulties of exploration without all of the fiddly details. If they want to explore manually, then each intersection they cross counts as 1 dungeon turn.

1. Ask the players what they are looking for. This is their target location. Unless it's particularly easy/hard to find, this costs **2 successful Exploration Rolls**.
2. Have players elect one PC as the guide. They must be first in marching order.
3. The guide **rolls d20** and compares it against their stats in the order shown in Table 1-1. **Critical Failure** results in the secondary effects also occurring. **Critical Success** means their target is discovered immediately and doesn't cost any time or advance any clocks.

4. If the STR save is passed then no other failure in the list counts. If the STR save is failed then every failure in the list counts. If the WIL save is failed, the **Secondary Effect** of every failure also occurs.

5. If a group can go neither forward nor back (or have become lost), they must explore in real time to regroup or find their way out. If a single member is separated they have to make an exploration roll with the rest of the group as their target location.
6. The time taken to explore depends on the number of failures. Refer to **Table 2**
7. Once this is resolved the group finds the target location if they have accumulated enough successes. If they still need more successes to find it, then they find something else interesting. **Roll on Table 4** to determine what.

Area 4: Small Carved-Stone Room

The underwater tunnels open up into a **small stone hallway with a large stone door** that is both **locked and barricaded**. Beyond the door is a 48" carved stone room that is filled with **fungus growths**. On the opposite side of the room there is another **locked** and barricaded **stone door** leading to **Area 5** that is slightly larger than the first.

This room has **7 Fungal Zombies**:

- 2 huddled against the door, covered in a gross sticky slime. (**Sticky**)
- 4 are overgrown with bulbous fungi nodes that it's almost impossible to tell what kind of creatures they once were. Disturbing them results in an explosion of fungal spores, triggering a STR save for everyone present. Breathing this air also triggers a STR save. Failure results in taking **Mucormycosis Condition. (Fungal Bomb, Immobile)**
- When sound/light enters the room the last one begins to stumble around on two feet, blindly clawing at any noises it hears. (**Blind**)

Area 5: Large Carved Stone Room

This is a **96" ornately-carved stone room** with an absolutely **massive stone door** leading to **Area 6** on the opposite side of the room.

This room has **16 Fungal Zombies**:

- 5 slowly writhing across the floor in some form of crude and gelatinous locomotion. (**Sticky**)
- 5 appear to be hibernating along the outskirts of the room and will awaken in the 3rd round after the room is disturbed. (**Spitter**)
- The last 6 are standing on two legs:
- 4 overgrown with fungi nodes, but remain mobile. (**Fungal Bomb, Mobile**)
- 2 click and screech loudly, commanding the others. (**Leader**)

Area 6: The Cathedral of Greed

A **192" ornately-carved stone room**. The high ceiling, ornate pillars, and massive arches even make larger creatures feel small. This is one of the larger treasure rooms built by the mad mouse king. It was initially a cathedral, hence the grand scale of the construction. Though as his greed and paranoia grew, the mad king began to think the gods themselves were after him, so he ceased all religious services and converted it into yet another treasure room where he could hoard his **offensive amounts of wealth**.

There are more riches here than one could reasonably list. There are **2,000,000 pips** worth of **goods, art, weapons, precious metals, human trinkets**, etc. At least one of anything your players could want is here. The issue is that most highly valuable items are extremely large and heavy. Only **500,000 pips worth of goods can fit through the underwater tunnels** which are the only entrance to this room that are currently accessible.

The rest is too heavy/large. The caved-in tunnels in Area 2 or a similarly sized passage would need to be fully cleared in order for it to be extracted. Even after that it would require a very large team and specialist equipment. Also, no-one knows what's on the other side of those tunnels yet ...



Bestiary

All creatures besides those named below use the statblock in the core **Mausritter rulebook** that have the same name. (*ie. The Swimming Centipede in Area 2 uses the Centipede statblock in the Creatures section.*)



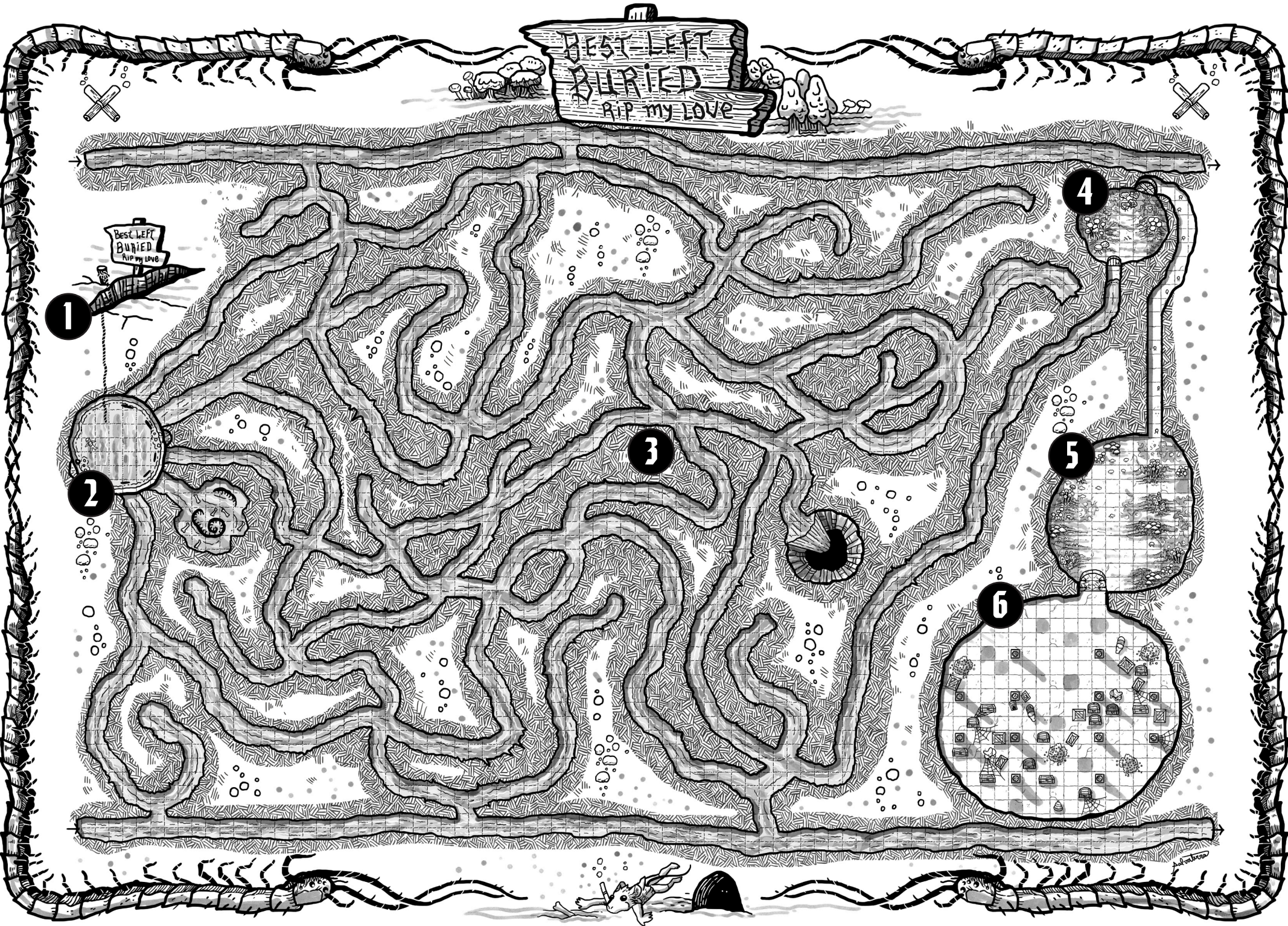
Fungal Zombies

6 hp, STR 10, DEX 5, WIL 10
Attacks: d6 bite

Wants to Spread infection

Infection variants

1. **Blind:** Reacts to sound/light
2. **Sticky:** STR save to "unstick" if touched
3. **Fungal Bomb, Immobile:** Explodes into a cloud of spores (can't move)
4. **Fungal Bomb, Mobile:** Explodes in a cloud of spores (Can move)
5. **Leader:** Commands the other Zombies
6. **Spitter:** Vomits spore juice up to 24"



Conditions

Mucormycosis
Effects: Infection usually develops immediately after exposure, but in some cases it can take up to a week to present. Those that survive the infection are weakly, yet permanently, psychically linked to the The Mucormycete Network (a.k.a. Hive-mind) if within 500ft of a hive-mind node such as other fungi, mycelium, or another host. The Network whispers otherworldly secrets to them in their sleep. They can also communicate with Fungi as if it was their native language and Fungal creatures treat them as one of their own.

It starts with inhalation, multiplying in the respiratory system, and proceeds to slowly take over the body, system by system. Once it spreads to the brain, the host strongly desires social interaction, developing an irrational fear of isolation. They will violently attempt to escape isolation and try to find other creatures they can speak with to keep them company. They are only aggressive when being attacked or abandoned. It frequently spreads from the inside to the outside. After 2 weeks they turn into Fungal Zombies.

There are 3 tiers or levels to The Mucormycete Network. You can think of them like "nesting dolls" or "building blocks", each being comprised of the previous. It is unknown how many additional levels exist beyond this ... The ultimate goal of "The Minor Mucormycete Network" (MiMN) is absolute connectivity, a perfect network spanning the planet. This network-of-networks forms "The Major Mucormycete Network" (MaMN). It is extra-cosmological in origin and the goal of the MaMN is to have enough biomass to join "The Greater Mucormycete Network" (GMN). Absolutely nothing is known about the GMN by creatures such as mice. Maybe the Owls or Crows know.

Clear: 1 week of intensive medicine
Clock: Turns into Fungal Zombie after 2 weeks w/o treatment.
Permanent Effects: Psychically talk with Fungi and Treated as Fungi by Fungi.

Tables

To reinforce the interconnected, maze-like nature of this dungeon there is just one large 1d20 Encounter Table (Table 3). None are good, some are just worse. If a result comes up more than once, instead of adding duplicates, you may opt to escalate or renew the previous encounter. Example: Perhaps the creature they first convinced to leave them alone decides it is still hungry and doubles back ... The encounters begin d6 x 12" away from the players, heading their direction.

Table 1: Exploration Roll

Save Stat	Main Effect	Secondary Effect
STR	All further fails cumulative.	1 STR damage to group.
DEX	Group separated from leader.	Encounter, group ambushed.
WIL	Group doesn't know how to get back.	Lowest WIL PC got separated.

Table 2: Time Taken to Explore

Number of Failures	Turns Taken
One	d2+1
Two	d2+1 x 2
3	d4+2 x 2
Critical Fail	d4+2 x d4+2

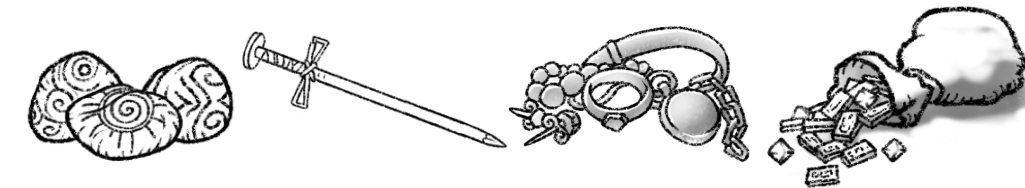
Table 3: Encounters

d20	Encounter
1	The Ghost of a deceased mouse in Area 5 wishes to have its body finally put to rest. It will Entrap a player to communicate this if necessary
2	A magical talking rock found buried in the muck is screaming for help. It promises great rewards if you return it to its owner, although it refuses to tell you its owner's name due to "arcane patient privacy laws"
3	1 Frog Knight who aims to clear this dungeon of its unholy fungal taint.
4	2 Centipedes , on the hunt
5	2d4 Rival Mouse Adventurers (<i>friendly</i>)
6	1 Eel , looking for snake egg
7	A Large Tunnel (+1 Req. Exploration Successes)
8	d4 Water Rat Bandits (<i>indifferent</i>)
9	2d4 Rival Mouse Adventurers (<i>indifferent</i>)
10	1 Centipede , wandering
11	1 Frog Knight on a quest for personal reasons.
12	A Large Tunnel (+1 Req. Exploration Successes)
13	2d4 Rival Mouse Adventurers (<i>hostile</i>)
14	1 Eel , guarded protecting snake egg
15	1 Centipede , indifferent and frantically running from something. Roll for another Encounter
16	Nothing Happens
17	d4 Water Rat Bandits (<i>hostile</i>)
18	The tunnel is blocked by d4 Fungal Zombies (<i>Sticky</i>). Even if dispatched, the corpses will still obstruct the path. The players can crawl through the blockage of viscera, making a WIL save. On failure, take d3 WIL damage . The players can opt to make a detour around at the cost of another Encounter check.
19	A Faerie using a glamor to mimic the real mouse survivor in the Centipede Den is screaming out in distress, but no matter how fast you move it's just slightly further ahead in the tunnel. The longer this goes on the more frantic the voice gets. It will attempt to lead the players off the underground waterfall in Area 3 , plummeting into the chasm below.
20	Re-Roll twice and combine



Table 4: Interesting Finds

d66	Results	
11	Bat Cultist Dagger	41 Spell: Magic Missile
12	Standard Treasure (Roll 3x on Treasure Table)	42 Standard Treasure (Roll 3x on Treasure Table)
13	Magic Sword (Intricate Fae design)	43 Underwater Lantern , w / 1 Oil jug
14	Spell: Ghost Beetle	44 Spell: Invisible Ring
15	Standard Treasure (Roll 3x on Treasure Table)	45 Standard Treasure (Roll 3x on Treasure Table)
16	Underwater Lantern , no oil	46 Spell: Be Understood
21	A large uncut diamond . 1000p	51 Magic Sword (Thorny rose stem)
22	Magic Sword (Congealed shadow)	52 2 Oil Jugs
23	Spell: Fear	53 Spell: Invisibility
24	Standard Treasure (Roll 3x on Treasure Table)	54 Standard Treasure (Roll 3x on Treasure Table)
25	2 Oil Jugs	55 Spell: Restore
26	Spell: Darkness	56 A compass that always points to the nearest threat
31	Magic Sword (Wrought iron)	61 2 Breathing Straws in the mud
32	A compass that points to your current future	62 Standard Treasure (Roll 3x on Treasure Table)
33	Mysterious Tablet : The commandments of an old god. Possibly magical, definitely cursed. Worth 3000p	63 A 1.5" rock that grows 8x that size for 4 turns when "Big Rock" is spoken. This is carved into it
34	2 Breathing Straws grasped by a disembodied paw	64 Portable Hole : 6" wide hole to a 12" 3 room. It holds 8 hours of air for 2 mice
35	Standard Treasure (Roll 4x on Treasure Table)	65 A compass that always points to where you want to go
36	Spell: Grease	66 4,000 pips is contained in 16 purses



38. Whispers of Stars

Origin

Long ago, at the height of the rule of the Mad Mouse King, a **giant fist-sized rock** crashed down **from the heavens** and annihilated a mouse village at the edge of the Kingdom. When brave mice arrived to help, not much was left except for a **giant crater** and **13 otherworldly pieces of ore** that had burst out of the meteor. Upon delivering the ore to the Mad Mouse King, each was entrusted to a master blacksmith of the Kingdom. Each one of them fashioned a **unique weapon** out of their piece of ore. But upon completion it is said, every blacksmith went mad and perished. The weapons, believed to bear a terrible curse, were named **Whispers** and sealed away in the Mad Mouse King's deadly tomb, to never see the light of day again.

Treasure Rooms

Each Whisper was sealed in a separate treasure room. Each hallway is adorned with the **mark of its Whisper** to indicate that a treasure room is nearby. **Roll three times** on the table below to determine the entry point to the room, the way the Whisper was sealed and the trap that safeguards it.

Treasure Room Table			
d6	Entry	Seal	Trap
1	At the bottom of a pitfall.	Suspended midair, chained by heavy iron chains anchored to the walls.	The floor is full of poison (d6 DEX damage per Round).
2	Through a collapsed part of the wall.	Half embedded into stone.	Sharp needles shooting out through holes in the floor, walls and ceiling (DEX save or d4 damage).
3	Behind an illusion of a wall.	Inside an hourglass filled with mice bones.	Flames shooting from hidden mechanisms (d4 damage. Critical damage: 3-in-6 chance of catching fire, plus 2 damage)
4	Hidden switch rotates a part of the wall.	Encased in a block of ice.	d6+1 undead rats (<i>Use Rat Statblock from p.24 Mausritter rules</i>) drop down from the ceiling.
5	A narrow slit in the wall behind a statue.	Embedded in the torso of a snake skeleton.	Gusts of wind seemingly coming out of nowhere press the mice against the walls (STR Save to withstand for 1 Round).
6	An altar opens the way when an appropriate offering is made.	Sealed in a painting.	A vase in the room spreads a mist that puts all it touches to sleep (WIL Save to resist for 1 Round).

Whispers

Each Whisper is fashioned from an otherworldly piece of ore. The ore is **black as the night sky**, uncannily **smooth** and **cold** to the touch. It's speckled with tiny **silvery dots**, that when light shines upon them twinkle like the stars in the night sky.

Dark, **unseen voices** from above whisper into the ears of the mice that are using the weapons demanding terrible offerings. The Whispers don't deteriorate like other weapons. Instead, **mark a usage** every time the **Whispers' magic is used**. After all usage dots are spent, the Whispers still function like a normal weapon until the GM decides that the Whisper breaks after an especially demanding task. Should a Whisper break, it will **reform** after its **biggest shard is bathed in starlight for 7 days** in a row. With each marked usage dot, the voices demanding offerings grow louder.

To **recharge** the magic of the Whispers, roll on the **offering list** below to determine the nature of the offerings the voices demand to grant their powers.

Whisper Recharge

d10	What must be offered to the Voices?
1	The life of a young and healthy mouse, given of its free volition
2	Seven stardrops
3	Bath in the light of the red moon
4	The seed from the heart of a tree
5	The head of a ruler
6	A drop of cat blood
7	A personal relationship to a loved one
8	The voice of the wind
9	A whole lake
10	Pledge yourself to the voices

Weapons from the Heavens

When the mice find a Whisper, roll to determine which Whisper they find. Once a Whisper is found, it can't be found again.

Whispers in the Dark

d20	What Whisper is in the Chamber?	
1	Spear of Ari	8 Pincer of Sco
2	Ax of Tau	9 Bow of Sgr
3	Dagger of Gem	10 Bell of Cap
4	Sling of Cnc	11 Hook of Aqu
5	Hammer of Leo	12 Dagger of Psc
6	Sickle of Vir	13 Staff of Oph
7	Claw of Lib	14-20 Re-Roll

Weapons and their Magics

Spear of Ari (Heavy, d10)

From a split staff springs forth a blade tip to form a spear. The mice who wield this weapon are said to be able to leap across the night sky.

Magic: While holding the Spear of Ari a mouse can mark a usage and then safely jump up to 3 ft to a spot on sight.

Ax of Tau (Medium, d6/d8)

A hefty double sided ax with the head of a bull carved in the middle.

Magic: While holding the Axe of Tau, a mouse can let loose an earth-shattering roar, literally splitting the earth before them: mark usage to open a rift in the earth up to 3 ft long and 1 ft wide.

Dagger of Gem (Light, d6)

A dagger with two interconnected handles. When a mouse holds the dagger, they feel the warmth of another paw atop their own.

Magic: While holding the Dagger of Gem a mouse can summon an exact copy of themselves that obeys their commands for Xd6 turns, where X is up to the remaining number of usage dots. Every Turn except for the one the copy is summoned, there are 1-in-6 chances that the copy becomes self conscious and from this point on tries to kill the original and take their place. After the set amount of Turns or when it dies, the copy vanishes into thin air. Mark usage after each use.



Sling of Cnc (Light ranged, d6)

A slingshot fashioned from the otherworldly ore with the picture of a crab on the hilt. Where normally the leather strip would be, the ore instead becomes soft and elastic. Needs ammunition to make an attack.

Magic: A ball of black light forms inside the sling. The attack only deals d3 damage, but the target can't move until it makes a successful WIL save with disadvantage. Mark usage.

Hammer of Leo (Heavy, d10)

A mighty hammer with the head fashioned after the head of a cat. Its users are said to stand grand on the battlefield, undefeated.

Magic: While holding the Hammer of Leo a mouse can, instead of taking damage from any source, mark a usage dot and negate up to 5 points of damage before subtracting it from HP. This is only possible once per Round.

Sickle of Vir (Light, d6)

With an impossibly thin blade, the Sickle of Vir is embedded with the mark of the innocent. It is said to let plants it cuts grow wild and dangerous.

Magic: While holding the Sickle of Vir, mouse can mark an Usage to make plants in their vicinity grow according to their will. The plant will keep the shape and size for 1 Watch. After that it will wither away and die.

Claw of Lib (Light, d6)

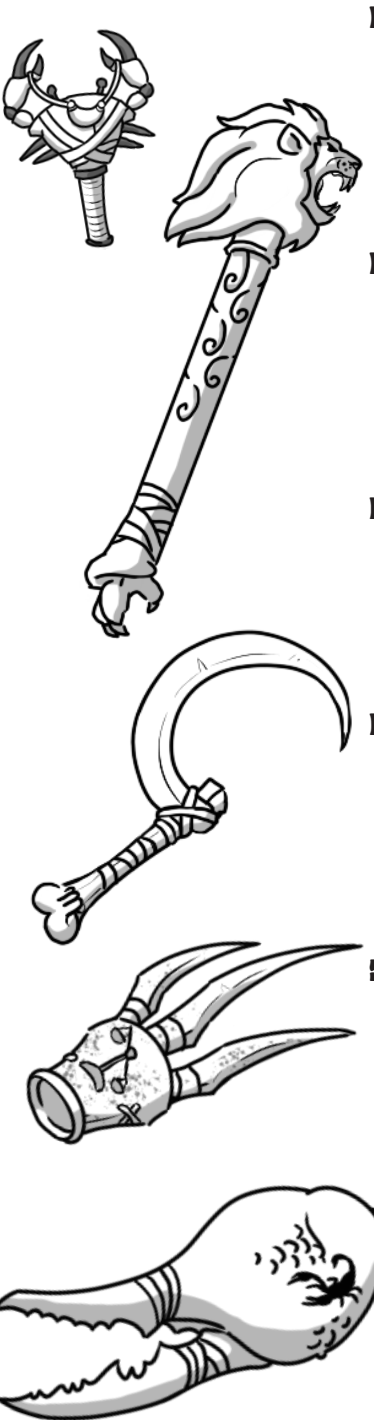
An ore fashioned claw with a hole that perfectly fits in a mouse paw. Engraved with the picture of a scale, it's said to hold the guilty in place until judgment can be passed.

Magic: After dealing STR damage to a target, mark usage to paralyze the target. The target can do nothing for one Turn.

Pincer of Sco (Light, d6)

An ore fashioned pincer marked with the stinger of a scorpion. It has a hole that perfectly fits a mouse paw.

Magic: Mark usage to coat Pincer of Sco in venom. For the next Turn every attack deals DEX damage. Critical damage: deal d12 STR damage.



Bow of Sgr (Heavy ranged, d8)

A bow fashioned from otherworldly ore. The ore, where the string would be, is soft and elastic. The handle features the symbol of a mouse with six paws, standing on four of them.

Magic: Mark usage: for the duration of the next Watch, the Bow of Sgr produces its own arrows of cold white light when drawn. The arrows vanish after impact.

Bell of Cap (Medium, d6/d8)

A medium sized bell on a staff with the mark of a horned mouse. Can be swung like a hammer. Those who hear its sound are said to be able to safely walk on the bottom of the sea.

Magic: Ring the Bell of Cap and mark usage. Your mouse grows webbed paws and fins. For the next Watch your mouse can breathe and see underwater, and can move freely in the water.

Hook of Aqu (Medium, d6/d8)

A big fishhook engraved with a picture of an amphora. Its wielder is said to be able to level entire houses with the flick of their wrist.

Magic: Mark Usage. For the next Turn your mouse can freely manipulate any liquid it can see up to 2 gallons in volume.

Dagger of Psc (Light, d6)

A beautifully designed dagger with the image of two intertwined fishes engraved in the blade. Its wielder is said to befriend even their worst enemy.

Magic: When you deal STR damage, you can mark usage. Your target becomes charmed and will do your unquestioned bidding for the next Turn.

Staff of Oph (Heavy, d10)

Staff fashioned with two snakes curling around it in an upward spiral. A hit with its heads is said to wake up even the dead.

Magic: Mark all Usage dots: revive a dead creature to full health. For the first week, the creature seems aloof and out of place until it settles again in the realm of the living.



Critters of a Thousand Blisters

The Static Zone

A link between the creature-verses

An old faerie legend, housed in the annals of the Mad Maus King, says there are portals that connect the worlds; yes, not one but the many... What if you could scurry between these realities, encountering and perhaps even befriending an alternate version of one's self? What if, having embarked on such a fantastic voyage, you lost your way and became hopelessly lost in the dark sinew connecting the mirrored cosmoses...?

Welcome to the abbreviated guide to that singular sort of in-between-them-all quasi-location called the Static Zone. It's infamously home to the now-beastly entity known to those few who've crossed his path and lived as the Critter of a Thousand Blisters—a huge centipede whose many chitinous segments are spiked with the flickering moving images that he dragged into the Zone with him when he fled the animals' home universe.

This section includes a very short introduction to the Static Zone, a hook for introducing such transdimensional weirdness into your own games (the heroes have to save lost butterfly twins), a statblock for the titular beast, and of course plenty of useful items.

Crossing the Streams

This special section was written and illustrated as a crossover episode linking the game-universes of Blister Critters and Tomb of a Thousand Doors, a Mausritter megadungeon. You can use the Location presented here, the Static Zone, to send Critters off on a Mausritter quest or to bring your mice and Lilliputians into the Stuff-filled world after the end of humanity!

The Bridge, AKA the Rift Gate, AKA the TellyPorter

Before you ever see The Bridge, you'll hear it: the crackle and hiss of fuzzy emptiness. The Bridge itself looks like an old TV, broken but still powered, its screen showing only static. Some call it a Rift-Gate. Others say it is an esoteric Faerie Portal. To those who have slipped through it into the nothingness between worlds, it is the Telly-Porter.

How the door within the Telly-Porter opened and travel between worlds was made accessible, no one knows. What is known is that through the Telly-Porter lies the Static Zone that connects the disparate ends of the multiverse. This TV, broadcasting constant static, is more than a screen. Critters who gaze long enough into its face feel its calling—and some may step inside and be Telly-Ported with no obvious way home.

Once that fateful step is taken, the traveler enters the world-between-worlds. What is this place—if “place” is even the right concept? Vast expanses of darkness, lit only by the fading glow of every-distant static, soundtracked by the faint hums of distant realities, and littered with the discards of human culture.

How do you get home from the Static Zone? How do you escape? Listen for the subtle white noise that blares out of a forgotten TV. Maybe, just maybe, that boob-tube may be another Telly-Porter...

d12	Static Zone Item	Effect
1	Extreme Core Maxx 3000	This wide elastic band has flames cheaply printed on the side. Perfect for crafting a slingshot large enough to launch a small animal!
2	MagaZOOons	Each of 12 magazines in this stack highlights a different animal. If you skim one (which takes about 10 minutes), roll a d12. On a 7+, you learn one stat/score or ability/power that the target animal possesses. On a 12: you got em! You learn 3 stats/scores or abilities/powers.
3	Lawyer's business card	In a pickle? Call Jimmy McGrickle! Immediately after any dice roll, you can bite out one of the 3 “get out of jail free” spaces on the card and reroll your result!
4	Lunarsand	This plastic bucket is full of moldable, brightly colored sand. It can be used one time to construct a wall for cover, stairs to climb, a decoy artifact to swap places with. Sky's the limit.
5	Now That's What I Call a CD, Vol. 4	180 songs packed into 3 CDs. Throwing one CD packs a 60-song punch: if you hit when throwing a CD, roll 6d10. The damage dealt is equal to the sum of all matching results. If no results match, use the highest single result.
6	One-Pill	This bottle has d4 supplement pills left inside. The pills promise to cure any ailment and—if you believe hard enough—make your dreams come true! Each pill does indeed cure any condition. When their character swallows a pill, the player (not the character) must make a wish out loud in d12 words. The wish comes true... sort of. The wisher should choose their words carefully, as the fine print lists a host of nasty side effects.
7	Papa Scrubber	This round yellow sponge with a smiley face cut into it has two modes—hot and cold. Soak in warm water to soothe a recent wound: regain the health lost from the most recent attack you suffered. Soak in cold water for an abrasive edge: the machine scrubs off one stat/score, lowering it by one step!
8	Slimey Blimeys	This small plastic garbage can is filled with a viscous green substance. Inside the goop are a smattering of plastic figures that pack a punch. If you can lure a target to become stuck inside the goop, they remain stuck (stunned) until they spend an action to break free (this takes one round). In breaking free, they suffer a small amount of damage as the little figures in the goop beat them up!
9	Snapper	This light-up disco ball turns on and off when anyone nearby makes a distinct SNAP sound. It's perfect for dazzling easily distracted foes or simply setting the mood for a bouncy battle.
10	Toothbrite	This white plastic mouthpiece once beamed UV light onto human teeth. Now? It's perfect for strapping onto an animal's head and blinding them. Or singing off a limb! This takes a while, though, and doesn't work if the target can just take it off.
11	Woomarang	This oversized faux-wooden boomerang has molded dark-and-light patterns. When thrown properly, it emits a woo-woo-woo-woo whistle as it flies through the air. Animals targeted by the woomarang are so distracted by the woo sound that they forget to dodge out of the way—eating the flying hunk of plastic right to the face!
12	Wow-Shammy	This bright yellow rag has supernatural absorption abilities. The rag can absorb up to 5 attacks, no matter the amount of incoming damage. Once full, it must be wrung out before absorbing more: roll it up tight and whip it at a target when full to unleash all of the absorbed damage in one Wow-Shammy blow! But be careful: on an attack roll of 1, you suffer all of this pent-up damage instead!

The lost foragers

The PCs aren't the first or only animals who've made their way into the Static Zone. Just yesterday, a pair of teenage butterflies—Mari and her “little twin” brother Po (who hatched a few seconds after her)—accidentally passed through the Rift Gate while out foraging.

The twins are lost and alone. If the PCs don't intervene, they'll be captured and their minds drained of all organic desire by the Critter of a Thousand Blisters. He will leave them unthinking husks, mere bodies that are only capable of whispering how they CANNOT WAIT TO TRY THE NEW SUPER-SHINOBI WHISPER-MIX FOOD-DEVASTATOR, PERFECT FOR SMOOTHIES, MOCKTAILS, AND KID'S DINNER O'CLOCK—

d4	Signs of Mari and Po
	In stumbling around the dark Static Zone, Po tore one of his wings on a rusty metal Christmas tree. His twin sister has gone off muttering to herself as she looks for bandages, tape, or superglue. She heard a distant chittering voice claiming to have ALL THREE AT THE BEST VALUE, and now she's following the voice toward a den of flickering lights... Po, left behind, can explain the situation but is too scared and hurt to act.
	The Critter of a Thousand Blisters has kidnapped Po and is forcing him to watch old human infomercials, Clockwork Orange-style, to learn the TRUE VALUE OF SMART DISCOUNT APPLIANCE SHOPPING WITH US. Mari bravely infiltrated the dangerous den, but then chickened (butterflied?) out. She needs help to save her bro!
1	The butterfly twins are nowhere to be seen or heard—but they've left cryptic notes in the static snow (e.g., “HALP US PLEEZ THX!!!”), with arrows pointing toward the den of the Critter of a Thousand Blisters.
2	As the Critter of a Thousand Blisters “re-educates” the twins, a strange aurora of quasi-memes begins to appear on the horizon above the den. The sky flickers with B-roll images of the twins smiling at crockpots, garlic presses, telescoping travel golf clubs, and multicolored LED flashlights, as a distant inhuman voiceover chants, YOU WON'T WANT TO MISS THESE DEALS—

The Critter of a Thousand Blisters One hundred days of solitude...

Before humanity disappeared, there once was a giant yellow-leg centipede who lived in a little pawn shop in a bad part of town. His cage faced the television mounted on the wall above the cash register, and the TV was always on, always tuned to the VQC Network (“Value, Quantity, Conspicuousness”—the destination for home-shoppers). The sign next to his cage said “GUARD DOG,” and the old lady who ran the shop laughed every time she looked up at it.

One day, the lady left and never returned, and the centipede was alone—except for VQC. Day after day, for more days than the centipede had legs, he watched and learned. As the sun's rays bleached the front of the shop, the centipede changed: he grew larger and larger and spikier and spikier. He found he was no longer hungry for smaller bugs, but only for the steady rays of the sun and the flickering rays of the TV. And he found himself repeating the words he'd hear on VQC—FULL SATISFACTION OR YOUR MONEY STAYS IN YOUR POCKET—in a raspy, high-pitched, pincer-clacking accent. He didn't realize he was the one speaking at first—and only later did he realize he had realized something. He was, in fact, thinking...

Then one day, some divine juice stopped flowing to the TV, and VQC abruptly dissolved into static. The centipede knew he had to act. He bravely rocked his cage back and forth, straining until he crashed down to the floor of the shop. He scuttled up the wall to the TV, his hallowed obelisk, and shook it back and forth. In the before times, when he had to eat, he had been only the size of a chihuahua. But now he had become great and strong, like a FJORD F-757 WARDEN—THE TRUCK FOR THE MAN HIDING INSIDE OF EACH OF US. He shook the TV so hard it leapt off its anchor, and both bug and obelisk tumbled down, falling both through the air, and through each other...

In that moment of in-betweenness, the centipede blacked out. When he awoke, he lay on a bed of white and black snow in a strange new world that mirrored the speckled chaos on the TV. He found that his body had changed yet again, and this time not gradually or even biologically: his back and hundred arms and legs glowed with the power of the ideas he'd spent so many hours meditating upon: value, quantity, conspicuous consumption... Stuff. He had become part-animal, part-monster, part-consumer goods, and part-something else entirely. A lonely god in a land without history. A king in search of vassals. A cart in need of shoppers...

The den of the so-called Critter of a Thousand Blisters, AKA the VQCentipede, AKA “Deek”

Sprawling and jagged, the beast's den is a long cavern in the floor of the Static Zone. Born as it was out of an accident that ripped a hole between two worlds, this juxtapositional rift mirrors the nature of the unfortunate character whom it houses.

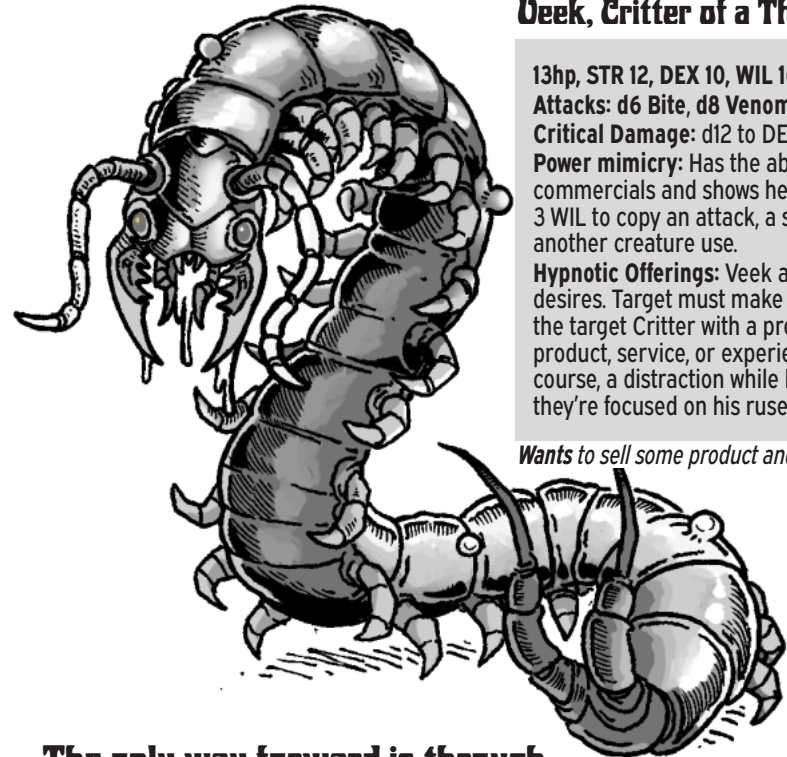
Inside, it's dark and unfriendly to behold: from above, long stalactites drip static onto a cold stone floor. Gathering in puddles, the static creates an unsettling drone that echoes throughout the den. Harsh formations on the stone floor threaten to impale the wary, while the low light throughout the cavern induces a sort of analog seasonal affective disorder.

At the far end, affixed by tendrils and muck, an old television hangs upside-down from a high point in the ceiling, its antenna reaching down through the cool, staticky air—another Telly-Porter! A way out!

Just below, a spotlight reveals a clearing within the stalagmites: here scuttles the Critter of a Thousand Blisters, the lonely telemancer, “guiding” any prey he's captured along the path of constant consumption...



d6	Environmental hazards in Veek’s den
1	Commercial crags – Major cracks in the floor give way to long, physics-defying plummets through the infinite catalog of television advertisements. Critters who fall into one of the crags are subjected to commercial after commercial after commercial with no respite, no chance of an actual show returning from break. <i>Escaping the crag requires a WIL Save to properly predict the next commercial and meditate through it. On a success, the crag will sense your boredom and spit you back into reality.</i>
2	Falling ceiling shards – As Veek thrashes around the den, critter-sized rock shards plummet from the ceiling, inflicting d10 damage to one critter and d4 damage to any others in close range as it shatters.
3	The phone-number graveyard – Thousands of toll-free numbers from thousands of commercials are sent to the graveyard each year until they’re resurrected by the telemanter and put back in circulation. Critters can pull a number from the graveyard and call it. (Make one up that starts with 1-800.) If it’s a number in service, sorry, no help is coming. If it’s a dead number, they’re in luck! Add all the digits that come after 1-800 up and describe a TV product with at MOST that sum’s number of words. This object falls through the den’s Telly-Porter and into the Static Zone.
4	Scene of a Pitch – Endless reels of wannabe entrepreneurs selling their best ideas to potential inventors in The Bears’ Den flash before your eyes: you are mesmerized and dazed—primed for Veek’s bite! <i>(See table below)</i>
5	Static puddles – Scattered throughout Veek’s lair, dripping from the ceiling, are puddles of Telly-Porter static. Whether you step into one intentionally or are thrown into one by the beast, touching a puddle reveals a bizarre surprise: they link together to form a set of random teleportation points. Mark and number 6 puddle-points on a map. When a puddle is touched, roll a d6 to see which of them the toucher pops out of. (This can be the same puddle they just touched.)
6	Whispers in the Static – Decades-old whispers echo in the Static Zone, hawking all manner of products and services. Those who listen closely can hear whispers as trapped and frantic-sounding as those of any critters who have been captured by Veek. Never have the critters felt so close to humanity, yet so far away... The critters suffer disadvantage on their next WIL Save.
d4	What do you see on The Bears’ Den? This object is somewhere nearby
1	The Back Razor – A telescopic, single-blade, 4-inch, durasteel hair killer of a razor. The handle has superior grip, great for use in the shower!
2	Ink-Well Ballpoint Pen and Canteen – Pens house liquid ink already... Well now they hold liquid water, too! With the easy click of the button, you can stay hydrated in the office.
3	Skater Grater – Tired of those pesky skaters? Install these titanium “cheese-like” graters on your driveway, and those sidewalk-surfers will most def learn how to shred!
4	Sock-Flops – Love flip-flops? Love warm socks? This holiday season, get the best of both worlds with fashionable footwear for everyone!



Veek, Critter of a Thousand Blisters

13hp, STR 12, DEX 10, WIL 16, Armor 3
Attacks: d6 Bite, d8 Venomous Pinch (DEX)
Critical Damage: d12 to DEX as the poison begins to take effect
Power mimicry: Has the ability to mimic the countless hours of commercials and shows he’s watched has paid off. He can spend 3 WIL to copy an attack, a special, or a spell he has seen another creature use.
Hypnotic Offerings: Veek attempts to assess a target’s greatest desires. Target must make a WIL Save. If failed, Veek enthalls the target Critter with a presentation showcasing the exact product, service, or experience the Critter wants most. This is, of course, a distraction while he is trapping the Critter while they’re focused on his ruse.

Wants to sell some product and melt your mind

The only way forward is through...
Encountering Veek

Depending on how cautious the players are—and how much time you have to let them explore the Static Zone—the pathway from the Telly-Porter to the den of the Critter of a Thousand Blisters may be long and winding or direct. Perhaps one of the butterflies has located the PCs and begged them for help retrieving their twin. Perhaps the PCs have made a riotous noise, and Veek has found them...

Either way, when the PCs finally encounter the lonely, many-legged monarch of the Static Zone, they have a few options:

- **Fight** – The PCs may simply, understandably meet a screaming, rottweiler-sized centipede with glowing advertisement-chitin and say, “yeah... nope!” If attacked, Veek fights to the death, as he no longer even understands the concept of life per se, only consumption. No matter what happens to his body, the spice will flow—FROM YOUR NEW PEPPER-BLITERATIN’ DREAMY SAUCE STREAMER—
- **Make a deal** – Veek loves a deal! If you can offer him something valuable enough, he will let you pass unharmed through the Static Zone.
- **Pretend** – Veek doesn’t eat food anymore: he eats desire. If the PCs can figure out what’s going on, they may be able to fool Veek into thinking they’ve been brainwashed into TV-ad-brained zombies and then escape unharmed.

No matter how the PCs deal with Veek, they will have to use his Telly-Porter to get home... or end up somewhere else entirely...



Appendices

Appendix A: Conversions

Converting for Cairn

Being that *Cairn by Yochai Gal* is, like *Mausritter*, a descendant of *Into the Odd* by *Chris McDowall*, converting this setting to Cairn should be pretty straight forward. One could simply run the megadungeon as is and explain the monsters and mouse themed vibe as just the weird, mythic underground. This would suffice. However, I wanted to provide a simple “re-skinning” of the monsters to make them fit a more grimdark, vanilla fantasy setting. I will only start the process by adjusting the main bestiary, here is how I'd do it:

- **Plague Rats/Lieutenants** become **Secret Cult Acolytes and Cult Leaders**
- **Bat Cultists** become **Demon Summoners**
- **Snake Worshipers/Priest** become the **Church of the Serpent**
- **Elemental Snakes** become **Wyrms**
- **Mole Combine** become **Dwarves** and the creators of the **Tomb**.
- **Dragon Turtle** become a **Red Dragon**
- **Vampire Shrooms** become **Vampire** stalking the tunnels
- **The Rat King a Lich** (*I recommend II Gioco Segreto's Lich hack*)

Converting for other Mark of the Odd games

I will not seek to go into as much detail as I did for converting this megadungeon to *Cairn*, but rather I wish to layout a basic framework for how Game Masters could, if they so choose, “re-skin” *Tomb of a Thousand Doors* to their specific game.

Mark of the Odd lends itself to any number of unending and unique setting so what follows is only a start - so go wild!

- **We Deal in Lead by Colin LeSuer**: This re-skin can go one of several different way. I have taken the path of least resistance and just assumed the Tomb entrance is just on the other side of a **Slip Door** for a **Gunslinger** to step through.
- **Runecairn by Colin LeSuer**: For this, one of my favorite Cairn hacks, I would just take the Cairn conversion and then re-flavor the grimdark fantasy with fantastical **Norse mythology**. Add in some **Saxon mythos** from *Beowulf* and you are golden, ready to plunder Odin's vaults!
- **Lilliputian: Adventure on the Open Seas by Matthew Morris**: So yeah, this one is easy - Lilliputians are 6” tall, don't change a thing!
- **Liminal Horror by Goblin Archives**: As with previously mentioned Cairn hacks, this could go multiple ways. I have decided to go with what would scare me - **terrifying nightmares** of rat-people and snake-demons taking physical form and haunting a forgotten city. **Investigators** beware!
- **Electric Bastionland by Chris McDowall**: Far from the “safety” and chaos of the **only city that matters**, debtors can find loot to pay off their debts far off in **Deep Country**.
- **Eco Mofos by David Blandy**: Who knows what the **radioactive wastes** that ravished the world here but hey, **you got to make a living** in the mutated reality of this eco-punk landscape.

• **Isle of Ixx by Skull Fungus**: Maybe there is a **hidden cave** on a mutant populated island adjacent to Ixx just outside the **Eternal Storm**, does it contain more Ixxian treasures?

• **Into the Bronze by Gantijo**: Much the same as *Runecairn* but with **late-Bronze Age** and **Mesopotamian** flair.

• **Into the Jungle by Christian Plogfors**: This one is actually perfect! You are a soldier during the **Vietnam War**. Exploring classic **fantasy dungeons**, with monsters like pigmen and lizard people. Just replace pigmen with rat-people!

Appendix B: Mausritter Third Party Supplements Mentioned in Tomb of a Thousand Doors

- **Bernpyle YEAR ONE by Matthew Morris**
- **Tales from Moonshore by Lux Taggart**
- **Lilliputian: Adventure on the Open Seas by Matthew Morris**
- **Mayfield by Various Authors**
- **The Rittermarch by Various Authors**
- **The Ballad of Myrtlewood Fishermaus by Matthew Morris**

These can all be found in the **Mausritter Library** available online. This is also a great resource for finding many more third-party supplements by many of the amazing contributors to *Tomb of a Thousand Doors*.

Appendix C: Links to More Mausritter

- **Official Mausritter website**
- **mausritter.com**
- **Mausritter Library**
- **library.mausritter.com**

Bernpyle Collection by ManaDawn Tabletop Games

- **Bernpyle: An Unofficial Sword-and-whiskers Zine (issues #1-#9)** <https://itch.io/c/2597197/bern-pyle-zines>

Mayfield (setting) by Various
Mausritter Third-Party authors
• <https://manadawnittg.itch.io/mayfield>

The Rittermarch (setting) by Various
Mausritter Third-Party authors
• <https://itch.io/jam/rittermarch>

















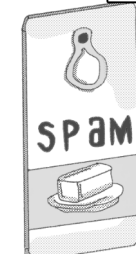



























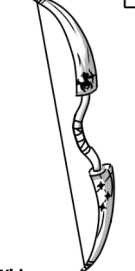








Tales from Moonshore (supplement) by Lux Taggart
• <https://sites.google.com/view/talesfrommoonshore>

• **Veins of the Earth by Patrick Stuart**
Appendix Z: Special Thanks















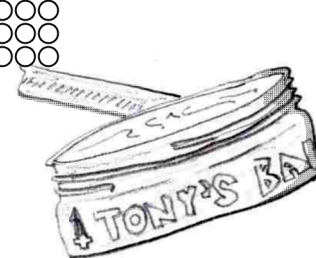





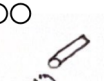

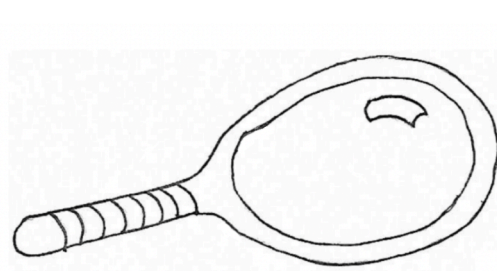






I, Matthew Morris of ManaDawn Tabletop Games, wanted to use this space to give special thanks to key folks in making this beauty a reality! First off, massive thanks to **Isaac Williams**, creator of *Mausritter* and the amazing community around it; thank you so much Isaac for believing in this and for all your support! Next, I want to thank **Tony from Plus One Exp!** Your partnership and help has been priceless! Thank you so much my friend! I want to thank the amazing behind the scenes team of **Antonio, Ross, Pengy, Ellohir, and Hugh** for all of your countless hours bringing this project to life! Truly this would've been impossible without you! Massive shoutout to the **40+ contributors** who have made this megadungeon unique! This was a massive undertaking and truly a community endeavor that worked so well. Thanks to **Yochai Gal** and **Diogo Nogueira** for all your endless support and encouragement! **Ryan and Hunter**, you are amazing my friends and your support and friendship is so appreciated (also, congrats Ryan on being Backer #1). I want to thank the players in my home game who have play-tested over 35 hours of Tomb of a Thousand Doors to date! **Jon Morris, Wesley Ransom, Nick Gurney, Cory Ellingboe, Ruben Mena, Chuck Thomas, and Levi Millay**. Y'all's shenanigans are truly unrivaled! Lastly, but most importantly, I need to thank my beautiful and gracious wife, **Mariah**, and my two cute little, **Charlotte and Seth**. Your patience, grace, and unwavering support is the real reason any of this ever happened! So thank you from the bottom of my heart! And I thank my Lord and Saviour **Jesus Christ**. *This is for your glory! Maranatha.*

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Items from Tomb of a Thousand Doors

Staff of Mousekind	Seam Ripper	Exacto Knife	LED Keychain	CR2032 Battery	★ Healing Kit	Spider Egg	Spear of Ari	Hammer of Leo	Hook of Aqu	Barrier Sword
 <div>d6/d10</div>	 <div>d10+1</div>	 <div>d10+2</div> <div>Cursed</div>					 <div>d10</div>	 <div>d10</div>	 <div>d6/d8</div> <div>Whisper</div>	 <div>d6</div> <div>1 usage, negate dmg</div>
				★ Crown of Empathy	Chief's Jewelry	★ Mirror Shield			Bell of Cap	Laser Pointer Staff
					 <div>2300 pips</div>	 <div>Shield</div>			 <div>d6/d8</div> <div>Whisper</div>	
Medium	Heavy	Heavy					Whisper	Whisper	Whisper	
Shield	★ Cat Strike Killer	★ Questing Blade	★ Queen's Regalia	★ Slime Stone	★ Ballroom Mask	★ Sorrow	Ax of Tau	Sickle of Vir	Dagger of Psc	
 <div>1 def</div>	 <div>d10+1</div>	 <div>d10</div>	 <div>d10</div>			 <div>d6</div> <div>Light</div>	 <div>d6/d8</div> <div>Whisper</div>	 <div>d6</div> <div>Whisper</div>	 <div>d6</div> <div>Whisper</div>	
Armor	Magical	Heavy	Heavy	Froglodtype Eggs	Holy Symbol of Ratonkind	Gem Cup	Dagger of Gem	Claw of Lib	Vorpall Blade	The Paintbrush
						 <div>300p</div>	 <div>d6</div> <div>Whisper</div>	 <div>d6</div> <div>Whisper</div>	 <div>d10</div>	
Crabclaw Bidet	Ginger's Spellhammer	★ Shining Armor	★ Sword of the Sun	★ Remembrance	Backrazor		Sling of Cnc	Pincer of Sco		
 <div>d10</div>	 <div>d10</div>	 <div>1 def</div>	 <div>d10</div>	 <div>d6/d8</div> <div>Medium</div>			 <div>d6</div> <div>Whisper</div>	 <div>d6</div> <div>Whisper</div>	 <div>d10</div> <div>Heavy</div>	
Heavy	Heavy	Armor	Magical	Tome of Mausferatu	Overwhelm		Bow of Sgr	Staff of Oph	Tock	Tick
							 <div>d8</div>	 <div>d10</div>	 <div>d8</div>	 <div>d8</div>
	Ruby	★ Magic Ruby	Mucus Ointment	Vial of Spores	Wave					
	 <div>200p</div>	 <div>Recharges a spell</div>		 <div>d6/d8</div> <div>Thrown</div>			Whisper	Whisper	Medium	Medium

Items from Tomb of a Thousand Doors (continued)

Venom Dagger <div>○○○ <div>d6</div></div> <div>Light</div>	Shoelace Lasso <div>○○○ </div>	Ratonloft Fog <div>○○○ </div>	Lip Balm <div>○○○ </div> <div>Grease</div>	★ Barrier <div>○○○ </div>	★ Stone to Flesh <div>○○○ </div>	Stickey <i>It might as well be super glue, there doesn't seem to be a way to get it off.</i> Clear: Two turns	Mailaise <i>Unease and fear takes over. You are sure your quest will fail.</i> Clear: Nordegren's summoning	Emerald Curse <i>STR saves against the Emerald Curse with STR+1 (per Emerald Curse).</i> Clear: Only by magical intervention	Paralysis <i>Scared stiff!</i> Clear: Two turns
Glowing Lichen Rope <div>○○○ </div>	Clawed Gloves <div>○○○ <div>2d4</div></div> <div>Paw or Body Slot</div>	Underground Sundial <div>○○○ </div>	★ Shrink <div>○○○ </div>	★ Resurrection <div>○ </div>		Stickey <i>It might as well be super glue, there doesn't seem to be a way to get it off.</i> Clear: Two turns	Mailaise <i>Unease and fear takes over. You are sure your quest will fail.</i> Clear: Nordegren's summoning	Emerald Curse <i>STR saves against the Emerald Curse with STR+1 (per Emerald Curse).</i> Clear: Only by magical intervention	Paralysis <i>Scared stiff!</i> Clear: Two turns
Grappling Hook <div>○○○ </div>	Stalactite Shard <div>○○○ <div>d6</div></div> <div>Light</div>	Wand of Mousekind <div>○○○ <div>d6</div></div> <div>Light</div>	Beard Balm <div>○○○ </div> <div>Ration/Light Source</div>		★ Charm Mouse <div>○○○ </div>	Stickey <i>It might as well be super glue, there doesn't seem to be a way to get it off.</i> Clear: Two turns	Mailaise <i>Unease and fear takes over. You are sure your quest will fail.</i> Clear: Nordegren's summoning	Emerald Curse <i>STR saves against the Emerald Curse with STR+1 (per Emerald Curse).</i> Clear: Only by magical intervention	Paralysis <i>Scared stiff!</i> Clear: Two turns
Moss Boots <div>○○○ </div>	Magic Mirror Piece <div>○○○ </div>	Necrobat Wing Claw <div>○○○ <div>d6/d8</div></div> <div>Medium</div>			★ Source <div>○○○ </div>	Blind Eye <i>All attacks you make are impaired and attacks made against you are enhanced.</i> Clear: After d6 turns	Poisoned <i>Disadvantage on DEX saves</i> Clear: After 1 day	Turned to Stone <i>You are made of stone and can not move or speak. You don't require air, food, drink, or sleep.</i> Clear: Spell: Stone to Flesh	FOOL! Clear: Prank someone
Cave Traveller's Chalk <div>○○○ </div>	Snake Egg <div>○○○ </div>	Hand Mirror <div></div> <div>1000 pips</div>			★ Charm <div>○○○ </div>	★ Summon Skeleton <div>○○○ </div>	Blind Eye <i>All attacks you make are impaired and attacks made against you are enhanced.</i> Clear: After d6 turns	Poisoned <i>Disadvantage on DEX saves</i> Clear: After 1 day	Turned to Stone <i>You are made of stone and can not move or speak. You don't require air, food, drink, or sleep.</i> Clear: Spell: Stone to Flesh
Crystal of Detection <div>○○○ </div>	Mausdusa Statue <div>○○○ </div>	★ Machego's Bones <div></div>	★ Sierpe Paralysis <div>○○○ </div>						

TOMB OF A THOUSAND DOORS

MAUSPITTER

STR

DEX

WIL

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

HP

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Name:

BACKGROUND:

XP

LEVEL: 1 2 3 4 5 6 7 8

GRIT: - ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

EXPLORED DUNGEONS

INVENTORY

MAIN PAW

off PAW

1

2

3

4

5

6

BODY

BODY

PIPS

TREASURE FOUND

MOLE-HIRELING

BOSS:

DEF

HP

1

2

3

4

5

6

MAIN PAW

off PAW

STR

DEX

WIL

1	2	3
4	5	6
7	8	9
10	11	12

1	2	3
4	5	6
7	8	9
10	11	12

1	2	3
4	5	6
7	8	9
10	11	12

MOLE-HIRELING

BOSS:

DEF

HP

1

2

3

4

5

6

MAIN PAW

off PAW

STR

DEX

WIL

1	2	3
4	5	6
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10	11	12

1	2	3
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Tomb of a Thousand DOORS

