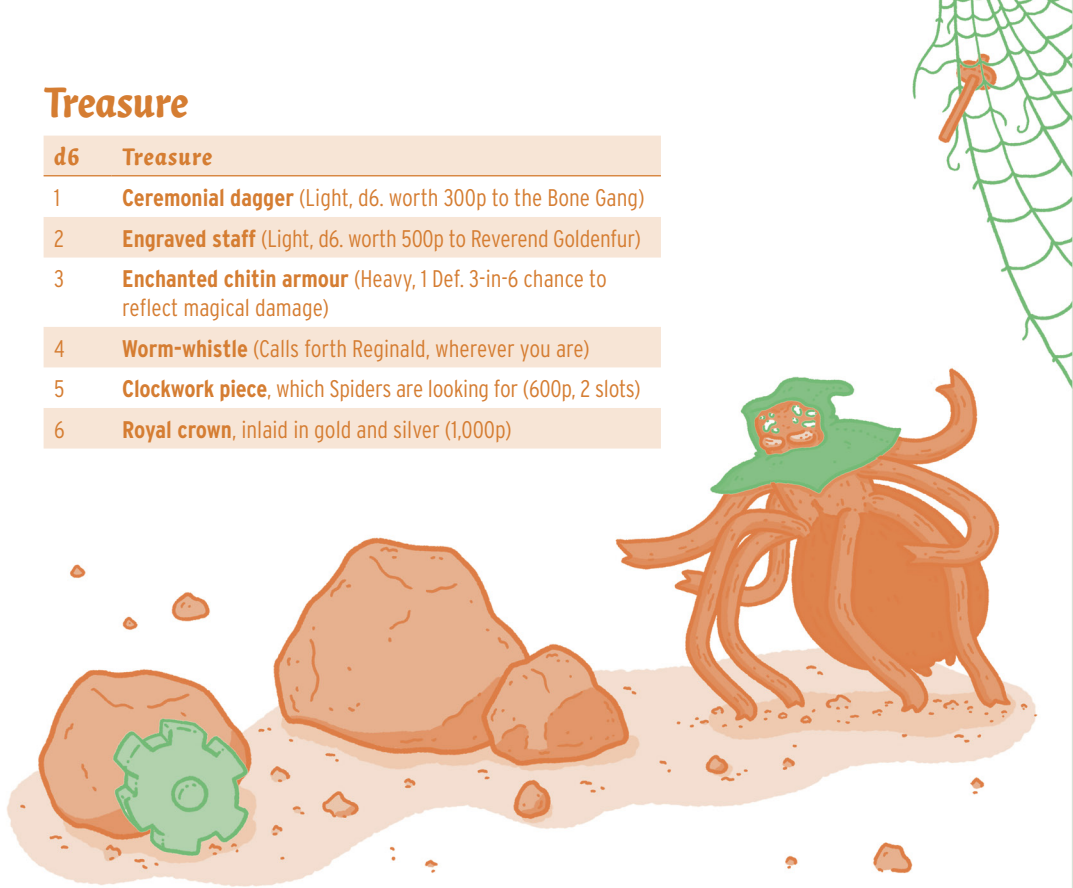


Treasure

d6	Treasure
1	Ceremonial dagger (Light, d6. worth 300p to the Bone Gang)
2	Engraved staff (Light, d6. worth 500p to Reverend Goldenfur)
3	Enchanted chitin armour (Heavy, 1 Def. 3-in-6 chance to reflect magical damage)
4	Worm-whistle (Calls forth Reginald, wherever you are)
5	Clockwork piece, which Spiders are looking for (600p, 2 slots)
6	Royal crown, inlaid in gold and silver (1,000p)



Navigating the Tumble-tunnels

Whenever the player mice travel to a new room within the Tumble-tunnels; or whenever they search or carry a sludge ball, roll d6.

On 1-2, they take the Condition Sludge-coated.

Sludge Coated

When gained, mark usage on all items in Paw/Body slots.

Clear: A nice hot bath



In an accident so humiliating that the details will remain unspoken, the royal crown tumbled from the castle window into a pool of sludge below. By the time the Queen's embarrassment had faded enough to dispatch some guards, the Tumblefolk had been and gone. These roaming beetles had collected the sludge, rolling it into giant balls for easy transport, unintentionally taking the Queen's crown along with it.

The home of the Tumblefolk has been burrowed within a behemoth mushroom, an array of winding tunnels and cavernous rooms, each with a special role in the processing of their prized resource: sludge balls. A party of brave mice must now venture into the heart of the fungi to retrieve the crown!

Adventure hooks

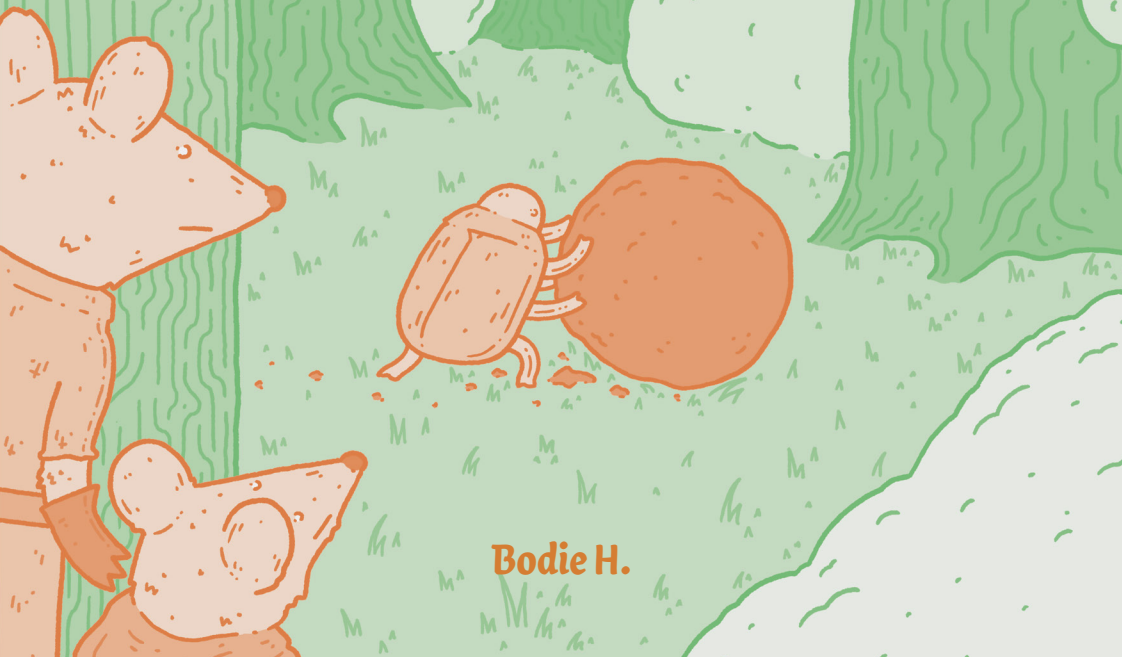
d6	Hook
1	The mouse child Perris Redberry has gone missing, she was last seen playing near the Fungi Fortress.
2	A farming union seeks to open trade negotiations with the Tumblefolk but are having trouble getting a message to the queen.
3	Whispers of a military coup have been circulating in the Fungi Fortress; the Tumblefolk queen has requested outside assistance to expose the mutineers.
4	Queen Zipporah has lost an important clock piece. She offers a 500p reward for its return.
5	Six Tumblefolk eggs were confiscated from a black market trader. Since relations with the Tumblefolk are already so tense; the eggs must be returned to the Fungi Fortress without anyone knowing of the theft.
6	Tumblefolk gatherers have accidentally taken Queen Madriga of Thorns' crown.



Writing & illustration: Bodie H. | Design: Isaac Williams
Editing: Andre Novoa & Isaac Williams | Proofreading: Matthew Pook
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Mausritter

MUSH
RUSH



Bodie H.

Encounters.

d6	Encounter
1	d6 Tunnelers , looking for intruders
2	d6 Tunnelers escorting Rollers holding eggs
3	d4 Clock Spiders , limping away from a fight
4	Sludge-covered Monk , searching for lost staff
5	d4 Frog Thieves , bags laden with stolen goods
6	Reginald , thundering and hungry

The Tumblefolk's collection of detritus has given them a rudimentary understanding of mouse language.

Roller

Do everything else no one else wants to

2hp, STR 5, DEX 7, WIL 8
Attacks: d6 claw

Wants to roll sludge balls for ever and ever

Tunneler

Over-confident and aggressive soldiers

8hp, STR 14, DEX 7, WIL 8, Armour 1
Attacks: d8 shovel
Critical damage: Carry away in pincers

Wants to defend their Fortress

Reginald, Giant Earthworm

Bigger than he knows

12hp, STR 12, DEX 9, WIL 12, Armour 1
Attacks: d8 bite, Stunning squeal
(All in range must make WIL Save. On failure, lose next action and take Frightened Condition)

Wants to eat a tasty meal

Clock Spider Assassins

6 HP, STR 8, DEX 15, WIL 10
Attacks: d8 poison bite (damages DEX instead of STR)

Want their clock piece back



1. Entrance

Long hall, columns reaching to the ceiling.

- **Rollers** rushing and panicked
- **Guards:** Four **Tunnelers** shout contradictory orders. If you speak their language, you can make out instructions like “giant spiders”, “invasion”, and “to the Mess Hall!”.

2. Steam Room

Heavily obscured with steam. Uncomfortably hot.

- A fire fueled by sludge balls **heats stones** in a large dish. A Roller uses a **silver ladle** (200p) to pour water over the stones.
- Various **Tumblefolk** relaxing in the **thick steam**, talking and singing with one another.

3. Mess Hall

Mayhem. Invading spiders slithering across the tables.

- d6 **Clock-Spiders** push past **Rollers** as they break sludge balls apart, searching for something.
- Rollers click and whistle quietly, awkwardly trying to ignore the spiders as they eat.
- d8 **Tunnelers** arrive in 1d4 rounds with shovels at the ready to try and remove the spiders.

4. Royal Chamber

Decoratively-carved. Ornate throne on an clay platform.

- **Queen:** A beetle larger than the others sits atop the throne looking **incredibly bored**, being fed bite-sized sludge balls by an assistant Roller.
- **Egg wrappers:** three **Rollers** collect eggs from a container behind the queen, taking sludge from a large bowl to form protective casings.
- **Collectors:** two **Rollers** will show up occasionally to transport newly packaged eggs to the **Nursery**.

5. Storage

Ramps and platforms. Cavities containing sludge balls.

- **Tunneler** stands watch at the **entrance**. d8 **more** patrolling the platforms inside.
- d6 **Clock-Spiders** creep along the ceiling, ready to pounce on the guards. Searching for clock piece.
- **Sludge balls:** 2-in-6 chance of **Treasure** for each Turn spent searching.

6. Nursery

Squeaks and gentle clicks echoing through the cavern.

- **Sludge balls** half-buried in the walls, each housing an **infant Tumblefolk**.
- Two **Roller nurses**, lean on each other, **asleep**.
- One of the balls has broken open, a **pupal Tumblefolk** in the debris. If the pupae is helped, the nurses will reward the players with **treasure**.
- **Encased mouse:** **Perris Redberry**, missing **mouse child**, nose peeking out of a sludge ball.

7. Equipment Storage

Carefully stacked racks of tools. Not a piece out of place.

- **Equipment:** 2 Shovels (Medium, d6/d8), Chitin plate (Heavy armour), Electric lantern.
- **Guarded** by two nervous-looking **Tunnelers**.
- **Secret meeting room:** 2d4 **Tunnelers** discussing plans to **overthrow the Queen** and take power. Will try to convince the mice to join them and promise **treasure** in return.

8. Processing Room

Organized labor. Tumblefolk work like a clockwork machine.

- 12 **Rollers** sit reassembling large sludge balls into smaller sizes, being careful not to lose any.
- Each Turn, **Rollers** arrive with a **massive ball of sludge**. Will try to roll mice into the ball.
- **Disposal chute:** To **Garbage room**. For disposal of any non-sludge material (including Mice!).

9. Garbage Room

Dark. Pungent dampness. Soft rumbles from below.

- **Floor** is composed of discarded miscellany. Wood, glass, bones, plastic scraps. If a Turn is spent searching, find **Treasure**, but anger Reginald.
- **Falling scrap:** In **combat** or **while searching**, there is a 3-in-6 chance each round that a player mouse will be **struck by falling scrap** for d6 damage.
- **Reginald the Earthworm** lives here, feeding on scraps. If the **Royal Crown** has not been found, it is here. Reginald will trade it for a large, tasty meal.

