

Paperboat

Warband scale craft
8hp, STR 8, DEX 8, WIL 8
Attacks: d6 spears
Speed: d4

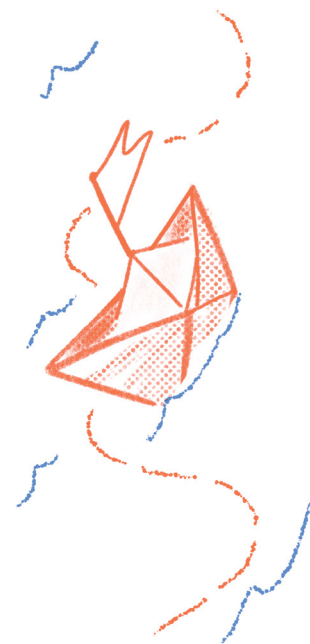
Our paperboat has...

- Pick two:
- Paper sails (d6 speed)
 - Sleek design (d6 speed / d8 with sails)
 - Veteran helms-mouse (+4 hp)
 - Heavily armed (d8 harpoon)
 - Grappling hooks
 - Cheap materials (-300p cost)

But also...

- Pick one:
- Expertly folded (+500p cost)
 - Unruly crew (disobey orders)
 - Damaged in another race (-4hp)
 - It's perfectly fine (it's not)

To join the race, you'll need a boat!
Luckily Racemaster **Raffle Pin** has one for sale. And for only **800p!**



The Frogacle

Once per year, the Frogacle emerges from the Lily Temple to read the skies and cast auguries.

Some gain her favour, others gain her curse.

All that matters is who finishes first.

Place	Frogacle's Reward	Town mice reward
1st place Frogacle's Song	The players may ask three questions. The GM must answer them truthfully.	1000p to each participant. Mice are received like heroes in town and enjoy free drinks for a very long time.
2nd place Frogacle's Blessing	The mice are blessed by the Frogacle. Gain 1 point to an attribute of choice.	500p to each participant. Mice are received well in town and the mayor invites them to a party, along with the winners.
3rd place Frogacle's Petty Medal	Participation diploma.	Everyone looks down on the mice.
4th place Frogacle's Curse	Gain the Frogacle's Curse Condition.	Shunned and ignored in town.

Watery beasts

Goldfish

Warband scale
8hp, STR 10, DEX 12, WIL 7
Attacks: d8 tail slap, d6 bite

Wants to eat anything that falls into its waters

Goldfish Offspring

4hp, STR 6, DEX 10, WIL 4
Attacks: d6 bite

Wants to play, and maybe eat you

Spectral Frog

5hp, STR 8, DEX 9, WIL 10
Attacks: d6 ectoplasm blast (gives Exhausted Condition)
Only damaged by silver or magic

Wants to drag you to a murky grave

Frogacle's Curse
While in water, take d6 damage per round.

Clear: Next annual race

Amongst the dew-fresh garden, The Pond sits. Ready to host the annual Spring rite. Brave mice, champions from all around the Estate, are to sail the waters of the stream and the pond. The most rapid, artful sailors will be the first to hear the Frogacle's Song of Spring. With her song, a blessing upon the settlements of the Estate shall fall: Ancestral advice of ages past.

...Or that was the intent, for this honorable match has decended into a ruthless fight where no dirty tactic, surprise attack, or bloody betrayal is uncommon.

Will you thrive among the rivermice and receive the Frogacle's blessing? Have you come here instead to swiftly steal some riches? Or will you fail, and find only a watery grave?

Adventure hooks

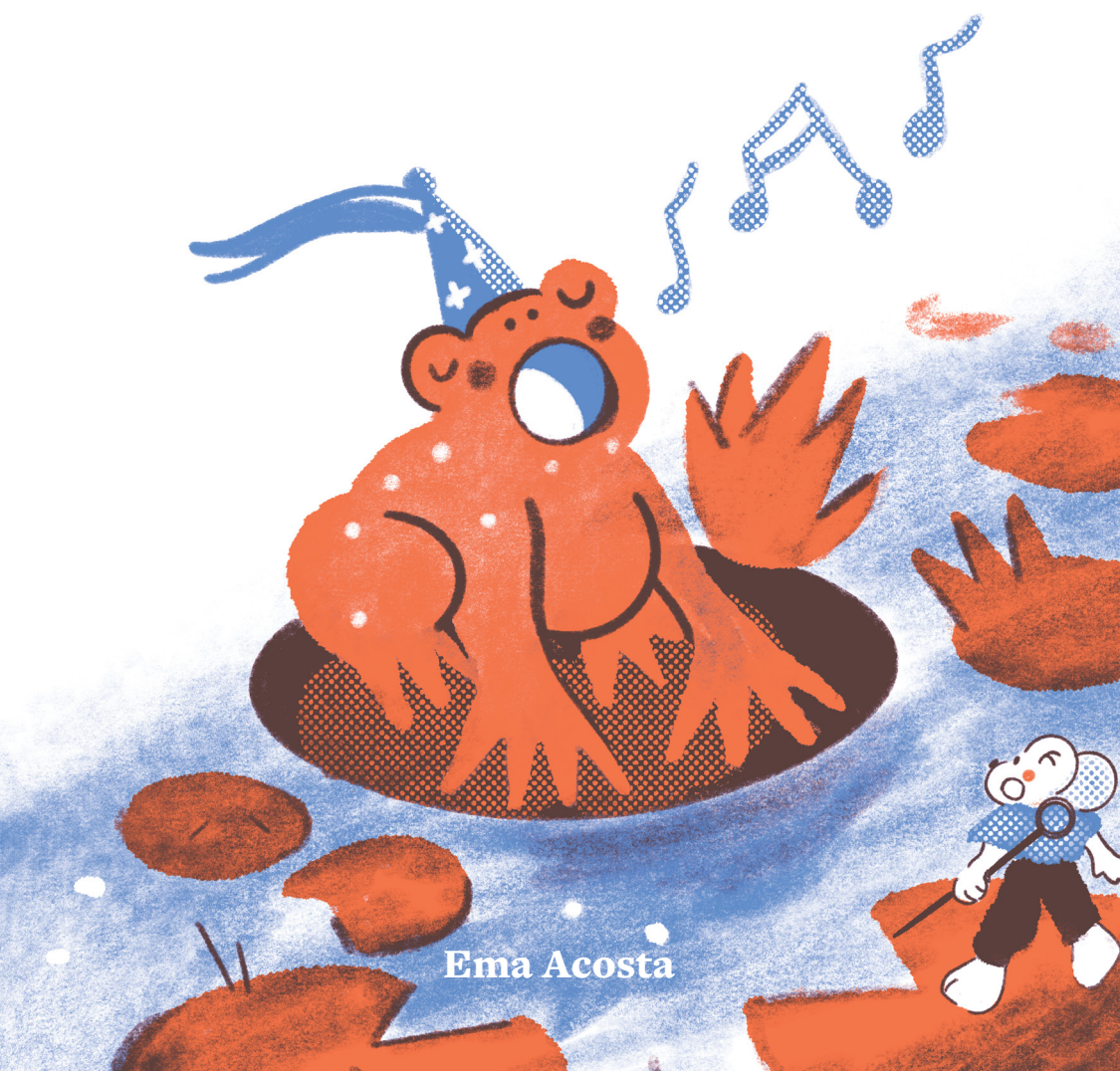
d6	Hook
1	We lost a bet against the actual champions, who were too scared to race.
2	The Frogacle will grant true knowledge to the winners of the race.
3	Former racers talk of pips and relics under the waters of the stream and pond.
4	A player's friend/family member is very sick. Could the Frogacle cure them?
5	The Cat Witch Sabrina will pay exceptionally well if the Frogacle can be kidnapped.
6	Oslo Creekwater never paid the wizard Murrelet for his runeboat. Steal it back and you will be rewarded handsomely.



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Mausritter

Song of the Frogacle



Navigating the race

The competitors in the race are closely matched, and **move as a pack** along the track.

Each time the pack moves to a new space, update the **Race Order**, depending on the type of space entered:

⇒ Fork

Think quick, teamwork wins the day!

Without discussing, the player mice must choose to go 'left' or 'right', by all **pointing** at the same time. If all mice make the **same choice**, their next Speed roll is d12.

Then, roll Speed vs. the next boat in the Race Order (or in second place, if the mice are first). If a higher result is rolled, the players advance one space in the Race Order.

Narrows

There's only room for one!

The player mice have an encounter with closest boat to them in the race order. This could be making an attack, boarding the boat, fleeing, etc. Work it out with the GM.

★ Encounter

Roll on the **Encounter table**. Reroll duplicate results. Players can take an action here, but too much delay may cause them to lose a space in the Race Order.

d6	Encounter
1	d6 Goldfish Offspring , playing together. They drop glimmering scales, worth 100p each.
2	Sunken boat . Treasure chest (1000p) lies within. If time is spent retrieving the chest, drop to last place.
3	d6 Spectral Frogs , haunting the stream. Roll d4 for Boat Attacked.
4	Vortex! All boats make a DEX Save. On failure, drop back one space in the Race Order.
5	Strange Tides . All boats make a STR Save. On failure, drop back one space in the Race Order.
6	The Goldfish , hunting for food. The boat in last place is attacked.

Rival Racers

All boats have a **Speed** die. Roll this whenever they chase or flee. Highest result gets what they want!

Lyra McDoom & her Steamboat Crew

Warband scale craft

10hp, STR 8, DEX 10, WIL 10

Attacks: d6 arrow, d8 cannon balls (only has 2)

Speed: d8

Wants to snatch any treasure she can

The steamboat's crew

1. Lyra, the ruthless leader.
2. Simon, a kid with too much to prove.
3. Jenkins, an old sea mouse.
4. Whila, a sea-chanter.

Oslo Creekcracker & the Runeboat

Warband scale craft

8hp, STR 8, DEX 8, WIL 12

Attacks: Curse, d6 fright (damages WIL)

Speed: d4

Wants to kidnap the Frogacle towards dubious ends

Runic curses

1. Random mouse loses sight for next race turn.
2. Random mouse loses hearing for next race turn.
3. Target boat's next Speed roll is d4.
4. Lose control of boat. Lose one space in Race Order

Grak Batter & the Rat-rocket

Warband scale craft

6hp, STR 6, DEX 12, WIL 6

Attacks: d6 Firecrackers

Speed: d6

Wants to impress the leader of the Bone Gang

The Rat-rocket's secret gadgets

1. Brass telescope (avoid next encounter)
2. Rocket boost (Instantly become Leader)
3. Shell launcher (Leader takes d10 damage)
4. Smoke bomb (Target's next speed roll is d4)

