

Treasure

d6	Treasure
1	Ornate chest (contains 500p, 2 slots)
2	2d6 Blank spell tablets (50p each to a wizard)
3	Set of carving tools (200p to a wizard)
4	Sugar packet (rations, but gives headache)
5	Coffee beans (Clears Exhausted Condition)
6	Jar of poison (Gives Numb Condition)



Spells

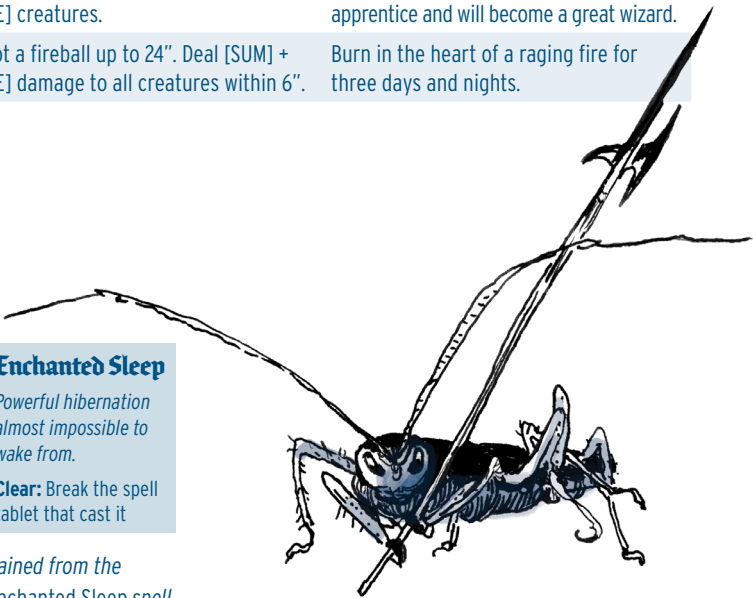
d4	Spell	Effect	Recharge
1	Animate Armour	Cause a suit of armour to move as the caster chooses, for [DICE] turns.	Trap the spirit of another sleeping mouse inside the spell.
2	Cloud of Invisibility	[SUM] creatures become invisible for [DICE] Turns. Movement reduces duration by 1 Turn.	Lullaby sung by a grandmother.
3	Enchanted Sleep	Give the Enchanted Sleep Condition to [DICE] creatures.	Convince the spell it is an excellent apprentice and will become a great wizard.
4	Fireball	Shoot a fireball up to 24". Deal [SUM] + [DICE] damage to all creatures within 6".	Burn in the heart of a raging fire for three days and nights.

Conditions

Numb Clumsy. Make a DEX Save or do actions at half speed. Clear: After long rest	Enchanted Sleep Powerful hibernation almost impossible to wake from. Clear: Break the spell tablet that cast it
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Gained from the Martial Roach's poisoned pikes.

Gained from the Enchanted Sleep spell.



Late at night, a pair of huge eyes glow green at the end of the dark hall. The museum mice tell their children a rhyme:

“Beware the Wizard in the helm,
when his eyes are lit you must come home.”

He lives in an ancient suit of armor, helped by his eight apprentices and guarded by the Muted Bat and the Martial Roaches.

His spells are wild and powerful. His failed spells have set books alight and cracked glass cases. He is cold and cruel and secretive, but mice journey from far places to buy his spells or to learn anything he will teach them.

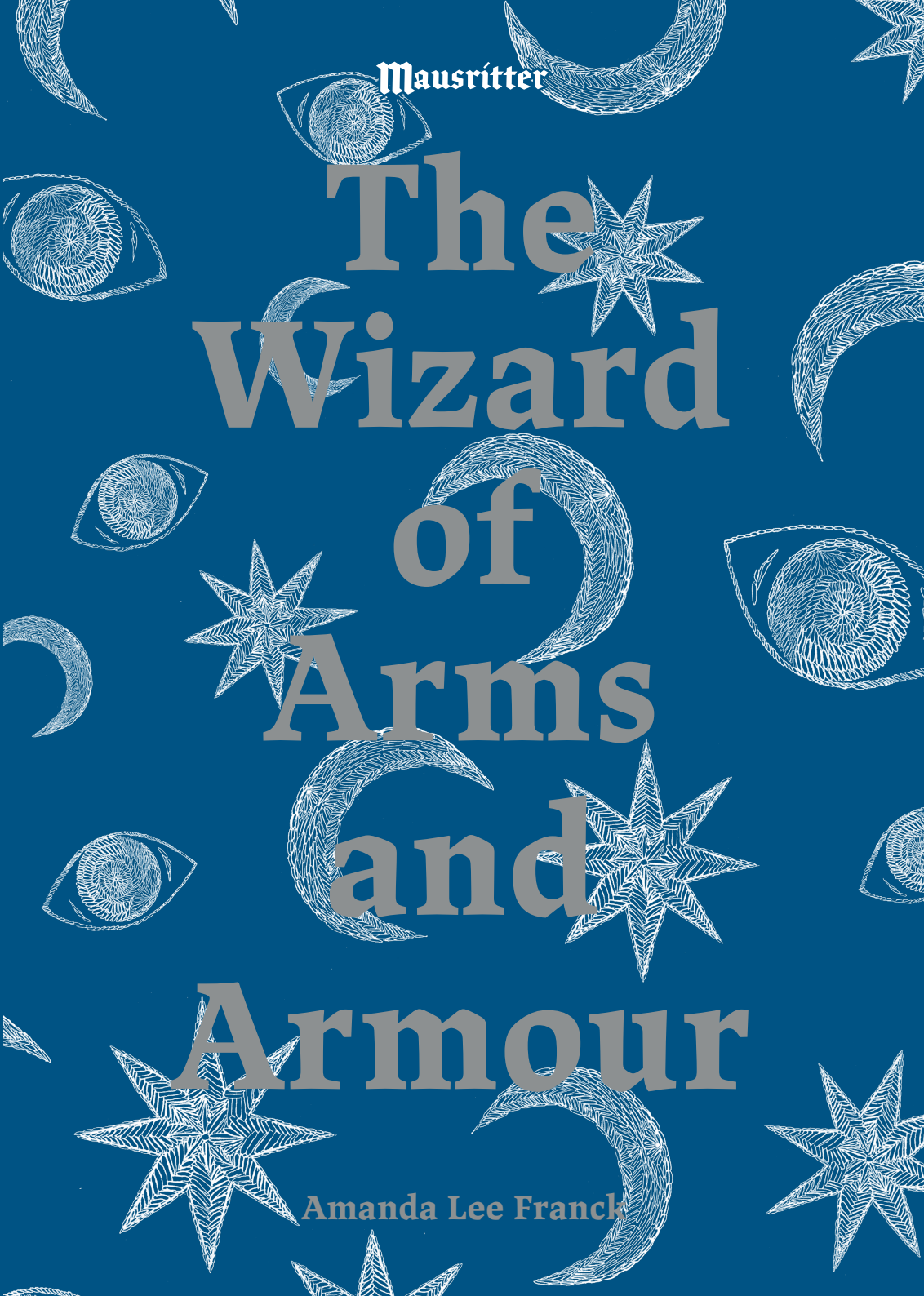
These days the light from his workshop in the Helm is gleaming late into the night in green and ruby and gold, and the library mice are growing fearful.

Adventure hooks

d6	Hook
1	The wizard has let it be known he's seeking new apprentices.
2	The library mice bought the spell cloud of invisibility, to safely gather fallen food. To recharge it an old mouse sang the spell a lullaby every night, but now she's died and it seems no one can sing it right.
3	“I heard he tosses half-used spells into a hole behind his armor all the time, so you can just dig through and sometimes a bit of magics still in em”.
4	The last time the light from the wizard's helm was so bright, the library filled with smoke and rain and the settlement was almost drowned.
5	A mouse has received a troubling letter from his fiancé, who's gone to study magic. “She's broken off our engagement! But she's spelled her own name wrong, and wishes me good luck scavenging when she knows perfectly well I'm an artist! Just look here, I've painted her portrait, you can tell she's not like this.”
6	The Blue Magpies want to get their claws on a fine gold ring that the Wizard has stashed away somewhere in his tower.



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Encounters

d6	Encounter
1	d4 Loyal Apprentices , searching for an Unreliable Apprentice
2	d4 Unreliable Apprentices , loafing
3	The Muted Bat , carrying a pastry
4	A Martial Roach , on patrol
5	A young Settlement Mouse , trying to peek into the wizard's workshop on a dare
6	d6 Apprentices , dragging an obsidian shard

Murrelet, Wizard of Arms and Armor

Ruthless and talented. Bored by simple spellcraft. He has learned how to use the spirits of living mice to power his spell tablets. Is trying to craft a spell that will animate the armor he makes his home in, but it may take the combined spirits of all his apprentices to do it.

10hp, STR 12, DEX 10, WIL 15

Attacks: d6 chisel

Spells: Fireball, Sleep, Darkness, Animate Amour

Wants to be Mousekind's greatest wizard



The Muted Bat

The wizard has promised to fix his voice, in exchange for ten years service. Homesick, solemn, and deeply insecure.

12hp, STR 12, DEX 15, WIL 8, Armour 1

Attacks: d8 bite, d6 claw

Blind in darkness

Wants to be a hunting bat again, and rejoin his colony

Martial Roach

Guard the wizard in exchange for pastries and poison.

3hp, STR 12, DEX 8, WIL 10, Armour 1

Attacks: d8 poisoned pike

Critical damage: Give Numb Condition

Wants to demonstrate skill in battle

Four Loyal Apprentices

Any day now the wizard will share his secrets with them.

3hp, STR 9, DEX 9, WIL 11

Attacks: d6 obsidian shard

Wants to gain the wizard's favor

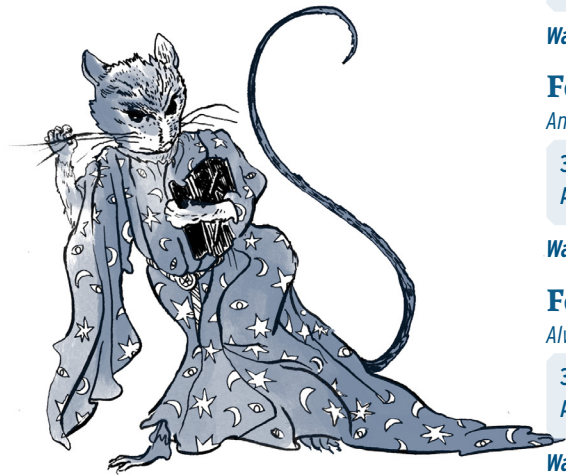
Four Unreliable Apprentices

Always given the worst jobs, always doing them badly.

3hp, STR 8, DEX 9, WIL 5

Attacks: d6 kitchen knives

Want to get their paws on some spells



1. Right Leg

Entrance. Steady clinking from above.

- 2 **Martial Roaches** on guard.
- Long, winding staircase:** To Breastplate.

2. Breastplate

Ropes, hammers, and elevated platforms.

- Huge **obsidian spear point**, suspended with string.
- d4 loyal apprentices**, chipping carefully at the point
- Sack of obsidian shards.
- Rickety staircase:** Upward to Helmet.
- Heavy locked door:** To Right Arm.
- Dark alcove:** Downwards to Left Leg.

3. Right Arm

Storage. Dark. Chaotic series of ladders and shelves.

- Glass jar**, containing the **voice of the Muted Bat**.
- Jar of **poison** for roach pikes.
- Heavy **wooden chest** (500p, 2 slots).
- Gold ring**, stuck tight in gauntlet (300p).
- Large carved slab**, attached note reads: "Work order for Olso Creekwater" (*Song of the Frogacle*).

4. Helmet

The wizard's workshop.

- The **Wizard**, carving runes onto an obsidian tablet.
- Scattered components and chaotic shelves of scrolls. Blank obsidian spell tablets, carving tools.
- The sleeping body of an **enchanted mouse**.
- Doorway in rear of helmet:** To Behind Armour.



5. Behind Armour

Cold and dark. A thick blanket of dust.

- Above, a **loose bracket** holds the armour to the wall. A missing screw has been replaced by a **magic sword** (p. 39). If removed, the armour is in danger of falling.
- Below the bracket, a crumbling hole:** Inside, many smashed spell tablets. Four still intact, a single Usage remaining (roll random spells p. 13)

6. Bat's Roost

Hanging from a halberd blade.

- The **Muted Bat** waits here for orders from the Wizard.

7. Left Arm

Smell of unwashed socks. Ladder between rows of bunks.

- Up a ladder:** Kitchen. Bored Unreliable Apprentice chewing on a coffee bean. d6 sugar packets.
- An Unreliable Apprentice, napping.
- Behind a bunk:** Secret exit in the thumb.

8. Left Leg

Curiously quiet, bar low snores.

- Behind a heavy locked door:** 12 mice in an enchanted sleep while their spirits power the wizard's spells. Will wake unharmed if the condition Enchanted Sleep is cleared.

9. Beldam, the Museum Settlement

Humble housing inside the walls.

- Several abandoned holes, stripped of furnishings. The mice have left in search of better fortune.
- Marigold Redberry**, lonely proprietor of a bunkhouse serving travelers who come for the Wizard's help.

