

Mausritter

# *The* Estate



Campaign Guidebook



## Encounters

### d6 Encounter

- 1 Pair of timesick mice, lost and confused
- 2 d6 pilgrim mice, traveling to the Chapel of Peace
- 3 d6 beetles, rolling a ball of sludge (item inside)
- 4 d8 caterpillars, fleeing the Ember Tree
- 5 d8 Bone Gang rats, hauling plunder
- 6 Cat-witch Sabrina, hunting

## Rumours

### d6 Rumour

- 1 The cat-witch Sabrina has a secret mouse ally
- 2 The Bone Gang rats are regrouping in Goadholm
- 3 Blue Magpies have stashed treasure in the fountain
- 4 Hungry eels patrol the stream, looking for prey
- 5 Spider-Queen Zipporah can travel through time
- 6 The Frogacle will grant any wish you desire



## 1: Underground

Nestled under the manor, **Brickport**. A bustling settlement of almost four hundred mice.

## 2: Library

### 2 The TICKING TOWER

Little-used room on the western side of the manor. Spider-Queen Zipporah works her time-bending magic.

## 3: Bedroom

### 3 TOWER SPOOT

During the Night Watch, 2-in-6 chance Sabrina is dozing here.

## 4: Private Museum

### 4 The Wizard of Arms and Armour

Still smells of horse and hay under the floorboards. The wizard Murrelet works in his tower of steel.

## 5: Driveway

During Morning and Afternoon Watches, huge growling steel beasts prowl. Deserted at night.

## 6: Fountain

Blue Magpies are spotted often coming and going in secretive fashion.

## 7: Garden Shed

### 7 SCIENCE SORROW

Once used as a laboratory for chemical experiments by a human child, now home to strangely altered rats.

## 8: Craggled Treestump

### 8 WORKERS RULERS WORK RULE

An ancient tree stump. Underneath, workers toil to dig tin for the Moth Queen. They've found something much more sinister.

## 9: Family Graveyard

Strange sounds can be heard at night. The Necrohamster's lair is here, constructed of stone slabs carved with odd symbols.

## 10: Old Chapel

### 10 CHAPEL OF Eternal Peace

In clearing, a lichen-covered building of stone. The followers of Reverend Goldenfur have built a small settlement around this holy site.

## 11: Forest Edge

Faerie ring of stone allows travel to the Fae lands if you know the secret dance that opens the gate. Faeries travel in disguise as mouse pilgrims.

## 12: Burning Tree

### 12 EMBER TREE

Huge, blackened tree, recently struck by lightning and still smoking inside. Termites wage war on a Caterpillar kingdom in the wreckage.

## 13: Old Well

Overgrown with ivy. At the bottom, ancient water-worn spells glitter. Sabrina will pay well if they can be retrieved.

## 14: Drain

### 14 GIANT SNAKE IS IN THE SEWER

Unpleasant smells of sewage and sulfur. At night, an enormous snake can sometimes be seen here.

## 15: Pond

### 15 Song of the Frogacle

Home of the dangerous Goldfish and their offspring. The annual race in honor of the Frogacle is here.

## 16: Topiary hunt

A bush carved into the shape of a mouse. A bush cat stalks it. The mouse village of Goadholm is built within the roots of the mouse.

## 17: Stream Crossing

Guarded by Bone Gang rats. They demand d6 x 100p fee for safe crossing.

## 18: Apple Orchard

### 18 FRUIT of the ORCHARD

Brambletown, ruled by Queen Mad-riga of Thorns. Atop an apple tree, Rupert's nest, one of the Blue Magpies. During the day, 1-in-6 chance of Human watering the trees.

## 19: Mushroom Ring

### 19 MUSH RUSH

The most delicious fungi are only found here. Sludge beetles control the territory.

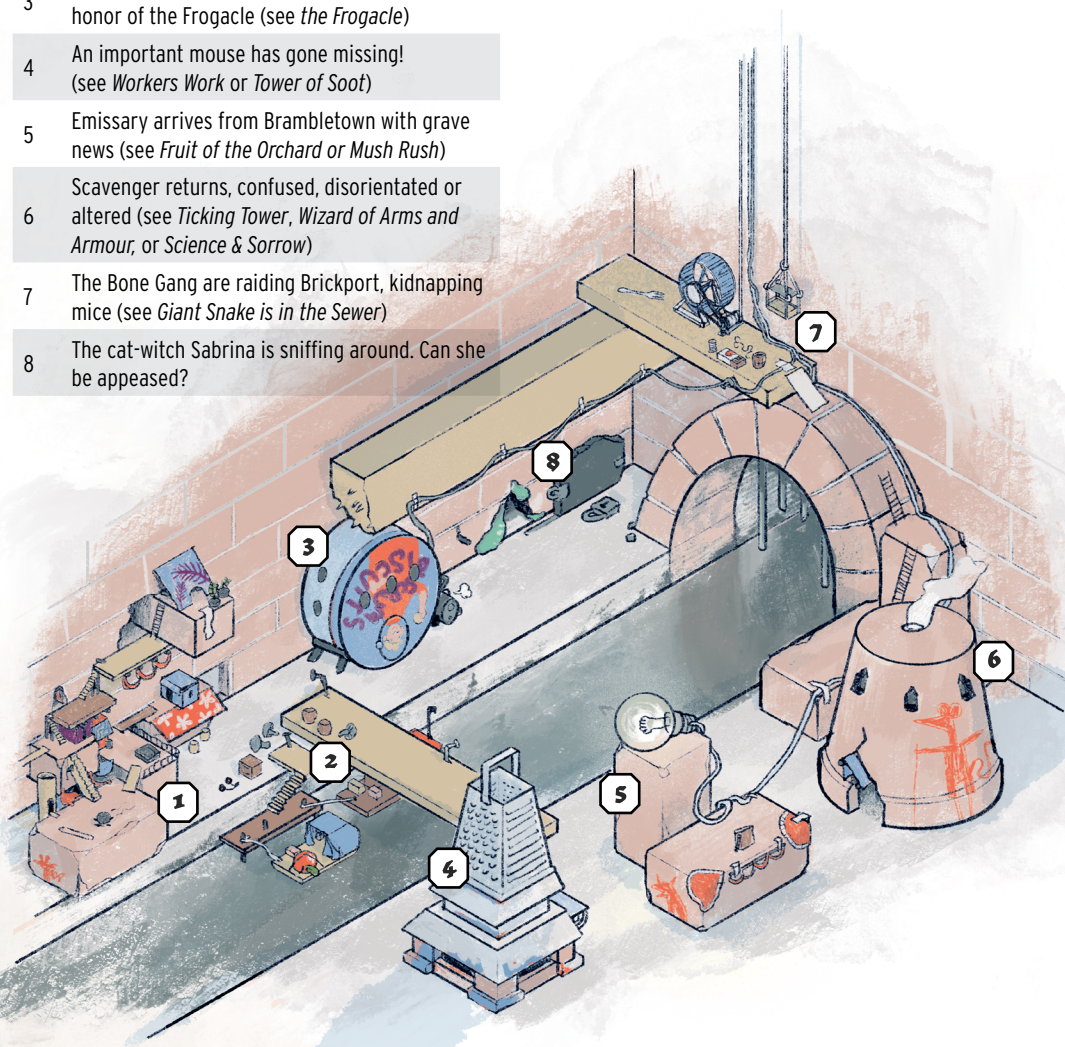
# Brickport

Nestled underneath the Manor, is the bustling mouse settlement of Brickport.

Home to almost four hundred mice, it's the largest town by far within the Estate.

## d8 Events

- 1 2d6 pilgrims arrive, stopping on their way to the Chapel (see *Chapel of Eternal Peace*)
- 2 Colossal storm, flooding Brickport and setting a tree on fire (see *the Ember Tree*)
- 3 Everyone is preparing for the annual race in honor of the Frogacle (see *the Frogacle*)
- 4 An important mouse has gone missing! (see *Workers Work* or *Tower of Soot*)
- 5 Emissary arrives from Brambletown with grave news (see *Fruit of the Orchard* or *Mush Rush*)
- 6 Scavenger returns, confused, disorientated or altered (see *Ticking Tower*, *Wizard of Arms and Armour*, or *Science & Sorrow*)
- 7 The Bone Gang are raiding Brickport, kidnapping mice (see *Giant Snake is in the Sewer*)
- 8 The cat-witch Sabrina is sniffing around. Can she be appeased?



## 1. Brickside huts

*Tangle of houses. Built into gaps between bricks, or with walls of garish cardboard.*

- Day: Housemice cook in a communal kitchen. Children noisily play.
- Night: **Louie Two Knives**, sneaking out of a house, carrying stolen goods.

## 2. Drain docks

*Row of wooden barges, tugging at their docking twine.*

- **Francis Bond**, elderly guardmouse. Napping by a stack of dried mushrooms, a crotchety old cockroach named Jim by his feet.

## 3. Tinbox Inn

*Brightly painted walls. Circular door depicting the face of a boy.*

- In the dining hall, mouse voices echo from the circular metal walls.
- Bunkroom with newspaper hammocks. Electric furnace supplies hot water for a bath.

## 4. Temple of Peace

*Freshly repainted. Passing mice move on quickly, tutting, and shaking their heads.*

- Inside, stone statue of the Mother, defaced and pushed into a corner.
- **Basil Augustine**, missionary from the *Chapel of Eternal Peace*, serenely preaching of Reverend Goldenfur's magnificence and grace.

## 5. The Glow

*Globe of glass, bright and warm.*

- Central platform of red brick holds the globe. Town's central meeting point.
- Chaotic mess of market stalls surround the orb.

## 6. Town hall

*Tower of red clay, high windows watching over Brickport.*

- In the grand meeting room, a round table. Large enough to seat twenty mice.
- Upstairs, **Audrey Pipp**, meeting with mice and mediating their augments.

## 7. Expedition staging-point

*Ladders of twine, electrical cables, and nails leading upwards into the darkness.*

- Series of winch-and-pulley elevators make getting up easy if you've got help.
- **Peanut Jammy**, scavenger, hauling a load of supplies from the manor.

## 8. Green gate

*Moss-covered gap between the bricks, just wide enough for a merchant's handcart.*

- The gate, a time-worn slab of stone on steel rollers. Takes two mice to move, and kept closed at night.
- **Bindle** and **Bunting Fisk**, cheerily simple-minded gate guards. Have lost the gate padlock key, but are too afraid to tell the mayor.

## Jobs around brickside

Sure they might not be strictly legal, but someone wants them done.

Pay d6 x 100p.

d4	Job
1	Steal dried mushrooms
2	Find out what's in the Old Well
3	Find the gate padlock key
4	Hijack Lyra McDoom's steamboat

1	Steal dried mushrooms
2	Find out what's in the Old Well
3	Find the gate padlock key
4	Hijack Lyra McDoom's steamboat

## Menu at the Tinbox

d6	Meal
1	Fungi soup from beetle lands
2	Apple pie from the orchard
3	Goldfish liver from the pond
4	Seed-stuffed acorns
5	Blue-cheese from abroad
6	Scavenged human leftovers

1	Fungi soup from beetle lands
2	Apple pie from the orchard
3	Goldfish liver from the pond
4	Seed-stuffed acorns
5	Blue-cheese from abroad
6	Scavenged human leftovers



### Audrey Pipp, Mayor

Well-spoken and carefully groomed. An exile from the Earldom of Ek.

#### Needs help with

1. Restoring the temple
2. Negotiating peace with Magpies
3. Delivering letter to Goadholm
4. Catching the brickside thief
5. Deliver present to Queen Madriga
6. Defending from Bone Gang

# Other settlements

## Brambletown

*Village of 160 mice. Sturdy houses amongst the brambles.*

- Ruled by Queen Madriga of Thorns
- Currently **overgrown** and **under attack** by Crabapples and Pumpkin Monsters.
- **Brackenbough**, a burly mouse maiden, operates the Golden Apple Inn, though it is currently closed.

## Goadholm

*Hamlet of 80 mice. Tunnels amongst the roots of a topiary.*

- An unruly haven for unsavoury characters.
- The **Bone Gang** operate their hideout here.
- **Fillias Grille** is known to buy anything of value, regardless of it's provenance.

## Chapel Priory

*Hamlet of 50 mice. A shanty-town of tents.*

- Several families of mice, all devoted followers of Reverend Goldenfur.
- **Calvin Splat**, a leering monk, sells moldy crackers and broken tents to new arrivals.

## Beldam

*A single family of mice. Many abandoned holes in the wall.*

- Once a healthy settlement around Murrelet's tower.
- Now **mostly abandoned** as the Wizard's magic has turned towards darker pursuits.
- **Marigold Redberry** runs a bunkhouse. The sole surviving enterprise.

---

# Factions

## Sabrina, CAT-WITCH

### Resources

- Control of the Manor
- Reverend Goldenfur's cult
- Powerful magic

### Goals

- Raise bribes from the Blue Magpies
- Secure the spell of Undeath
- Subjugate the entire Estate

## Blue Magpies, WEALTHY COLLECTORS

### Resources

- Horde of treasure
- Protected nests

### Goals

- Build a nest of shiny silver in the Orchard
- Seize Goldenfur's Amulet
- Take control of all land north of the stream

## Zipporah, SPIDER-QUEEN

### Resources

- Time-bending magic
- Spies and informers everywhere
- School of spider minions

### Goals

- Control the automata of the Ticking Tower
- Take control of Murrelet's Wizard's Tower
- Control all within the Manor

## Bone Gang, RAT BANDITS

### Resources

- Secret hideout
- Infiltrator in Brickport (Louie Two Knives)

### Goals

- Find spell of Undeath, sell to Sabrina
- Form an alliance with Two-Skulls and his cultists
- Seize control of all underground domains



# Connections between Adventure Sites

Each Adventure Site has at least two connection to other Sites. Use these as hints to guide the mice as they explore.

Adventure	Location	Hook #6
<b>Chapel of Eternal Peace</b>	<b>Location 8:</b> Letter explaining magical ingredients from Murrelet ( <i>The Wizard of Arms and Armour</i> ).	Murrelet ( <i>The Wizard of Arms and Armour</i> ) has not been paid and wants to collect the debt.
<b>The Ember Tree</b>	<b>Location 8:</b> Contain Emberleaves, prized by the followers of Goldenfur ( <i>Chapel of Eternal Peace</i> ).	The Moth Queen ( <i>Workers Work, Rulers Rule</i> ) wants to get termite workers under control.
<b>Fruit of the Orchard</b>	<b>Location 8:</b> Mentions a Royal Crown desired by Rupert the magpie. Can be found in <i>Mush Rush</i> .	Queen Zipporah ( <i>The Ticking Tower</i> ) is looking for Bristlewhisker's pocket watch.
<b>Giant Snake is in the Sewer</b>	<b>Unusual Treasures, entry 6:</b> A map detailing the sewer tunnels of <i>Science &amp; Sorrow</i> .	Murrelet ( <i>The Wizard of Arms and Armour</i> ) wants to get his paws on the spell of Undeath.
<b>Mush Rush</b>	<b>Locations 3 and 5:</b> Spiders were sent by Queen Zipporah ( <i>The Ticking Tower</i> ).	The missing crown could be that of Queen Madriga ( <i>Fruit of the Orchard</i> ).
<b>Science &amp; Sorrow</b>	<b>Location 11:</b> Features the chrisalid sister of the Moth Queen ( <i>Workers Work, Rulers Rule</i> ).	Goldenfur ( <i>Chapel of Eternal Peace</i> ) could be getting his mellow serum from Two Skulls.
<b>Song of the Frogacle</b>	<b>Location 8:</b> The Bone Gang ( <i>Giant Snake is in the Sewer</i> ) makes a cameo here.	Murrelet ( <i>The Wizard of Arms and Armour</i> ) was never paid for his runeboat.
<b>The Ticking Tower</b>	Queen Zipporah has displeased the Frogacle ( <i>Song of the Frogacle</i> ), and is under her curse.	The Tumblefolk of <i>Mush Rush</i> are being harassed by Queen Zipporah.
<b>Tower of Soot</b>	<b>Swift Bug Lair:</b> Swift Bugs are refugees from the Moth Queen's mine ( <i>Workers Work, Rulers Rule</i> ).	Captive could be Ansel of the Bramble ( <i>Fruit of the Orchard</i> ) or the Necrohamster ( <i>Giant Snake is in the Sewer</i> ).
<b>Wizard of Arms and Armour</b>	<b>Location 3:</b> Murrelet has produced an oversized spell for Oslo Creekwater ( <i>Song of the Frogacle</i> ).	The Blue Magpies, including Rupert ( <i>Fruit of the Orchard</i> ) want a gold ring from the tower.
<b>Workers Work, Rulers Rule</b>	<b>Location 6:</b> One of the Numb Miners is Ansel, prince of the Bramble ( <i>Fruit of the Orchard</i> ).	The witch Ursula ( <i>Giant Snake is in the Sewer</i> ) wants narcotic dust from the mines.

## Starting the campaign

**Introduce Brickport** to the mice and let them explore the town. Roll an **Event** and see where it leads them.

As the mice **explore the Estate**, introduce the **Adventure Sites**. Mice can cross the hexes marked with an Adventure Site without having to explore it – just describe the surrounds and they can dive in if they want.

Let the players **find their own adventure** and aid them with the Guidebook's rumours, the Adventure Site hooks, and Connections Between Adventure Sites.

## Ending the campaign

**If one of the factions completes its third goal**, the campaign ends or fundamentally changes. Collectively describe what that means for Brickport and the player mice.

**If all factions are eliminated**, the campaign ends. The mice of Brickport need only to worry about the giant humans that wander above.

**If all Adventure Sites are played**, the campaign ends. Look back at what was achieved and remember any fallen mouse heroes.

But remember, this is **your game now!** Use this book as a guide, but play it as you see fit.

Huge and ancient, a mountain of stone. It stood even when the most wizened of mouse elders were young. The Estate dominates the landscape for miles around.

Nestled under the floorboards, the mouse settlement of Brickport, is beset by trouble on every side.

Above, huge creatures pace. The vicious cat-witch Sabrina jealously guards her domain. Outside, in the fields and pond and orchard, even stranger events are afoot. Can you help save the settlement before it's too late, or will it be swallowed by the chaos that surrounds it?

## **Guidebook**

by Isaac Williams and Andre Novoa

Proofreading: Matthew Pook

## **Adventure Collection**

Proofreading: Matthew Pook

Playtesters: Adelaide Orange, Andre Tavares, Andrea Phan, Craig Hogan David Neves, Diogo Novoa, Jota, Kyle Bomar, Luke Van Ryn, ManaRampMatt, Manel Pinheiro, Margarida Neves, Maria Abranches, Matt West, Nathaniel Scott, Nathan Cocks, Patrick Hayes, Pipo Kimkiduk, Ross Burton, Sacruna