

The Garden of the Spire Queen

A sword & whiskers
hexcrawl for Mausritter



Compatible with
Mausritter



PEN PAPER DICE

The Garden of the Spire Queen

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Cover: The children's book of Christmas (ca. 1911) von J.C. Dier

The Garden of the Spire Queen is a region centered around *Honigspitze*, the home of the Spire Queen. The queen is the ruler of a folk of bees living together with mice in *Honigspitze*. After ending the tyranny of the old king, a foul mouse, mice and bees starting working together. But new dangerous arise. The mausritter of the old table of knights are dead and Daegan returned to the Swamps of Nia while Gwyneth just settled over to the garden and is gathering forces to satisfy her craving for honey and delicious mice.

1d6	Encounter
1	d3 Gelbritter (stats like Mouse), patrolling.
2	d4 ants (stats like Little Insect of <i>Bestiarium</i>), gathering resources.
3	d4 rats, smuggling.
4	2d3 Graupfoten (stats like Mouse) – a knight order of another region –, travelling.
5	Spider , hunting for prey / resources for Daegan.
6	Ghost of a mausritter of the old table of knights, wandering restlessly.

1d6	Rumour
1	Graupfoten are coming to <i>Honigspitze</i> to talk diplomacy.
2	Corrupt beekeepers are smuggling honey behind the Spire Queen's back.
3	An underground organization is planning a coup in <i>Honigspitze</i> .
4	The <i>Old Grinder</i> is getting repaired.
5	Daegan is trying to resurrect the old king.
6	Gwyneth is preparing for a honey war.

Gwyneth, Queen of Ants

This honey badger (stats like **Badger** of *Bestiarium*) moved to the Garden of the Spire Queen one or two mouse generations ago. It was right after the old king of *Honigspitze* died and the region settled down again. Gwyneth took the old mine as her lair. There she found ants living deeper inside and below the ground and a tablet with magic runes that allowed her to take advantage of those insects. Now she wants to make the garden her own and get all the honey she wants.

What does Gwyneth want?

- An endless supply of honey.
- To make everyone in this garden her subjects.

What does Gwyneth not want?

- Having to retreat from this region.
- Not to be taken seriously.

Resources

- A tribe of ants.
- A resourceful mine.

Goals

Progress	Goal
0 0 0	Repair the <i>Old Grinder</i>
0 0 0 0	Get a helpful talisman from Daegan
0 0 0 0 0	Prepare for a siege of <i>Honigspitze</i>

1. Lair of the Honey Badger

Dangerous, overgrown, dark

In this part of the *Rittermarches* lies an old cave. Under the old kings rule it was cleansed of all evil and used as a mine. But one day *Gwyneth*, a carnivorous monster of old, came and ate all the mice and established her lair. It is said that she controls an army of ants with some kind of magic spell.

3. Oracle of Bryn

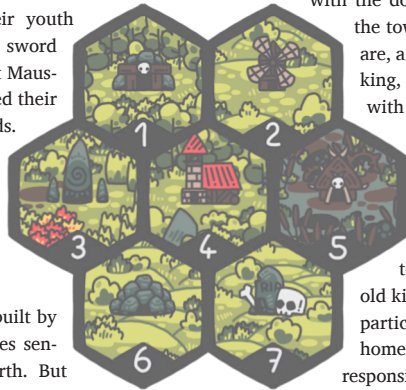
Mystical, cryptic, helpful

In front of a giant menhir, the *Oracle of Bryn*, is a sword in a stone. Old tales tell that only in times of need and by a brave mouse soul this sword can be drawn and freed from it's cold and stony prison. It holds the souls and might of a former table of knights that swore to protect these lands. Old mice also tell stories of their youth where they tried to draw the sword and the *Oracle of Bryn*, a great Mausritter of another time, answered their call with cryptic but wise words.

6. Entry to the Deeplands

Unexplored, resourceful, dark

This system of tunnels was built by the diggers, a clan of creatures sentenced to live below the earth. But they are not alone and this tunnel leads the way to the *Deeplands*, a place far below earth, at least for the brave mice that travelled there and survived to tell about it. The *Deeplands* are a dangerous but resourceful place with vicious insects that dwell below in their own kingdom.



2. Old Grinder

Old, dusty, haunted

Before an agreement with the bees could be made to cooperate, the old king of *Honigspitze* dominated mice and bees. He used this old building of the giants as a torturing device and killing machine for traitors, criminals and the unwilling. Many mice lost their lives on the blades of the mill or the stone tablets that grind their bones to dust. It's said the ghosts of the tortured still dwell there.

4. Honigspitze

Protected, peaceful, industrious

At the center of the garden is the home of the *Spire Queen*. On top of this tower is a round platform with the dome of her worker bees. Inside the tower is a settlement of mice who are, after the dethronement of the old king, living in peace and cooperation with the bees and their queen. Inside this settlement one little mouse can go all the way to the top and to the home of bees, but the queen and some of her drones, moved down to live with the mice after the old king died. Since then the mice, in particular the *Gelbritter*, protect this home to all while the *Spire Queen* is responsible for tendering her garden and the production of that sweet golden juice everyone loves around here.

5. Swamps of Nia

Wet, sinister, gloomy

These wetlands are home to dangerous frogs, rats and snakes. All those creatures that settled again here, after *Nia*, the caring, a mausritter of the old table of knights and friend of *Bryn*, died and thus left the swamps unprotected. Her sworn enemy, the witch *Daegan*, a cunning *coyppu* (stats like *Beaver of The Dam at River's Bend* but with 9 DEX and 12 WIL and two random spells), tried for some time to make the swamps her territory and succeeded after the death of *Nia*. She still offers some services but for a price and nobody knows what drives or advances her personal agenda.

7. Burial Mound of the Old King

Cursed, haunted, creepy

After the old king was forcefully dethroned, he and his most trusted advisors and followers, that did not adjust to the new ways, were put to rest in this burial mound. Although everyone supposed them to rest for all eternity, they did not. Rumours spread about the old king being cursed to dwell for eternity in his last home or the evil will of this tyrant not accepting his defeat and the end of his brutal reign.

Honigspitze

Inhabited by bee and mouse alike this spire is a tree stump with a table on top where a beehive is placed. The mice live inside this tree and the bees no longer only inhabit the upper section of the spire.

Settlement Description

Colorful, bright, industrious

Throughout the whole settlement are honeycombs and thus the walls are covered in a yellow-orange-ish color and the little torches and lamps reflect on those honeycombs which makes the settlement shiny. In the center of the settlement reaching to the old home of bees at the top of Honigspitze, is a pillar of honey with a spiral stairwell of wood leading to the top. The settlement is connected to this pillar with many wooden platforms where the rooms, houses and beautiful flower gardens of the citizens of Honigspitze lie. Because of this, the settlement is a multiplatform and -leveled settlement. On an outer platform around the center pillar is a magical stone that resonates throughout the town and makes it possible for bees and mice to talk.

The *old king* of the mice enslaved the bees and that old hatred is still in the hearts and minds of the last living generation. But after the enthronement of the king, the queen of bees was made the

Spire Queen and rules since then over bees and mice altogether. Those two species cooperate with each other and the mice, in particular the Gelbritter, protect the citizens while the bees make sure that everyone has honey to eat and trade.

Inhabitants: Bake delicious honey pies, brew honey-mead, flavoured with pungent herbs.

Notable Features: Beautiful flower gardens, spiral stairwell around a center pillar of honey, leading to the beehive at the upper section of the Spire, Honeycombs covering the walls and reflect the lights of lanterns and torches in a orange-yellow-ish color, wooden platforms built around the stairwell of the center pillar leading to rooms, houses and flower gardens of the citizen.

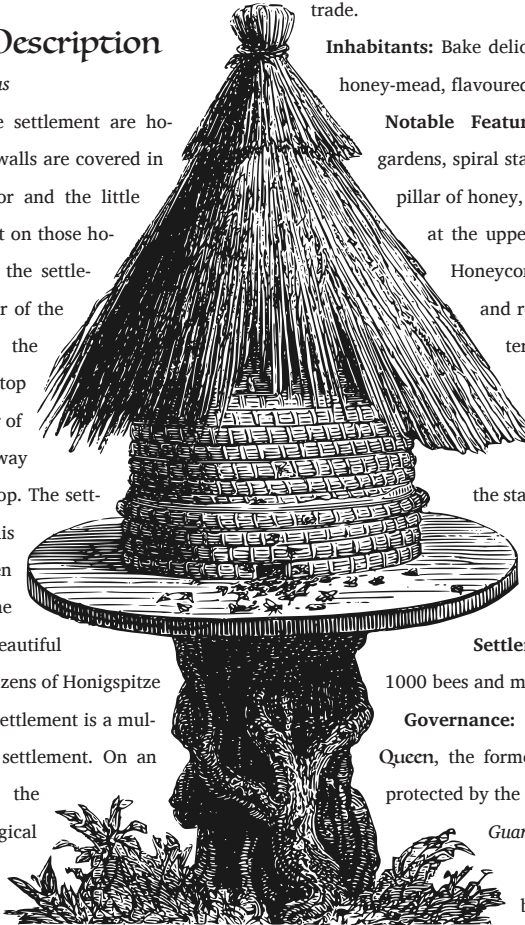
Settlement Size: More than 1000 bees and mice.

Governance: Ruled by the *Spire Queen*, the former queen of bees, and protected by the highest Gelbritter, the *Guard of the Queen*.

Industry: Hive of bees, merchants and traders selling honey based goods, farmers tending to towering crops.

Event: see *What's going on today?* table.

Taverns and Inns: *Broken Rose* (speciality: Honey-roasted seeds), *Thorny Night* (speciality: Fresh buttered honey-bread).



Minor Factions

Gelbritter

Protective, Bannersworn, honorbound

After the fall of the *old king* these mausritter swore to protect the realm of the **Spire Queen**. Each one of them is trained especially for this task and loyal to the tail. As a sigil each Gelbritter has some honey on an item to show as some sort of identification.

Wants to be a protective and honorable order of mausritter to the **Spire Queen**.

Does not want to lose the trust of the citizens of *Honigspitze* and fail to protect the realms of the queen.

The Resistance

Aggressive, secretive, reckless

Members of this group think they are resisting the unrightful and unwanted reign of the **Spire Queen**. They accept the **Spire Queen** as a role, but not *Ysbail*. They might have their reasons for doing so, although most of the citizens of *Honigspitze* don't approve the course of action of the Resistance.

Wants to dethrone the **Spire Queen** and set up their own monarch to break up the current political situation.

Does not want to live under the rule of the current **Spire Queen** and this make belief of mice and bees working happily together.

Special NPC

Ysbail, Spire Queen

Caring, respectful, cunning

The former queen of bees was made the **Spire**

Queen after the coup on the *old king*. The mice were not sure they should be ruling again after the miserable treatment the bees had in the last king's reign. *Ysbail* always puts her subjects first and constantly tries to make her realm a better place. In reverse she is loved as a sharp and kind ruler.

Wants to build a kingdom for everyone to live happily in without any bad blood.

Does not want to see her subjects suffering, dying or otherwise in danger.

Seth, Guard of the Queen

Strong, skilled, charming

Seth is the one that killed the *old king*. He led the charge at the *old king's* castle and used hidden ways into the castle because Seth was, unbeknownst to many, the bastard son of the *old king*. He was grateful to his father for taking him in, but for the good people of *Honigspitze* he had to do what he just did. The king got one other son, that would be his successor, but that son is out on a long journey for now. Seth did not open up about his relation to the old monarch and suffers a moral dilemma. Hearing others talking about his courageous act of ending a tyranny and freeing the bees and her queen makes him feel like he did the right thing, but he ended the life of the person that gave him a home.

Wants to remain in charge, protect the settlement and make his actions righteous while trying to find a way to end his suffering.

Does not want to fail, speak of his failures or lose the admiration of his subordinates.

Tomos, royal beekeeper

Eager, cold, calculating

With her dying breath, and unknowing what her words will trigger, Tomos late wife told him that she would love to see him win the great prize of the HoneyCon at least once. Till then Tomos wasn't a competitive beekeeper. Yeah, sure, he took part in the HoneyCon, threw in his honey in the ring like all beekeepers did and he isn't a royal beekeeper for nothing, but these last words of his wife made it his personal quest to fulfill this last wish of his wife. Since then he is driven by cold calculations, shady methods and improving his beekeeper skills to get the best honey and results to win the competition at this damned festival his queen started and loves so much.

Wants to make the best honey and get known for it beyond the borders of the *Garden of the Spire Queen*.

Does not want to dishonor his family and deceased wife who wanted him to win the great prize at HoneyCon at least once.

Seren, the revolting drone

Revengeful, organized, ruthless

Seren started the **Resistance** and found others to join her private vendetta against the **Spire Queen**. *Ysbail* killed her mother a long time ago in order to become the queen of bees. Seren is out for revenge. But she also got influenced by her **Resistance** mates that *Ysbail* is not a good ruler and way too sloppy with taking care of major threats in her garden. *Gwyneth* is getting more powerful by each day and *Daegan* just returned. But the **Spire Queen** seems to be passive on this matter. Seren wants to dethrone that lazy

queen and take her place to end these threats with a big bang to let everyone know not to go against *Honigspitze* and her **Spire Queen**.

Wants to take revenge for her mother and be the **Spire Queen** to protect the realm with an iron fist.

Does not want to live under the current **Spire Queen**, be on the run and let the queen exposure *Honigspitze* to more threats.

What's going on today?

Use this table to get inspiration for what happens when the player characters arrive in *Honigspitze* to give it a feeling of liveliness.

1d6	What's going on today?
1	It's HoneyCon! All the critters of the surrounding lands are coming to the festivities!
2	The Spire Queen announces a new decree.
3	A riot caused by the Resistance is getting out of hand.
4	Attempted murder on a higher ranking governance person.
5	Spies of Daegan or Gwyneth are captured.
6	A patrol of Gelbritter comes back to town with something interesting.

Threats of Honigspitze

Use this table to determine what kind of threats *Honigspitze* is facing. These threats might be unknown to the government and citizens of *Honigspitze*, a rumour or even the hot topic in the settlement. Overall these entries should give ideas what the current situation and danger for this town is.

1d6	Threats of Honigspitze
1	A new decree limiting the jurisdiction of the Gelbritter is splitting the knight's order, causing a political disorder and security issue.

2 A crazed fanatic of the *old king* is murdering innocent people of *Honigspitze* as a ritual sacrifice to the king hoping to resurrect him this way.

3 *Seren* is organizing a coup on *Ysbail*, the current *Spire Queen*.

4 *Daegan* is using mice that seeked her help as her puppets and sleeper agents in *Honigspitze*.

5 *Gwyneth* is trying to conquer *Honigspitze* and make the bees work for her to make her all the honey she wants.

6 The *old king* and his advisors awaken as skeleton mice with all their memories and want the *old king's* throne back.

Plot Hooks

Use this table to provide some hooks for a new adventure to the player characters. Again, use this as inspiration and don't hesitate to make up your own plots in the *Garden of the Spire Queen*.

1d6

Plot Hooks

1 The *Gelbritters* ask you to help search for a smuggler ring.

2 A gardener asks you to bring back a special flower for his prized garden.

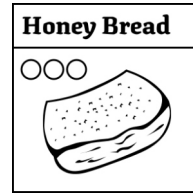
3 Some *Gelbritters* are gone missing on their patrol in the *Garden of the Spire Queen*. You are asked to look for them.

4 A ghost is roaming in a nearby hex. You are asked to make sure it is no threat for *Honigspitze*.

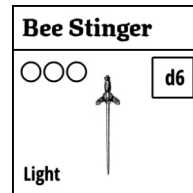
5 Mice tending the *Burial Mound of the Old King* came back cowering in fear. You are asked to have a look at the burial mound.

6 The *Oracle of Bryn* told a foreigner group coming to *Honigspitze* a perilous prophecy.

New Items



Mark one dot: Restore 1d6 HP or 1d3 to an attribute score.



While wielded: If you roll more than 3 damage on a hit with this weapon, the target creature's next action has disadvantage.

