

THE

VITACERNIS



Compatible with

Mausritter

NPCs

Name	Occupation	Usually in...	pg #
Viscount Kaspar Coleus	Viscount	Viscount's Keep	6
Torsten Coleus	Kaspar's son	Viscount's Keep	6
Abess Zara	Abbess of the Order of the Vitacernis	Abbey of the Order	6
Eva Warren	(Noble) Cartographer	<i>Under the Eaves</i>	7
Captain Orrea Highfeather	Sparrowguard Captain	Sparrow nests	7
Guillermo "Memo"	Orrea's sparrow	Sparrow nests	7
Rose Avery	Tavern owner	<i>The Sprouting Rose</i>	5
Ernie & Ethel Wesinger	Inn owners	<i>Under the Eaves</i>	5
Rhyn Thorne	Blacksmith	<i>Thorne's Forge</i>	5
Audrey Summerbrook	Store owner	<i>Summerbrook's</i>	5
Olly Summerbrook	Child, Audrey's brother	<i>Summerbrook's</i>	5
Amon Wood	Woodcrafter	<i>Long-Term Wood</i>	5
Kylan Hill	Woodcrafter's apprentice	<i>Long-Term Wood</i>	5
Patchy Pebble	Pigeon transport owner	<i>Patchy Pebble's Passenger Pigeons</i>	5
Chester Tarren	Leader of Forager's Guild	Forager's Guildhall	5
Hollyhock Baker	Baker	<i>Sugar Smock</i>	5
Beryl Branch	Squirrel baker, spouse of Ruellia	<i>Raising the Bough</i>	5
Ruellia "Rue" Branch	Squirrel baker, spouse of Beryl	<i>Raising the Bough</i>	5
Bear Jr. & Wolfe	Beryl & Rue's squirrel kits	<i>Raising the Bough</i>	5
Barnabus "Barnie" Grin	Tunneler	Construction sites	11
Fern	Tunneler	Construction sites	14
Queen Cera	Former Queen of Deepwood Burrow	Heart of the Vitacernis [14]	17
Cal	Cera's son	Fae realm	17
Quercus the Great	Rat necromancer	Heart of the Vitacernis [14]	16
Lieutenant Osric	Skelerat lieutenant	Skelerat Hideaway [5]	16
Sir Piers Meadowscar	Eva's personal bodyguard	In the wilderness, searching for Eva	8

How to Use this Module

This module details the mouse village of **Ruby Grove** surrounding the mysterious grand maple called the *Vitacernis*. It is a joint landmark (the *Vitacernis*), settlement (**Ruby Grove**), and adventure, ready to be inserted into any hex crawl. However, feel free to change anything that doesn't make sense for your table, cherry pick interesting items, characters, stories or locations for your own campaign, or come up with your own answers for the mysteries of the *Vitacernis*.

- **For a short adventure** - Give a brief background about the village, but leave out **Eva Warren**. Start the PCs at the tunnel entrance in the **Viscount's Keep**
- **For starting a campaign**, start the same as above; or start the PCs as citizens of **Ruby Grove** in autumn, introduce **Eva Warren** after the PCs return from their first adventure, and sprinkle in rumors to build tension in the village and setup the included adventure
- **For a hexcrawl**, use the *Vitacernis* and **Ruby Grove** as a landmark and settlement respectively. Entice PCs to visit through rumors, and drip-feed the seeds of the adventure
- Alternatively, use **Ruby Grove** as a settlement full of characters to meet and establishments to visit, and ignore the adventure entirely

Substitutions

This module contains some named locations and NPCs that are not detailed. For these locations, you can detail them yourself if they come up, or replace them with existing locations/NPCs from your own ongoing campaign/hexcrawl. Use the following table to determine key features of these locations/NPCs when deciding on a substitution.

Throughout the text, these locations/NPCs will be marked with a superscript number so that you can easily reference your own replacements.

Name	Key Features
Darkwood¹	Enigmatic and unknowable. Source of mystery and legend, those who enter are never heard from again
Mudfort²	Seat of power for another culture, oft misunderstood by mice
Craghill³	Nearby mouse hamlet (within 2 hexes) in the Viscount's domain. Each settlement supports the other.
Sunkissed Apiary⁴	Nearby beekeeper's home (within 2 hexes) in an area more hospitable to flowers than the forest. This could be within Craghill³ or an independent establishment.
Brookden Mound⁵	Distant mouse town (10+ hexes) with a ruling noble class. Only the most well-traveled mice will have heard of it
Horus⁶	Respected leader, associated with magic, feared by mice

Credits

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Ruby Grove

A large mouse village built into the treetops of a ring of maples in a small grove surrounding a grand maple with perennially red leaves; the *Vitacernis*. Set into its trunk and enclosed within a canopy of flowers, sits the *Abbey of the Order of Vitacernis*. One of the largest neighboring branches has been artfully crafted into the keep of **Viscount Kaspar Coleus**, granting him an overlook of the Abbey and its garden.

Homes of mice are built into the branches of the ring of trees surrounding the *Vitacernis*, along with several other Notable Locations (pg. 5). Bridges connect the trees in the grove at their closest points.

The mice of **Ruby Grove** excel at construction, using wood from the trees surrounding the grove, but never from the *Vitacernis* itself. Construction mice are always working on some new project, currently suspending a new bridge to another tree to keep up with the growing population. The greatest export of the grove is the specialty work of the crafts mice, as well as excess food and syrup from the harvest.

The Order of the Vitacernis

The Order of the Vitacernis is a monastic sect of red-robed mice that considers the *Vitacernis* and the strange red sap that it produces sacred. Once a year, they ritualistically extract a small amount of red sap from a tap within the private, inner sanctum of the abbey. This sacred red sap is said to extend one's life and cure all maladies, though it is rarely seen outside of the *Spring Thaw* festival or healing sacraments within the abbey.

Throughout the remainder of the year, the crimson-clad mice of *The Order* can be seen tending the **Vitacernis Garden**, watering and maintaining the crops of the village-sustaining farm on the grove floor, and collecting syrup from the taps on the maples that support the village's buildings. *The Order* inducts exactly one new member annually and being selected is considered a great honor.

Unbeknownst to those outside of *The Order*, the ritualistic tapping involves each member offering blood at the altar in the inner sanctum. They believe this ritual is what keeps the **bloodsap** of the *Vitacernis* flowing.

Rumors

d6	Local Rumor
1	Viscount Coleus' son Torsten has fallen ill
2	Several mice have gone missing from the Grove recently
3	Viscount Coleus wants access to the Abbey's inner sanctum, but Abness Zara has refused him
4	<i>The Order</i> sacrifices a mouse to the <i>Vitacernis</i> annually to keep the bloodsap flowing
5	The Owl Sorcerer Horus ⁸ believes the bloodsap contains the secret to eternal life, and would pay any sum to acquire it or its secrets
6	The Frogkin of the Mudfort ² view the life-giving properties of the bloodsap as sacrilegious and wish to destroy the <i>Vitacernis</i>

Season	Hexcrawl Rumor
Spring	Mice of Ruby Grove have gone missing under mysterious circumstances (T)
Summer	The <i>Vitacernis</i> is late producing its annual sap (T)
Fall	The perennially red leaves of the <i>Vitacernis</i> have begun to go gray (PT, Hollyhock is extracting dye from the leaves)
Winter	A single drop of bloodsap from the <i>Vitacernis</i> can burn for months, keeping the homes of the grove warm throughout the winter (F)



Notable Locations

Abbey of the Order of the Vitacernis

- Center for *The Order's* ceremonial worship and where **Abness Zara** counsels citizens of the grove
- Inner sanctum contains the tree tap, restricted to *Order* acolytes only

Viscount's Keep

- Seat of **Viscount Coleus'** power, audiences with citizens and visiting dignitaries are held here
- Contains private living quarters for the **Viscount** and his son, **Torsten**
- Guarded at all hours by **d6 Groveguards**

Sparrow Nests

- Home of the sparrows of the Sparrowguard
- Captain Highfeather** trains new recruits and oversees the guard from here

Rain Barrel

- Water tower and purifying station
- Home of the fire brigade

Storehouse

- On a tree of the grove all on its own, stores food and other supplies to keep them dry
- Constantly guarded by two bored **Groveguards**

Elevators

- Wheel operated, creaking platform elevators offering passage into the village
- Three such elevators on trees surrounding the grove
- Wheel duty is used as punishment for insubordinate or neglectful mice of the **Groveguard**

Tavern - The Sprouting Rose

- Owner **Rose Avery** - Exasperated, desperately needs a helping hand
- Special: *Vitale* - Ale brewed with spices from the Grove

Bank - Gilded Maple Trust

- Vaults beset into one of the surrounding maples of the grove

Inn - Under the Eaves

- Owners - **Ernie & Ethel Wesinger** - overly accommodating elderly couple, enthusiastically share gossip from around town regardless of its veracity. Frequently complain about **Eva** monopolizing the common room with her maps and papers
- Referred to by locals as *Under the E's* after the owners and their overbearing habits

Blacksmith - Thorne's Forge

- Owner - **Rhyn Thorne** - Laconic, quiet, dedicated to her craft. Short, severed tail and battle scars from a past life

General Store - Summerbrook's

- Owner - **Audrey Summerbrook** - bookish and shy, used to work at *The Sprouting Rose*, but her father's sudden death left her with the store to run
- Little brother **Olly**, mock sword fights customers, idolizes **Captain Highfeather**

Woodworker - Long-Term Wood

- Owner - **Amon Wood** - Gruff, set-in-his-ways, crotchety old mouse. Frequently overheard barking orders and criticizing the work of **Kylan**, his apprentice
- Kylan Hill** - secretly making an ornate wooden sword for **Olly** to impress **Audrey**

Patchy Pebble's Passenger Pigeons

- Owner - **Patchy Pebble** - Eccentric mouse with excessively patchy fur, the number of patches seems to change daily
- Pebble** uses increasingly zany tactics to advertise the struggling transport business. The most recent antic is a vaguely pigeon-like costume that they wear around the grove hawking everything from basic transport to thrill rides

Forager's Guildhall

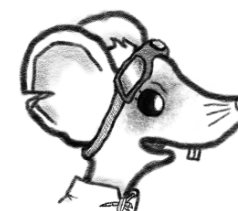
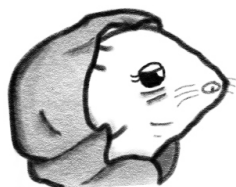
- Go on expeditions to gather local supplies like seeds, stones, or mushrooms, as well as intermittent dangerous trips into human territory for supplies
- Lead by **Chester Tarren**, a spotted brown mouse, normally tough, now a little haggard after losing two mice on the last human expedition

Bakery - Sugar Smock

- Owner - **Hollyhock Baker** - Migrated from another settlement, finds the **bloodsap** disturbing, denounces the *Order* as "culty"
- Specialty dessert: *Blood Cake* - baked around a cherry that gushes with juice when cut, topped with a maple syrup glaze

Bakery - Raising the Bough

- Squirrel owners - **Beryl & Ruellia "Rue" Branch** - Care for two young kits at home, **Bear (Jr.)** and **Wolfe**
- Long-established bakery of the grove, friendly rivalry with newcomer **Hollyhock**



Viscount Kaspar Coleus 1hp 7 6 9
Birthsign: Wheel (Industrious/Unimaginative) STR DEX WIL

Abbess Zara 1hp 5 7 14
Birthsign: Moon (Wise/Mysterious) STR DEX WIL

Eva Warren 2hp 6 8 12
Birthsign: Acorn (Inquisitive/Stubborn) STR DEX WIL

Captain Orrea Highfeather 4hp 13 9 10
Birthsign: Star (Brave/Reckless) STR DEX WIL

A stately mouse with brown fur and a plump physique earned through a comfortable life of low exertion. Has a growing patch of gray fur that he dyes to keep a solid, regal brown.

Albino mouse with white fur and strikingly red eyes. Some say her red eyes alone are what got her the position of Abbess, though more likely it was her total devotion to the Order.

Light brown fur, a distinctive purple scarf and felt hat, and a delicate frame slightly weathered from recent travels. Remarkably persistent and intimidating for her diminutive size, will stop at nothing to get what she wants. Has a weakness for desserts.

Gray fur with brown patches, two patches around the eyes gives a look of always wearing goggles.

Has an over-exaggerated fake laugh to put creatures at ease, jumps on any opportunity for an easy win.

Despite **Viscount Coleus'** beliefs, does not desire any form of rule over the grove. She has total belief that the *Vitacernis* and its sap are the result of some divine power, and does not tolerate any heresy or defilement of the great tree.

A traveling cartographer, obsessed with finding the ancient settlement of **Deepwood Burrow**. Convinced it lies beneath the *Vitacernis*, despite the insistence of citizens and the Order that no such settlement has ever existed.

Captain of the **Sparrowguard**, the elite sparrow-riding division of the **Groveguard**. The **Sparrowguard** defend all settlements under the **Viscount's** domain and the roads that connect them, drive-off any threats, and scout out potential dangers. They develop strong bonds with their sparrow mounts, and protect them with their lives.

Jealous of the respect that **Abbess Zara** commands of his people, if he learns of problems brought to **Zara** he will try to solve them first. He will quickly and publicly take credit for any tasks the PCs do for him.

Like the rest of **Ruby Grove**, knows nothing of the secrets the *Vitacernis* holds.

Staying at *Under the Eaves*, refuses to leave until she can explore beneath the strange tree. Only friend in the grove is the equally skeptical baker, **Hollyhock**.

Competitive and boastful, always seeks out a challenge and usually wins.

His son, **Torsten**, is a young and curious bug enthusiast. He formally greets each bug he meets with salutations, a grandiose bow, and a given name.

Vocal Cues

- Calm, quiet, and measured voice, makes meaningful eye contact in the silence between sentences
- "My child"
- "We are all children of the tree"

Vocal Cues

- Twirls her whiskers when deep in thought
- "It's here, I know it is"
- "Tell me everything you know about ..."

Vocal Cues

- Highly animated, energetic voice that turns on a dime if the situation calls for it.
- "I bet I could ..."
- "You wouldn't believe what happened"

Vocal Cues

- Artificially deep voice to command respect
- "As Viscount, I ..."
- "Ho ho! A fine jest!"

Resources

- Dozens of loyal followers (Acolytes of the Order)
- Control of the gardens of **Ruby Grove**
- Trust of the citizens of **Ruby Grove**

Resources

- Large supply of pips from her "nobility fund"
- Collection of maps from the surrounding area (100p each, reveal a random unknown landmark)

Resources

- Stash of a few depleted *Be Understood* spells, usually for new recruits
- Loyal sparrow, **Memo**

Resources

- Stocked storehouses
- Treasury of the grove

What can you help them with?

- Bring a stick bug for **Torsten** as a pet
- **Eva** has too large a fortune to be a mere cartographer, she's either a criminal or a noble, find out which
- Will pay for any information on The Order, what goes on in the sanctum, or any appeals made to **Zara**
- Shipment of honey from **Sunkissed Apiary**⁴ hasn't arrived, reducing town morale. Find out what happened and return it
- (Secret) On return visit from **Craghill**³, accosted by rat gang that stole a wooden figurine of **Torsten** that his late partner **Camilla** whittled for him; find and return it

- Stop whatever is pillaging the crops at the base of the tree at night
- Bring her exotic seeds to expand the **Vitacernis Garden** or the **Ruby Grove** farm
- Believes that someone in town is collecting some of the yearly harvest of bloodsap to sell. Find out who, and stop them
- Cut off **Hollyhock's** cherry supply to stop her from making Blood Cakes
- (Secret) Make **Eva's** pips "run out"

What can you help her with?

- Find out what **Horus' Parliament**⁶ knows of *The Vitacernis'* history
- Bring her olallieberries from **Brookden Mound**⁵
- Get her a direct audience with the thus far uncooperative **Zara** or **Viscount Coleus**
- On her travels, her companions gave a wide berth to the part of the forest known as the **Darkwood**¹. They told stories of an artifact within that can grant an ethereal ghost-like form. Determine the veracity of these rumors, and retrieve the artifact if it exists
- (Secret) **Eva's** informant, a **Groveguard** in the **Viscount's** employ, was caught and imprisoned. Don't let him reveal that **Eva** paid him off

- An owl of **Horus' Parliament**⁶ has set up a nest nearby, and is preying on sparrows and their riders
- Eggs have gone missing from the sparrow incubator nests, find the egg thieves and stop them
- The legendary sparrowrider **Aven** disappeared into the **Darkwood**¹ generations ago. Find and retrieve their harness [always have *Be Understood* active with the mount]
- **Lieutenant Glen** of the **Sparrowguard** has gone missing after he was sent to investigate reports of a thieving rat gang near **Craghill**³
- (Secret) Learning how to play the flute for **Memo**, find her a tutor and tell no one

Where are they and what are they doing? (1d6)

- 1-3 In his keep, attending administrative duties
- 4-5 Attended by **d3 Groveguards**, showing his face at a local establishment, inserting himself into conversation
- 6 Sitting in the *Vitacernis* Garden, watching **Torsten** excitedly look for bugs

- 1-3 In the **Abbey of the Order** counseling citizens of the grove
- 4-5 Meditating, eyes closed in the center of the **Vitacernis Garden**
- 6 Surveying the crops of the Grove, **d3 + 1 Acolytes of the Order** by her side

Where are they and what are they doing? (1d6)

- 1-3 In *The Sprouting Rose*, sharing drinks with another citizen of the grove, **Eva's** drink is suspiciously full
- 4-5 At *Under the Eaves*, poring over journals looking for clues, dodging questions from **Ernie** and **Ethel**
- 6 At *Sugar Smock* testing a specially made dessert, joking with **Hollyhock**

- 1-3 Around the sparrow nests, giving orders, caring for sparrows, or receiving reports from the **Sparrowguard**
- 4-5 Away from the grove with **Memo** on a mission
- 6 At *The Sprouting Rose*, being boisterous

The Truth of Eva Warren

Born into a noble ruling family of the distant settlement of **Brookden Mound**⁵, **Eva Warren** was a curious young mouse. Despite her privileged position, she always preferred adventure and the pursuit of knowledge over the business of "inheritance" or any predestined notion of rule. From an early age, she would disguise herself and slip away from her home to explore. At first, she took part in supervised youth expeditions into the wilderness, but eventually escalated into setting off on her own. After getting caught on one too many of these excursions, she found herself under tighter surveillance, even being assigned a personal bodyguard, a decorated knight loyal to the Warren family, **Sir Piers Meadowscar**.

Without nature expeditions to sate her hunger for exploration, **Eva** instead turned to the adventures of history. She lost herself in old family journals and oral histories, eventually learning of her old ancestral home of **Deepwood Burrow**. Physical records were tattered and incomplete, the legends themselves had warped and twisted with time and often conflicted with each other. Despite this, something about its mystery captivated her and she became obsessed with collating any information she could find.

Amidst collecting all these accounts, she learned of a curious lost heirloom: a gold eight-pointed star amulet. There was an air of mystery about it that she couldn't quite shake. It came up enough to seem significant, but any direct mention of its origin or meaning was missing. If it was so important, why was it left behind?

When she was satisfied she had collected all the information that was available, she snuck away from **Sir Meadowscar's** watchful eye in search of the remains of **Deepwood Burrow**, absconding with a sizable sum of pips from the family treasury. She traveled with several different groups as a cartographer, all the while searching for anything matching her ancestral home's description. Eventually she found an area that matched too many landmarks and details to ignore: **Ruby Grove**.

Unfortunately, the residents' worship of the curious maple at the grove's center has been detrimental to her discovery efforts. They have steadfastly refused her access to the tree and especially to any digging at its base or near their crops. Now she semi-permanently resides at *Under the Eaves*, refusing to leave with the destination of her search so close. Instead, she spends her days poring over maps, researching histories of the *Vitacernis* and **Ruby Grove**, and extracting any information she can from its citizens.

Legends of Deepwood Burrow

- It was a thriving settlement built underground by beetles to accommodate the mice they lived in harmony with
- Spiders and mice lived in a begrudging peace, forced underground by surrounding predators; the mice escaped the uneasy truce as soon as they could
- It was originally established as a temporary refuge from a ruthless owl. The persistent hunting kept the mice underground until a brave hero was able to slay the owl
- The mice of **Deepwood Burrow** raised silkworms and exported fine textiles, until a nest of snakes drove them out

Meanwhile, the noble family she left has been displeased with her sudden departure. They stripped **Piers** of his title for his negligence, with the promise of reinstating it should he find and return **Eva** to **Brookden Mound**⁵. Ever since, **Piers** has been wandering in search of any trace of the wayward noble, and while he has had little success, it's only a matter of time until he finds her.

Unbeknownst to the citizens of **Ruby Grove**, **Eva's** hunch is correct. Tangled in the roots of the *Vitacernis* are the ruins of **Deepwood Burrow**. The tree itself is the cause of the settlement's ruination, and originates from its final leader, **Queen Cera** (pg. 17). **Eva** herself is a descendant of the highly revered great hero **Mathea Warren** of **Deepwood Burrow** (pg. 15, 18). The amulet **Eva** is searching for is worn by a prominent statue of **Mathea** (pg. 15), near enough to the origin of the *Vitacernis* that no one had any time to retrieve it.



The Seed of Adventure...

The *Vitacernis* is late for producing **bloodsap** this year, which causes two things:

- Desperate for its healing properties to cure his son's illness, the **Viscount** instructs loyalists to start digging deep inside the tree from within his keep to find the source of the sap
- *The Order* is preparing to escalate their blood ritual to a full-on sacrifice within their inner sanctum

The **Viscount's** tunnelers go missing, and he seeks brave mice to enter the tunnel to:

- Find out what happened to the tunnelers (250p for each)
- Obtain **bloodsap** for the sick **Torsten** (500p and his eternal gratitude)
- Learn what transpires in *The Order's* inner sanctum (500p)

Eva inexplicably learns that the PCs are being summoned and approaches them beforehand to ask if she can accompany them in disguise.



Inside the Vitacernis

1. Spidersilk Maze

The hastily carved narrow tunnel from inside the **Viscount's** keep opens up into a hollow space within the tree trunk, filled with a labyrinth of tunnels constructed of spider web.

The PCs start at depth 0 and each turn they move d3 locations deeper into the labyrinth. Normal encounter die results within the Spidersilk Maze are always one **Architect Spider**.

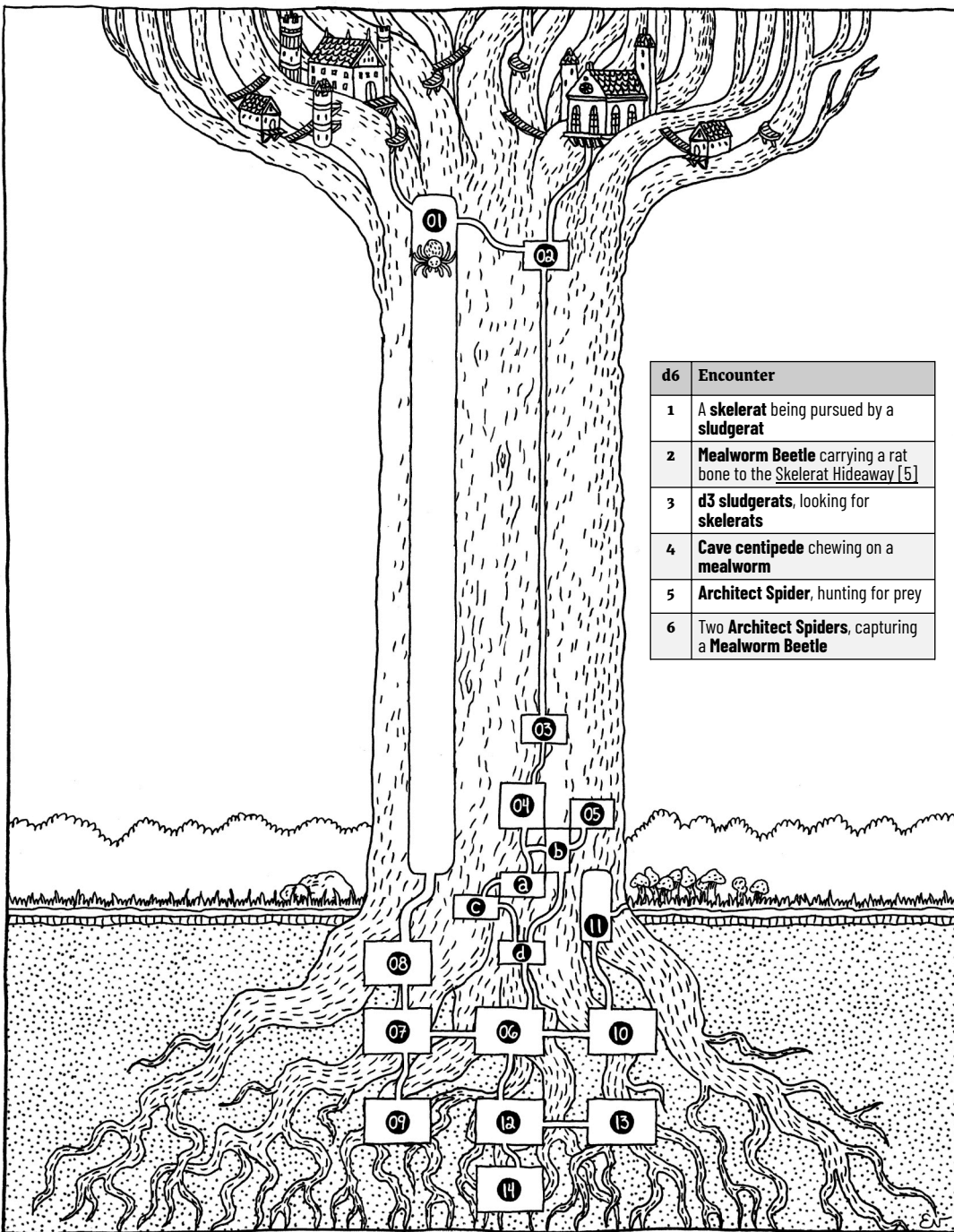
Depth	Encounter
1	Small pouch of d6 x 100 pips hangs suspended amongst several thin strands of webbing. Pulling on the pouch constricts the loose strands into a snare. Do an encounter roll at Disadvantage
2	Dead end, roll next depth at Disadvantage
3	Narrow web tunnel opens up to a small, sticky platform overlooking <u>The Pit</u> . A single Architect Spider descends on a thin strand of web into the abyss
4*	Narrow bridge of webbing suspended over <u>The Pit</u> . Beneath the bridge is a spidersilk cocoon containing a dead mouse and a Treasure
5*	Resting Architect Spider clinging to the ceiling; loud noise or sudden movement draws its ire. Beneath is a silk cocoon, containing a long-dead mouse and two Treasures
6*	Web tunnels converge at a small nexus, a cocoon hanging in the center. The webbing underneath the cocoon shifts and sways. If a PC fully steps on the thin webbing, it breaks, dropping them into a web trap underneath with d6 Architect Spiderlings . Cocoon contains a desiccated mouse corpse and two Treasures
7	A bridge extending over <u>The Pit</u> has a narrow offshoot of webbing leading to a deeper platform. The climb is frightening (WIL save or gain the <i>Frightened Condition</i>), but leads deeper, roll next depth at advantage
8	Architect Spider (-3 STR) attempting to wrap a fresh severed leg wound with spidersilk
9	Intersecting bridges stretch over <u>The Pit</u> . Sounds of ritualistic chanting echo and reverberate against the bark. Architect Spider matron, tending to an egg sac, intensely protective; no Morale roll, will not pursue retreating PCs.
10	Behind the matron are loose hanging webs covering a crack in the bark. Chanting can be heard from inside. Leads to <u>2. Observation Chamber</u>

For the first location marked with an asterisk* encountered, replace the contents of the cocoon with the tunneler **Barnabus "Barnie" Grin** who audibly mumbles for help. When freed, he tells the PCs "They took Fern down that pit!"

Treat the tunnelers as hirelings 3hp, 10 STR, 7 DEX, 10 WIL with a d6 damage to STR for their troubles.

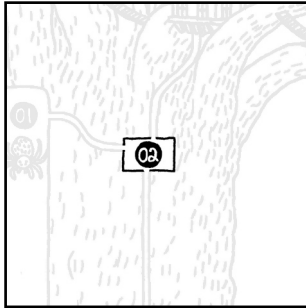
The Pit

Beneath the suspended labyrinth of webs is a yawning pit descending deep down the hollow trunk. Thin strands of spider silk descend from the labyrinth until they are swallowed by the darkness. Any mice that brave the vertigo of staring into the pit can make out faint pinpricks of green light.



d6	Encounter
1	A skelerat being pursued by a sludgerat
2	Mealworm Beetle carrying a rat bone to the <u>Skelerat Hideaway</u> [5]
3	d3 sludgerats , looking for skelerats
4	Cave centipede chewing on a mealworm
5	Architect Spider , hunting for prey
6	Two Architect Spiders , capturing a Mealworm Beetle

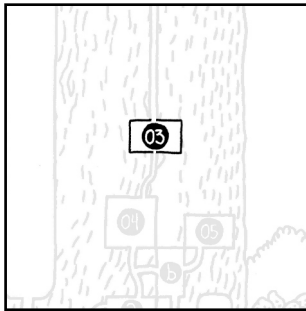
2. Observation Chamber



Cramped hollow space within the trunk, full of sounds of ritualistic chanting.

- **Thin shaft of multicolored light**, backside of a stained glass window depicting a grand, red maple tree. Through the window, an altar sits directly below, upon which **Acolyte Willow** lies awake, still, and unrestrained. Surrounding her dozens of mice in Order robes chant with **Abdess Zara** leading, knife in hand.
- Beneath the window is a **cubby with dried dark blood stains** which leads beneath the altar in the inner sanctum; contains spell tablet: *Sap Life*
- Next to the window is an **empty jar affixed to a metal tapper** leading into the ritual chamber. Jar contains dregs of **bloodsap**.
- **Small passageway**: Gently twisting branch leads deep down the hollow trunk to [Ruined Overlook](#) [3]

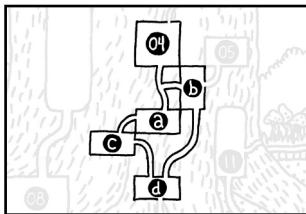
3. Ruined Overlook



Large stone slab cracked in half by the twisting branch from [Observation Chamber](#) [2], half of the slab hangs precariously held in place by surrounding roots. The smell of wood gives way to that of earth as the hollow trunk opens to a burrow.

- Overlooks an **ancient burrow settlement**, long swallowed by the great tree. Any buildings still standing are largely overgrown by roots.
- **Outline of a decrepit palace** in the distance: Most of the twisting roots originate from here. Palace is lit by dim, flickering green flames.
- **River stone staircase**: Descends into the settlement below, leading to [The Inn](#) [4b].
- **Gently twisting branch** penetrating the stone slab leads into the [Ruined Tavern](#) [4a].

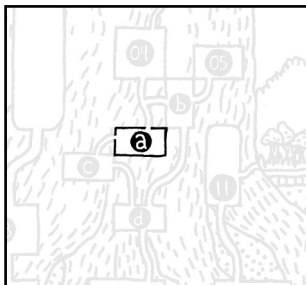
4. Crumbling Settlement



Ancient, abandoned buildings. Few remain standing, all overtaken by branch and vine.

- **Long since burnt out lanterns** no longer provide light
- Former **main street** is now an impassable overgrown mess of branching tree roots. A gentle, rhythmic vibration can be felt in the roots, which intensifies closer to the palace.
- The **overgrown palace** can be reached via a dangerous climb through the roots or traversing through the [Warehouse](#) [4d]

4a. Ruined Tavern



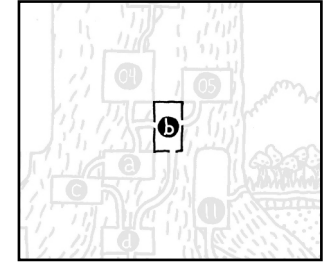
Tavern full of broken furniture, cracked in half by the root coming through the stone slab roof.

- **d6 x 10 pips** scattered on the floor
- **Faded, splintered sign** emblazoned with a jumping mole-rat
- **Sagging, splintered support beam** barely holds up the cracked stone slab roof.
 - 3-in-6 chance the beam cracks and the roof collapses if building put under strain
- Behind the **rotted bar** is a **trap door to the cellar**, warped shut. The wooden frame of the tavern groans heavily with any force on the door. In the cellar, **d4 bottles of spirits** are still intact.

4b. The Inn

A formerly cozy inn succumbed to the ravages of time and the onslaught of bark and branch.

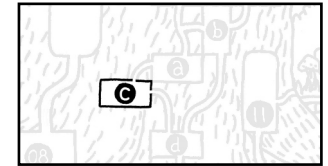
- A **sign pierced by the offshoot of a root** depicts a pattern of ivy leaves
- **Debris scattered all about**, an area free of detritus in front of an otherwise innocuous crack in the earthen wall; leads to [Skelerat Hideaway](#) [5].
- Hanging above the staircase is a **silver pocket watch** (4-slots, 800p).
 - Staircase creaks and groans. Second floor is barely standing, 2-in-6 chance of collapse with strain
- Each turn spent digging through rubble in each of the 8 rooms yields a **Treasure**



4c. General Store

Stocked shelves and crates have been replaced by a mess of intertwined roots and vines.

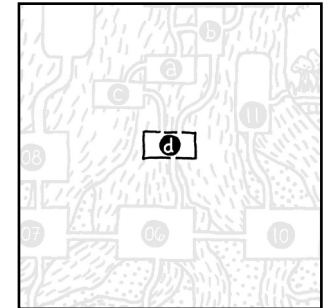
- **Two halves of a sign** depicting a rat wearing a backpack lie amidst the rubble storefront
- **Two walls of the store have collapsed**, debris and rubble of the walls hide three mundane items [**Treasure** as if the d6 result were 3]



4d. Warehouse

Large food storage building filled with a rotten smell. Hefty wooden door sags on its hinges.

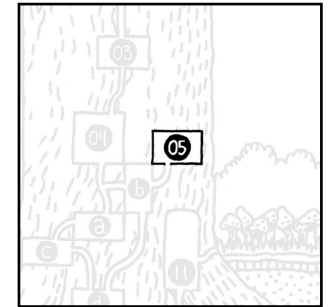
- **d10+10 mealworms** squirm and probe through the debris to find food
- **Scattered broken containers**, most contain rotten food. A turn's search through crates will find **d4 + 2 usage dots of intact Jars of Mead**.
- **Pristine Storage Crate still intact**, crawling with **mealworms**. Inside the crate is a wrapped **Granola Bar**.
- Opposite the food, **boxes contain weaving supplies**: replacement warp beam for a loom (10p), box of thin metal heddles (50p), and two bolts of **refined spidersilk** (200p each)
- **Collapsed Wall** - Cramped path leads past the main street root obstruction to the [Overgrown Palace Antechamber](#) [6]



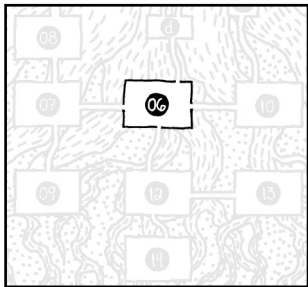
5. Skelerat Hideaway

Pitch black earthen cave, smell of must and faded rotten meat.

- **Lieutenant Osruc** sits upon a mound of dirt, adorning small badges with a single shiny pip each on the pronota of **d3 mealworm beetles** and gesturing commands
 - **Osruc** will be forthcoming with information from pg. 16 if PCs agree to help the **skelerats** find a way out of the *Vitacernis*
 - Offers *Osruc's Boneblade* if the PCs can free the remaining **skelerats** from [The Dungeons](#) [13]
- **d3 + 1 skelerats** huddle in the corner, some missing bones, others gesturing at a **crudely drawn map** of the palace and settlement in the dirt
- Spending several turns here will see **mealworm beetles** bringing bones to the injured **skelerats**, and skelerats coming to report back to **Osruc**.
- If PCs take a **short rest** here, they can roll recovery at **advantage** and clear the **Injured** Condition with the help of the **skelerats**



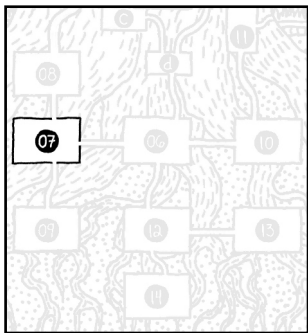
6. Overgrown Palace Antechamber



Lavish stone palace overtaken by vegetation, now more bark than stone.

- **Cracked checkered floors**, broken by penetrating roots and small flora
- **Stone columns** resemble miniature trees, almost entirely replaced by bark from encasing roots
- Air is still, only sound comes from the unnaturally green torches that cast flickering, heatless, green light on the faded opulence
- **Iron gate on rusted hinges that creak and groan**, partially propped open by a penetrating root, leads to the [Armory](#) [7]
- **Narrow passage coated in green moss with red flecks** leads to the [Kitchens](#) [10]
- **Large wooden doors** hanging off their hinges, flanked by two ivory Chess Knights (6 slots, 1000p) lead to the [Throne Room](#) [12]

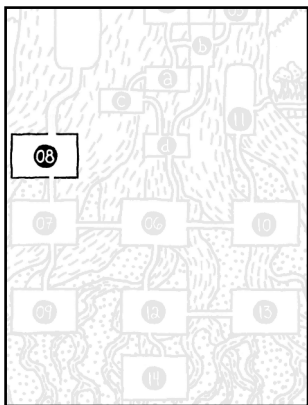
7. Armory



Wood and metal weapon racks lie twisted and broken in a utilitarian room massively overtaken by roots and vines.

- Amongst the debris is a slightly faded, partially rotted coat of arms depicting a mouse head over an 8-pointed star
- **Weapon racks** - Still hold a few standard stock weapons, can replace standard weaponry and clear usage dots on ammunition. A full turn's exploration will yield a forgotten Silver Axe - 200p, Medium d6/d8, mark usage after every fight
- **Roots spiral and intersect forming a cramped tunnel** leading to the [Room of Resurrection](#) [8]
- **Steps descend into a darkness that the roots do not follow into.** Air becomes thick with a strong scent of decay and rot during the descent. Leads to a pristine door to the [Crypts](#) [9] that has evaded damage by vegetation.

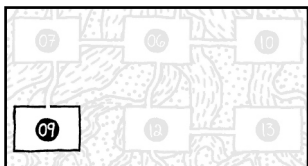
8. Room of Resurrection



Spacious room dominated by thick twisting roots. Lit by heatless green torches.

- Empty jars with dregs of **bloodsap** are scattered about
- Thick roots passing through from the ceiling to the [Armory](#) [7] have **carved alcoves stained a deep red**, the site of **Quercus**' "resurrections"
 - Inside each are small vines, tips stained red with fresh **bloodsap**
 - Tucked away in an alcove is a cowering **sentient bloodsap ooze**. Will attack if threatened.
- Above the alcoves in the high ceilings is a **network of spider webs dotted with silk cocoons**
 - There is a 1-in-6 chance an **Architect Spider** lurks among the webs
 - **Thin strands of web** lead up **The Pit** to the [Spidersilk Maze](#) [1]
 - If the **webs are disturbed**, the vibrations alert spiders above and **d3 architect spiders** will arrive in 1 turn
 - **Three silk cocoons**: each takes one turn to navigate through the sticky webs and open
 - One, noticeably wiggling, contains **Fern the tunneler**
 - The two others each contain a **Treasure**

9. Crypts



Cavernous room, untouched by the roots and vegetation above, thick with the unbearable stench of rot and decay.

- **Rat corpses in various states of decomposition** lie in repose in neat rows stretching beyond the edge of torchlight
 - The rats of **Dirtroot**, awaiting resurrection
- Every turn spent searching here yields one **Treasure**, but inflicts the **Diseased - Paw Rot** Condition

10. Kitchen

Red-speckled green moss coats the stone bricks of the former kitchen.

- **Blankets of moss** hang from the ceiling, causing strange shifting shadows in the pale green torchlight
- A **cave centipede** forages through the room looking for a meal
- **Cramped, fungus covered hallway**, coated in small flecks of white powder leads to [Mushroom Farm](#) [11]
 - Disturbing the fungus will cause it to release spores. All who inhale the spores gain the **Uncontrollable Cough** Condition

11. Mushroom Farm

Air is thick and damp, mushrooms coat the walls.

- Mushrooms can be gathered freely as rations
- **A gentle breeze can be felt in here**, mushrooms and a blanket of moss obscure a cramped passageway that leads outside

12. Throne Room

Vast throne room rendered almost unrecognizable by the dominating roots that have destroyed floor and pillar alike. A throne on a dais at the far end of the room is recognizable only by the shape of the roots that have consumed it.

- A slimy red mass of goop and bones marks a **sludgerat corpse**
- Standing guard is the **animated Statue of Mathea**, wielding a two-handed axe, the *Talisman of Bravery* around its neck
- **Gate of iron bars next to a squeaking wheel** marks the entrance to [The Dungeons](#) [13]
 - It takes a round to open the gate, and releasing the wheel drops the gate closed
- **Empty Plinth** - Inscribed "*Mathea, hero of Deepwood Burrow*"
 - Relief depicts a mouse in ornate armor wielding a glowing battle axe, fighting off an owl as mice retreat into a burrow behind her (4 slots, 500p)
- **Mounted high above the throne of rubble** is the *Greataxe of Mathea*

13. The Dungeons

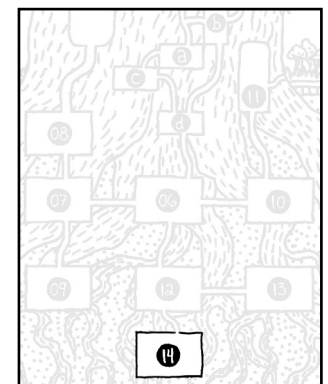
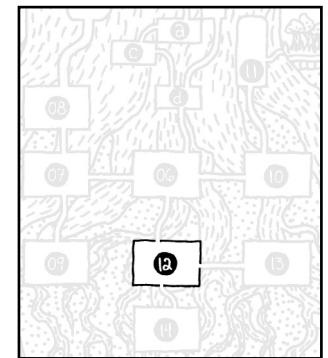
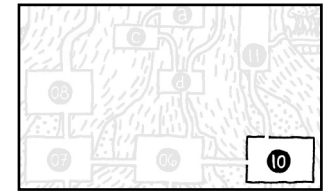
Dungeon cells succumbed to the onslaught of time and the tree.

- A **sludgerat**, mute and afraid, stands guard amidst corpses of his fellow comrades, holding the keys to the cells
 - Attempts to negotiate a surrender by trading the keys
- Five **skelerats** crammed into two dungeon cells

14. The Heart of the Vitacernis

Enclosed palatial garden, now dominated by a converging nexus of roots

- **Rhythmic vibrations** from the roots strong enough to be audible
- Suspended at the heart of the nexus is the **shape of a mouse covered in bark**, body gently convulsing with each rhythmic pulse, **Queen Cera**
 - Protruding from her stomach is a **crude metal tapper, bloodsap** dripping slowly into a jar
- Beneath her is an **alcove formed by roots**, contains **d4 + 1 jars of bloodsap**
- **Quercus the Great** monitors the tapping while 4 **sludgerats** stand guard
 - **Quercus** assumes the PCs are mice of the **Order** come to free him from the **skelerats'** golem to restore the flow of **bloodsap**
 - Clearly delirious from generations of isolation with nothing but his necromantic results
 - Repeatedly talks to **Cera** and reacts to her unheard answers
 - Offers **bloodsap** in exchange for his continued work
 - He will use *Invisible Ring* to defend himself, and try to continue negotiations with any bargaining chip he can use



Quercus the Great



In the rat settlement of **Dirtroot**, **Quercus** was a seeker of knowledge, a dabbler in magics, and an outcast. His fellow ratkin considered his pursuits a waste of time, adding little value to their acquisition of food and resources.

When the plague that struck nearby **Deepwood Burrow** spread to **Dirtroot**, **Quercus** was suddenly the trusted expert. Whether through his magic or his herbal experiments, **Quercus** proved immune to the disease, but despite all his best efforts he could only slow the effects for others.

The rats of **Dirtroot** stumbled to the nearby **Deepwood Burrow** for help, only to find them gone, an impressive sapling in their place. Searching for the secret of the mice's disappearance, **Quercus** found the sapling to be hollow, **Queen Cera** at its center. Lacking the energy to

travel elsewhere, the rats settled down in the remains of the swallowed **Burrow**, as **Quercus** raced against the ravages of the disease to save his kin.

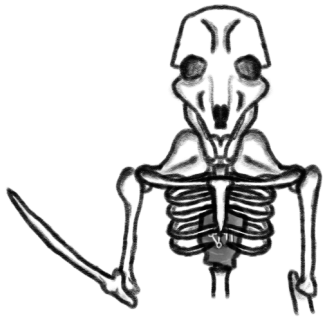
He lost, and, one-by-one, laid them to rest within the palace crypts.

Over years, **Quercus** continued experiments within the wooden tomb of the **Vitacernis**, sustaining his own life through an ancient powerful spell, supplemented with the discovery of the **bloodsap**. His new goal was simple, bring back the kin that he failed to save.

Years later, when the mice of **Ruby Grove** settled atop the tree, **Quercus** wrote the "ancient" text of the **Order of the Vitacernis**, presenting it to the mice as though it were a relic from ages past. The eternal, life-giving **Vitacernis** would grant the mice life and prosperity, in exchange for blood given willingly. His ploy worked, the **Order** was established, and his magic was fueled with a new sense of power.

Unbeknownst to the mice above, **Quercus** became a rather successful necromancer, raising several **skelerats**, and then **sludgerats** to some form of unlife. His goal is finally within reach, all he needs is time to raise his fallen companions.

Lieutenant Osric



Animated skeleton of a rat with a forearm carved to a sharp blade and a gently glowing spell tablet protruding from their chest, **Osric** is an imposing figure, but hospitable to PCs.

Formerly a rat enforcer of **Dirtroot**, **Captain Ricard** of the rat guard was the first rat brought back by **Quercus**. **Quercus** embedded a *Be Understood* spell in their chest cavity to facilitate communication with his now mute former captain.

However, the newly resurrected **skelerat** had no memories of this "**Ricard**" or his life; whatever **Quercus** had done created new life inhabiting the skeleton of his comrade, rather than resurrecting him. Further attempts had the same results, and **Quercus** grew to resent the **skelerats** for what he viewed as parasitic possession of his kin, despite this being a miracle of life in its own right.

Once **Quercus** created the **sludgerats** through use of the **bloodsap**, he imprisoned the **skelerats** in [The Dungeons](#) [13], intending to re-raise them all as **sludgerats**. **Osric** and a few of their companions managed to escape, animating the *Statue of Mathea* on the way out to confine **Quercus** and many **sludgerats** to the [Heart of the Vitacernis](#) [14].

Now the **skelerats** just want to find a way out of this tree, with as many of their companions as possible. **Osric** will not risk the **skelerats** in combat with **Quercus**, but will offer information and material assistance in exchange for a safe passage out of the tree so they can live free of **Quercus'** tyranny.

Queen Cera



Queen of the **Deepwood Burrow**, a subterranean village of mice that lived in harmony with silk-weaving spiders. When a plague swept through the settlement, **Cera** sought out and pled with the **Fae** for a cure. In exchange for **Cal**, **Cera's** only child, they gave her a seed inscribed with a rune.

When the seed-spell was cast, the **Vitacernis** sprouted and took root within **Cera** herself. Within a few days, the **Vitacernis** sapling produced a single fruit. When the mice of **Deepwood Burrow** ate of the fruit, they were cured, but the

queen was assumed lost. The **Vitacernis** sapling grew at a prodigious rate, swallowing the palace within a few days. Denizens of **Deepwood Burrow** made the difficult choice to leave, before the tree swallowed the whole settlement. The spiders would not leave their nest eggs, and so the mice of **Deepwood Burrow** traveled far away, leaving the spiders and **Queen Cera** behind.

Many years later, **Ruby Grove** was established on top of a grand tree with ruby red leaves by enterprising mice looking for a new home.

Aftermath

The PCs' actions within the tree should have ramifications for **Ruby Grove** and the surrounding area. Embrace the players' decisions and make the impact of their choices felt. For example:

- If only the **Order** learns the secret of the **Vitacernis**, the **Order** may become a blood cult worshiping their new deity of **Queen Cera** and silence any outsiders that know the secret of the sap
- If **Eva** is not told what the players find, she secretly hires a tunneler crew to tunnel underneath the tree
- The **Viscount** shares the secret of the **Vitacernis** with his people, and leverages it to reduce the **Order** to mere monastic gardeners without religious influence
- If **Quercus** lives, he will continue his experiments any way he can. Do the mice of **Ruby Grove** let him stay? If removed from the **Vitacernis**, where does he settle?
- If **Queen Cera** dies, the **bloodsap** stops flowing. What do the mice of **Ruby Grove** think of the **Order** and the **Viscount** if the sap stops? Who takes control? Does the disease of old return?

If Eva obtains the **Talisman of Bravery**...

Add a new **Eva Warren** faction:

Resources

- Prodigious wealth
- The *Talisman of Bravery*

Goals

- Obtain a powerful magic ally
- Find a gate to the Faerie realm
- Rescue **Cera's** child **Cal** from the **Faerie Queen**

Eva will hire a team of archaeologists to recover lost artifacts from **Deepwood Burrow**. She will gladly accept help in achieving her goals from enterprising PCs, rewarding them with valuable/unique items that she finds in the ruins [**Treasure** as if the d6 result were 6].

If the skelerats escaped...

Add a new **skelerat** faction:

Resources

- Loyal mealworm beetle helpers

Goals

- Establish a hidden skelerat community
- Secure a food source for their beetles
- Befriend a nearby settlement for protection

Once they have established a community and safe space for their beetles, perhaps they:

1. Create a business hiring out trained beetles
2. Found the *Beetle Bout*, a recurring competition of beetle sports
3. Embark on a quest to understand the magic that gives them life
4. Leverage their unique immortal position to cultivate histories and spread knowledge

Whatever their long-term goals end up being, make their presence and existence felt.

Note that the **skelerats** will come into danger from ambitious or greedy factions, especially those with a magical bend to them. Those factions will seek answers to the eternal life and death defying nature of the **skelerats**, wanting to harness that power for their own. When such a faction learns of the **skelerats**, add appropriate faction goals, for example:

- Find the hidden **skelerat** community
- Capture a **skelerat**
- Learn secret of eternal unlife from the **skelerat**

Bestiary

Architect Spider

6hp, STR 8, DEX 15, WIL 10, Armor 1

Attacks - d6 Poison (damages DEX instead of STR)

Critical Damage - Carry away in web
Wants to feed its babies

Groveguard

3hp, STR 10, DEX 9, WIL 9

Attacks - d6 sword or d6 bow
Wants their shift to end

Mealworm

1hp, STR 6, DEX 8, WIL 5

Attacks - d4 Chew and gnaw
Wants to consume and grow



Quercus the Great

6hp, STR 8, DEX 8, WIL 14

Attacks - d4 cane bash

Knows - Fear, Invisible Ring

Wants to continue his experiments and to ascend himself and his former clan to become sludgerats

Eccentric rat "necromancer", matted gray fur, walks with a limp supported by a cane made from the twisted roots of the Vitacernis [the Vitacernis Root Rod pg. 19].

Physically weak, **Quercus** depends on his **sludgerats** and magics to keep him safe in a fight.

The green torches of the palace are bound to his magics; if he dies all green torches will extinguish.

Sparrow

5hp, STR 8, DEX 14, WIL 10

Attacks - d6 claw or peck

Critical Damage - Carry away in claws
Wants to defend its nest and babies

Sparrowguard

4hp, STR 10, DEX 10, WIL 9

Attacks - d10 Sparrowguard spear

Wants safety for their sparrow and to defend their territory

Architect Spiderling

2hp, STR 6, DEX 13, WIL 8

Attacks - d4 Poison (damages DEX instead of STR)

Wants to feed and survive

Cave Centipede

8hp, STR 10, DEX 12, WIL 8, Armor 1

Attacks - d6 Venomous bite (damages DEX instead of STR)

Critical Damage - Venom takes effect, target becomes immobile for a turn

Wants to wander and devour
Blind with long feelers used to detect vibrations from predators or prey

Mealworm Beetle

4hp, STR 12, DEX 10, WIL 7, Armor 1

Attacks - d6 bite

Wants to perform tasks in exchange for food, scratches, and symbols of appreciation

Mealworm Beetles loyal to the skelerats wear pips and colorful ornaments along their pronota as symbols of tasks well done.

Skelerat

3hp, STR 10, DEX 12, WIL 7

Special - Unless reduced to 0 STR, can slowly reassemble itself

Attacks - d6 dagger, d6 sling

Critical Damage - Drag to the Skelerat Hideaway [5]

Wants to form an underground **skelerat** community, free of **Quercus** Rat skeletons with eyeless skulls and bones dripping with sloughing flesh, draped in tattered clothing. Except for Osric, mute beyond chattering noises and gestures. Have befriended the mealworm beetles of the tree. Defensive, but non-aggressive.

d6 Names

1	Oswald
2	Osman
3	Osborn
4	Osma
5	Oscar
6	Osanna



Bloodsap Ooze

2hp, STR 8, DEX 10, WIL 8

Attacks - d4/turn smother - block nose and mouth of target to suffocate them. Inadvertently heals the *Injured* and *Diseased* Condition of the target due to its **bloodsap** composition

Wants to avoid detection
Failed sludgerat, fears discovery and rejection



Osric, Skelerat Lieutenant

4hp, STR 10, DEX 12, WIL 7

Attacks - d8 boneblade

Wants a safe haven for the skelerats
A skelerat with a sharpened boneblade forearm and a glowing *Be Understood* spell tablet in their chest cavity

Statue of Mathea

8hp, STR 14, DEX 8, WIL 10

Attacks - d8 dull stone greataxe

Wants to defend the throne room
Attacks against are *impaired* unless magical, silver, or bludgeoning.

Statue of the mouse hero of **Deepwood Burrow** in ceremonial armor with an **Animate** spell (pg. 19) embedded in its head. Removing the spell reanimates the golem. Bears a striking resemblance to **Eva Warren**.

Sludgerat

3hp, STR 13, DEX 6, WIL 6

Attacks - d6 sludgeslap

Wants to capture skelerats and bring them to **Quercus**

Skeleton and sloughing flesh of a rat held vaguely in shape by bloodsap sludge



Items, Spells, & Conditions

Bottle of Spirits



100p per unused usage dot

Set WIL to 18 for 3 turns, then 3 for 3 turns, then reset to its original value.

Greenleaf Cloak



Cape made of a (seemingly) fresh leaf. If the wearer stays still in or near a living tree, they are completely undetectable.

Jar of Mead



100p per unused usage dot

Clears the Frightened Condition

Talisman of Bravery



800p
While worn - Immune to the Frightened Condition

Spell - Animate



Effect: Animate a mouse-sized golem from inanimate material for [DICE] turns. Stats of the golem are up to the GM, but should reflect the animated material.

Recharge: Embed in a mouse-sized doll and treat it as a true friend for a day.

Condition - Diseased (Paw Rot)

Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another **Diseased (Paw Rot)** Condition
Clear - Spend a week being treated by an herbalist

Ethereal Torch



Pale blue light from the torch shows the undead as they were in life.

Recharge - Leave in direct sunlight for a day

Honey Granola Bar



6 uses, 50p per unused usage dot

As ration, also clears the Exhausted Condition

Osric's Boneblade

Medium d6/d8
Only mark usage on 6

Critical Damage - Give the Frightened Condition

Vitacernis Root Rod



Medium d6/d8, only mark usage on 6
While Wielded - Spend a usage dot to add a die to a spell being cast by the wielder
Special - Cannot be repaired via traditional means. Instead, let bask in sunlight for a full day while partially buried in soil to restore one usage dot

Spell - Sap Life



Effect: Deal [SUM] damage to and inflict the Exhausted Condition on a living target and restore [SUM] STR, excess to HP.

Recharge: Have a new creature willingly spill blood on the spell and let fully dry.

Condition - Uncontrollable Cough

Treat HP as 0, all attacks are *impaired*
Clear - After short rest

Treasure

Roll 1d6 and 1d8 to determine the row, and the PCs current location to determine the column. Note that most treasures span across both columns.

d6	d8	In the Spidersilk Maze	In Deepwood Burrow
1	-	d8 pips	
2	1	Thimble	
	2	Bottle cap	
	3	Paperclip	
	4	Binder clip	
	5	Twist tie	
	6	Spool of thread	
	7	Small roll of solder	
	8	Safety pin	
3	1	Needle, Light d6	
	2	Sharpened stone axe - Medium d6/d8	
	3	Bundle of Torches	
	4	Fungus farmer's spore mask	
	5	Fish hook	
	6	Bucket	
	7	Sparrowrider's spear - Heavy d10	Wooden cup carved with a mole-rat
	8	Acorn fashioned into a helmet, +1 armor	
4	1	Cheese curd wrapped in parchment	Jar of Honey, untouched
	2	Small child's toy wooden figurine of a heroic mouse	
	3	Stone hammer: effective at damaging structures - Medium d6/d8	Needlepoint scene of a mouse family woven from dyed spidersilk (300p)
	4	Whittling knife, Improvised d6	Spindle of spidersilk (150p)
	5	Goggles	Jar of purple dye
	6	Wooden pole 6"	
	7	Peanut - as Ration, 2 uses	Poem scrawled on scrap of fraying paper - <i>Under Hill</i>
	8	Red Robes of the Order of the Vitacernis	Fine clothes woven from spidersilk (400p)
5	1	Rubber Band	
	2	Human coin, leather strap affixed - Shield +1 armor	
	3	Holiday light rigged up to a battery; as Electric Lantern	
	4	Pouch with three incendiary "poppers" - ranged d6, loud	
	5	Pair of metal thumb tacks with small straps for climbing	
	6	9-volt battery, 2 slots, can recharge electronic equipment	
	7	Mirror shard tied to a wooden rod - Medium d6/d8	
	8	Vial of lighter fluid	
6	1	Pouch with 100p	
	2	Abandoned spider egg	Wooden amulet carved with a mouse family
	3	Book, horticulturist guide <i>The Green Paw</i> (300p)	
	4	Beetle Harness - 2 slots, allows mouse to ride a willing beetle	
	5	Jar of maple syrup (100p)	Blue crystal with immaculate shine. Pliable while held, snaps back into shape when released
	6	Gold ring (500p)	Spidersilk Lute (pg. 19)
	7	Packet of fine tea leaves, any creature sharing the tea cannot help but tell the truth	Ethereal torch (pg. 19)
	8	Greenleaf Cloak (pg. 19)	