

Treasure

| d6 | Treasure |
|----|---|
| 1 | Random spell |
| 2 | Medicinal herbs (Cures Diseased Condition, but makes you very drowsy, 150p) |
| 3 | Small golden holy symbol (Keep ghosts at bay, 450p) |
| 4 | Dry wafer (Heal full HP in Short Rest; 200p) |
| 5 | Golden letter opener (Heavy, d10, 800p). |
| 6 | Cloak of enlightenment (Advantage to WIL Saves while worn, makes you haughty) |



Spells

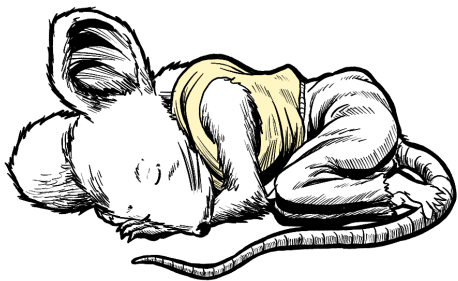
| d4 | Spell | Effect | Recharge |
|----|------------------|--|--|
| 1 | Blinding Touch | Give the Blind Condition to touched creature. Clears after [DICE] turns. | Hold the spell for a day, in a dangerous place, without opening your eyes. |
| 2 | Shadow Tendriils | [DICE] creatures are entangled and cannot move. STR Save to break free. | Bind the spell with a rope and leave it in complete darkness for three days. |
| 3 | Strength | Advantage on STR saves, +[DICE] to Damage for [DICE] Turns. | Soak in the sweat of a creature that has exercised heavily. |
| 4 | Sweet Words | Makes [DICE] individuals treat you as a trusted friend for [SUM] turns. | Cover the spell in honey. Refresh each morning for three days. |

Conditions

| | |
|--|---|
| Blind Cannot see. All attacks Impaired. Clear: Tears of a faerie | Mellow Disadvantage on WIL Saves. Must pass WIL Save to take aggressive actions. Clear: After long rest |
|--|---|

Gained from the Blinding Touch spell.

Gained from drinking or bathing in the Purification Bucket.



Promises of clarity, wisdom, and eternal peace are attracting mice from all over to the ruins of the Old Chapel, occupied by a small sect of clerical mice with a mysterious philosophy.

Lead by Reverend Goldenfur, the sect travels the countryside in search of mice to convert, directing them to their sacred Chapel. Those who join, they promise, shall finally see the Truth, preparing them for Eternal Peace.

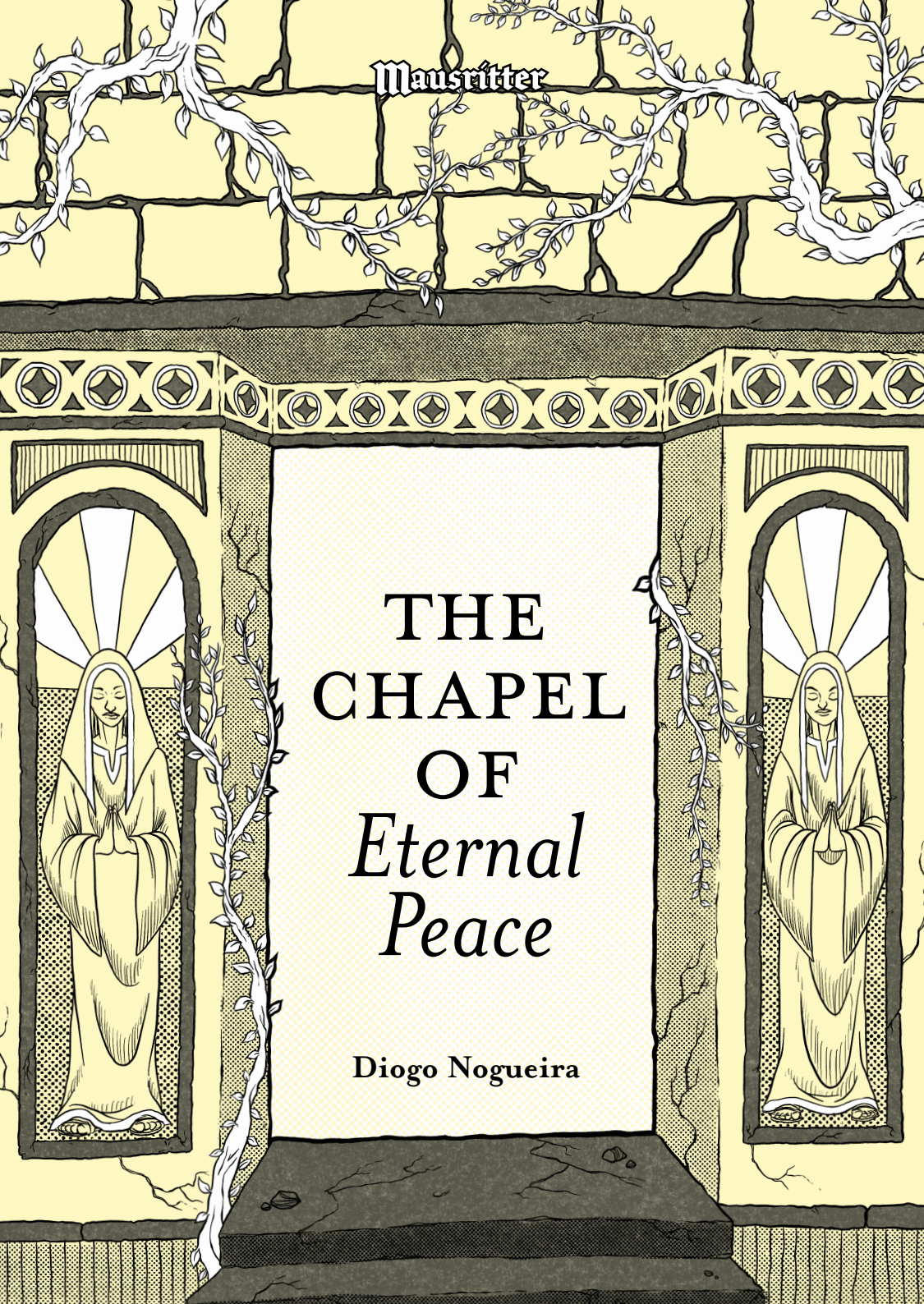
Of course, those that go must part ways with all their earthly belongings, donating it all to the Chapel of Eternal Peace, who will only use it to further the reach of their philosophy.

The truth is, however, much darker.

Goldenfur is an accomplice of the Cat Witch Sabrina, who gifted him with a magical amulet he uses to influence others. All in exchange for some mice to power the Cat’s rituals. Goldenfur is now a well-known, respected, and sometimes feared figure in the nearby mouse settlements, but few know of his shady alliance.

Adventure hooks

| d6 | Hook |
|----|--|
| 1 | Heloise, daughter of farming mice, has gone missing. Her brother Milaster has gone to find her, but their parents fear for both of them. |
| 2 | It is said that Goldenfur holds many ancient tomes of forbidden knowledge. |
| 3 | The son of Festus, a notable Burghermouse has become a convert. He is displeased, and will pay well if you can convince his son to return. |
| 4 | A former monk speaks of riches hidden in the Chapel of Eternal Peace. |
| 5 | A rare medicinal flower is grown in the Chapel’s gardens, but Goldenfur is refusing to trade it to non-believers. |
| 6 | The mouse wizard Murrelet is owed a great number of pips for magical ingredients, but Goldenfur is refusing to pay. Collect the debt. |



Encounters

| d6 | Encounter |
|----|--|
| 1 | 2d6 Converts , wandering in a daze, serenely repeating Goldenfur’s praises. |
| 2 | 1d6+3 Guards , hired to keep prying eyes away from the chapel’s interior. |
| 3 | 1d6+3 Guards , carrying an unconscious mouse to the bushes outside of the chapel. |
| 4 | Milaster the Rebel , searching for his sister. |
| 5 | 1d6+2 Monks in trance, ordered to look for intruders. |
| 6 | Reverend Goldenfur conducting a tour for 2d6 recently arrived Converts. |

Convert

2hp, STR 8, DEX 10, WIL 8
Attacks: None
Always under Mellow Condition.

Wants to find meaning in an empty life

Guard

4hp, STR 12, DEX 10, WIL 8
Attacks: d8 spear or d6 javelin

Wants to get paid, or find a better deal

Monk

3hp, STR 10, DEX 11, WIL 12
Attacks: d6 staff
Spells: *Heal* or *Strength*

Wants to find purpose and peace through Goldenfur

Milaster, the Rebel

4hp, STR 12, DEX 8, WIL 11
Attacks: d8 sword, d6 short bow

Wants to find his sister Heloise, and the truth of the Chapel

Corrupted Rose

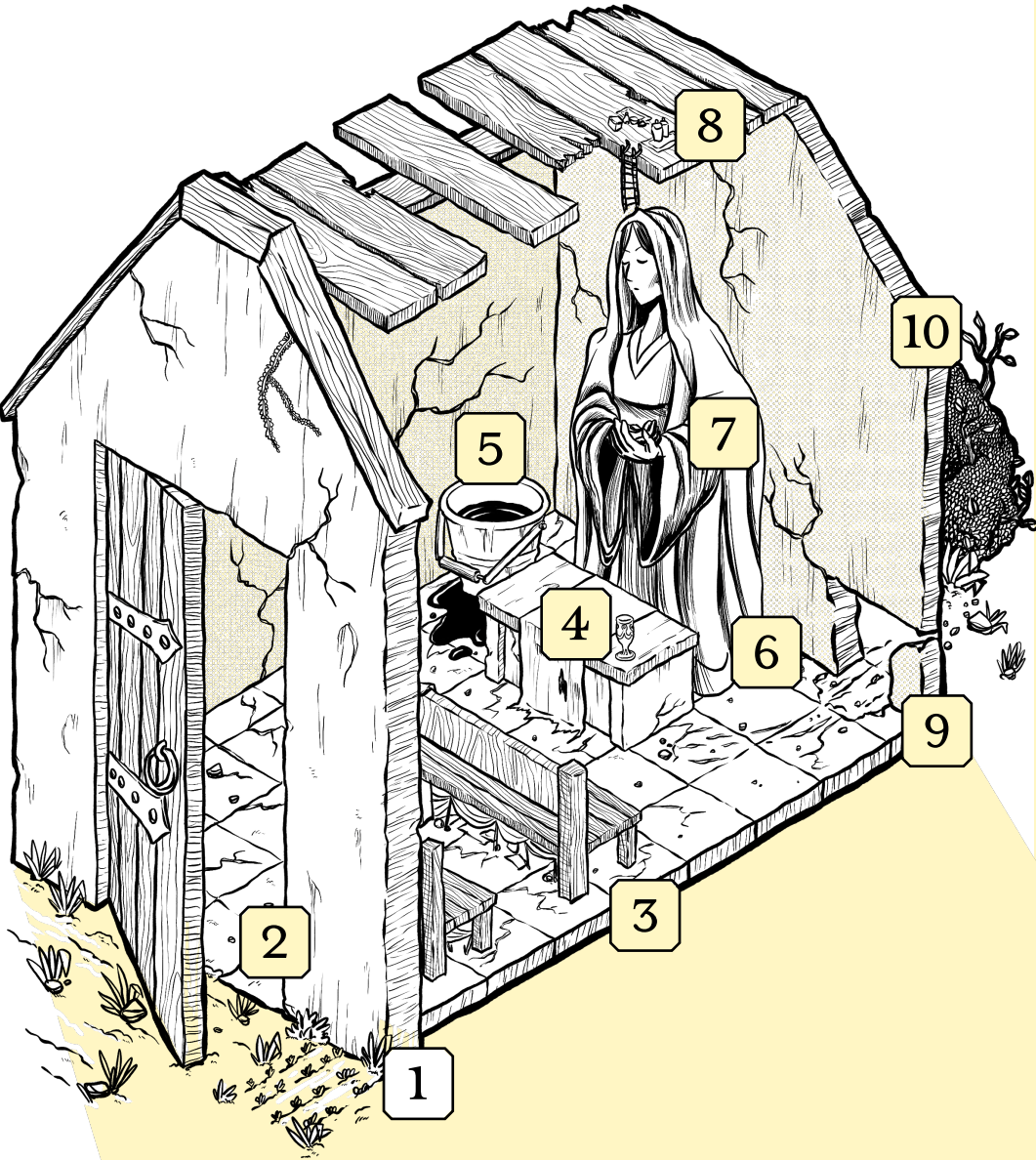
6hp, STR 12, DEX 12, WIL 12
Attacks: d6 brambles or, d4 pollen burst (Damages WIL, bypass HP)

Wants to be free of their corruption (but drinking blood will do in the meantime)

Reverend Goldenfur

10hp, STR 11, DEX 12, WIL 14
Attacks: d8 ornate staff
Spells: Sweet Words, Blinding touch, Shadow Tendrils
Can only cast spells while wearing Sabrina’s Amulet.
While wearing Amulet, can influence any mice with Mellow Condition.

Wants power and influence, no matter how he gets it



- 1. Vegetable Garden**
Narrow plots of turned soil. Overgrown with weeds.
- Sliced tubers drying in the sun.
 - 2d6 **Converts**, peacefully toiling in the garden.
 - In a **fenced plot**: A carefully tended **catnip** plant.

- 2. Front Entrance**
Heavy door, swollen with time and water damage.
- d6 **Monks** welcoming pilgrims, praising Goldenfur.
 - Opening or closing the door requires several mice.

- 3. Community Benches**
Dozens of tents strung under wooden pews.
- First row: **2d10 Pilgrims** camping. Waiting to make donations and bathe in the Purification Bucket.
 - Second row: 20-odd **Converts** live here, some with their families in tow. They have given away most of their belongings.
 - d6 **Guards** looking for valuables to “confiscate”.
 - In a hollow under a **pew leg**: Hidden **Treasure**.

- 4. Altar of Conversion**
Golden chalice atop a weathered wooden platform.
- **Rickety wooden ladder**: To top of platform.
 - d6 **Pilgrims**, bearing offerings and making their way to the Purification Bucket.
 - d6 **Guards**, waiting for a chance to pocket some loot.
 - Miscellany of **valuables** worth 3d6 x 10p.

- 5. Purification Bucket**
Leaky wooden bucket. Dark, stale-smelling water.
- d6 oddly-serene **Converts** and **Monks**, soaking in the murky water.
 - Each Turn in the bucket, **gain a Mellow Condition**.
 - If a mouse gains **three Mellow Conditions**, they become a Convert. All carried items are donated to the Chapel.

- 6. Statue**
Towering, covered in moss and lichen. A sense of calm.
- d6+1 **Monks**, meditating.
 - **Climbing** the statue requires appropriate equipment or a STR Save. On Failure, take Exhausted Condition.
 - **Aura of passivity**: Make a WIL Save to take any aggressive action here.

- 7. Hands of God**
Serenity and intrigue, nestled amongst the stone.
- **Reverend Goldenfur** and d6 **Monks**, meditating or meeting prized converts.
 - A **wealthy merchant mouse**, offering their riches (an **emerald** worth 500p) to finally find peace.
 - Hidden between the **fingers**: Two spell tablets.

- 8. Roof Lair**
Musty rafters, dust swirling in the darkness.
- **Goldenfur’s stash of valuables and gifts** from Converts. 2d6 x 100p worth of pips, jewelry, and art.
 - Two random **Treasures**.
 - Notes on the construction of a new spell to enslave a cat. A letter from **Murrelet** (*The Wizard of Arms and Armour*) detailing ingredients required, including catnip infused with mouse blood.

- 9. Back Entrance**
Collapsed stones, muddy floor.
- In the dirt, **cat paw prints** leading towards the Rose Bushes.
 - **Milaster** is here, investigating missing mice.

- 10. Rose Bushes**
Tangled and dense. Smell of fear.
- At night, **Goldenfur** brings Converts here to be taken by **Sabrina** the Cat Sorcerer.
 - **Brass bell**. If rung, Sabrina will arrive in 2d6 Turns.
 - **Trail of blood**. Scraps of mouse clothes caught on a branch. At the end of the trail, **d6 Corrupted Roses**, lapping at a pool of blood.
 - **Treasure** hidden amongst rotting leaves.

