

What’s going on here?

The mice of Brambletown have always loved Queen Madriga of Thorns. But not since her handmaiden, Lucea, fell ill.

Lucea’s heart was stolen by Rupert, the thieving magpie, and now she dreams a dreamless sleep from which she cannot wake.

Heartbroken, the Queen has lost control of her royal magic, which now corrupts the apple grove. Nothing will be the same unless Lucea’s heart is retrieved.



Treasure

d6	Common Treasure	d6	Queenly Rewards
1	Pumpkin seeds (as Rations)	1	Feasting horn (if blown before meal, heal d4 STR)
2	Jar of blackberry jam (100p)	2	Wheel of brie (delicious, 300p)
3	Beeswax candle (as Torches)	3	Golden mask (blend in with fancy company)
4	Silver sickle (Light d6, 200p)	4	Bottle of fine cider (emboldens, 200p)
5	Bronze thimble (Heavy armour)	5	Silver flyswat (Light d6, Enhanced vs bugs)
6	Spool of twine	6	Golden butterfly broach (beautiful, 600p)

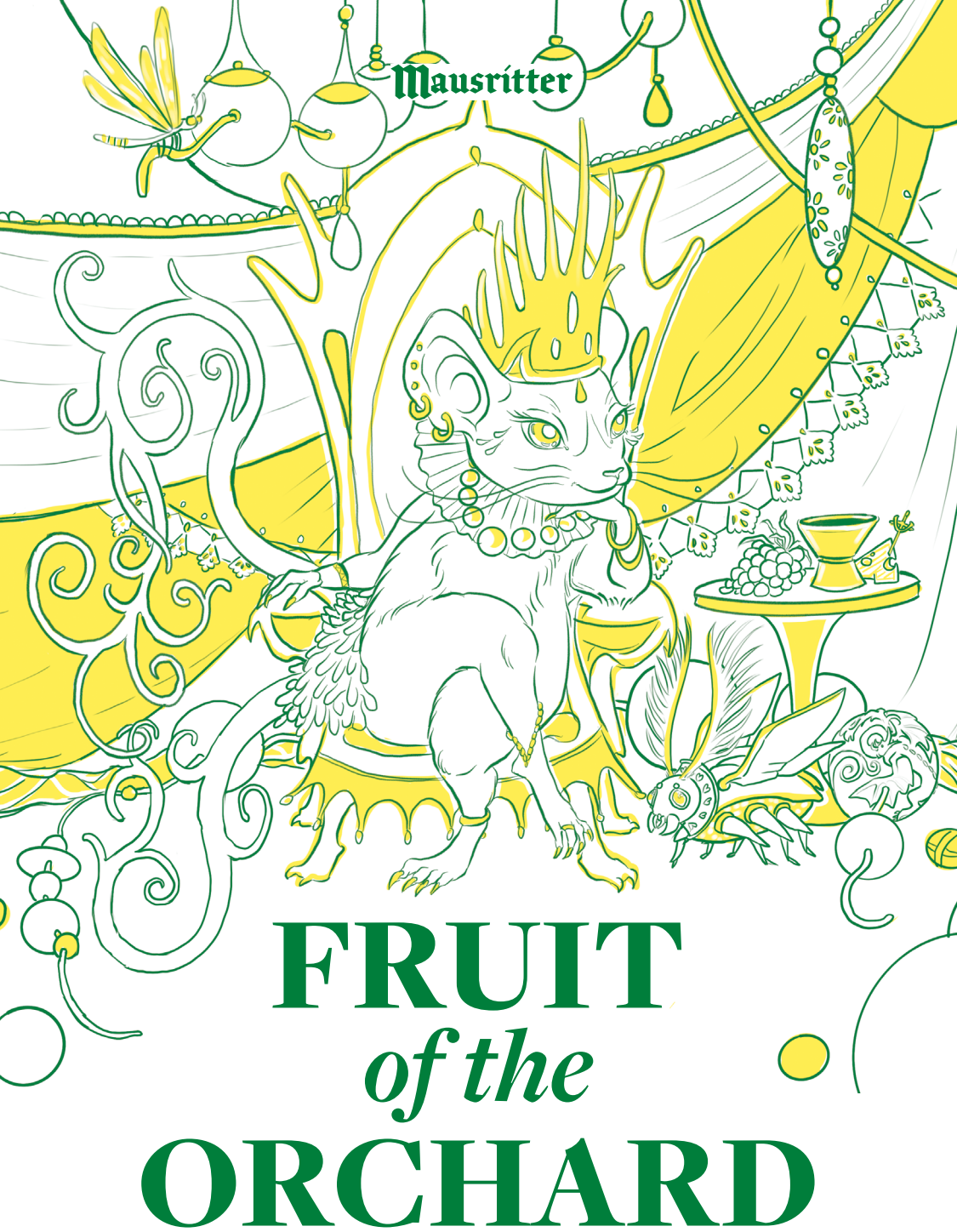
Disturbing stories have been coming from the orchard. The peaceful harvest mice and squirrels who tend the trees talk of strange magic afoot — dense and vicious blackberry brambles, wandering pumpkin monsters, horrible rotten apple creatures, and a dizzy-eyed magpie in a glorious palace high in the canopy.

The way is fraught, the nights are long. Can you free Brambletown and cure the Queen’s dear handmaiden? What treasures and stories will you find in the orchard to bring safely home?



Adventure hooks

d6	Hook
1	Mrs. Scuttlepaw lost her son when he wandered too deep into the briar. Rescue him!
2	Ansel, delinquent prince of the Bramble, wants a retinue to impress his sister when he visits.
3	Bristlewhisker, the rabbit farmer, has not been seen for some time. His farm is just beyond Brambletown.
4	A key component of the Appletender’s Union ciderpress was stolen! Help them get it back!
5	An animated pumpkin has been starting fires in the meadow. How did he get ahold of that magnifying glass?
6	Queen Zipporah of the Ticking Tower wants a pocket watch. You’ve heard Bristlewhisker has a fine one.



FRUIT
of the
ORCHARD

Madeleine Ember

Encounters.

d6	Encounter
1	Swarm of Bluebottle Flies , carrying a fermented blackberry.
2	Lone, rotten Applejack , swatting at a swarm of Bluebottle Flies .
3	d6 Applejacks , chasing a rabbit.
4	Pumpkin monster , curious and confused.
5	Mouse Merchant , looking for cider.
6	Louie Two Knives , planning a heist from Rupert's Nest.

Bluebottle Fly Swarm

5hp, STR 5, DEX 15, WIL 5
Attacks: d4 buzzbite
Critical damage: Give Exhausted Condition
Only takes damage from fire or magic.

Wants to eat something rotten.

Pumpkin Monster

8hp, STR 12, DEX 11, WIL 8, Armor 1
Attacks: d8 crush, d10 bite, d4 whip

Wants to eat a hearty meal.

Rupert, the Magpie

15hp, STR 15, DEX 12, WIL 12
Attacks: d10 peck or,
Dazzling dance (affects all within range)
Dazzling dance: Next attack is Impaired.

Wants to hoard all things that shine and glitter.

Applejack

4hp, STR 6, DEX 10, WIL 6
Attacks: d6 bite or howl (give Frightened Condition to d4 creatures who hear it)

Wants to cause as much mischief as possible.



1. Trail to Brambletown

Menacing black-tipped vines in wild curls, tall as can be imagined. Wicked thorns peek from beneath glossy leaves.

- Thick vines blocking a well-worn cart track.
- Family of mice, fleeing in exile, but cannot get past.
- If cut, vines will strike back for d6 damage. If asked politely, they will move aside.

2. Brambletown

The shapes of what once was a charming little settlement can just be made out, wrapped tight with vines.

- Four townmice suspended in the briar's vines.
- If freed, they'll provide rewards (3d10p) and directions to the castle.

Rumours of the Queen

- She's punishing us for allowing Lucea to suffer
- She has gone mad with power
- She was always a sweet girl, close to Lucea
- She is the last of her line, cannot age or die

3. The Briar Keep

A tangle of briars supports the grey-stone towers.

- A dim glow from the **topmost tower**.
- Inside:** The keep is silent. Dust covers every surface. Vines creep through windows.
- Stairway:** Two mice in polished armour. Will not let players past unless a deal is struck.
- At the top:** Queen Madriga bowed over Lucea, a shimmering golden thread strung between their chests.

The Queen's plight

Lucea's heart was **stolen** by Rupert the magpie. The Queen is keeping Lucea alive by magically sharing her own heart. As she does, her magic has become wild, and consumed the orchid. If Lucea's heart is not returned within three days, they will both die.

Reunion with the Queen

If mice **successfully return** Lucea's heart, Queen Madriga will set right the chaos caused by her wild magic. She will hold a grand feast in honor of the brave mice who saved them both.

The party of mice will be rewarded with 1000p, along with a **Queenly Reward** for each mouse adventurer.

4. Harvest Encampment

Humble thatched huts on stilts amongst the apple trees.

- A **dozen mice** in fleeing or hiding, leaving the orchard unattended. "The Queen has abandoned us!"
- d4 Applejacks**, arguing with each other and gnawing on an abandoned hut. One carries a **pouch of pumpkin seeds**.
- Pumpkin Monster**, ripping apart a scarecrow. The scarecrow is **considered sacred** by the harvest mice. If fixed, Rupert will never venture into this area.



5. Pumpkin Patch & Rabbit Hole

A tangle of deep-green vines and shady leaves like sails. At the center, a rabbit hole.

- d4 Applejacks** trying to get into the hole. One wears the ciderpress **flywheel** as a hat.
- Followed by a lumbering **Pumpkin Monster**. It is looking for its stolen seeds.
- Inside the hole:** **Bristlewhisker** the rabbit, waiting for a chance to escape. If helped, he'll reward the mice with a **silver pocket watch** (500p).

6. Appletender's Union Ciderpress

Smell of fermentation. Fallen fruit, each several times bigger than a mouse, rotting in the sun.

- A **Bluebottle Fly Swarm** is attacking the Union!
- The Ciderpress is **missing a flywheel**. If retrieved, the squirrels of the Union will give the mice a common **treasure** and a bottle of **fine cider**.

7. The Grand Apple Tree

Towering and ancient. Gnarled by countless winters.

- An **enormous ladder** strung from the bower to the roots. Dangerous and **Exhausting** climb.

8. The Magpie's Bower

Soft filtered light glints warmly on scattered riches.

- Rupert** on a throne of twigs woven with silver and blue scraps.
- Lucea's heart**, shimmering blue and gold, on a silver chain around Rupert's neck. He will trade for a Pocket Watch or Royal Crown (see *Mush Rush*).
- Scattered around:** d4 rings (100p), silver chain (2-slots, 500p), string of pearls (2-slots, 1500p), two common treasures.