

Treasure

d6	Treasure
1	Spring-loaded stepladder (Unfolds into a 12” ladder, 150p)
2	Memory candle (Reveals your footsteps when lit, 200p)
3	Set of clockmaker’s tools (600p)
4	Automata Hireling (Follows simple commands. Has 4 Pack slots. Must be wound up twice per day)
5	Clockwork alarm clock (Once set, makes a VERY LOUD noise after d3 Turns. 50% chance of snoozing rather than disarming)
6	Glass tuning fork (Detects magical or cursed items. Shatters when all Usage marked. 300p)

Conditions

Sticky Web
Must be placed over an inventory item, if able. That item cannot be used.

Clear: Clean for a Turn

The clock spiders have unusually sticky webs. Gain in combat with the spiders, or when dealing with their webs.

Timesick (fast)
Move very quickly, but consume rations and light sources twice as fast.

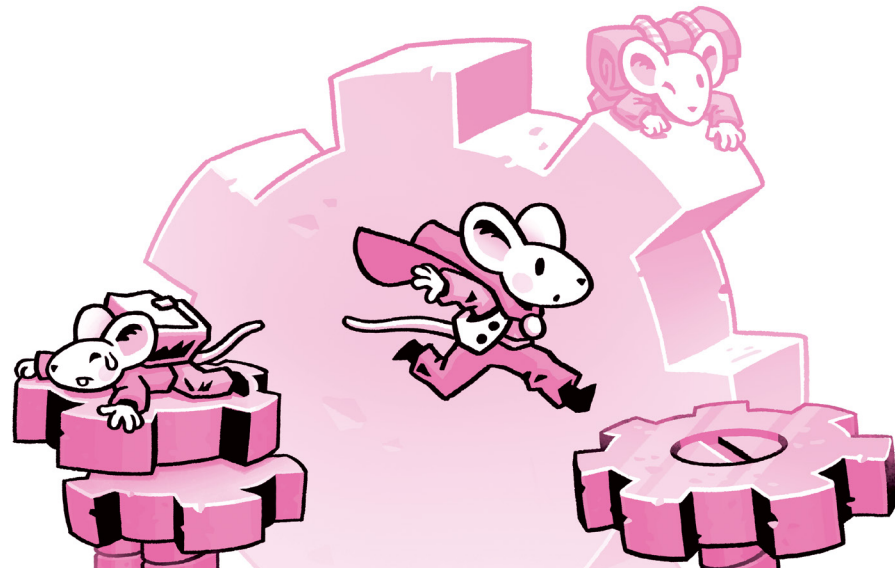
Clear: Next new moon (in real life, not game)

When a mouse gains the Timesick condition, roll d6:

- 1-3: Gain **Timesick (fast)**.
- 4-6: Gain **Timesick (slow)**.

Timesick (slow)
Move sluggishly, but consume rations and light sources half as often.

Clear: Next full moon (in real life, not game)



The library that once hummed with dozens of ticking clocks has fallen silent. All except for the steady rhythm of the Ticking Tower. Inside, the clockwork automata have kept it alive long after their maker disappeared.

Alas, hungry spiders have made the Tower their home. They pester the automata and feast on the foolhardy creatures attracted by the Tower’s magical atmosphere and lure of treasure. Spider-Queen Zipporah has become intoxicated by the Tower’s magic and obsessed with the pursuit of immortality.

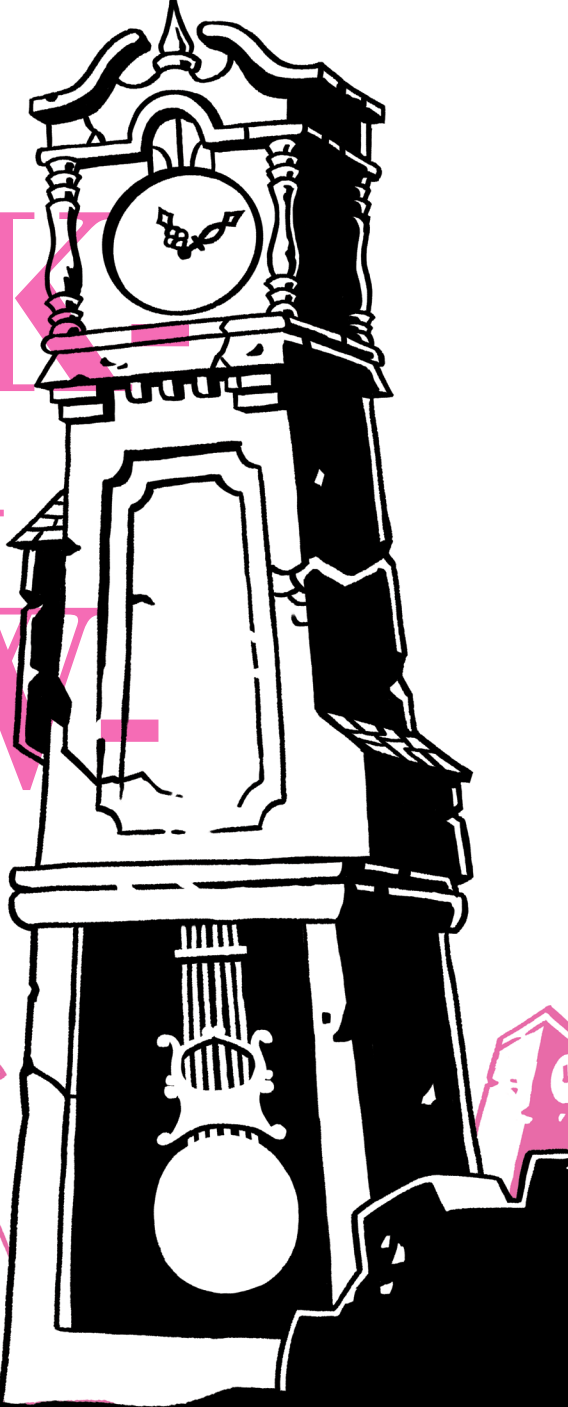
It is into this unfortunate rift, between spider and automata, that your little mice are about to blunder.

Adventure hooks

d6	Hook
1	A mouse inventor needs parts from the tower to complete his flying machine and is offering 800p in exchange for them.
2	A disillusioned spider needs help defecting from Zipporah’s cult.
3	Scavengers from Brickport say that time spent near the Tower can pass in an instant, or stretch on seemingly forever.
4	An automata ran off with an important family heirloom that a player mouse’s uncle desperately wants back.
5	A mouse adventurer is stuck reliving the same day. She is convinced the Tower is the source of her trouble and needs your help.
6	The Tumblefolk of the mushroom castle are constantly harrassed by Zipporah’s spiders. They will pay 1000p if the mice can stop the attacks.



The TICKING TOWER



Encounters.

d8	Encounter
1	d6 Automata , making repairs
2	2d6 Automata , marching in a line
3	d3 distressed Automata , stuck in a web
4	Clockwork Golem , searching for its maker
5	Cursed mouse explorer , trapped in time loop
6	d4 hungry Spiders , looking for prey
7	d6 Spiders , Weaving a web
8	Mother Spider , dozens of eggs on her back

Wind-Up Automata

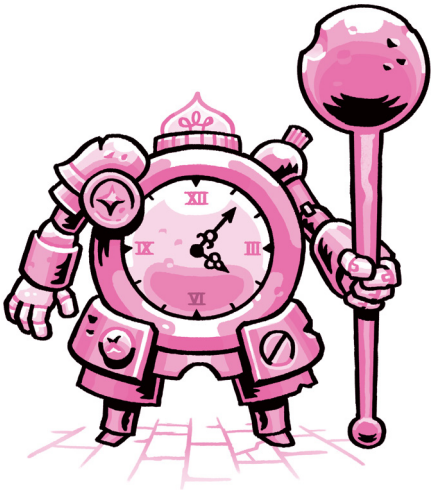
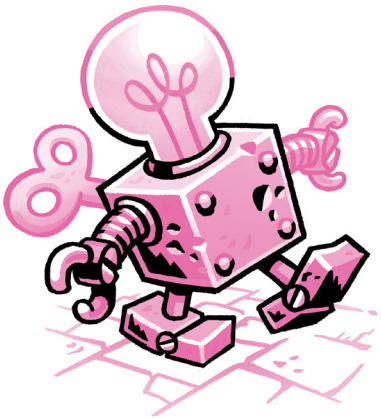
3 HP, STR 8, DEX 4, WIL 12, Armour 1
Attack: d6 arm-flail
Knows spell: Grease

Wants to keep the clock running on schedule

Clockwork Golem

9 HP, STR 14, DEX 8, WIL 12, Armour 2
Attacks: d12 Club or Hypnotize (Target must make WIL Save or be compelled to serve the Tower as long as they hear its ticking)

Wants to protect the tower, get rid of its headache



Spider

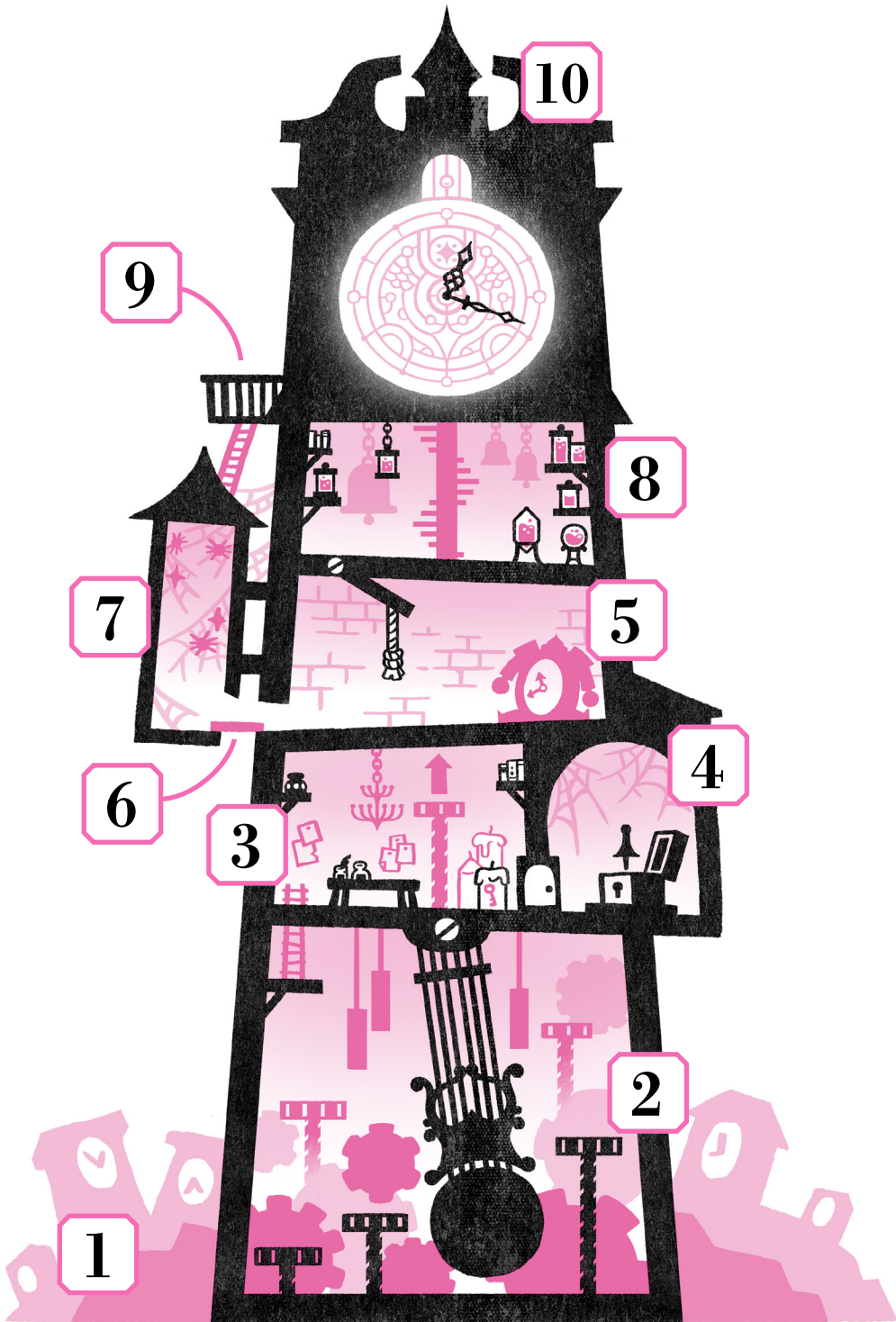
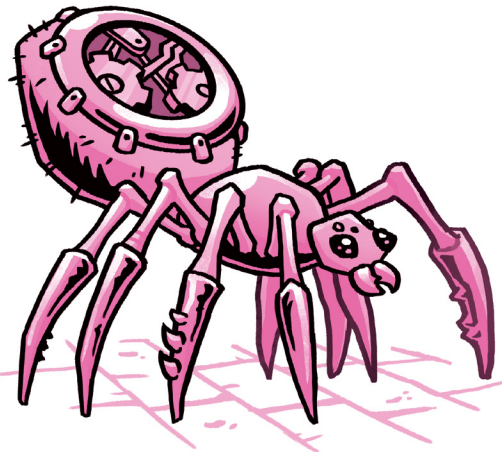
6 HP, STR 8, DEX 15, WIL 10
Attacks: d6 poison bite (damages DEX instead of STR),
Web-Shot (Gain Sticky-Web Condition)

Wants to feed its babies and serve Zipporah

Queen Zipporah

15 HP, STR 13, DEX 15, WIL 15, Armour 1
Attacks: d8 poison bite (damages DEX instead of STR),
Web-Shot (Give Sticky-Web Condition)
Knows spell: Darkness
Under the Frogacle's curse: takes d6 damage per round from water.

Wants to gain the forbidden knowledge of immortality



1. Courtyard

Slow, echoed ticking. Smell of dust and copper.

- Paths in the dust surround neatly organized trash.
- d6 **Automata** patrol the area gathering scraps.
- **Ponderous door:** To **Gearbox**.

2. Gearbox

High ceiling. Symphony of ticking and whirring.

- Network of spinning cogs and bobbing pendulums.
- An **Automata** casting **Grease** on the gears.
- In the scraps, a **Treasure**. Requires a **Turn** to find.
- Wooden scaffold with **Ladder:** To the **Workshop**.

3. Workshop

Neglected. Cobwebs, rusted tools & broken glass.

- **Silver Wind-Up Key** (100p) inside a large candle.
- Oak table with **Quill and Ink** (50p) and **Automata Blueprints** (75p) beneath cobwebs.
- **Wooden door:** To Alcove.
- **Cog Elevator:** To **Test Chamber**. Must be powered.

4. Alcove

Dark. Spiderweb in arched ceiling glints above.

- **Music Box** sits at center of the room on an 8" round platform. It has a key hole.
- Use **Wind-Up Key:** A solemn lullaby plays. Porcelain Fairy emerges holding a **Treasure**. When lullaby ends, platform springs upward, launching fairy into the spiderweb. d4 hostile spiders emerge.

5. Test Chamber

Scorched walls. Splintered floor.

- **Clockwork Golem** sits dormant in the corner. When noise is made, its headlight flickers. Too much noise awakens it, disgruntled.
- A **Treasure** is tucked behind the Golem.
- **Ceiling Hatch Door:** To Belfry. String dangles from it 6" off the ground. Requires tremendous weight to open.
- **Damaged Wall:** To Glass Bridge.

6. Glass Bridge

Light breeze. Bridge vibrates from distant ticking.

- Flat sheet of glass 3" wide, 12" long.
- **Across the Bridge:** To Spider Hatchery.
- Mice with 5 or more carried item slots cause the bridge to crack and eventually break.

7. Spider Hatchery

Cylindrical room filled with a tapestry of spiderwebs.

- d8 spiders huddling near their egg sacs.
- If spiderwebs are touched, gain the **Sticky-Web Condition**.
- **Clockwork Effigy** (800p, 2 slots) behind webs.
- A deceased mouse clutching a **Treasure** is wrapped in web next to an egg sac.
- **Open Ceiling:** Leads outside to Balcony.

8. Belfry

Smell of formaldehyde and old coins.

- Ornate **bells & chimes** hang from the ceiling.
- Dozens of glass cylinders full of **glowing liquid**. Mouse appendages float in them.
- **Copper scissors** (75p) and **8 large spider eyes** (50p each to a witch) float in one of the cylinders.
- **Spiral stair:**To Spire. Trapdoor is blocked by Zipporah's webs. Rat bones woven into the webs.

9. Balcony

Loud, imposing ticking. Distorted sense of time.

- **Clock face.** Through the faceted glass, Zipporah can be see weaving her webs. Can be climbed to reach **Cuckoo Clock Door**.
- **Cuckoo Clock Door:** To Spire. Sits above the clock face. When both hands overlap: Bells ring, doors open, and a carved wooden bird emerges with a **Golden Acorn** (600p) in its beak.
- If bell rings while here, gain **Timesick** Condition.

10. Clock Face

Faceted light through stained-glass. Time warps strangely.

- **Queen Zipporah**, along with **d6 loyal spiders** weaving intricate webs full of runes and symbols. Disturbing her webs requires a WIL Save or become Timesick.
- Gilded ceiling with engraved constellations.
- **Large hourglass** (800p, 2 slots) sits at the center of the room on a rotating cog. Its sand flows upward against gravity. If flipped, gravity is reversed.