

Entering the bedroom

At the start of the adventure, roll d4.

- Add +1 to the result if the mice are well prepared.
- Add +1 to the result if the mice have friends who could help.

d4	Entry
1	Forced to hide before reaching the bedroom. Move the timeline forward one event.
2	Slow climb up the drain-pipe. Each player mouse gains an Exhausted Condition.
3	Catapulted onto the windowsill by overconfident inventor. All mice start with -1 HP.
4	Flown by a magpie , in exchange for a treasure when you reach the top of the chimney.
5	Zip-lined from tree branch.
6	Parachuted through the window. Perfect landing.

Treasure

d6	Treasure
1	Random spell (Rulebook, p. 13)
2	Silver dagger (Light d6, 200p)
3	Vial of peppermint oil (Repels insects)
4	Fossilized bird egg (300p)
5	Golden fishhook (Heavy d10, 300p)
6	Necrohamster's box of skulls (return it and they'll owe you a favor)

Inside Castle Soot



Royal Chambers
Treasure hidden amongst the grime.

Ransacked Library
Black soot fills the air.
Hard to breath.

Pyre of Portraits
2d6 **Soot Ghosts** by the fire, trying to drink its warmth.

Kitchen
Forgotten Soot Person chef, hiding under a table.

Grand Hall
d6 **Soot Ghosts**, peeling portraits of kings from the walls.

Ashen Crypt
Silver statue of an ancient king (1000p, 2 slots).

Burned

Adventuring in the chimney is dangerous. There are numerous ways to become **Burned**.

Burned
When gained, take 1 damage for each Burned Condition, including this one.
Clear: Take a cold bath

A most important mouse was captured by a young human and, rumours have it, stuck in a cage like a hamster. Like a hamster!

Brave mice are needed to break the captive out. And they must act quick, for the humans are packing up for the holiday, preparing to take the captive with them.

The mice must venture into the big bedroom, then escape through the only exit: the chimney. Beware of the smoky fire that is about to go up in flames.

Who is the captive?

d4	Captive
1	One of the player mice or a close friend/relative (captured between sessions, or at another adventure site)
2	The Necrohamster. The widow of a wealthy Brickport merchant needs to ask an important question of her deceased husband. The only one who can make that happen is the legendary Necrohamster. (2000p if the question is asked)
3	Louie Two Knives , a wanted thief. The rat smuggler Gatt Longclaw wants Louie to pay his debts. Louie will try to escape once broken out of the cage. (2500p if delivered to Gatt's sewer lair)
4	Ansel, prince of the Bramble. His Sister, Queen Madriga of Thorns, is offering a handsome reward of for his safe return. The prince will claim he is on an adventure and doesn't need any help. (3000p on safe return to the Bramble)



Timetable of Events

This adventure has no Encounter table.
Instead, **every Turn**, the next event on this timetable of events occurs.

- Gust of wind** down the chimney. The ash pile comes alive with Burning embers. Make DEX Save when crossing/searching or take Burned Condition.
- Sound of trumpets and cheering.** The Soot Kingdom are appointing a new king .
- Massive slamming noise** as a human enters the room. Some of the soot stairs collapse and rubble breaks off the walls.
- Wood is **loaded into the hearth**. The **Soot Stairs** are destroyed.
- The **fire starts to burn**. The chimney fills with smoke, and begins to warm.
- The **Swift Bug family awakens**, as the fire grows. Any mice below the Soot Outpost take one Burned Condition per Turn.
- The **fire grows and flames gout** up in the air. The **balloon** below the **Swift Bugs Lair** fills with warm air and begins to slowly rise.
- The **fire grows higher** and the **scorching winds** kill any mice below the Soot Castle.



Soot Solider

Diligent servant of the Soot Kingdom

4hp, STR 12, DEX 10, WIL 11
Attacks: d8 smouldering spear
Critical damage: Give Burned Condition

Wants to crown a new King

Soot Ghost

A hateful ember that wouldn't quite burn out.

3hp, STR 6, DEX 10, WIL 14
Attacks: d6 burning touch
Critical damage: Give Burned Condition
Only harmed by silver or magic weapons

Wants to wreak havoc



Swift Bug

2hp, STR 12, DEX 16, WIL 10
Attacks: d6 bite, or
d6 fishing rod (DEX Save or be reeled in)
Critical damage: Reel in with fishing rod (no Save)

Wants to eat a nice meal

Atticus, ancient Spider

10hp, STR 12, DEX 16, WIL 14
Attacks: d8 bite
Critical damage: Wrap in web, give Injured Condition

Wants to feed and hydrate

Julus, haughty centipede

14hp, STR 18, DEX 15, WIL 12, Armour 1
Attacks: d8 Bite

Wants safe passage up the chimney

Chimney Peak

Cold wind. An impressive view.

- Climbing out:** Either by nails or buddleia plant. DEX Save or fall into the **Spider Web**.



Castle Soot

Silent and black. Green glow from within.
See **Inside Castle Soot** for detail.

Chain Bridge

Tarnished metal, gleaming dull in the dark.

- d6 **Soot Soldiers**, standing guard. Will let mice pass if they agree to fight the Ghosts in the Castle or if they have the King's Crown.

Haunted Soot Mine

A cold wind whistling and faint echoes of voices.

- Tunnels connect the two entrances.
- d6 **Soot Ghosts**, shivering in the dark.
- Nails in the brickwork: to **Soot Castle**. Requires DEX Save or fall to **Ashpile** and take Burned Condition.

Ashpile and Soot Stairs

Stairs carved from soot rise out of grey dunes.

- DEX Save** to climb stairs or fall into the hot ashpile (take Burned Condition).
- Buried in the ash: Treasure,** nails, large **silver key** (opens Cage)

Woodpile

A rustling and clicking.

- Nest of centipede named **Julus**. Proud and misunderstood, will attack any that insult him.
- Inside the woodpile:** The Soot King's crown. Julus is willing to return the crown to the Soot Kingdom if allowed safe passage up the chimney.
- Up the fire poker:** To Cage via mantelpiece. Make DEX Save or take Exhausted Condition to climb.

Spider Web

Long blackened strands rattling in the draught.

- Lurking in the corner:** **Atticus**, an ancient spider. Hasn't eaten in months. Dried out and shriveled.

Swift Bugs Lair

Brickwork riddled with holes like Swiss cheese.

- Family of 2d6 **Swift Bugs**, hungry refugees from the Moth Queen's mine (*Worker's Work, Rulers Rule*). Currently sleeping. If awoken, will try to catch mice with fishing rods and large hooks.
- Hanging on a nail:** Tattered balloon.
- Inside the lair:** Two treasures

Upper Mines

Dark tunnel. Jagged rock.

- Tunnels connect the two entrances.
- Fallen into disuse and blocked by a pile of rubble. Two Turns to clear the blockage.

Soot Kingdoms Outpost

Loud chattering and shouting in a muffled language.

- Inside the outpost:** Too many **Soot People** crowded on top of each other.
- The **Soot King-to-be**, sulking.
- Soot People fled the Castle due to a Ghosts and are now impatient to Crown a new King who can reclaim it.

Cage

A huge gilded prison.

- The **captive** is locked inside.
- Picking** the huge lock requires two mice.
- Cutting** though bars takes two Event Stages on the timeline with adequate tools.

