



The Firebringer

Two swords & whiskers
Adventures for Mausritter



Compatible with
Mausritter



PEN PAPER DICE

Short Overview of Honigspitze

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Cover: The children's book of Christmas (ca. 1911) von J.C. Dier

Inhabited by bee and mouse alike this spire is a tree stump with a table on top where a beehive is placed. The mice live inside this tree and the bees no longer only inhabit the upper section of the spire.

Settlement Description

Colorful, bright, industrious

The *old king* of the mice enslaved the bees and that old hatred is still in the hearts and minds of the last living generation. But after the enthronement of the king, the queen of bees was made the *Spire Queen* and rules since then over bees and mice altogether. Those two species cooperate with each other and the mice, in particular the *Gelbritter*, protect the citizens while the bees make sure that everyone has honey to eat and trade.

Inhabitants: Bake delicious honey pies, brew honey-mead, flavoured with pungent herbs.

Notable Features: Beautiful flower gardens, spiral stairwell around a center pillar of honey, leading to the beehive at the upper section of the Spire, Honeycombs covering the walls and reflect the lights of lanterns and torches in a orange-yellow-ish color, wooden platforms built around the stairwell of the center pillar leading to rooms, houses and flower gardens of the citizen.

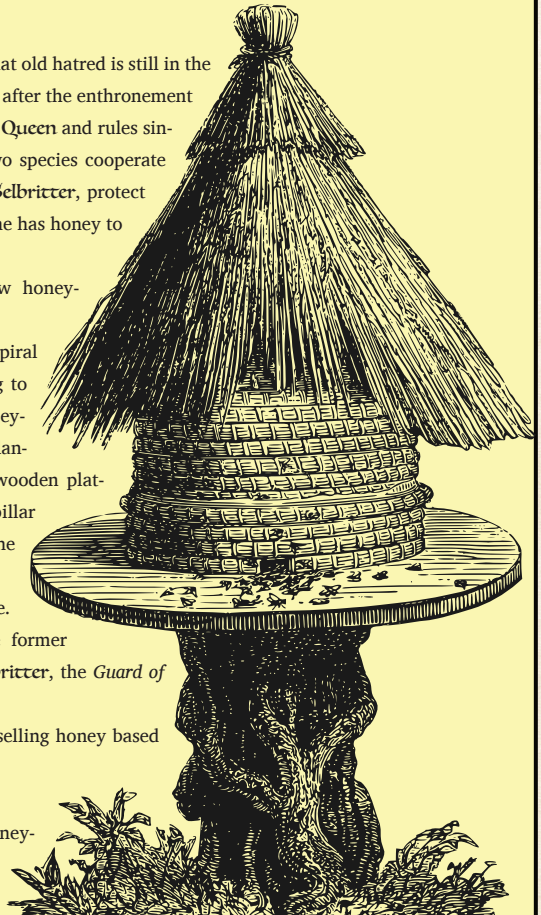
Settlement Size: More than 1000 bees and mice.

Governance: Ruled by the *Spire Queen*, the former queen of bees, and protected by the highest *Gelbritter*, the *Guard of the Queen*.

Industry: Hive of bees, merchants and traders selling honey based goods, farmers tending to towering crops.

Event: see *What's going on today?* table.

Taverns and Inns: *Broken Rose* (speciality: Honey-roasted seeds), *Thorny Night* (speciality: Fresh buttered honey-bread).



How to use these adventures

This work is named the *Firebringer* and revolves around an ancient lens that can be used to focus the fire of the burning circle and enflame objects, mice and other woodland creatures alike. The player characters (PCs) arrive in *Honigspitze* or are already there. After a short time of peace in this flourishing settlement, they are confronted with war! The honeybadger *Ŵwyneth* and her ant army are besieging the city to conquer it and make their liquid gold their own.

In this work there are two adventures. The main one is *The Temple of the Blazing Sun*. *The Missing Historian* is a prologue or standalone adventure to get to know *Honigspitze* a bit better. *The Firebringer* is inside *The Temple of the Blazing Sun* and might change the tide of war. *The Temple of the Blazing Sun* can be played without having to find the historian before. If time is crucial and you just want to run the *Temple of the Blazing Sun*, skip the leg work and let the PCs get the information of the historian, *Edmund Winterholme*, his daughter *Pepper* or the *Spire Queen Ysbail*. Use *The Missing Historian* as an ingame reference about *Edmund* getting kidnapped or even killed because he knew too much and his daughter found notes about his research inside a secret stash of her father.

Adventure Background of The Missing Historian

The *Spire Queen* of *Honigspitze*, *Ysbail*, ordered the historian *Edmund Winterholme* to find out more about the *Cult of the Burning Circle* as tales are told they had a powerful artifact to spawn

raging flames through the lines of their enemies. Unfortunately the historian went missing right after the siege on *Honigspitze* started.

The PCs are tasked by a capain of the *Gelbriter*, *Whitacre White*, to find out where the historian is and what he knew because it might be crucial to save the city. Each *Mausritter* would get 350 pip for finding *Edmund* or his research notes.

Adventure Background of The Temple of the Blazing Sun

The pressure due to the siege is getting higher and the defense of *Honigspitze* is slowly failing to hold up against the fierce ant invaders. *Ysbail*, the *Spire Queen*, tasked *Edmund Winterholme* weeks before the siege, because she anticipated that *Ŵwyneth* would make a move on *Honigspitze* and she wanted the city to prepare some kind of weapon against the honey badger and her forces. The historian was able to gather information about the *Temple of the Blazing Sun* and the *Cult of the Burning Circle* and deducted that the entrance to the temple is near the *Burial Mound of the Old King*.

Depending on whether the group of players played *The Missing Historian* beforehand the starting point might be *Edmund Winterholme*, *Pepper Winterholme*, *Whitacre White* or *Ysbail*.

The PCs use a secret tunnel to get from and to *Honigspitze* while the siege is still threatening the settlement.

If the PCs can aquire the *Firebringer* and bring it home to *Honigspitze* the *Gelbriter* can use it to burn *Ŵwyneth* and the ants and strike them back.

The Missing Historian

This adventure is not your classic dungeon crawl. It's about finding *Edmund Winterholme*, an historian tasked by the queen to find out more about an old artifact of the *Cult of the Burning Circle*. It's an investigative adventure, gathering clues and information to catch up the trail of *Edmund's* kidnappers.

This adventure is accompanied by different graphics that show relations between characters, where to find clues and what could happen in the meantime of this mouse missing case. The latter shall give the adventure a sense of urgency and drama. The settlement is still right in the middle of a siege although it is not the main concern for the individual mausritter right now but *Honigspitze* in total. The adventure begins with the PCs getting tasked by *Whitacre White*, a captain of the *Gelbritter*, to find the missing historian, *Edmund Winterholme*. Reward: 350 pip per mouse!

Characters

Edmund Winterholme

Historian, missing

Wants to find out the location of the temple of the *Cult of the Burning Circle*.

Whitacre White

Protective, dutiful, loyal

Wants to get the information of *Edmund* to end this siege and save *Honigspitze*.

Pepper Winterholme

Caring, frightened, hopeful

Daughter of *Edmund*, in a fresh relationship with *Annotto Baiter*.

Wants to find her father and get him back safe and sound.

Brynn Witter

Jealous, smart, cunning

Rival of *Edmund* and jealous that he got a personal task by the *Spire Queen*.

Wants to know more about the task and *Edmund's* research to maybe steal the fame by publishing the findings first.

Annotto Baiter

Poor, deceiving, friendly

Annotto Baiter got close to *Edmund* to sell information to the kidnappers and make a good pip as he is in high debts of some shady mice. He accidentally fell in love with *Pepper* and is now too

ashamed to tell the truth.

Wants to prevent getting caught and and stay together with *Pepper*.

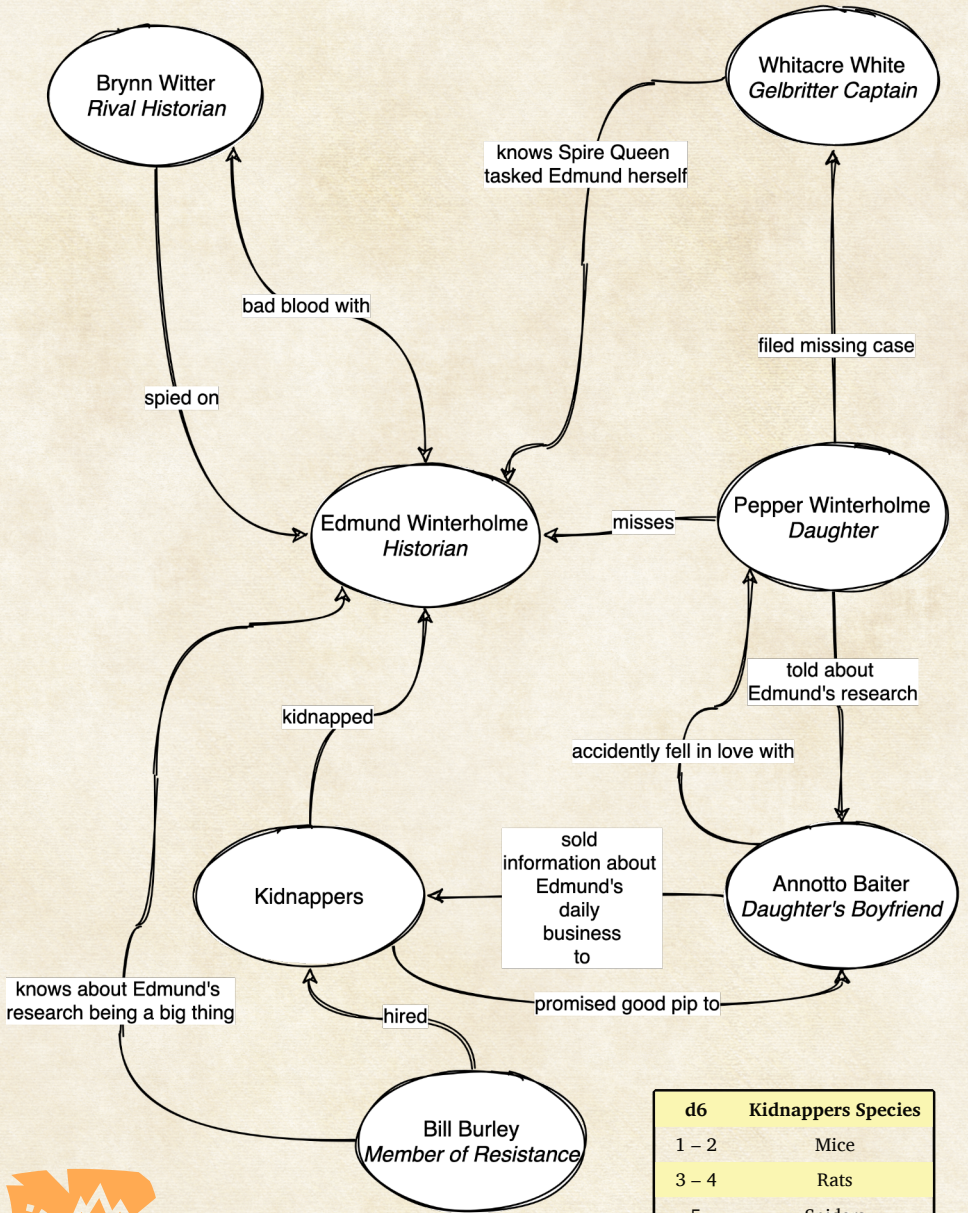
Bill Burley

Reckless, patriotic, undistinguished

Bill Burley is a member of the *Resistance*, a local opposition of the *Spire Queen* working as an underground organization to revolt against the queen.

Wants to know what the historian should find out for the queen and find a way to end this siege to show that the *Resistance* is capable of defending the settlement or at least play a big part in it and thus find more followers or even being able to start a coup against the queen.

Relations between Characters



d6	Kidnappers Species
1 - 2	Mice
3 - 4	Rats
5	Spiders
6	Faeries



Clues and where to find them

Start Information

Who might know something about the historian's last doings?

One day after the siege the historian went missing

He was kidnapped from his working place

Daughter

Rival Historian

The Spire Queen tasked the historian herself with something

Work Place

Looks like a fight happened

Clue about kidnapers

Everything is messy

Species

They work for a member of the Resistance

They did not broke into the place

Pepper
Winterholme

knows about her father's rival

spoke about her father's research with her boyfriend

her boyfriend spent some time with her father

Brynn Witter

because of his spies knows about the historian's research

knows the historian was followed by shady figures

knows that the boyfriend spent quite some time with the scholar

saw the boyfriend with some cloaked figures at night once

Annotto Baiter

sold information to kidnapers

payment is still left open

just got near the daughter to get information about the scholar but accidently fell in love with his daughter

met with the kidnapers in a flower garden at night

meeting the kidnapers requires a code word

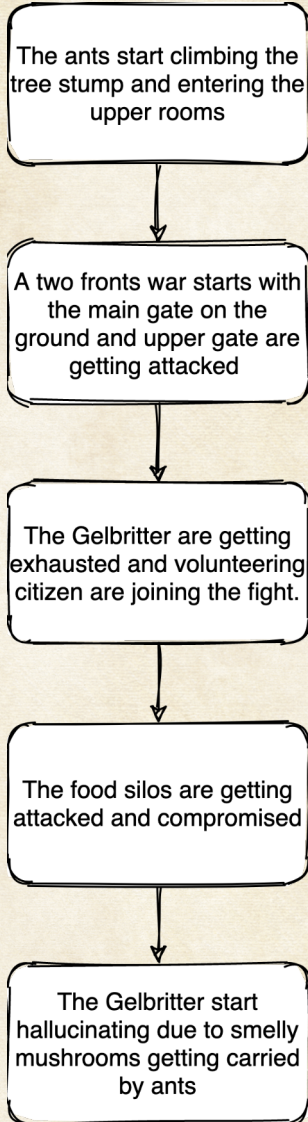
Flower Garden

there is a lookout of the kidnapers

trails of the kidnapers

a trail of honey breadcrumbs leading to an abandoned greenhouse where the historian is kept

Timeline of Actions



The Temple of the Blazing Sun

Deep buried underneath the hills near the *Burial Mound of the Old King* is a lost temple of the *Cult of the Burning Circle*. These long gone insects worshipped the burning flame in the sky as some kind of god. Inside this temple is a lens that was used to enhance the rays of flame and burn those insect's bodies in glorious loyalty. But the cult and temple was buried in time and by a stone slab.

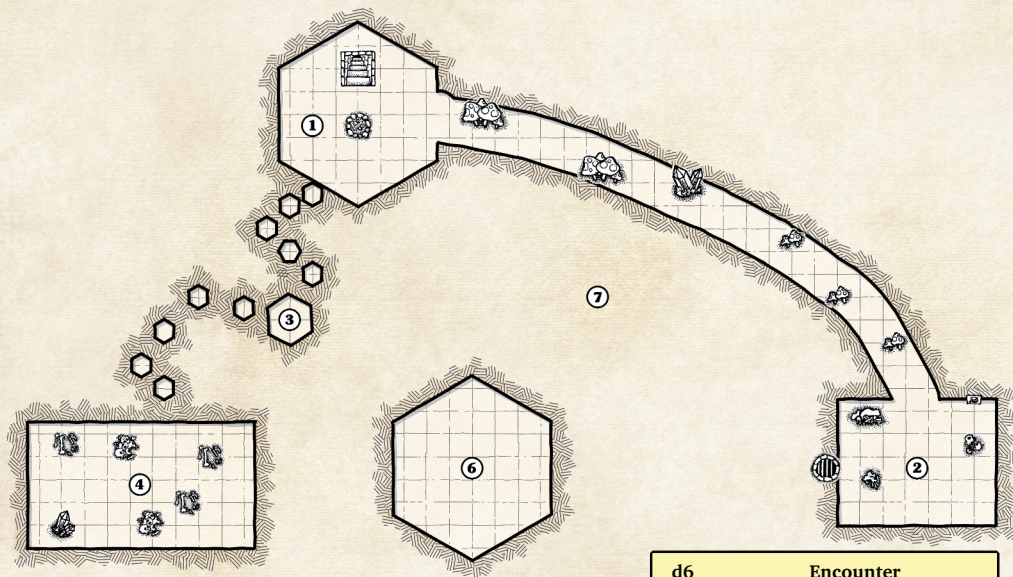
The PCs are the last hope of *Honigspitze* and tasked to explore the lost temple, bring back this mighty artifact and save *Honigspitze* with the power of the sun!

Travel to the Burial Mound of the Old King

The Burial Mound of the Old King and thus the *Temple of the Blazing Sun* is one hex away from *Honigspitze*. While traveling the hex of *Honigspitze*, the group has a chance to encounter d4 ants (stats like **Little Insect of Bestiarium**), gathering resources and making preparations for war.

In the hex of the *Burial Mound of the Old King* they might encounter dead mice of *Honigspitze*, not long slain and vengeful **ghosts** of the most trusted soldiers of the *old king* that are buried outside the mound of the *old king*.





d6	Encounter
1	Sharp insect's claw trap, d6 damage or DEX Save.
2	Buried mushroom trap, mad condition or WIL Save.
3	Pitfall trap with polluted water cave, d8 damage or STR save.
4	d3 cursed skeleton mice , hunting the living.
5-6	d4 undead sunbather (stats like Little Insect of Bestiarium)

Temple of the Blazing Sun

Entrance

On a hill lies a stone slab. Too heavy for a single mouse, but doable for a group. If the mausritter have no better idea, they can try to lift the slab with pure strength. Let them make a STR Save to open the way to the temple. If they fail that check, let one mouse be too weak and the stone slab falling onto another mouse (DEX Save or d10 damage).



1 – Spiral Staircase

After removing the stone slab this staircase opens up and shows a way down to an ancient building.

- Spiral staircase leading up to the hill or down to the temple.
- An old and seemingly unused fireplace is at the bottom of the staircase.
- This platform allows a view to the *Shrine of the Burning Circle* and the *Firebringer* the middle of the temple. A ray of sun through the open ceiling is reflected by the *Firebringer* and burning on a wall of the path between the *Spiral Staircase* and the *Fresh Water Control Room*. The shrine allows a dim light in the whole temple.
- Below is polluted water (see *Serpent's Lake*) that does not look like you want to be in there.
- Without the water the shrine looks climbable although it is no easy task either.

Maybe there is another way to reach the top of the shrine.

- **Path to:** *Fresh Water Control Room.*
 - Mushrooms with a strong smell that makes mouse dizzy. WIL Save or the mausritter wants to take a swim in the water.
 - Crystals on a little cart, that reflect the light of the *Firebringer* if positioned correctly.
- **Path to:** *Grave of the Last Explorers* via *The Floating Stones.*

2 – Fresh Water Control Room

This room allows to get fresh water into the temple.

- Leaning on a wall is a giant sized switch to control the pipe for fresh water. If the old polluted water is still in *Serpent's Lake*, the pipe door can't be opened and just make a hearable noise of a door trying to open.
- Debris lies around. Here the mice might find some treasure or a **centipede**. Roll d6:
 - 1 – 2: Nothing.
 - 3 – 4: **Centipede**.
 - 5 – 6: Roll on *Treasure Table*.

3 – The Floating Stones

These stones float on water and are a path between the Spiral Staircase and Grave of the Last Explorers.

- These stones are only big enough to allow one mouse sized creature to stand on.
- If characters try to go from one side to the other and they don't have some help or safety measurements, they need to make a DEX Save or fall into the *Serpent's Lake*.
- The large platform in the middle can hold up to four mouse sized creatures.
- A character might hear some creature swimming in the polluted water.
- **Path to:** *Spiral Staircase.*
- **Path to:** *Grave of the Last Explorers.*

4 – Grave of the Last Explorers

This platform is a last resting place for the unfortunate adventurers of old times.

- Many skeletons of mice lie here. d4 skeleton mice (stats like **Mouse**) start attacking.

- A crystal can be found here, that reflects the light of the *Firebringer*. If positioned correctly it reflects the light of the crystal of the path between *Spiral Staircase* and *Fresh Water Control Room* as well as the solar module of the *Drain Control Room*.
- Debris lies around. Here the mice might find some treasure or a **centipede**. Roll d6:
 - 1 – 2: Nothing.
 - 3 – 4: **Centipede**.
 - 5 – 6: Roll on *Treasure Table*.

5 – Drain Control Room

Behind metal bars are strange devices, little blue-ish crystallized plates on a rack with lines connected to it and another device on the wall.

- The mausritter might see the solar module here and a control panel connected to it. Both devices are giant sized.
- If connected to sunlight the solar module will power up the control unit and drain the polluted water of the *Serpent's Lake*. See the riddle section of *Shrine of the Burning Circle* for more information.

6 – Shrine of the Burning Circle

On this middle platform stands an old lens of a magnifier, glasses or mirror. It reflects the light of the sun and enhances it.

- The *Firebringer* stands on a rack and reflects the light of the sun from above on a wall on the path between the *Spiral Staircase* and *Fresh Water Control Room*.
- **Riddle:** Getting energy to the drain control unit.
 - The light of the lens needs to be reflected by the crystal on the path between *Spiral Staircase* and *Fresh Water Control Room*. The crystal has to be positioned in the ray of light to reflect it to the *Grave of the Last Explorers*.
 - The crystal of the *Grave of the Last Explorers* needs to be positioned, so that it reflects the light of the first crystal to the *Drain Control Room's* solar module. After a minute the drain control unit will start working again and clear the polluted water section of all water and let the mausritter see *Szizzar* taking shelter in a low-water cave.

7 – Serpent’s Lake

This green-ish lake does not seem to be a healthy bath for your average mausritter.

- This lake is home to *Szizzar*, a hideous **Snake** (Eel), who is waiting beneath the water surface for prey.
- The water is polluted if the drain wasn’t triggered yet. Each creature besides *Szizzar*, who drinks the water or swims in it, is endangered to poisoning (d8 damage or STR Save).
- **Path to:** *Shrine of the Burning Circle*.
 - If the water level rose due to using the fresh water pipe in the *Fresh Water Control Room*, the mausritter can swim to the *Shrine of the Burning Circle* in the middle of the temple.

After the mice have successfully completed their adventure, some deeds may have brought them lasting fame. The following table is intended to give suggestions for possible titles, but of course entirely different titles could be created and should be a reminder of the deeds of the mausritter to the players but also to the non-player characters.

Title of valiant Mausritter

The life of mice is hard and only a few become knights and even fewer of these mausritter become real heroes. But those heroes become famous not only in the settlements and realms of the mice, but also among other inhabitants of the forest. The glorious stories are praised in songs as well as poems and thus the names of these valiant heroes become known.

Title	The mausritter...
The Watchful Eye	... recognised a trap three times beforehand and was thus able to avoid it.
Discoverer of Rites	... has discovered a spell that their settlement or order did not yet know, or found two known spells.
The Doomed	... leapt from the brink of death three times and woke up again from unconsciousness.
The Undertaker	... has killed four or more undead creatures.
Aquamaus	... has survived two swims in the polluted water.
Snake Hunter	... has tracked down and killed a Snake .