

Encounters

d6 Encounter

- 1 d6 **Cursed bees**, laden with black pollen
- 2 2d6 **Cursed bees**, patrolling the outskirts of the hive
- 3 2d6 **Cursed bees**, carrying a message to another hive
- 4 d6 **Sugar cultists**, carrying buckets of honey
- 5 d6+2 **Sugar cultists**, dragging a captured bee
- 6 **Shig** the skunk, searching for lunch

Cursed bee

3hp, STR 8, DEX 15, WIL 8, Armour 1
 Attacks: d12 sting (once) or,
 d10 suffocate (when acting as swarm)
 Critical damage: Curse (see next page)

Wants to protect the hive

Queen Esuriit, cursed ruler

15hp, STR 15, DEX 15, WIL 15, Armour 1
 Attacks: d12 sting
 Spells: Sugar armour, Pollen puff

Wants to gain more power and grow the hive

Sugar cultist

6hp, STR 12, DEX 10, WIL 10
 Attacks: d8 candy cane

Wants to bring Brother Glacé more cursed honey

Brother Glacé, bloated candy cook

9hp, STR 14, DEX 10, WIL 15
 Attacks: d8 thermometer
 Spells: Taffy, Blinding touch

Wants to perfect the special candy before the arrival of the Sweet Tooth

Shig the skunk

Warband scale
 10hp, STR 12, DEX 10, WIL 8, Armour 1
 Attacks: d8 bite or Musk spray
 (give Frightened condition to d4 creatures)

Wants to eat a decent meal undisturbed

Curses

Whenever a mouse spends a turn in the presence of the cursed pollen, eats the sunflower seed or takes critical damage from a cursed bee, give them a random curse.

Roll d6	1:	Dreamless No dreams. Reduce XP gained by 10%. Clear: Clear a Mad condition	2:	Foggy eyes Eyes glow dimly. Your ranged attacks are Impaired. Clear: Stare at sun for hour. WIL save or gain blind cond.	3:	Bloated Must eat triple rations. Advantage on STR saves that use your weight. Clear: Fast for a week
	4:	Scabrous Can't heal STR damage. Reduce physical damage taken by 1. Clear: Clear an Injured condition	5:	Paper skin Damage taken from fire is Enhanced. Take d6 damage from rain or swimming. Clear: Gain Injured cond.	6:	Spirit shell Gain a spell. It can be cast from inventory, but not removed until this curse is cleared. Clear: Recharge the spell

Treasure

d6 Treasure

- 1 Random **spell**
- 2 Mass of black sunflower **seeds** (50-50 medicine or **curse** if eaten, 200p)
- 3 Dried and folded **sunflower petal** (fall slowly while holding, 300p)
- 4 **Idol** of the Sweet Tooth, crystallized sugar inlaid with silver (2 slots, 600p)
- 5 **Dagger**, shaped as bee's stinger (d6 damage, critical damage: **curse**. 400p)
- 6 **Special candy** in paper wrapper (eat for +1d4 STR, **Bloated** condition. 300p)

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	Taffy	Touched target can stretch limbs to [SUM] x 1" long for 1 turn.	Sit the spell under a weight that requires at least four mice to lift, for three days.
3	Pollen puff	Create cloud of pollen [DICE] x 6" diameter. All within take Sneezing fit condition.	Burn on a bed of at least three different species of flower.
4	Sugar armour	Negates [SUM] damage from next attack, then shatters.	Boil in melted sugar and let it harden.

Honey in the Rafters

An adventure location for **Mausritter**
 by Isaac Williams



It stands in the garden of an **abandoned** human-made **shack**. Blackened by **magic** and radiating **strange** energy. The **cursed sunflower** calls to all who come near.

First **Queen Esuriit** and her **court of bees** smelled the irresistible pollen. They built their hive of black and sticky nectar and were forever **cursed**.

Next a foul-tempered skunk named **Shig** came for the **sunflower seeds**. She jealously guards the patch from mouse and bee alike – and has the scars to prove it.

Last the mice came – brethren of the **Cult of Sugar**. They believe that the honey of the cursed bees will be able to appease their god, the Sweet Tooth.

Adventure hooks

Why are the brave mice facing the dangers of the cursed sunflower? Roll below to find out.

d6 Hook

- 1 A sunflower **seed farmer** from a nearby settlement has gone **missing**
- 2 A player mouse's **family** member has left to join the **Cult of Sugar**
- 3 Cursed honey is known to be the only **cure** for a **terrible illness**.
- 4 **The Queen** of another hive asks the player mice to lift **her sister's curse**
- 5 A **wizard** offers the player mice 1000p for 6 slots-worth of **cursed seeds**
- 6 A **beekeeper** needs more. More. Honey. In water. **Honey**.

Black sunflower head

Black seeds, shining like **jewels**. Pollen shimmers above the surface, forming **ghostly plumes** when disturbed.

A slot-worth of seeds can be gathered in a turn.
2d6 cursed bees hover above the head

Sunflower stalk

Mice climbing without appropriate equipment must take two Exhausted conditions or make a STR Save. Falling damage is d6 per 12".

Shig's log

Overwhelming **stench** of musk.
STR Save or take Frightened condition.
Dry leaves and picked bones hide a **treasure**.
Shig sleeps here, unless searching for food

Patch of sunflowers

Towering stalks, widely spaced. **Cool** and quiet.
At the center, a **huge stalk, black and lustrous**: the **cursed flower**.

Throne room

High **domed chamber**, deep within the hive.
Torches **doused** by hot, **suffocating** air.

Queen Esuriit on her throne, 3d10 servant bees humming praises.

d3 mice lie in reverie by the throne.

Beehive

Sickly **sweet**, sticky, **claustrophobic**. Deafening **buzzing** from all around. A honeycomb of tunnels lead to the **throne room**.

3d10 bees crawling on the outside, countless in the tunnels within

Shack rafters

Rough **doorway** chipped out of the chimney.
Staging area near the hive. Sticky **buckets** and lengths of twine. Mouse-sized **hole** leads inside.
d6 half-mad sugar cultists working to collect honey from the beehive

Sugar temple

Inside the **stove**. Lantern light refracts from **wild shards of sugar**. **Candy wrapper banners** hang along the walls. Doorways lead to:
Candy kitchen: *Brother Glacé* working at cauldron of **molten honey**. d4 **special candies**.
Storeroom: Empty, sticky jars. Two **treasures**.
Ladder in the stovepipe leads to **rafters**.
2d6 sugar cultists inhabit the temple

Overgrown garden

Thick grass grows around the tall **broken fence**. Low humming from above.

To the east, the **abandoned shack**, towering and **menacing**. Rotting **door** open enough for a mouse.

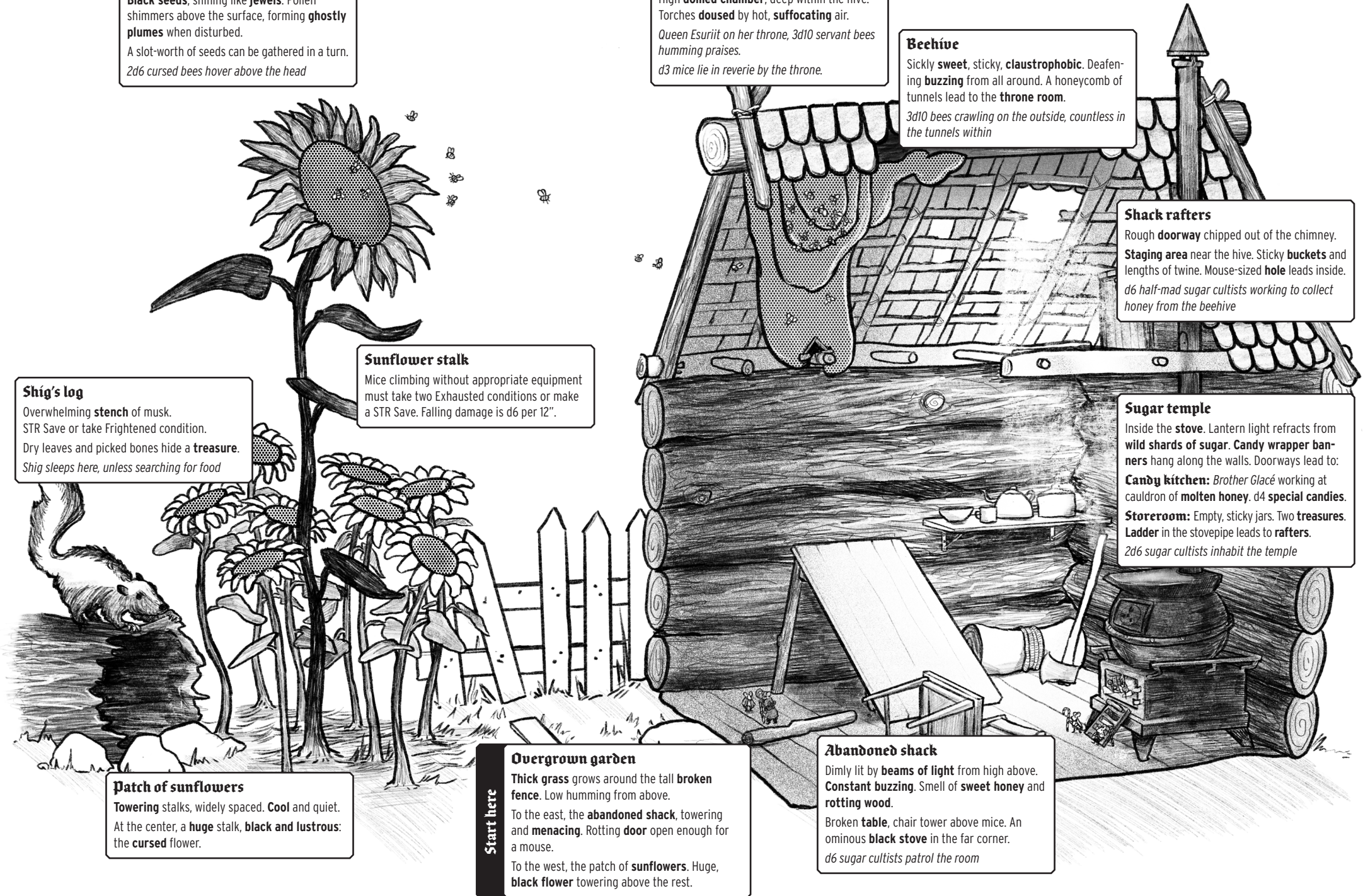
To the west, the patch of **sunflowers**. Huge, **black flower** towering above the rest.

Abandoned shack

Dimly lit by **beams of light** from high above.
Constant buzzing. Smell of **sweet honey** and rotting wood.

Broken **table**, chair tower above mice. An ominous **black stove** in the far corner.

d6 sugar cultists patrol the room



Curse and condition cards

Whenever a mouse spends a turn in the presence of the cursed pollen, eats a sunflower seed or takes critical damage from a cursed bee, give them a curse. Roll d6 for curse:

1. Dreamless

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No dreams.
Reduce XP gained by 10%.

Clear:
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Eyes glow dimly.
Your ranged attacks are Impaired.

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3. Bloated

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Clear: Fast for a week

Blind

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Cannot see.
All attacks Impaired.

Clear:
Tears of a faerie

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All attacks Impaired.

Clear:
Tears of a faerie

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All attacks Impaired.

Clear:
Tears of a faerie

4. Scabrous

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Can't heal STR damage.
Reduce physical damage taken by 1.

Clear:
Clear an Injured condition

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5. Paper skin

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Damage taken from fire is Enhanced.
Rain and swimming cause 1d6 damage.

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Eat wasp eggs for a week

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6. Spirit shell

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Constant sneezing.
Disadvantage on all saves.

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After short rest

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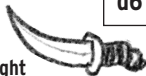
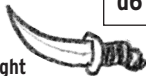
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Treasures and spells

Silver Sting ○○○ d6  Light Critical damage: curse	Seed mass ○○○ 	Slow-fall petal ○○○ 	Special candy ○ 
Silver Sting ○○○ d6  Light Critical damage: curse	Seed mass ○○○ 	Slow-fall petal ○○○ 	Special candy ○ 
Sugar shiv ○○○ d6  Light	Candy cane ○○○ d10  Heavy	Lollipop ○○○ d10  Heavy	Sweet Tooth Idol ○○○ 
Sugar shiv ○○○ d6  Light			

★ Blinding touch ○○○ 	★ Taffy ○○○ 	★ Pollen puff ○○○ 	★ Sugar armour ○○○ 
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