



THE HAVARTI JOB

A Heist from a Mouse Perspective

By Zach Frederick

The Havarti Job

Foreword and Credits

Welcome to my little, strange Dungeons and Dragons one-shot. I wanted to create a module that is unique, something I have never seen professionally made. And for my first published module, I thought of this one that I played with a few friends a while ago. It is completely homebrewed, forcing me to produce a session in the eyes of a small mouse. To effectively play this, you will need to use the premade characters in Appendix B and the enemy statistics found in this module.

The contents of this module can be used without the aid of outside references, but basic knowledge of Dungeons and Dragons is necessary to understand combat and skill checks. I made this one-shot so that any group can play with minimal setup. There is no need for the players to build their own characters, for all the information they need is in the aforementioned appendix. You can send or print those out for them to use with ease. Feel free to edit any of the information to fit your party's playstyle! While I intend for you to use most of the information in this booklet, don't be afraid to diverge from the content and add your own flavor.

There may be errors in the text. I cannot catch every flaw, but I tried to eliminate as much as I could! Again, this is my first published Dungeons and Dragons module, and I hope to create more in the near future, maybe something diverse like this, maybe an actual campaign, or maybe a supplementary to Wizards of the Coast publications (those seem to be most common on DMsGuild.com).

Even though this is meant to play slightly different than normal games, let me know the ways I can improve! Contact me in the comments of DMsGuild.com, my Twitter (@ZFreddy), or Reddit (u/zfreddy).

The fantastic cover art was illustrated by the highly talented artist CarsonDrewit. You can find him on Twitter (@CarsonDrewit), or his streams at twitch.tv/carsondrewit.

The rest of the amazing illustrations were done by my good friend, and one of the guinea pigs for this one-shot, Matt Fuller. You reach him at matt4709@gmail.com.



2 Mice Art by Matt Fuller



Cover Art by CarsonDrewit

The Havarti Job

SIZE DOES NOT PLAY A ROLE IN HEROISM, NOR DOES WEAKNESS AND IDLENESS. *No, the hero lies within you – it is intrinsic to the lucky few. Without the strive to find oneself, a shadow is just a shadow, a blade is just a blade.*

Become the catalyst of a revolution, and never look over your shoulder when you leap. Trust that the ones left behind will find their way back to you.

—Capt. Dorville of the Sixth Tail,
The Ferret-Mice Bloodshed

These were the final words of the great captain, just before the ferret brigade overwhelmed him and his troops on the eastern frontier. His heroism radiated throughout his units in every battle, even in times of evident defeat.

His words still carry weight to this day, as the empire currently thrives in the thicket of Badger Thorn.

Introduction

The Havarti Job entails an infiltration mission in the perspective of an intellectual race of mice. The one-shot is intended for a group of three or four players and a DM, created using premade characters and the concept of D&D 5e rules. The characters can be found in *Appendix B*.

The players will play as a specialized mouse infiltration unit on a mission to steal havarti cheese during a house party. The mouse team, known as the Bazooks, must encounter the revelries taken place at the owner's abode during the heist, in addition to any other obstacles or contending mice attempting to rob the valuable cheese the same night.

This one-shot is designed to change the perspective of a typical heist mission so that players can implement new tactics to achieve an objective. For comparison purposes, it has the point of view of a group of men infiltrating a fire giant's domain.

Considering the feeble bodies of mice, do not expect all the characters to come out alive; sacrifices may need to be made for the greater good of cheese, and hopefully the players understand that notion. However, if the players are careful, they can come out with a whole lot of cheddar all in one piece (pun attended).

A Brief History of the Bazooks

A band of brothers, the nimble varmints, the dexterous tandem – the Bazooks is a highly coordinated stealth team consisting of only the most agile mice in the Badger Thorn Forest. An organization of around 200 mice receive various missions of infiltrations, assassinations, and other incursions with rewards such as buttons, coins, and shiny objects used as a common currency in their society.

There are multiple rankings in the organization, and the players are Spec Whiskers II – the unit that is trained in breaking and entering places to receive intel or an object (this night would be havarti cheese). The players will talk with a mouse of high ranking that will direct and advise them on the mission, and they may encounter a mouse that specializes in “shack crashing” – a term used for when mice are positioned inside a house for spying, reconnoitering, or surveilling.

What the Players Need to Know

First off, make sure the players know they are mice, for this one-shot could go completely different if they think they are humans that are ransacking a fancy party just for the cheese. Once they understand that, let them know they are a specialized mice infiltration unit called the Bazooks located in the Badger Thorn Forest. Their unit has been working together for a few months doing various espionage jobs.

The objective tonight is to steal as much havarti cheese they can find and escape the premises. Another mouse will report their mission at the beginning of the session.

Setting

The heist will take place in a large two-story manor owned by a man named Donovan Klein within the Badger Thorn Forest, a dense thicket with scattered ponds. Donovan is hosting a dinner party and inviting the nobles of Isenfell, a local city a few miles away.

Special Rules

Let the players know that they are able to speak with the animals they encounter, but they cannot comprehend the humanoid languages. Because of that, the names of the nobles or what they are discussing is incoherent to them (but they can still point out the vibe of a conversation, like whether it is an argument or pleasant banter).

The health and damage that are used in the one-shot is relative to the mices' attributes. For instance, an ordinary civilian in D&D has around 10 hit points. However, in this session they have around 80 hit points, since the attacks that the players make are around 5 to 10 damage. This goes for the same as enemy damage. A cat is designed to hunt mice, so they have the capabilities of dealing heavy damage to the characters. Human attacks, such as stomping on them or striking them with a broom, could be lethal at the Dungeon Master's discretion.

When the players make skill checks, such as stealth or athletics, have the players add the base skill modifier instead of the usual proficiency skill modifier (since those are not incorporated for the characters). For example, a stealth check would just be a Dexterity skill check.

What is Going on at the Party

This information is for the Dungeon Master, and they may provide this information to the players if they wish to.

Donovan Klein is a baron of the town Isenfell. He is hosting a party tonight and is inviting nobles to welcome his new arrival to the town.

What he doesn't know is that some of these nobles are planning to assassinate Donovan tonight. They will try to poison his drink, strangle him, stab him, place a delayed fireball in his pocket, or light his house on fire if it comes to it. The 4 nobles trying to do this are a male and female human, a male high elf, and a female gnome. There are also about 6 other guests attending, but they have no intention or knowledge of the assassination.

Throughout the party, they will start off lively and seem to be having a good time. As the night goes on, the 4 nobles will attempt their assassinations. Refer to the *Random Party Events* table on page 9 for different scenarios.

Whether the players want to intervene this plot, it won't affect their endeavors significantly. There could be an incident where a fire ignites in the library and the partygoers are forced to the room the characters are located, making their mission more difficult. Or the cheese may become poisoned and the characters can't distinguish the healthy cheese from the contaminated cheese. Or in a kerfuffle of the partygoers, the characters may need to dodge incoming feet and bodies. Nevertheless, the party plot yields no reward to the mice (unless you want to implement such a reward) and is designed to make the players more aware of their position in the house.

Starting the Session

The party will begin in a designated bird nest outside of Donovan's manor before the party. A glib mouse, named Artorias, will meet them and brief them on the mission.

Read this quote at the beginning of the session:

"An occasional chilled breeze brushes your faces on this cool night in the forest. You all are waiting at the rendezvous, a bird nest, with your fellow team members. The leaves on the tree block the outside environment, besides an opening that displays a two-story manor about fifty feet away. Vines drape off the side and snake through the cracks of the stone abode. A still pond is positioned adjacent to the building, surround by tall grass and cattails. A couple carriages ride up to the front, dropping off humans, elves, dwarves, halflings, and gnomes, while people in armor take the horses to a nearby small stable. You begin to grow anxious, the pre-heist jitters. After a moment goes by, a fluttering of wings approach through the tree, and out of nowhere, a cardinal descends on the nest. It lands, and on the back of the bird you can see a nicely built brown mouse, donning an eye patch and a headband. He leaps off and brushes his tunic, which holds various broken needle points. You know this brown mouse as Artorias. He speaks up: 'Oof, rough ride, eh? I'll never get used to the flying thing. Party's starting soon, I see. We better get down to what's at hand tonight.'"

If the players ask for a motive or reward, you can mention a share of the commandeered cheese, or a currency that you want to establish for mice. Artorias has the following intel to share, which you may supply all at once, or let the players ask questions:

Intelligence

Target. Havarti Cheese. Codename: Dust Bunny

Objective. Infiltrate the manor, steal the havarti cheese, cause little disturbance with the other patrons, and escape the premises.

Inside Agent (Shacker). Kiwi (the 24th). Located in a wall between the kitchen and dining room. If the characters get damaged, she has additional pumpkin seeds.

Description of Donovan Klein. Long brown hair, strong jaw, narrow eyes, fair skin, and usually wears a collared shirt under a leather vest. He's quite boisterous.

The Map. See Appendix A.

Provisions

Artorias will have provisions to aid the heist for the characters before they begin. Each item is equal to 1 item slot that the characters can carry besides the map (view the character sheets to see their carrying capacity). Here is the list of items supplied by Artorias that they can bring:

Grappling Hooks Attached to String (3): The player may use an action to gain advantage on climbing with the hook.

Human-sized Monocle: The player may use an action to gain advantage on perception checks with the monocle.

Pumpkin Seeds (4): The player may use an action to eat a seed. Each pumpkin seed heals mice for 2d6 +2 hp.

Pouches of rocks (3): Rocks are primarily used as a distraction tool, but can be thrown for 1 damage on a hit.

The players may find additional items throughout their mission in the house. Most items will take up one (1) item slot. These can be found in the *Random Items* section on page 9.

Atlas wields a toothpick with a walnut shield, Diago and Leondro carry 4 needle tips each, and Hibiscus has a twig staff. Weapons and armor do not take up item slots.

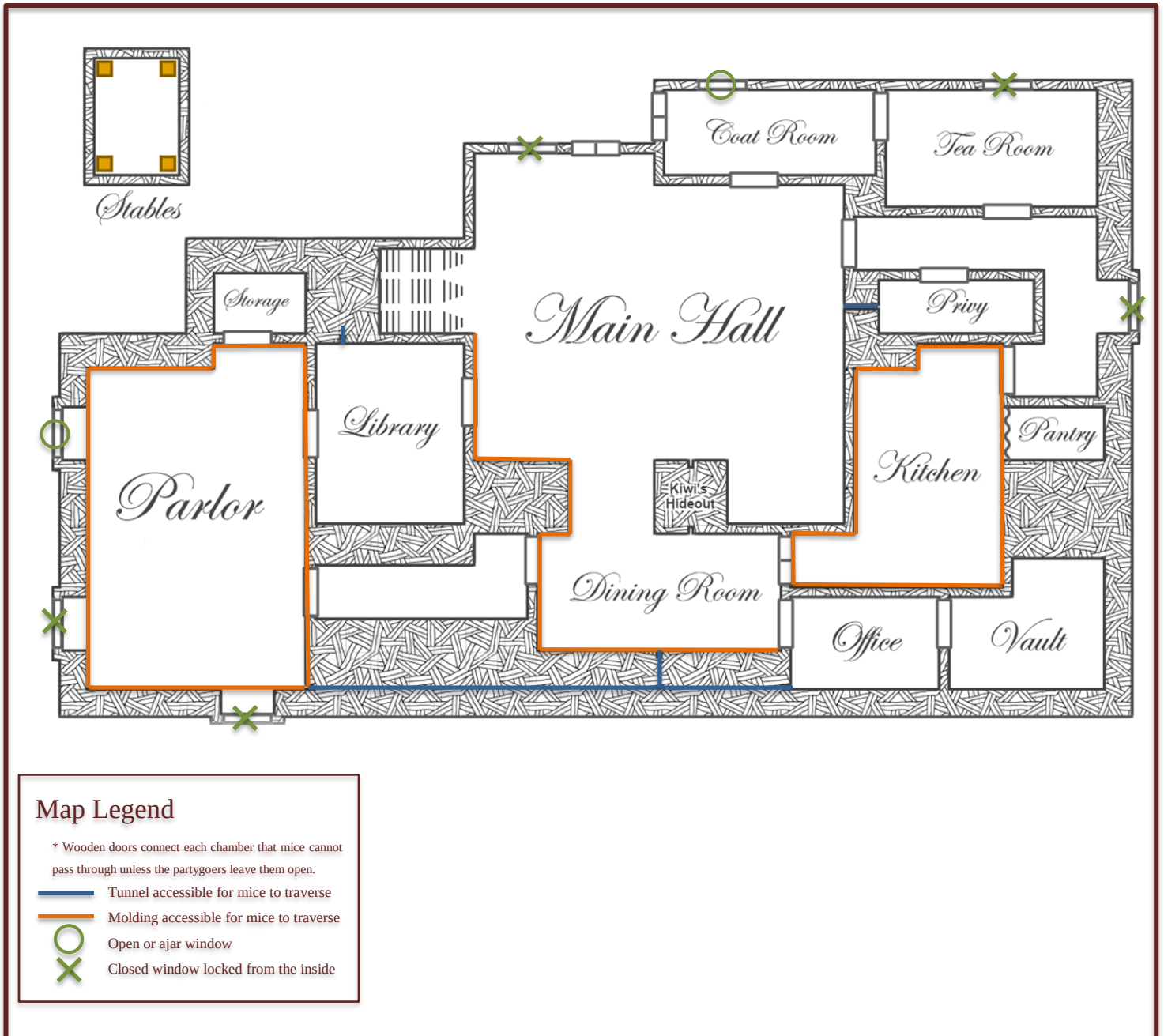
Playing the Game

After Artorias supplies the provisions, he presents the map to the players so that they can start planning and discussing their heist, in addition to their entry point. The cardinal that Artorias flew in on can drop the characters off to their access point. It would be useful for them to have a printed copy of the map displayed or accessible at all times. They may take the map without filling an item slot.

Players should be given the map in Appendix A due to the special markings on the map on page 5 designed for the DM. They should, however, still know the entry points.

Map – Marked for the DM

The Klein Estate



Map created at <https://www.mipui.net/app/>

Room Descriptions

The following areas correspond to the map on page 5 and Appendix A.

Main Hall

"An open interior presents itself you to. Four white marble pillars are erect in the middle of the room that hold up a 20-foot-high arched ceiling. The smooth granite tile floor reflects any image standing on top of it. Glass cases and shelves line the outer walls, displaying various china and paintings. Small end tables and cabinets laden with books and lamps fill the rest of the perimeter. The middle of the room usually remains open, except for tonight where a small platform takes its place for a band of bards and their equipment. An archway leads into the dining room on the southern end, and a door remains closed on the eastern and western sides. A baroque staircase ascends with an angle on the western side as well. Partygoers mingle around the room with plates and chalices in their hands."

The room is about 20 feet long and 30 feet wide. It is a common room for the partygoers to mingle as well as a place for the band to set up in the middle of the four pillars. Considering the map, there is molding on the western wall that the players can traverse without alerting the partygoers. An entry point to **Kiwi's Hideout** is connected to the **Main Hall**, as well. A passageway to the privy can be found under a cabinet on the eastern wall. A dog-sized cloth bed is near the entrance; however, the dog resides upstairs most of the night unless it's alerted.

Due to the likelihood that the partygoers would be in the **Main Hall** for most of the night, it is extremely difficult not to be seen if the players want to scurry across the center of the floor. The players must roll a DC 14 Dexterity check to avoid being seen if there are multiple people in the room.

Coat Room

"A small enclosure where various coats and boots occupy the area. A mix of fur coats and frilly clothing hang on racks and atop of benches."

Players may discover illicit items in the pockets of jackets, or strip the shoe strings from boots to use in their infiltration. Other than that, this room serves little purpose for the mice.

Tea Room

"A pervasive glass window spreads on the northern and eastern wall, allowing a wide display outdoors. Rounded tables fill the middle of the room with iron chairs surrounding them. Tea cups reside on the tables, along with napkins and other oddities."

This room provides the players access to **napkins** and **thimbles** that can be found around the room. They could also witness deliberation among partygoers, or a partygoer poisoning tea attended for Donovan Klein.

Dining Room

"As an extension to the Main Hall, a tidy and elaborate room includes a long, intricate wooden table that seems to fit at least 12 people comfortably. A tapestry of a battlefield scene hangs on the southern wall, in addition to more side tables for possible buffet-styled dinners. Other ornaments and trinkets rest on shelves throughout the walls. Two doors are on the eastern wall and an archway opens into a hallway on the western wall."

The room is about half the size of the **Main Hall** and continues the molding that lines the upper wall. The ceiling lowers from the Main Hall to a reasonable 12 feet. A mouse hole is on the southern wall that mice can traverse through. The second entry point to **Kiwi's Hideout** is also under a side table out of sight of others.

If the party attempts to skitter below the dining table, or on top of the dining table, they must make a DC 14 Dexterity check to avoid being seen. You may adjust the DC based on the number of people around.

Kiwi's Hideout

"The tight chamber is dimly lit by a tiny sconce in the middle of the cubicle. Dust and debris fill the corners of the room. A cheerful mouse rests beside the sconce, drawing some sort of image. Your entry almost startles her, but she smiles at your presence."

This cubicle holds 5 additional pumpkin seeds for the players to eat, as well as safety from outside enemies. Kiwi is an intelligence spy for the Bazooks and supports infiltration units during missions. She will be happy to assist the party anyway she can. Even though Kiwi is not much of a fighter, she can effectively distract foes by shining light off the mirror on her necklace or by causing a high screeching sound. She only wields a fragment of a tooth pick that does 1d4 damage. She has 7 hp.

Library

"A grand chamber of shelves that rise to a 15-foot ceiling. The shelves are laden with literature, as bookends and relics hold novels on the shelves. Cushioned chairs and ottomans fill the empty space throughout the room. A quaint and warm vibe fills the area, and the dark, maroon carpet and walls keep the room almost abstruse at first glance. The outside discourse is suppressed to a muffle, and the room remains quiet."

The library could be used as a rendezvous point or safe area from the partygoers because of its vacancy. However, there could be a couple that wander in to catch a break from the revelries. There are also a couple dangers. One of the **cats** reside on the bookshelves that could be alerted. There is also a hidden entry to the **Scurries Hideout** on the northern wall.

A DC 13 Wisdom check can spot the **cat** within the bookshelves, a group DC 15 Dexterity check can successfully sneak around the room without being seen, and a DC 15 Intelligence check can discover the secret passageway to the **Scurries Hideout**.

Scurries Hideout

"A 5-by-5-foot cubby hole is lit with a couple doused fire pits. A smell of old dust fills your nostrils in the cramped den. Table structures and stools remain around the room laden with parchment, daggers, and arrows. Around the room, there are a couple racks with crossbows, pins, and twine. A table is on the other end with a piece of cloth that is embroidered with text, reading, 'Scurries.'"

This is the main hideout for the **Scurries**, a rival mouse organization that is on a mission to steal the Havarti Cheese, as well. There is usually at least one **Scurry** that remains in the Hideout while the others scour the house. Injured **Scurries** also find their way back here for aid, whether that'd be bandages or pumpkin seeds.

Further investigation in the chamber will unveil documents pertaining to other house raids, a **vial of poison** (1d4 +1 poison damage), and/or a key to a secret compartment in the kitchen near the sink with additional pumpkin seeds and poison. The party should run into them somewhere in the house during their heist, especially if they have the havarti cheese.

Parlor

"A long room filled with cushioned furniture such as chairs, sofas, and ottomans. A few bookshelves line the outer walls. A smell of lavender remains adrift in the air, and outside noise is deafened to provide a reticent vibe. A few wine glasses with red stains lie on the carpet from a previous scene."

The parlor room is another area that partygoers can come to mingle and get out of the revelry limelight. Its soft and quiet nature welcomes devious conversations, and the players may witness an exchange of illicit items targeted towards Donovan Klein.

The other **cat** resides on top of an ottoman in this room. A DC 13 Wisdom check can spot the **cat** and a group DC 15 Dexterity check can successfully sneak around the room without being seen. Molding is lined all the way around the room near the ceiling to evade the sight of the **cat** and other occupants.

There is a storage room that can be entered through a

cracked wooden door between a table and bookshelf on the northern wall. It is filled with crates that contain brooms, buckets, and other materials that seem to be used in cleaning and utilities, all of which are innocuous. The most notable item that the players can find is a **Potion of Enlarge**. If a player drinks this, they undergo the effects of the Enlarge feature of the *Enlarge/Reduce* spell. Besides doubling their size, they instead grow to 5-feet tall (along with their armor and weapons) for the duration of the spell – 1 minute. Or, for more comical experiences, you can increase the duration and have them take concentration checks as usual.

Kitchen

"A boot-shaped room is outlined by numerous granite counterspace and cabinets, and a tiled floor provides a sturdy baseline for the area. Knives hang from the walls, pots and skillets suspend above the island in the middle of the room, and china are framed inside a transparent glass china hutch. Various foods are scattered on the surfaces, the smell of lettuce, vegetables, fruits, seasoned meats, and most importantly, cheese, fill your nostrils. The motherlode of cuisine – the gallery of meals. All trepidation and dismay leave your bodies as you become unsure whether you are still on the Material or the Astral Plane."

The kitchen will change quite often during the night. Because of that, the setting will vary on the time that the players enter the kitchen. And you may make an agenda or schedule on the types of food prepared, giving the players a soft timer and an idea of when the havarti cheese will be accessible.

There are two entrances, both by shut wooden doors – meaning the players will have to wait until they open by the partygoers, then they can either skitter in or out. They can place an object within the doorway to keep it slightly ajar. The door to the eastern hallway is usually never opened unless there's an emergency. The chefs are constantly preparing the food and serving it to the dining room.

If the players manage to sneak into the kitchen rather quickly, the food for the meal being served may be preparing by the two chefs. This makes it difficult to elusively steal the food on the countertops and the island. The players must make a DC 15 Dexterity check to successfully maneuver without being seen. If they fail, the chefs will attempt to kill or shoo them away, making them more alert as the DC increases.

If the players reach the kitchen while the meal is being served, they can wait until one of the chefs brings out a couple plates and attempt to steal food while there is only the one other chef in the kitchen. This endeavor requires a DC 12 Dexterity check to succeed, as the chefs are more focused on the serving process than the actual food.

This is where the players can get creative on their tactics to steal the cheese. This is also where the most disaster may erupt, so prepare for the chaos that could transpire.

The pantry connected to the eastern part of the kitchen provides further cheese and other foods. In case the players miss their mark earlier, or they're greedy, they can plunder the pantry, as well.

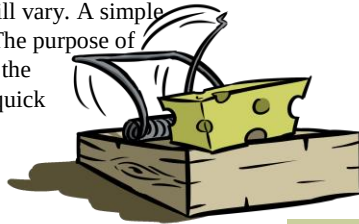
Office

"A tidy chamber with a smell of mahogany and parchment permeates in the air. An intricate desk stands in the middle of the room, paper neatly stacks on both sides of the table, and an ink jar holds a delicate, orange plume. An ironclad door is on the other side with three padlocks attached to it."

The office does not supply much for the players. They can pick up **string**, **paper clips**, **pens**, and **quills** as weapons, though. The vault is unreachable, as the keys aren't discoverable around the house, albeit the vault is filled with gold coins, a currency not alluring to mice.

Privy

Depending on the setting and time era you wish to place this adventure, the description of your privy will vary. A simple toilet, sink, and tub will suffice for most. The purpose of the room is the aperture that connects it to the **Main Hall**, whether for accessibility or a quick escape from a kerfuffle in the **Main Hall**.



Upstairs

There is an entry point to the building through a balcony window connected to the master bedroom. Two dogs rest and roam the area, remaining the only threats in the proximity. Other than that, you may customize the upstairs as you desire. There could be 2-3 bedrooms and a study that are attached to a hallway; an open floorplan with a couple bedrooms; or something more abstract.

The players shouldn't spend much time upstairs due to the lack of activity and the scent of cheese from the main floor. They may still find **pens**, **thimbles**, **napkins**, and other miscellaneous items for their infiltration in the rooms.

Dangers

The players may encounter various obstacles during their infiltration, some are minor inconveniences, and some are lethal. You may place these wherever you seem fit, whether it is before an aperture in the wall, on top the molding that line some rooms, or within a bookshelf.

Since there are numerous approaches to stealing the havarti, you do not need to place these dangers beforehand, but rather implement them on-the-go by rolling on the table provided. Feel free to add more threats, like falling utensils or plates from partygoers.

Random Dangers Table

d4	Dangers
1	Basic Mouse Trap. A simple mouse trap mechanism loaded with swiss cheese. While easily recognizable, its size makes it difficult to evade. Most effective when used in tight corridors or before mouse holes. Mice must make a DC 12 Dexterity check to successfully circumvent the trap. On a failed attempt, the mouse takes 1d6 +2 damage and is restrained until broken free. A DC 14 Strength or Dexterity (whichever is higher) check breaks the mechanism and free or disarm the trap.
2	Advanced Mouse Trap. To the naked mouse eye, the gouda cheese placed on this trap is so beguiling that the mechanism remains imperceptible. Most effective when placed around other food to blend in. Mice must make a DC 14 Wisdom or Intelligence (whichever is higher) to successfully resist the urge of the cheese or perceive the trap device. On a failed attempt, the mouse takes 1d6 +3 damage and is restrained. A DC 14 Strength or Dexterity (whichever is higher) check breaks the mechanism.
3	Spider Web. In the darkest crevices of every home, eight-legged arachnids inhabit the shadowy nooks. While most spiders rarely cause harm to mice, their spindled traps can prove to be a nuisance. Mice must make a DC 12 Dexterity or Strength (whichever is higher) check to successfully elude or penetrate the web without issue. On a failed attempt, the mouse is restrained until broken free, either with a DC 12 Strength check or dealing 4 slashing or piercing damage to the web (AC 10).
4	Termite Damaged Surface. Due to the nature of wooden structures, termites are attractive to such architecture. The frame of the housing can be precarious, including the molding that line the rooms, tables, or other furniture. A DC 14 Dexterity check is required to not plummet from the structure and take damage. On a failed attempt, the mouse takes 1d4 piercing damage, in addition to fall damage (1d6 per 10 feet fallen). The sound of the incident may also alert nearby enemies.

Random Events

These are some scenarios that the players may witness throughout the party. You can add additional events as you wish, just keep in mind that the end goal for the nobles is to assassinate Donovan Klein. Again, these events are independent from the mice, and the players shouldn't feel obliged to intervene. Random encounters can be referred to the following table:

Random Events Table

d10	Events
1	One of the partygoers passes a note to another with subtle intentions.
2	A partygoer drips a green liquid from a vial into a glass, then starts to walk towards Donovan Klein.
3	A partygoer drops a red stone (a delayed fireball stone) into the pocket of Donovan Klein.
4	Donovan Klein trips over the foot of a partygoer.
5	Being subtle, a partygoer sprinkles a green and brown powder substance on the salad.
6	A brawl breaks out in the Main Hall. In the confusion, a partygoer places a patch on Donovan Klein's sleeve without his notice.
7	A couple partygoers communicate between each other and exchange a dagger and a dart.
8	Looking frantic and uneasy, a partygoer leaps out a window.
9	A partygoer goes into an incessant cough, eventually needing to walk out of the room in search for water.
10	In a daze, a partygoer falls to the floor, unconscious.

Random Items

The players may search for additional items around the house that they can use for their benefit. In a prosperous residence, there are numerous things that can help in combat or aid in their mission. Non-weapon and non-armor items found around the manor take up an item slot for the characters.

Usually, a DC 12 Intelligence or Wisdom check can uncover these items, but the players can take what would make sense in that room. For instance, napkins are found throughout the **Dining Room** and **Tea Room**, hence making their search for napkins more direct and easier. Random searches or inspiration can be referred to the following table:

Random Items Table

d6	Items
1	Pen. <i>2-Handed Melee Weapon Attack:</i> +5 to hit. <i>Hit:</i> 1d8 +2 piercing damage.
2	Knitting Needle. <i>Light Melee or Ranged Weapon Attack:</i> +5 to hit, range 10/20 ft. <i>Hit:</i> 1d6 +1 piercing damage.
3	Diamond Brooch. <i>Shield:</i> +3 AC when wielded.
4	Thimble. <i>Helmet:</i> +1 AC when worn (limit 1).
5	Napkin. Used to glide throughout the house. Can hold up to two mice or a pound of cheese.
6	String. Used to connect items, climb down high surfaces, and create a makeshift bridge across two structures. With excessive use and/or stained by great weight at one time, the integrity of the string will falter and break.

Enemies

There are threats inside the manor that resemble enemies to the infiltration unit. An encounter with these antagonists should occur in some form or another throughout the night. In addition to the traps the players happen upon, these enemies may be deadlier and result in a quick defeat if they are not dealt with in a correct manner.

There are a couple cats that reside in the manor. They may be sticking close to the partygoers, more curious about the food, like the mice, or they could rest upon a shelf outside of the revelries. Their hair can be found around the house to keep the players alerted. Since they were bred to hunt and kill mice, they can take down a mouse rather easily. Still, they are timid and startle easily. A little strategy could either eliminate their threat through brute force or remove them from the field in non-lethal means (parley is common). If the players get in trouble, the partygoers can interject and soothe the cats and drag them away for being disobedient fluffballs during a party.

The dog takes its place upstairs. He is an extreme and effective danger and can quickly end a session. Because of this, he should be used to impede an area that you don't want the players to go, or he might not come into play altogether.

The Scurries are a rival mouse infiltration unit, and they are concurrently conducting a heist on the havarti cheese tonight, as well. They wear black hoods and are led by a black mouse with dark green eyes, a spellcaster named Montebello. There are about four mice in their group with needles, bows, and poison in their arsenal.

Montebello

Tiny beast, lawful evil

Armor Class 16 (natural armor)

Hit Points 15

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	10 (+0)	18 (+4)	17 (+3)	14 (+2)

Skills Perception +5, Stealth +8

Senses darkvision 30 ft., passive perception 15

Languages Animal Common

Mouse Agility. The mouse has advantage on all Dexterity checks and saving throws.

Spellcasting. Montebello can cast 2 spells per turn, assuming he has the capabilities. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Montebello has the following spells prepared:

Mouse Hand (at will): Summon a mouse claw up to 20 ft. away from Montebello for 1 minute. The claw can make a spell attack (+6 to hit) to a nearby target on the turn it's summoned. On a hit, the target takes 1d4 +2 damage. Using one of the 2 spells per turn that Montebello has, he may make an attack with the claw on subsequent turns. The claw can move up to 20 ft. per turn and can carry, push, and pull items up to 5 pounds.

Green Firebolt (6/day): Hurl a green flame at an object or creature within 20 ft. of Montebello. Make a ranged spell attack (+6 to hit) on the target. On a hit, the target takes 1d6 +2 fire damage.

Teleport (2/day): Choose a creature or object within 30 ft. that you can see and teleport it up to 30 ft. away within sight. An unwilling creature must successfully make a DC 14 Charisma saving throw or be affected by the spell.

Scurry

Tiny beast, true neutral

Armor Class 15 (natural armor)

Hit Points 8

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	16 (+3)	12 (+1)

Skills Perception +5, Stealth +6

Senses darkvision 30 ft., passive perception 15

Languages Animal Common

Mouse Agility. The mouse has advantage on all Dexterity checks and saving throws.

Actions

Needle Attack. *Melee or Ranged Weapon Attack:* +4 to hit, range 10/20 ft. *Hit:* 1d4 +1 piercing damage

Bow Attack. *Ranged Weapon Attack:* +4 to hit, range 20/30 ft. *Hit:* 1d4 +2 piercing damage. On hit, the target must make a DC 10 Constitution saving throw or have its speed reduced by half for 1 minute. If the target heals, it is no longer crippled.

Cat

Tiny beast, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 25

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	6 (-2)	16 (+3)	7 (-2)

Skills Perception +5, Stealth +4

Senses passive perception 15

Languages Animal Common

Keen Smell. The cat has advantage on Wisdom checks that rely on smell.

Actions

Multiaction. The cat makes two attacks: one with its claws, one with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 +2 slashing damage

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 +2 piercing damage

Dog

Small beast, neutral good boy

Armor Class 15 (natural armor)

Hit Points 40

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	5 (-3)	16 (+3)	7 (-2)

Skills Perception +5

Senses passive perception 15

Languages Animal Common

Keen Smell and Hearing. The dog has advantage on Wisdom checks that rely on smell and hearing.

Actions

Multiaction. The dog makes two attacks: one with its claws, one with its bite.

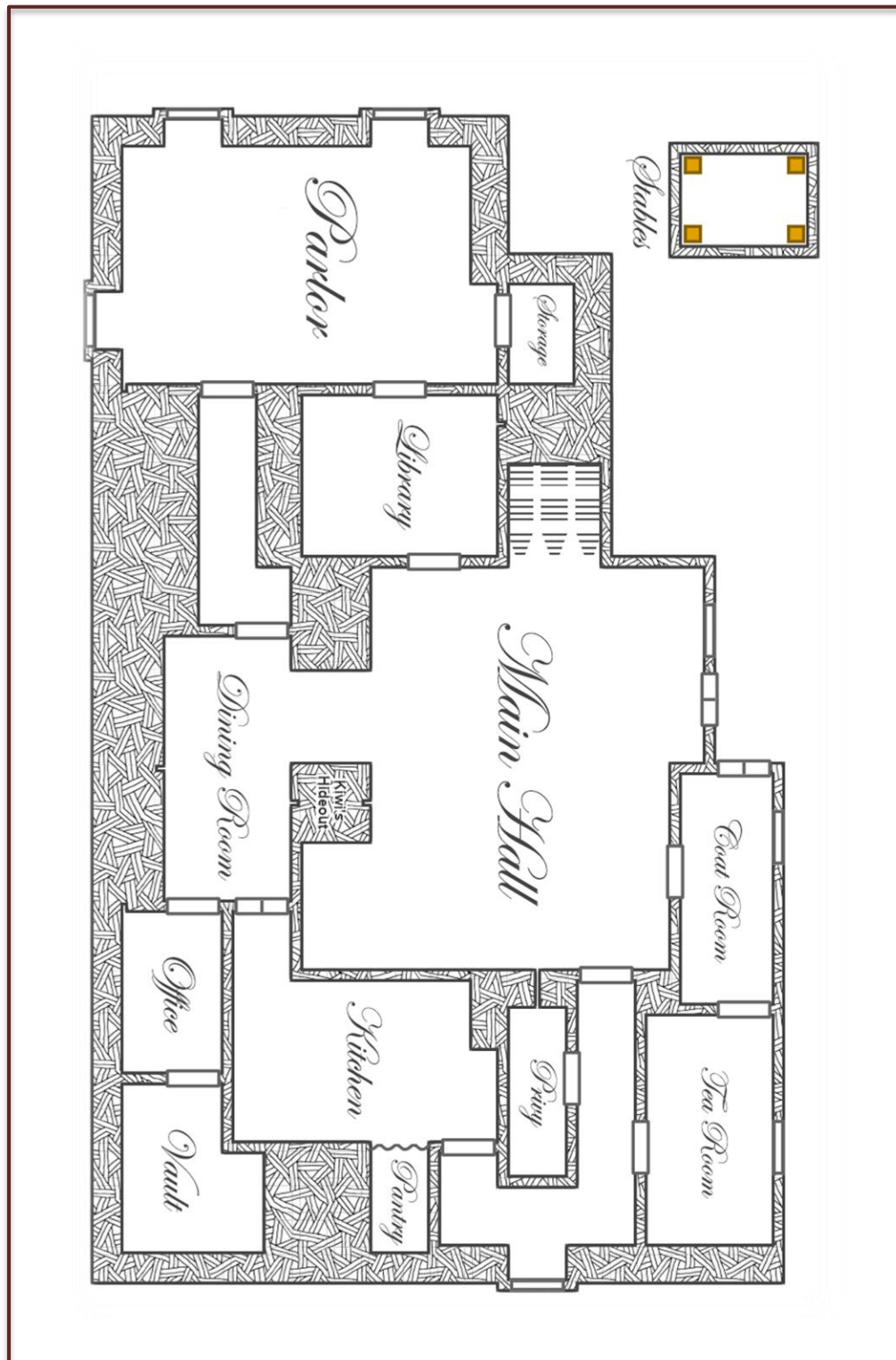
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 +4 slashing damage

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6 +4 piercing damage



Montebello

Appendix A: Estate Map



Appendix B: Playable Characters

Atlas

Tiny beast, neutral good

Armor Class 17 (+1 with walnut shield)

Hit Points 17

Speed 10 ft., 1 ft. jump

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	24 (+7)	10 (+0)	12 (+1)	12 (+1)

Senses darkvision 30 ft., passive perception 11

Languages Animal Common

Mouse Agility. The mouse has advantage on all Dexterity checks and saving throws. Mice may also use their Dexterity modifier for jumping checks.

Lightfoot. Atlas takes half falling damage.

Hearty. Pumpkin seeds heal for an additional 5 hp.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Carrying Capacity. 5 items. Each pound of cheese takes up 1 item capacity (you can carry up to 5 pounds of cheese without reducing your speed); each additional ½ pound of cheese takes up 1 more item capacity, and each extra item after your limit reduces your speed by half.

Actions

Toothpick. *Melee Weapon Attack:* +5 to hit. *Hit:* 1d4 +1 piercing damage.

Guard. Use an action to bolster your defense with your shield. Atlas gains +3 AC until the start of his next turn. While Guard is active, you may use your reaction to make an attack intended towards another a mouse within 5 ft. of Atlas to be redirected to Atlas instead. This can be done after the attack roll is known.



Diago

Tiny beast, Chaotic neutral

Armor Class 15

Hit Points 13

Speed 30 ft., 5 ft. jump

STR	DEX	CON	INT	WIS	CHA
13 (+1)	24 (+7)	10 (+0)	15 (+2)	16 (+3)	13 (+1)

Senses darkvision 30 ft., passive perception 13

Languages Animal Common

Mouse Agility. The mouse has advantage on all Dexterity checks and saving throws. Mice may also use their Dexterity modifier for jumping checks.

Lightfoot. Diago takes half falling damage.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Carrying Capacity. 3 items. Each pound of cheese takes up 1 item capacity (you can carry up to 3 pounds of cheese without reducing your speed); each additional ½ pound of cheese takes up 1 more item capacity, and each extra item after your limit reduces your speed by half.

Actions

Multiattack: Diago can make two attacks with his dual needle tips or a light one-handed weapon.

Needle Tips. *Melee or Ranged Weapon Attack:* +5 to hit. range 10/20 ft. *Hit:* 1d4 +3 piercing damage.



Leondro

Tiny beast, Chaotic good

Armor Class 15

Hit Points 12

Speed 30 ft., 5 ft. jump

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	9 (-1)	15 (+2)	18 (+4)	17 (+3)

Senses darkvision 30 ft., passive perception 14

Languages Animal Common

Mouse Agility. The mouse has advantage on all Dexterity checks and saving throws. Mice may also use their Dexterity modifier for jumping checks.

Lightfoot. Leondro takes half falling damage.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Carrying Capacity. 3 items. Each pound of cheese takes up 1 item capacity (you can carry up to 3 pounds of cheese without reducing your speed); each additional ½ pound of cheese takes up 1 more item capacity, and each extra item after your limit reduces your speed by half.

Actions

Multiattack: Leondro can make two attacks with his dual needle tips or a light one-handed weapon.

Needle Tips. *Melee or Ranged Weapon Attack:* +5 to hit. range 10/20 ft. *Hit:* 1d4 +3 piercing damage.



Hibiscus

Tiny beast, Chaotic good

Armor Class 12

Hit Points 10

Speed 25 ft., 3 ft. jump

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	6 (-2)	24 (+7)	18 (+4)	17 (+3)

Senses darkvision 30 ft., passive perception 14

Languages Animal Common

Mouse Agility. The mouse has advantage on all Dexterity checks and saving throws. Mice may also use their Dexterity modifier for jumping checks.

Lightfoot. Hibiscus takes half falling damage.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Carrying Capacity. 2 items. Each pound of cheese takes up 1 item capacity (you can carry up to 2 pounds of cheese without reducing your speed); each additional ½ pound of cheese takes up 1 more item capacity, and each extra item after your limit reduces your speed by half.

Spellcasting. Hibiscus can cast 1 spell per turn as an action. His spellcasting ability is Intelligence (spell save DC 15, +9 to hit with spell attacks). Hibiscus has the following spells prepared:

Firebolt (at will): Hurl a flame at an object or creature within 20 ft. of Hibiscus. Make a ranged spell attack (+9 to hit) on the target. On a hit, the target takes 1d6 +2 fire damage.

Misty Mouse Step (3/day): Teleport yourself to a location within 20 ft. you can see or have been.

Mouse Hand (2/day): Summon a mouse claw up to 20 ft. away from Hibiscus for 1 minute. The claw can make a spell attack (+9 to hit) to a nearby target on the turn it's summoned. On a hit, the target takes 1d4 +2 damage. Using a bonus action, you may make an attack with the claw on subsequent turns. The claw can move up to 20 ft. per turn and can carry, push, and pull items up to 5 pounds. Only one *Mouse Hand* can be active at a time.

Dancing Lights (2/day): Create tiny orbs of colorful lights (your choice of color) within 20 ft. that you control for 1 minute.

Feather Fall (2/day): Cast on up to 4 targets within 20 ft. to slow their falling speed for 1 minute. Can be used as a reaction.

Water Walk (2/day): Cast on up to 4 targets within 20 ft. to allow them to walk on water for 1 minute. Can be used as a reaction.

Actions

Twig Staff. *Melee Weapon Attack:* +5 to hit. range 10/20 ft. *Hit:* 1d4 bludgeoning damage.