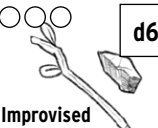
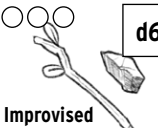
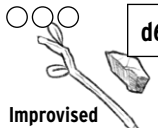
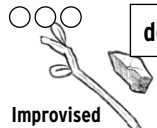




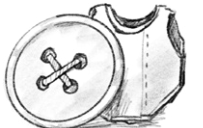
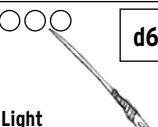
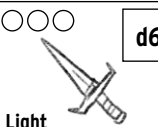
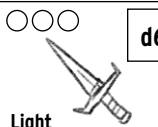
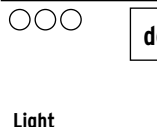




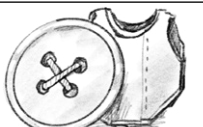
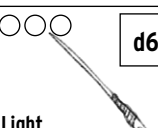
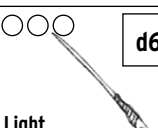
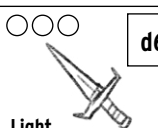
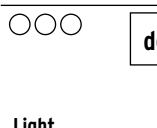
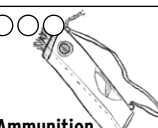
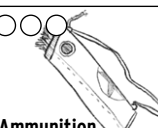


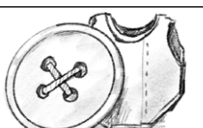
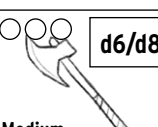
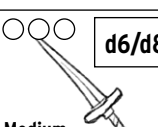
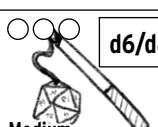

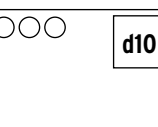
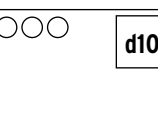

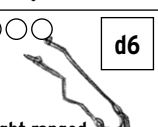
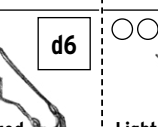
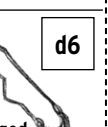
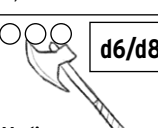
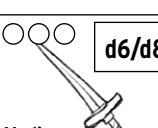
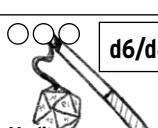
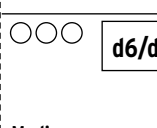

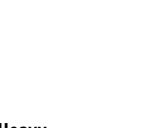

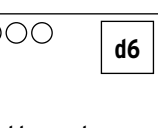
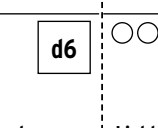
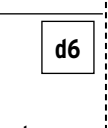
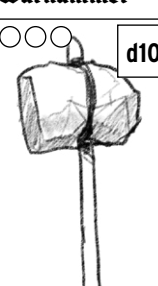


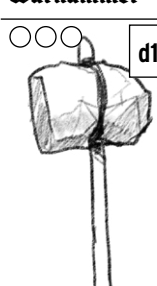
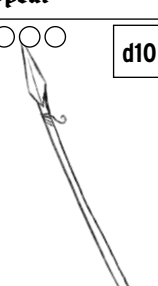
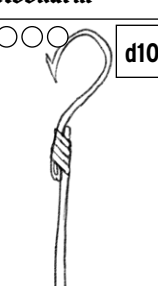
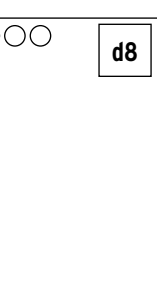
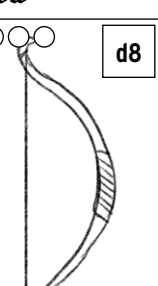
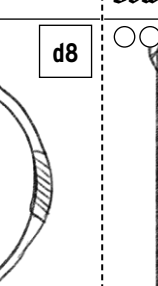







































































Weapon and armour cards

 Improvised ○○○ d6	 Improvised ○○○ d6	 Improvised ○○○ d6	 Improvised ○○○ d6	 Ammunition ○○○	 Ammunition ○○○	 1 def ○○○	 1 def ○○○	 1 def ○○○	
 Needle ○○○ d6	 Dagger ○○○ d6	 Dagger ○○○ d6	 Needle ○○○ d6	 Ammunition ○○○	 Ammunition ○○○			 1 def ○○○	
 Needle ○○○ d6	 Needle ○○○ d6	 Dagger ○○○ d6	 Needle ○○○ d6	 Ammunition ○○○	 Ammunition ○○○	 1 def ○○○	 1 def ○○○	 1 def ○○○	
 Axe ○○○ d6/d8	 Sword ○○○ d6/d8	 Mace ○○○ d6/d8	 Axe ○○○ d6/d8	 Heavy ○○○ d10	 Heavy ○○○ d10	 1 def ○○○	 Light ranged ○○○ d6	 Light ranged ○○○ d6	 Light ranged ○○○ d6
 Axe ○○○ d6/d8	 Sword ○○○ d6/d8	 Mace ○○○ d6/d8	 Axe ○○○ d6/d8	 Heavy ○○○	 Heavy ○○○		 Light ranged ○○○ d6	 Light ranged ○○○ d6	 Light ranged ○○○ d6
 Warhammer ○○○ d10	 Spear ○○○ d10	 Hookarm ○○○ d10	 Warhammer ○○○ d10	 Spear ○○○ d10	 Hookarm ○○○ d10	 Heavy ranged ○○○ d8	 Heavy ranged ○○○ d8	 Heavy ranged ○○○ d8	 Heavy ranged ○○○ d8

Utility item cards



Torches 	Lantern 	Electric lantern 	Pip purse  / 250	Pip purse  / 250	Rations 	Rations 			
Torches 	Lantern 	Electric lantern 	Pip purse  / 250	Pip purse  / 250	Rations 	Rations 			
Torches 	Lantern 	Electric lantern 	Pip purse  / 250	Pip purse  / 250	Rations 	Rations 			
Torches 	Lantern 	Electric lantern 	Pip purse  / 250	Pip purse  / 250	Rations 	Rations 			
Torches 	Torches 	★ 	★ 	★ 					
Torches 	Torches 	★ 	★ 	★ 					
Torches 	Torches 	★ 	★ 	★ 					

Condition cards

Exhausted

The default choice for conditions.

Give to mice who go without rest, or as a failure consequence for physical exertion.

Frightened

Give to mice who face particularly terrifying creatures or magic.

Hungry

Give to mice if they go a day without consuming a ration.

Injured

A serious condition. Give to mice who take critical damage or serious physical injury.

Drained

A serious condition. Give to mice who fail at spellcasting.

Blank

Create your own conditions. Write something simple and evocative for the mouse's current predicament.

Exhausted Clear: After long rest	Exhausted Clear: After long rest	Exhausted Clear: After long rest	Frightened <i>WIL save to approach source of fear.</i> Clear: After short rest	Hungry Clear: After meal	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Drained <i>Disadvantage on WIL saves</i> Clear: After full rest	Clear:	Clear:
Exhausted Clear: After long rest	Exhausted Clear: After long rest	Exhausted Clear: After long rest	Frightened <i>WIL save to approach source of fear.</i> Clear: After short rest	Hungry Clear: After meal	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Drained <i>Disadvantage on WIL saves</i> Clear: After full rest	Clear:	Clear:
Exhausted Clear: After long rest	Exhausted Clear: After long rest	Exhausted Clear: After long rest	Frightened <i>WIL save to approach source of fear.</i> Clear: After short rest	Hungry Clear: After meal	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Drained <i>Disadvantage on WIL saves</i> Clear: After full rest	Clear:	Clear:
Exhausted Clear: After long rest	Exhausted Clear: After long rest	Exhausted Clear: After long rest	Frightened <i>WIL save to approach source of fear.</i> Clear: After short rest	Hungry Clear: After meal	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Drained <i>Disadvantage on WIL saves</i> Clear: After full rest	Clear:	Clear:
Exhausted Clear: After long rest	Exhausted Clear: After long rest	Exhausted Clear: After long rest	Frightened <i>WIL save to approach source of fear.</i> Clear: After short rest	Hungry Clear: After meal	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Drained <i>Disadvantage on WIL saves</i> Clear: After full rest	Clear:	Clear:
Exhausted Clear: After long rest	Exhausted Clear: After long rest	Exhausted Clear: After long rest	Frightened <i>WIL save to approach source of fear.</i> Clear: After short rest	Hungry Clear: After meal	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Injured <i>Disadvantage on STR & DEX saves</i> Clear: After full rest	Drained <i>Disadvantage on WIL saves</i> Clear: After full rest	Clear:	Clear:

