

MAUS MENAGERIE

By Colin Chapman & Isaac Williams



Ant

1hp, STR 6, DEX 8, WIL 8, Armour 1

Attacks: d6 bite or sting

Wants to gather food and serve the queen

An Army of Ants

1. **Bulldog** - 3hp, STR 8, d8 bite, Critical damage: d10 sting. Sometimes trained by mice
2. **Fire** - Attracted to heat and flame, to which they are immune
3. **Harvester** - Eats grains and raids mouse supplies
4. **Honey pot** - Some workers store honey in their abdomens, acting as a ration
5. **Silver** - Metal construct, moves 2x normal speed
6. **Thief** - STR 5, DEX 12, steal food from everyone, including other ants

Bat

6hp, STR 9, DEX 15/5, WIL 10, Armour 1

Attacks: d6 bite or claw

Can see in the dark.

Flies 2x normal speed, DEX 15 in the air.

Runs half normal speed, DEX 5 on ground

Wants to... (see below)

A Brood of Bats

1. **Ghost** - 9hp, d8 chilling touch (damages WIL). Ethereal undead, only harmed by silver or magic weapons. Wants to haunt the living
2. **Hoary** - Solitary. Knows two spells. Wants to gather occult lore
3. **Hunter** - 12hp, STR 12, d8 bite and d6 claw. Wants to hunt the night skies
4. **Mouse-Eared** - Knows a spell. Wants to cultivate an aura of mystery and a cult
5. **Pipistrelle** - 3hp, STR 5. Wants to stay secret and safe
6. **Vampire** - DEX 7 on ground, d8 bite, Critical damage: Drain d6 STR. Wants to drink blood and frighten others

Bee

3hp, STR 8, DEX 15, WIL 8, Armour 1

Attacks: d8 sting

Wants to gather food and protect the nest

Busy Buzzers

1. **Bumble** - Social, produces wax, valued for fur
2. **Carpenter** - Solitary, intricate wooden nests, sometimes trained by mice
3. **Honey** - d12 sting (once). Social, produce honey and wax. Commonly farmed
4. **Leafcutter** - Solitary, make leaf and resin nests. Resin is sometimes recast
5. **Mason** - Solitary, elaborate stone nests, sometimes trained by mice
6. **Sweat** - Social, nest in tunnels, attracted to sweat and salty water

Beetle

3hp, STR 10, DEX 6, WIL 8, Armour 1

Attacks: d6 bite

Wants to... (see below)

A Bony of Beetles

1. **Firefly** - STR 8. Wants to glow and mate. Sometimes used as light sources
2. **Great Diver** - d8 bite. Aquatic. Wants to hunt
3. **Lady** - 1hp, STR 5. Wants to eat tiny bugs. Sometimes kept as decorative pets and pest control
4. **Loyal Hireling** - WIL 15, 6 inventory slots (pack only), does not require payment
5. **Rhinoceros** - 6hp, STR 12, d8 horns. Wants to eat rotten wood. Often used as beasts of burden
6. **Tiger** - d6 bite/d6 claws, moves 2x normal speed. Wants to chase and eat prey. Striped carapace

Dragonfly

9hp, STR 10, DEX 15, WIL 8, Armour 1

Attacks: d8 bite

Critical damage: Restrained (Unable to act or move, STR save to escape)

Flies 3x normal speed

Wants to hunt and reproduce

A Diversity of Dragonflies

1. **Clubtail** - d8 club tail as well as bite
2. **Dasher** - Flies 4x normal speed
3. **Fiery** - Breathes small goutts of fire
4. **Halloween** - Frightful; make WIL save or take Frightened
5. **Imperator** - Sometimes intelligent and in command of other dragonflies
6. **Shadowdragon** - Cast spell: Darkness

Earthworm

4hp, STR 10, DEX 8, WIL 6

Attacks: d6 constrict

When taking Critical Damage, splits into two worms with 2hp, STR 6

Wants to eat something rotten

Falcon

15hp, STR 15, DEX 15, WIL 10

Attacks: d10 bite

Critical damage: d8 Grasping talon (Unable to act or move, STR save to escape)

Flies 8x normal speed

Wants to hunt smaller animals

Fly, Large

1hp, STR 5, DEX 15, WIL 8

Attacks: d6 bite

Critical damage: Infected (Cannot regain lost HP. Cure: STR save after long rest)

Flies 2x normal speed

Wants to feed and mate

A Foulness of Flies

1. **Bee** - Furry, eats nectar, does not cause Infected, lays parasitical eggs on bees
2. **Blowfly** - d6 vomit instead of bite
3. **Flesh** - 3hp, STR 8. Stitched together undead fly
4. **Horse** - 3hp, STR 6, d8 bite
5. **Robber** - 3hp, STR 8, eats other insects
6. **Soldier** - Attack in small groups using instinctive tactics

Fox

Warband scale

15hp, STR 15, DEX 12, WIL 12, Armour 1

Attacks: d6 pounce, d10 bite

Wants to feed and outwit others

A Flurry of Foxes

1. **Basil** - Laughing, mocking fox
2. **Myles** - Swift, gentle-natured fox who enjoys chewing mint leaves
3. **Ratero** - Loves to steal things from and gloat over explorers in his territory
4. **Reynard** - Inveterate trickster
5. **Todd** - Clever and known to befriend local farm dogs
6. **Worthington** - Sly wandering thief with a cat partner called Gideon

Heron

15hp, STR 15, DEX 10, WIL 10, Armour 1

Attacks: d10 bite

Critical damage: Swallow whole, d4 STR damage per Round until rescued or escape

Flies 3x normal speed

Wants to ambush or slowly stalk its prey

Mantis

9hp, STR 10, DEX 12, WIL 8, Armour 1

Attacks: d6 slash, d6 slash (d6 bite only on restrained target)

Critical damage: Restrained (Unable to act or move, STR save to escape)

Wants to ambush prey

A Multitude of Mantises

1. **Burying** - Tunnelling mantis, buries prey
2. **Dead Leaf** - Undead mantis that covers itself in leaves

3. **Hooded** - Deceptive, mouse-hunting mantis with a carapace that makes it look like a cloaked and cowled rodent in dim light or from a distance

4. **Flower** - Beautiful faerie construct

5. **Stick** - Animated stick

6. **Unicorn** - Attacks with d6 slash, d6 slash/horn, moves 2x normal speed

Mosquito

1hp, STR 5, DEX 10, WIL 8

Attacks: d6 Bite

Critical damage: Drain 1 STR

Wants to feed on blood

Pigeon

12hp, STR 12, DEX 12, WIL 10, Armour 1

Attacks: d6 peck

Flies 7x normal speed

Wants to feed and flock

Rabbit

15hp, STR 15, DEX 12, WIL 8, Armour 1

Attacks: d6 flurry

Critical damage: Leap out of reach

Runs 4x normal speed

Wants to eat, mate, and escape predators

Scorpion

9hp, STR 12, DEX 10, WIL 8, Armour 1

Attacks: d6 pincer, d6 pincer

Critical damage: Instant death

Wants to protect their hunting grounds

A Selection of Scorpions

1. **Bark** - Wooden faerie construct
2. **Deathstalker** - Undead scorpion
3. **Emperor** - Sometimes intelligent and in command of other scorpions and spiders
4. **Whip** - Replace *Instant death* with *Foul spray* (give Frightened condition to target)

Sparrow

6hp, STR 10, DEX 12, WIL 10, Armour 1

Attacks: d6 peck

Flies 3x normal speed (2x speed with mouse rider)

Wants to eat seeds and bugs

Stoat

12hp, STR 15, DEX 12, WIL 10

Attacks: d10 bite

Critical damage: d10 neck bite

Wants to hunt and cache many kills

Mustelid Menaces

1. **Marten** - 15hp. Excellent climber, good swimmer
2. **Mink** - Semiaquatic, loves eating fish and frogs
3. **Polecat** - Smells appalling
4. **Weasel** - 9hp, STR 12, d8 bite

Wasp

6hp, STR 8, DEX 15, WIL 8, Armour 1

Attacks: d6 bite

Critical damage: d10 sting

Wants to protect the nest and hunt

Wicked Wasps

1. **Beewolf** - Solitary, howls and hunts bees
2. **Hornet** - 9hp, STR 10, DEX 12
3. **Jewel** - Colourful crystal construct
4. **Paper** - Nests used for paper
5. **Tarantula Hawk** - 9hp, STR 12, DEX 12, Critical Damage: Paralysis for d4 days. Feathered wasp-spider hybrid, hunts arachnids
6. **Velvet Ant** - DEX 8, Armour 2. Solitary, cannot fly, feeds on nectar, valued for fur

New Condition Cards:

Infected <i>Cannot regain lost HP</i>	Infected <i>Cannot regain lost HP</i>	Infected <i>Cannot regain lost HP</i>
Clear: STR save after full rest	Clear: STR save after full rest	Clear: STR save after full rest
Infected <i>Cannot regain lost HP</i>	Infected <i>Cannot regain lost HP</i>	Infected <i>Cannot regain lost HP</i>
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