Weapon and armour cards

		 		Stones	Stones	Heavy Armour	Heavy Armour	Líght Armour	
d6 Improvised	d6 Improvised	d6	d6	Ammunition	Ammunition	1 def	1 def	000	1 def
Needle	Dagger	Dagger		Arrows	Stones			Líght Armour	
Coo d6	Light d6	Cight d6	d6	Ammunition	Ammunition				
Needle	Needle	Dagger	 	Arrows	Arrows	Líght Armour		Líght Armour	
Cight d6	Light d6	d6	Cight d6	Ammunition	Ammunition	000	1 def	000	1 def
Are	Sword	Mace		 		Heavy Armour	Slíng	Slíng	Slíng
06/d8	06/d8	06/d8	000 d6/d8	000 d10	000 d10	OOO 1 def	000 d6	000 d6	000 d6
Medium	Medium	Medium	Medium				Light ranged	Light ranged	Light ranged
Are	Sword	Mace	000 46/40	 			000	000 4	000 [46]
d6/d8	d6/d8	d6/d8	d6/d8	 			d6	d6	d6
Medium	Medium	Medium	Medium	Heavy	Heavy	Θ	Light ranged	Light ranged	Light ranged
ii	Spear	Hookarm	Warhammer	Spear	Hookarm		Bow	Bow	Bow
d10	d10	d10	d10	d10	d10	000 d8	d8	d8	d8

Torches	Lantern	Electríc lantern	Píp purse	Píp purse	Ratíons	Ratíons		 	
	000		/ 250	/ 250	000 DS		000	000	000
Torches	Lantern	Electríc lantern	Píp purse	Píp purse	Ratíons	Rations			
000			/ 250	/ 250	000 DE		000	000	000
Torches	Lantern	Electríc lantern	Píp purse	Píp purse	Ratíons	Rations			
000	000		/ 250	/ 250	000 DS	000	000	000	000
Torches	Lantern	Electríc lantern	Píp purse	Píp purse	Ratíons	Ratíons			
000	000		/ 250	/ 250	000 D		000	000	
Torches	Torches	*	*	*	 				
000	000				000	000	000	000	
Torches	Torches	*	*	*	 				
000	000				000	000	000	000	
Torches	Torches	*	*	*	 				
000	000			000	000	000	000	000	

Condition cards

Exhausted

Frightened

Hungry

The default choice for conditions. Give to mice who go without rest, or as a failure consequence for physical exertion.		Give to mice who face Give to mice if they go a A serious condition. particularly terrifying day without consuming Give to mice who take critical damage or creatures or magic. a ration. serious physical injury.			A serious condition. Give to mice who fail at spellcasting.	Create your own conditions. Write something simple and evocative for the mouse's current predicament.		
Exhausted	Exhausted	Frightened	Hungry	lnjured	lnjured	Drained		
		WIL save to approach source of fear.		Disadvantage on STR & DEX saves	Disadvantage on STR & DEX saves	Disadvantage on WIL saves		
Clear: After long rest	Clear: After long rest	Clear: After short rest	Clear: After meal	Clear: After full rest	Clear: After full rest	Clear: After full rest	Clear:	Clear:
Exhausted	Exhausted	Frightened	Hungry	lnjured	lnjured	Drained		
		WIL save to approach source of fear.		Disadvantage on STR & DEX saves	Disadvantage on STR & DEX saves	Disadvantage on WIL saves		
Clear: After long rest	Clear: After long rest	Clear: After short rest	Clear: After meal	Clear: After full rest	Clear: After full rest	Clear: After full rest	Clear:	Clear:
Exhausted	Exhausted	Frightened	Hungry	lnjured	lnjured	Drained		
		WIL save to approach source of fear.		Disadvantage on STR & DEX saves	Disadvantage on STR & DEX saves	Disadvantage on WIL saves		
Clear: After long rest	Clear: After long rest	Clear: After short rest	Clear: After meal	Clear: After full rest	Clear: After full rest	Clear: After full rest	Clear:	Clear:
Exhausted	Exhausted	Frightened	Hungry	lnjured	lnjured	Drained		
		WIL save to approach source of fear.		Disadvantage on STR & DEX saves	Disadvantage on STR & DEX saves	Disadvantage on WIL saves		
Clear: After long rest	Clear: After long rest	Clear: After short rest	Clear: After meal	Clear: After full rest	Clear: After full rest	Clear: After full rest	Clear:	Clear:
Exhausted	Exhausted	Frightened	Hungry	lnjured	lnjured	Drained	i ! !	
		WIL save to approach source of fear.		Disadvantage on STR & DEX saves	Disadvantage on STR & DEX saves	Disadvantage on WIL saves		
Clear: After long rest	Clear: After long rest	Clear: After short rest	Clear: After meal	Clear: After full rest	Clear: After full rest	Clear: After full rest	Clear:	Clear:
Exhausted	Exhausted	Frightened	Hungry	lnjured	lnjured	Drained		
		WIL save to approach source of fear.		Disadvantage on STR & DEX saves	Disadvantage on STR & DEX saves	Disadvantage on WIL saves		
Clear:	Clear:	Clear:	Clear:	Clear:	Clear:	Clear:	Clear:	Clear:
	Exhausted Clear: After long rest Exhausted	Exhausted Clear: After long rest Clear: After long rest	### Particularly terrifying creatures or magic. Exhausted	without rest, or as a failure consequence for particularly terrifying creatures or magic. Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After long rest After long rest After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After short rest After meal Exhausted Exhausted Frightened WIL save to approach source of fear. Clear: After short rest After meal Exhausted Exhausted Frightened Hungry Clear: Clear: Clear: Clear: Clear: Clear: Clear: Clear:	without rest, or as a failure consequence for creatures or magic. Exhausted Exhausted Frightened Mult save to approach source of fear. Clear: After long rest After long res	mithout rest, or as a failure consequence for creatures or magic. Exhausted Exhausted Frightened Will save to approach source of fear. Clear: After long rest After long res	without rest, or as a failure consequence for creatures or magic. Eshausted Eshausted Frightened Will save to approach source of fear. Clear: Clear: After long rest After l	methout rest, or as a failure consequence for creature, or any failure consequence for creature, after short rest. Exhausteb Exhausteb Frighteneb Will some to approach source of fear. Clear: After indirect After full rest Aft

lnjured

Drained

Blank

