





































































Weapon and armour cards

				Stones	Stones	Heavy Armour	Heavy Armour	Light Armour	
d6	d6	d6	d6	Ammunition	Ammunition	1 def	1 def	1 def	
Needle	Dagger	Dagger		Arrows	Stones			Light Armour	
d6	d6	d6	d6	Ammunition	Ammunition			1 def	
Needle	Needle	Dagger		Arrows	Arrows	Light Armour		Light Armour	
d6	d6	d6	d6	Ammunition	Ammunition	1 def		1 def	
Åxe	Sword	Mace				Heavy Armour	Sling	Sling	Sling
d6/d8	d6/d8	d6/d8	d6/d8	d10	d10	1 def	d6	d6	d6
Åxe	Sword	Mace							
d6/d8	d6/d8	d6/d8	d6/d8	Heavy	Heavy		d6	d6	d6
Warhammer	Spear	Hookarm	Warhammer	Spear	Hookarm		Bow	Bow	Bow
d10	d10	d10	d10	d10	d10	d8	d8	d8	d8
Heavy	Heavy	Heavy	Heavy	Heavy	Heavy	Heavy ranged	Heavy ranged	Heavy ranged	Heavy ranged

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.

Mad

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	Mad <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	Mad <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	Mad <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	Mad <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	Mad <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	Mad <i>Disadvantage on WIL saves</i> Clear: After full rest	Clear:	Clear:

