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
σ 	Needle	Dagger	Dagger		Arrows	Stones			Líght Armour	
	Coo d6	Cight d6	Cight d6	Clight d6	Ammunition	Ammunition			000	1 def
4	Needle	Needle	Dagger	 	Arrows	Arrows	Líght Armour		Líght Armour	
card	Coo d6	d6	d6	d6 Light	Ammunition	Ammunition	000	1 def	000	1 def
	Are	Sword	Mace				Heavy Armour	Slíng	Slíng	Slíng
	06/d8	000 d6/d8	06/d8	000 d6/d8	000 d10	000 d10	OOO 1 def	000 d6	000 d6	000 d6
8	Medium	Medium	Medium	Medium				Light ranged	Light ranged	Light ranged
E	Are	Sword	Mace	 	 	 		 	 	
E	d6/d8	d6/d8	d6/d8	000 d6/d8				000 d6	000 d6	000 d6
2	Medium	Medium	Medium	Medium	Heavy	Heavy	Θ	Light ranged	Light ranged	Light ranged
an	Warhammer	Spear	Hookarm	Warhammer	Spear	Hookarm		Bow	Bow	Bow
Weapon	Heavy	d10	d10	Heavy	d10	d10	d8 Heavy ranged	d8 Heavy ranged	d8 Heavy ranged	d8 Heavy ranged

Torches	Lantern	Electríc lantern	Píp purse	Píp purse	Ratíons	Ratíons			
000			/ 250	/ 250	000 D		000	000	000
Torches	Lantern	Electríc lantern	Píp purse	Píp purse	Ratíons	Rations			
000			/ 250	/ 250			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			/ 250	/ 250	000 DS		000	000	
Torches	Torches	*	*	*					
000	000				000	000	000	000	
Torches	Torches	*	*	*	1				
000	000				000	000	000	000	
Torches	Torches	*	*	*					
000	000				000	000	000	000	

Condition cards

Exhausted			Frightened	Hungry	lnjured		Mad	Blank	
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 particuarly terrifying creatures or magic.	Give to mice if they go a day without consuming a ration.		ake critical damage or	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	Exhausted	Frightened	Hungry	lnjured	lnjured	Mad		
1 1 1 1 1 1			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 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	Exhausted	Fríghtened	Hungry	lnjured	lnjured	Mad		
1 1 1 1 1 1			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 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	Exhausted	Frightened	Hungry	lnjured	lnjured	Mad		
 			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 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	Exhausted	Fríghtened	Hungry	lnjured	lnjured	Mad		
1 			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 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	Exhausted	Fríghtened	Hungry	lnjured	lnjured	Mad		
1 1 1 1 1 1			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 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	Exhausted	Fríghtened	Hungry	lnjured	lnjured	Mad		
1 1 1 1 1			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 long rest	Clear: After short rest	Clear: After meal	Clear: After full rest	Clear: After full rest	Clear: After full rest	Clear:	Clear:

