



































































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:

