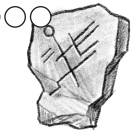
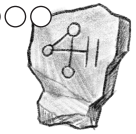
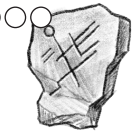
Weapon and armour cards

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

Utility item cards

Torches	Lantern	Electric lantern	Pip purse	Pip purse	Rations	Rations			
○○○	○○○	○○○ ○○○	/ 250	/ 250	○○○	○○○	○○○	○○○	○○○
Torches	**Lantern**	**Electric lantern**	**Pip purse**	**Pip purse**	**Rations**	**Rations**			
○○○	○○○	○○○ ○○○	/ 250	/ 250	○○○	○○○	○○○	○○○	○○○
Torches	**Lantern**	**Electric lantern**	**Pip purse**	**Pip purse**	**Rations**	**Rations**			
○○○	○○○	○○○ ○○○	/ 250	/ 250	○○○	○○○	○○○	○○○	○○○
Torches	**Lantern**	**Electric lantern**	**Pip purse**	**Pip purse**	**Rations**	**Rations**			
○○○	○○○	○○○ ○○○	/ 250	/ 250	○○○	○○○	○○○	○○○	
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.

Exhausted **Clear:** After long rest	**Exhausted** **Clear:** After long rest	**Exhausted** **Clear:** After long rest
Exhausted **Clear:** After long rest	**Exhausted** **Clear:** After long rest	**Exhausted** **Clear:** After long rest
Exhausted **Clear:** After long rest	**Exhausted** **Clear:** After long rest	**Exhausted** **Clear:** After long rest
Exhausted **Clear:** After long rest	**Exhausted** **Clear:** After long rest	**Exhausted** **Clear:** After long rest
Exhausted **Clear:** After long rest	**Exhausted** **Clear:** After long rest	**Exhausted** **Clear:** After long rest
Exhausted **Clear:** After long rest	**Exhausted** **Clear:** After long rest	**Exhausted** **Clear:** After long rest

Frightened

Give to mice who face particularly terrifying creatures or magic.

Frightened *WIL save to approach source of fear.* **Clear:** After short rest
Frightened *WIL save to approach source of fear.* **Clear:** After short rest
Frightened *WIL save to approach source of fear.* **Clear:** After short rest
Frightened *WIL save to approach source of fear.* **Clear:** After short rest
Frightened *WIL save to approach source of fear.* **Clear:** After short rest
Frightened *WIL save to approach source of fear.* **Clear:** After short rest

Hungry

Give to mice if they go a day without consuming a ration.

Hungry **Clear:** After meal
Hungry **Clear:** After meal
Hungry **Clear:** After meal
Hungry **Clear:** After meal
Hungry **Clear:** After meal
Hungry **Clear:** After meal

Injured

A serious condition.
Give to mice who take critical damage or serious physical injury.

Injured *Disadvantage on STR & DEX saves* **Clear:** After full rest	**Injured** *Disadvantage on STR & DEX saves* **Clear:** After full rest
Injured *Disadvantage on STR & DEX saves* **Clear:** After full rest	**Injured** *Disadvantage on STR & DEX saves* **Clear:** After full rest
Injured *Disadvantage on STR & DEX saves* **Clear:** After full rest	**Injured** *Disadvantage on STR & DEX saves* **Clear:** After full rest
Injured *Disadvantage on STR & DEX saves* **Clear:** After full rest	**Injured** *Disadvantage on STR & DEX saves* **Clear:** After full rest
Injured *Disadvantage on STR & DEX saves* **Clear:** After full rest	**Injured** *Disadvantage on STR & DEX saves* **Clear:** After full rest
Injured *Disadvantage on STR & DEX saves* **Clear:** After full rest	**Injured** *Disadvantage on STR & DEX saves* **Clear:** After full rest

Mad

A serious condition.
Give to mice who fail at spellcasting.

Mad *Disadvantage on WIL saves* **Clear:** After full rest
Mad *Disadvantage on WIL saves* **Clear:** After full rest
Mad *Disadvantage on WIL saves* **Clear:** After full rest
Mad *Disadvantage on WIL saves* **Clear:** After full rest
Mad *Disadvantage on WIL saves* **Clear:** After full rest
Mad *Disadvantage on WIL saves* **Clear:** After full rest

Blank

Create your own conditions.
Write something simple and evocative for the mouse's current predicament.

Clear:	**Clear:**
Clear:	**Clear:**
Clear:	**Clear:**
Clear:	**Clear:**
Clear:	**Clear:**
Clear:	**Clear:**