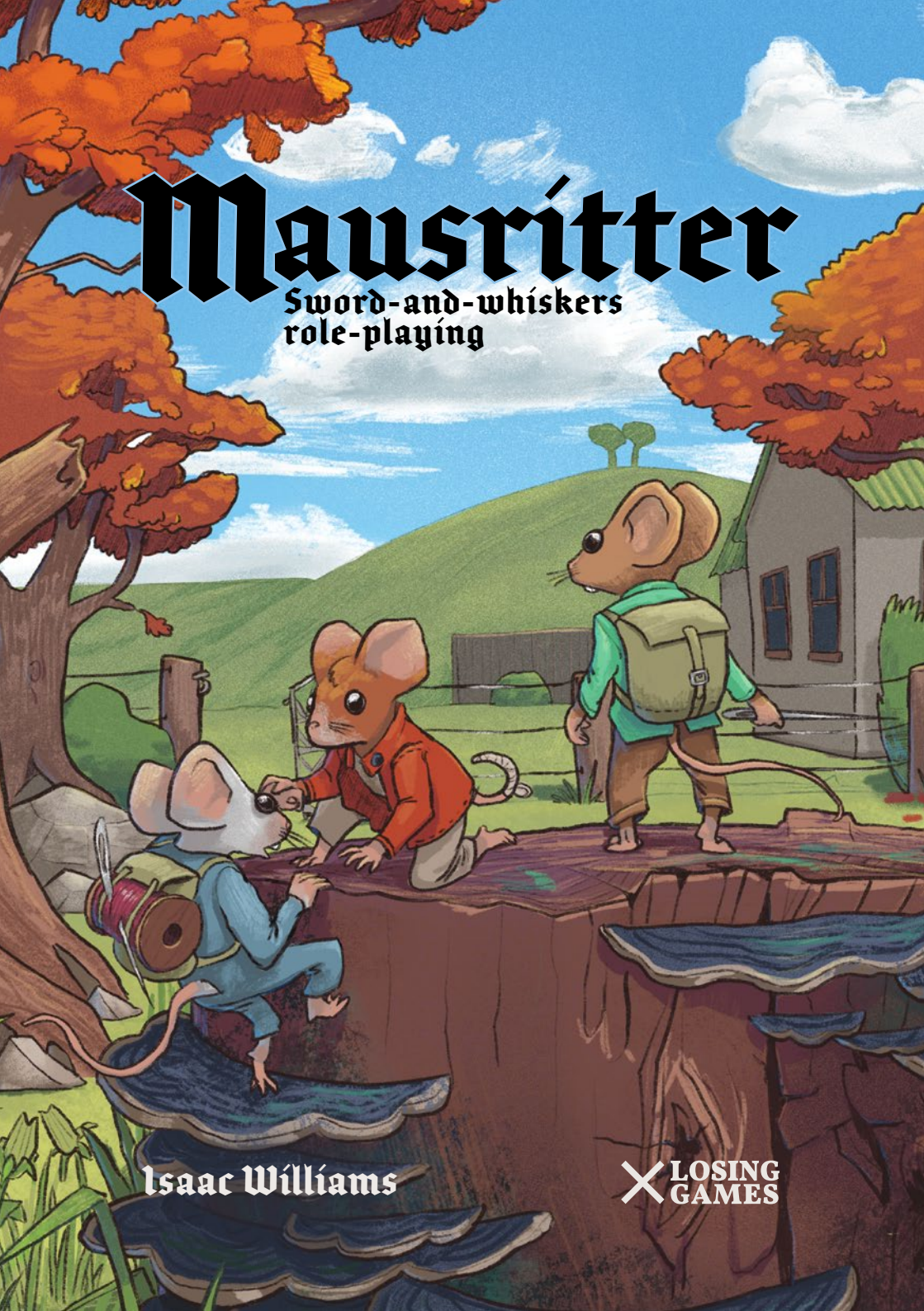
Mausritter

Sword-and-whiskers role-playing



Isaac Williams

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Gear and prices

All prices are in **pips**, standard currency of the mouse kingdoms.

Tools, mouse made

Available in most mouse settlements. These items are mouse-sized.

Bedroll	10p
Bellows	10p
Book, blank	300p
Book, reading	600p
Bottle	1p
Bucket	5p
Caltrops, bag	10p
Chalk	1p
Chisel	5p
Cookpots	10p
Crowbar	10p
Drill	10p
Glue	5p
Grease	5p
Hammer	10p
Horn	10p
Hourglass	300p
Lockpicks	100p
Metal file	5p
Mirror	200p
Musical instrument	200p
Net	10p
Padlock and key, small	20p
Perfume	50p
Pick	10p
Set of loaded dice	5p
Shovel	10p
Tent	80p
Waterskin	5p
Whistle	5p
Wooden pole, 6"	1p
Wooden spikes	1p

Tools, human made

Available in mouse settlements near human populations.

Fishing hook	20p
Incense stick	20p
Lens	200p
Necklace chain	40p
Needle	20p
Matches, packet	80p
Padlock and key, large	100p
Twine, roll	40p
Soap, small block	10p
Thread, spool	20p
Mouse trap	100p
Poison	100p

Weapons and armour

Improvised (twig, rock, etc.)	1p
Light (dagger, needle, etc.)	10p
Medium (sword, axe, etc.)	20p
Heavy (spear, hooklance, etc.)	40p
Light ranged (sling, hand crossbow, etc.)	10p
Heavy ranged (bow, cross-bow, etc.)	40p
Arrows, quiver	5p
Stones, pouch	1p
Light armour	150p
Heavy armour	500p
Silvered weapons (always mark usage after fight)	x10p
Repairs, per dot	10%

Light sources

Torches	10p
Lantern	50p
Oil, for lantern	10p
Electric lantern (has six usage dots)	200p
Batteries, for electric lantern	50p

Clothing

Poor	10p
Standard	50p
Noble	1000p
Winter cloak	150p
Waterproof cloak	100p

Lodging and food

Bunkhouse bed (per night)	1p
Private room (per night)	5p
Hot bath	2p
Travel rations	5p
Meal	2p
Grand meal	50p
Night out on the town	100p

Transport hire

Prices are per mouse, per hex.

Rabbit wagon	5p
River raft	10p
Pigeon flight	200p

Hired help

Prices are per day, not including food, supplies, shelter, etc.

Torchbearer	1p
Labourer	2p
Tunnel digger	5p
Armourer/blacksmith	8p
Local guide	10p
Mouse-at-arms	10p
Scholar	20p
Knight	25p
Interpreter	30p

Mousy names

Birthname

1. Ada
2. Agate
3. Agnes
4. Aloe
5. April
6. Azalea
7. Bay
8. Belladonna
9. Blossom
10. Brie
11. Brynn
12. Cherry
13. Claire
14. Crocus
15. Dahlia
16. Daisy
17. Else
18. Emerald
19. Erin
20. Grace
21. Gwendoline
22. Hazel
23. Heather
24. Hette
25. Holly
26. Hyacinth
27. Iris
28. Juniper
29. Lavender
30. Lily
31. Magnolia
32. Marigold
33. Marjoram
34. Myrtle
35. Odette
36. Olive
37. Opal
38. Pearl
39. Pepper
40. Poppy
41. Rosemary
42. Rue
43. Saffron
44. Sandy
45. Sassafras
46. Shale
47. Susan
48. Thistle
49. Violet
50. Willow
51. Alder
52. Ambrose
53. Anise
54. Annotto
55. August
56. Avens
57. Basil
58. Beryl
59. Birch
60. Boldo
61. Bill
62. Burdock
63. Butter
64. Cassia
65. Chicory
66. Clive
67. Colby
68. Dill
69. Dock
70. Eared
71. Edmund
72. Elmer
73. Ernest
74. Fennel
75. Festus
76. Francis
77. Gil
78. Hawthorn
79. Heath
80. Horatio
81. Jack
82. Jasper
83. Konrad
84. Larkspur
85. Laurel
86. Lorenz
87. Mace
88. Oliver
89. Orin
90. Reepicheep
91. Rowan
92. Simon
93. Sorrel
94. Stilton
95. Tarragon
96. Warren
97. Wattle
98. Whitacre
99. Wormwood
100. Yarrow

Matriname

1. Baiter
2. Black
3. Buckthorne
4. Burley
5. Butterball
6. Catreizen
7. Danger
8. Deerider
9. Grant
10. Halva
11. Maker
12. Pipp
13. Seedfall
14. Snow
15. Summerholme
16. Thorne
17. Tunneler
18. White
19. Winterholme
20. Witter

Carried bric-a-brac

d6	d8	Item
1	-	d8 pips
2	1	Dried five-leaf clover, carefully folded
	2	Stone pendant of the Mother
	3	Stub of a pencil
	4	Dried herbs in waterproof bag
	5	Wire bent into the shape of a moth
	6	Letter of writ from a noblemouse
	7	Smooth piece of coloured glass
	8	Half-eaten piece of cheese, wrapped in paper
3	1	Smoke-blackened bat tooth
	2	Metal cup etched with hunting scenes
	3	Oddly shimmering opal in silver wire setting
	4	Knife cut from a tin can
	5	Clay jar of thick honey mead
	6	Bee stinger wired to wooden handle
	7	Piece of candied berry
	8	Butterfly wings pressed between parchment
4	1	Map showing treasure hidden in a settlement
	2	Note from a cat lord regarding a player mouse
	3	Wooden idol of centipede eating its own tail
	4	Tooth of a human child
	5	Pot of bright paint
	6	Angry ant queen in a glass jar
	7	Rolled tapestry depicting ancient battle
	8	Ball of wet clay that never dries out
5	1	Lock of a faerie's hair
	2	Vial of red ink
	3	Straw basket with leather carrying straps
	4	Fragment of a spell tablet
	5	Dried, poisonous mushroom
	6	Pink plastic furbrush
	7	Collection of dried leaves, bound with twine
	8	Pipe carved of shell
6	1	Scrap of sheepskin
	2	Quiver of silver-tipped arrows
	3	Wreath of silver wire
	4	Very strong magnet
	5	Bouncy rubber ball
	6	Fish leather satchel
	7	Extremely spicy chilli pepper
	8	Fly preserved in tree sap

Credits

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Playtesters and champions
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Acknowledgments

These are games or blogs I have drawn inspiration or shamelessly stolen from to build Mausritter:

- **Into the Odd** for most of core rules
- **Goblin Punch** for the magic and 3X usage
- **Knave** for characters defined by inventories
- **Mothership** for densely-packed layouts
- **Moonhop** for just going and making your game
- **Last Gasp Grimoire** for arts-and-crafts inventories
- **Coins and Scrolls** for my re-introduction to the world of old-school role-playing games

The following have all inspired Mausritter's theme, setting and tone:

- **Brambly Hedge** (book series) by Jill Barklem
- **Church Mice** (book series) by Graham Oakley
- The **Tales** (book series) by Beatrix Potter
- **The Rescuers** (book) by Margery Sharp
- **Arrietty** (film) by Studio Ghibli
- **A Distant Mirror** (book) by Barbara Tuchman
- **Mouse Guard** (comic book series) by David Peterson
- **Mice and Mystics** (boardgame) by Jerry Hawthorne

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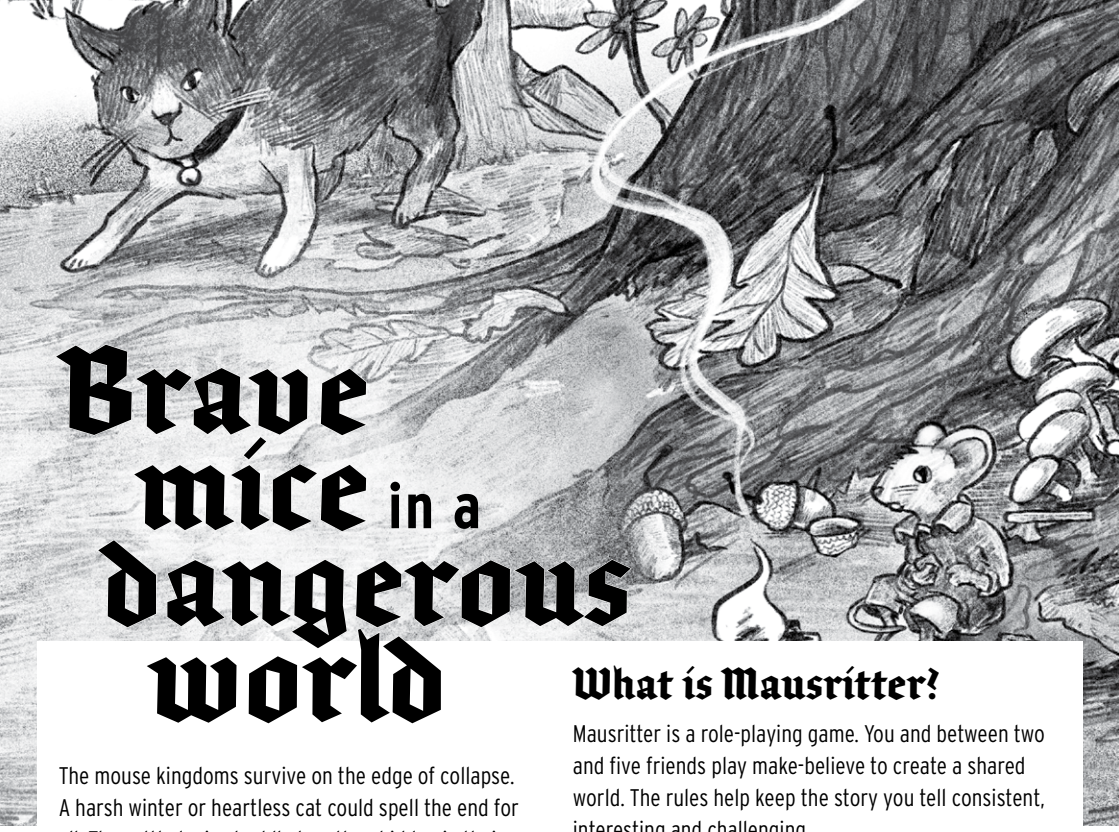


Brave mice in a dangerous world

The mouse kingdoms survive on the edge of collapse. A harsh winter or heartless cat could spell the end for all. The settled mice huddle together, hidden in their settlements in trees and burrows and walls, scraping and saving. A tenuous existence.

But you are not like those settled mice.

By choice or by necessity you are an adventurer. You live by your luck, your smarts, your bravery.

With your friends by your side, you will abandon the warmth and safety of the mouse settlements and venture forth into the dark and dangerous places where other mice do not dare to tread.

There is great wealth to be found by those that are willing to take it. The world is old. Great empires of mouse and beast have risen and fallen.

It's a huge and dangerous world out there. It does not look kindly on a small mouse. But if you are very brave and very clever and just a bit lucky, you might be able to survive. And if you survive long enough, you might even become a hero amongst mice.

What is Mausritter?

Mausritter is a role-playing game. You and between two and five friends play make-believe to create a shared world. The rules help keep the story you tell consistent, interesting and challenging.

One of you will take on the role of the Game Master (GM). They will invent and describe a consistent, believable world, complete with dangerous antagonists, wild lands, and friendly settlements. They will also act as a neutral referee of the rules, applying them fairly to player mice, along with the non-player characters within the world.

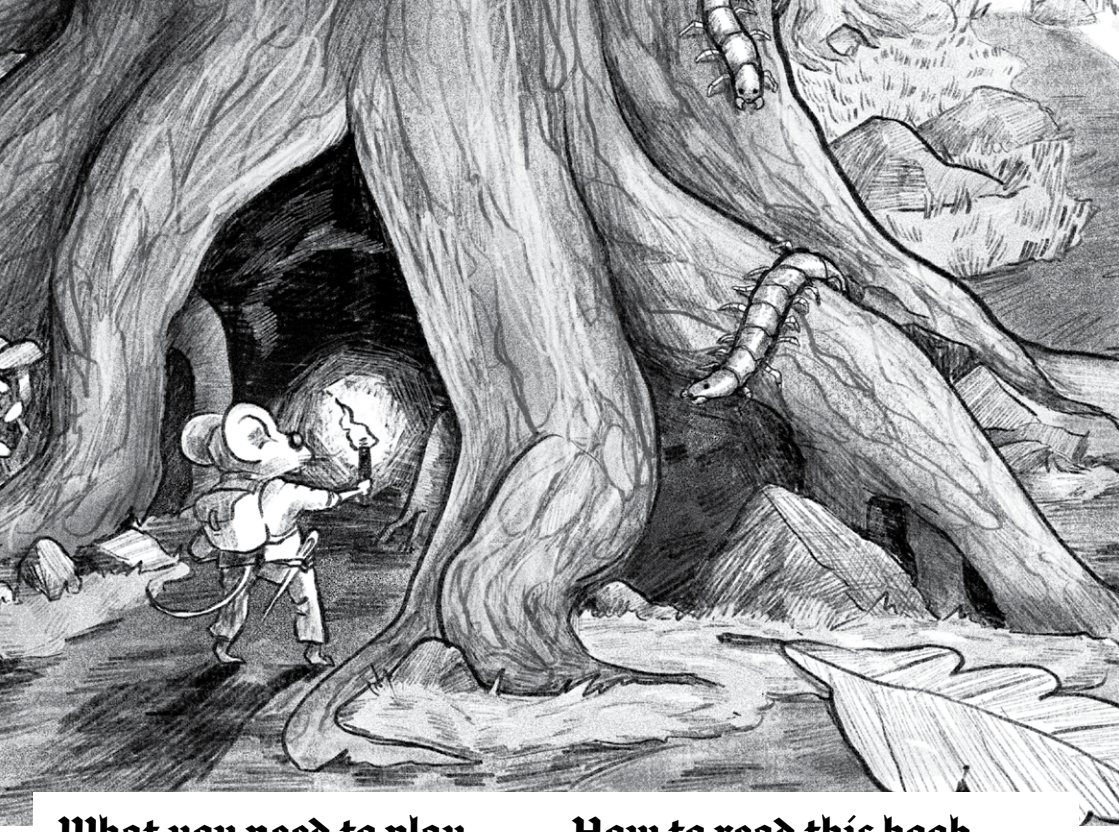
The other players take on the role of the mice. They each play the role of a small, brave and desperate adventurer, delving into dangerous places and exploring the world that the GM describes.

What is a role-playing game?

Role-playing games are a process of shared, collaborative storytelling and problem solving.

Role-playing games exist mostly as a conversation. The GM will describe a situation, and the players will describe how the mice they control react and interact with it.

At certain points (such as when a mouse does something risky), the rules of the game interject. Dice may be rolled to see what happens. Then the conversation resumes.



What you need to play

- A character sheet for each player
- A session tracking sheet for the Game Master
- A set of Item and Condition tokens
- Polyhedral gaming dice (d4, d6, d8, d10, d12 and d20)
- Pencils and erasers
- Spare paper for taking notes and sketching maps

Dice notation

Mausritter uses standard RPG dice notation throughout.

For example:

- **d20** means: Roll a single 20-sided die
- **1d8** means: Roll a single 8-sided die
- **3d6** means: Roll three 6-sided dice, add them together

For a d3 or d2, roll a 6-sided die and divide by two or three.

Downloadable resources

For downloadable character, Item and Condition sheets, plus other resources, go to **mausritter.com**

How to read this book

The first part of this book (pages 6-18) is directed at the players, and here the 'you' is directed towards you, a player of a mouse in the game.

If you are playing a mouse in the game, you can just read the rules for character creation, and skim the 'How to play' section.

The remainder of the book (pages 20-43) is directed toward the Game Master, and here the 'you' is directed towards you, the GM of the game.

If you are playing as a Game Master, you'll need to read How to Play and Running Mausritter sections, and either prepare an adventure, or use a ready-made one, such as those included with this game.

Making it your own

Mausritter built on top of a long history of games.
It is resilient to hacking. Many systems can be modified, replaced or ignored entirely.

Please use this game as a toolbox to create your own!

1. Make a mouse

The world is very big and very dangerous for a small mouse adventurer. You will need to be very brave, and always keep your wits about you.

1. Attributes

Your mouse has three attribute scores. These measure their basic strengths and weaknesses.

- **STR:** physical strength and resilience.
- **DEX:** speed and agility.
- **WIL:** strength of will and charisma.

For each of these attributes, in order, roll **3d6**.
Keep the **two highest dice** results for a value between 2–12.

You may then swap any two attributes.

2. HP, pips and background

Roll d6 for your **Hit Protection** (HP). This is the damage your mouse can shrug off before taking serious harm.

Roll d6 for your mouse's starting **pips**. These are the basic currency of the mouse kingdom.

Cross reference the value of your **HP** with your **pips** on the **Background** table. This is what your mouse was before becoming an adventurer.

3. Starting equipment

Your mouse starts with:

- **Torches**
- **Rations**
- Two items from their **background**
- A **weapon** of your choice (see p. 9)

If your mouse's highest attribute is 9 or less, roll on the Background table again and take either Item A or B. If your highest is 7 or less, take both.

4. Details

Roll or choose **birthsign**, **coat** and a **physical detail**.

Choose a **name** appropriate for a brave mouse.

Instant mouse generator
mausritter.com/mouse

Birthsign

d6	Sign	Disposition
1	**Star**	Brave / Reckless
2	**Wheel**	Industrious / Unimaginative
3	**Acorn**	Inquisitive / Stubborn
4	**Storm**	Generous / Wrathful
5	**Moon**	Wise / Mysterious
6	**Mother**	Nurturing / Worrying

Coat

d6	Color	d6	Pattern
1	Chocolate	1	Solid
2	Black	2	Brindle
3	White	3	Patchy
4	Tan	4	Banded
5	Grey	5	Marbled
6	Blue	6	Flecked

Physical detail

d66	Details		
11	Scarred body	41	Groomed fur
12	Corpulent body	42	Dreadlocks
13	Skeletal body	43	Dyed fur
14	Willowy body	44	Shaved fur
15	Tiny body	45	Frizzy fur
16	Massive body	46	Silky fur
21	War paint	51	Night black eyes
22	Foreign clothes	52	Eye patch
23	Elegant clothes	53	Blood red eyes
24	Patched clothes	54	Wise eyes
25	Fashionable clothes	55	Sharp eyes
26	Unwashed clothes	56	Luminous eyes
31	Missing ear	61	Cropped tail
32	Lumpy face	62	Whip-like tail
33	Beautiful face	63	Tufted tail
34	Round face	64	Stubby tail
35	Delicate face	65	Prehensile tail
36	Elongated face	66	Curly tail

Tip: d66 means d6 x 10 + d6

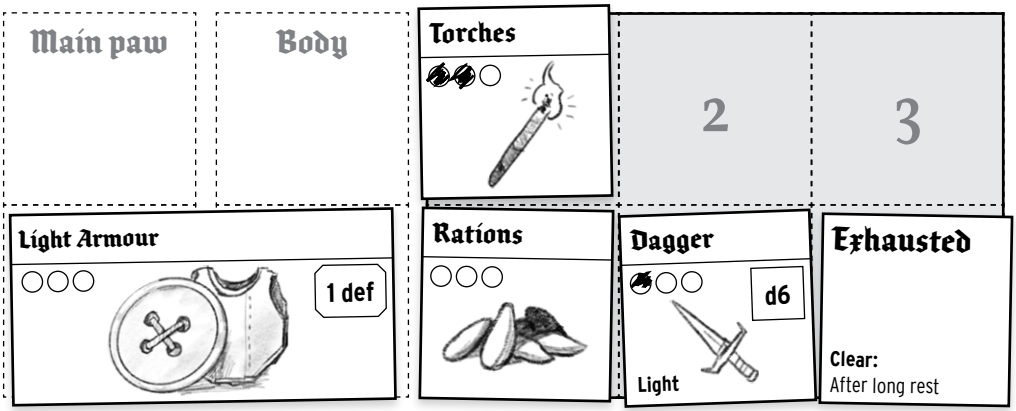
Backgrounds

HP	Pips	Background	Item A	Item B
1	1	**Test subject**	Spell: Magic missile	Lead coat (Heavy armour)
1	2	**Kitchen forager**	Shield & jerkin (Light armour)	Cookpots
1	3	**Cage dweller**	Spell: Be understood	Bottle of milk
1	4	**Hedge witch**	Spell: Heal	Incense stick
1	5	**Leatherworker**	Shield & jerkin (Light armour)	Shears
1	6	**Street tough**	Dagger (Light, d6)	Flask of coffee
2	1	**Mendicant priest**	Spell: Restore	Holy symbol
2	2	**Beetleherd**	Hireling: Loyal beetle	Pole, 6"
2	3	**Ale brewer**	Hireling: Drunken torchbearer	Small barrel of ale
2	4	**Fishermouse**	Net	Needle (Light, d6)
2	5	**Blacksmith**	Hammer (Medium, d6/d8)	Metal file
2	6	**Wireworker**	Wire, spool	Electric lantern
3	1	**Woodcutter**	Axe (Medium, d6/d8)	Twine, roll
3	2	**Bat cultist**	Spell: Darkness	Bag of bat teeth
3	3	**Tin miner**	Pickaxe (Medium, d6/d8)	Lantern
3	4	**Trash collector**	Trashhook (Heavy, d10)	Mirror
3	5	**Wall rover**	Fishhook	Thread, spool
3	6	**Merchant**	Hireling: Pack rat	20p IOU from a noblemouse
4	1	**Raft crew**	Hammer (Medium, d6/d8)	Wooden spikes
4	2	**Worm wrangler**	Pole, 6"	Soap
4	3	**Sparrow rider**	Fishhook	Goggles
4	4	**Sewer guide**	Metal file	Thread, spool
4	5	**Prison guard**	Chain, 6"	Spear (Heavy, d10)
4	6	**Fungus farmer**	Dried mushroom (as rations)	Spore mask
5	1	**Dam builder**	Shovel	Wooden spikes
5	2	**Cartographer**	Quill & ink	Compass
5	3	**Trap thief**	Block of cheese	Glue
5	4	**Vagabond**	Tent	Treasure map, dubious
5	5	**Grain farmer**	Spear (Heavy, d10)	Whistle
5	6	**Message runner**	Bedroll	Documents, sealed
6	1	**Troubadour**	Musical instrument	Disguise kit
6	2	**Gambler**	Set of loaded dice	Mirror
6	3	**Sap tapper**	Bucket	Wooden spikes
6	4	**Bee keeper**	Jar of honey	Net
6	5	**Librarian**	Scrap of obscure book	Quill & ink
6	6	**Pauper noblemouse**	Felt hat	Perfume

2. Inventory

Inventory slots

Your mouse carries items in their inventory slots. Most items take up one inventory slot. Some larger items, such as two-handed weapons and armour take up two slots.



Paw slots

Items in these slots are carried.

Body slots

Worn items can be swapped with paw slots as a free action.

Pack slots

Items in these slots take time to retrieve when under pressure. While in combat, your mouse must use an action (instead of attacking) to find an item in their pack.

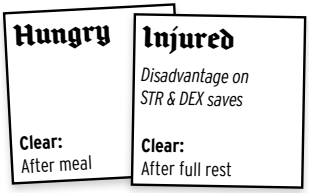
Conditions

Conditions are **negative effects** suffered by your mouse.

Each Condition must be placed in an **inventory slot**. Mice may have multiple copies of the same condition.

Some Conditions have additional effects, which apply as long as the Condition remains in your inventory.

Conditions can only be **removed** by meeting their **clear** requirement – usually a short, long or full rest.



Usage

Most items have three **usage dots**. When all three dots are marked on an item it is depleted or destroyed. Usage dots can be cleared from weapons/armour for 10% of the original cost per dot cleared.

- **Weapons/armour/ammunition:** after a fight, roll d6 for each item that was used during the fight. On 4-6, mark usage.
- **Torches/lanterns:** mark usage every 6 Turns.
- **Rations:** mark usage after a meal.
- **Other gear:** if used in a way that could break or deplete it, the GM may ask you to mark usage.

Encumbrance

If your mouse is carrying more items or Conditions than available inventory slots, they are **encumbered**.

While encumbered, your mouse cannot **run**, and makes all saves with **Disadvantage**.

Banking

In a mouse settlement, pips and items can be stored in a bank or safebox.

Your mouse must pay a fee of 1% of the value when retrieving the stored pips or items.

Weapons

Improvised

d6 damage

Main paw/
both paws

Always mark usage after a fight.

Light

d6 damage

Main paw/
off paw

If attacking with two weapons, roll both dice and use the best result.

Cost: 10p

Light ranged

d6 damage

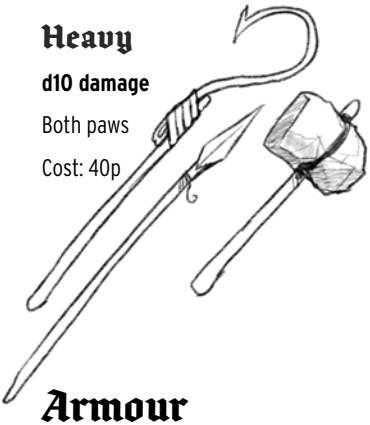
Main paw

Cost: 10p

Stones, pouch

Body slot
Cost: 1p

Heavy



d10 damage

Both paws

Cost: 40p

Medium

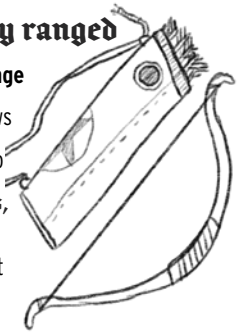
d6/d8 damage

Main paw/
both paws

Does d6 damage in one paw, d8 wielded in both.

Cost: 20p

Heavy ranged



d8 damage

Both paws

Cost: 40p

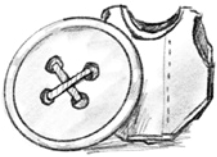
Arrows, quiver

Body slot
Cost: 5p

Armour

Reduces damage dealt to your mouse by enemy attacks.

Light armour



Prevents 1 damage

Off paw
and one
body slot

Cost: 150p

Heavy armour

Prevents 1 damage

Two body slots

Cost: 500p

Essential items

Torches and lanterns

Provide light

Light sources mark usage every 6 Turns.

Lanterns must be refilled by oil.

Electric lanterns must be recharged by batteries, but provide 6 usage dots instead of 3.

Rations

Food for the road

Eating a ration and spending a Watch resting will heal all HP.

If your mouse doesn't eat for a day, they gain a Hungry Condition.

Pip purse

Holds 250 pips

Carried pips require one inventory slot per 250, barring the first 250, which are carried in your mouse's pockets.

Mice in settlements mostly deal in barter and IOUs, and pips can be stored at a bank.

3. How to play

The GM describes a situation. You describe what your mouse does. The GM will describe the outcome. The conversation flows until the mechanics interject.

Role-playing

You are in control of—and acting in the role of—your mouse. You can talk in first, second or third person, or switch between them. You don't have to do a silly voice, but it certainly can't hurt.

Best practices

If you're stuck thinking of what to do when you're playing Mausritter, refer back to these guidelines.

- **Ask lots of questions**. Make notes. Draw maps.
- **Work together**. Devise schemes. Recruit allies.
- **Dice are dangerous**. Clever plans don't need to roll.
- **Play to win**. Delight in losing.
- **Fight dirty**. Run. Die. Roll a new mouse.

Saves

When you describe your mouse doing something **risky** where the outcome is **uncertain** and failure has **consequences**, the GM will ask you to make a save against either STR, DEX or WIL.

To make a save, roll a d20. If the result is **less than or equal** to the relevant attribute, your mouse succeeds, and suffers no consequences. If the result is over the attribute, your mouse fails, and suffers the consequences described by the GM.

Opposed saves

If your mouse and another character are competing, you both make saves. The **lowest successful roll** wins.

Advantage and Disadvantage

If you roll a save and are particularly well prepared or equipped, the GM may allow you to roll with **Advantage**. Roll **2d20** and take the **lowest** result.

The GM may ask you to roll with **Disadvantage** if you are in bad position or poorly equipped for your current task. Roll **2d20** and take the **highest** result.

Combat

Combat is dangerous business for mice, even brave adventurers. But sometimes it cannot be avoided.

If you attack **unsuspecting** foes, your mouse and any allies aware of the plan **go first**. Otherwise, make a **DEX save** to act before your opponents. In following combat rounds, maintain this order.

On your turn in a combat Round, your mouse can **move** up to 12" and perform an **action**. Actions can be anything from negotiating, attacking, fleeing or performing a risky gambit (like tripping or disarming an opponent).

Attacks

Attacks always hit. Roll your weapon's die and do that much damage to an opponent, minus their armour.

When an attack is **impaired**, such as when firing into cover, or fighting while grappled, roll **d4** for damage regardless of weapon. When an attack is **enhanced** by a gambit or vulnerable opponent, roll **d12**.

Hit Protection and damage

Damage is dealt first to a creature's **Hit Protection** (HP). This represents the creature's ability to avoid or shrug off real damage.

Once HP is depleted, damage is dealt to **STR**.

After taking STR damage, the creature must make a STR save. If they succeed, they are still able to fight. If they fail, they take critical damage.

When a creature takes **critical damage**, they take an **Injured** Condition, and are **incapacitated** until tended to by an ally and take a short rest.

If an incapacitated creature is left untended for 6 exploration **Turns**, they die.

Attribute score loss and death

If a creature has their **STR** reduced to zero, they are **dead**. If **DEX** is reduced to zero, they are **unable to move**. If **WIL** is reduced to zero, they are reduced to **insensibility**.

When your mouse **dies**, roll up a new one. The GM should introduce them as soon as possible. Getting back into the game quickly is more important than realism.

Rest and healing

There are three ways your mouse can rest and recover.

- **Short rest:** takes 1 Turn. A swig of water and a few minutes of rest will restore **d6+1 HP**.
- **Long rest:** takes 1 Watch. A meal and some sleep will restore **all HP**. If HP was already full, restore **d6** to an **attribute score**.
- **Full rest:** takes a week back in safety.
  This **fully restores** your mouse's ability scores and removes most long-term Conditions. A week of food and board in a settlement usually costs 20p.

Time

For convenience and ease of reference, game time is divided up into three time scales of expanding duration.

- **Round:** the timescale used during **combat**. Each Round is less than a minute.
- **Turn:** the timescale used during **adventure site exploration** Each Turn is around 10 minutes, and is enough time to explore one room or perform an action or two. A fight will almost always last one Turn.
- **Watch:** the timescale used during **wilderness travel**. Each Watch is 36 Turns, about 6 hours. There are 4 watches in a day. You can usually travel 1 hex or mile in a watch.

Overland travel

Your party of mice can travel **one hex** or mile per **Watch**. **Difficult terrain** (streams, human roads, large rocks, hills, etc.) require **two Watches** per mile traveled.

Foraging

In the wild, your mouse can spend a Watch **foraging**. If they do, they will find **d3** uses of **rations**.

Advancement

Your mouse earns Experience Points (XP) by bringing **treasure** and useful goods back from **places of danger** to the safety of a **mouse settlement**.

For every pip-worth of treasure brought to safety (divided equally amongst the party), your mouse earns 1 XP.

Your mouse can earn **additional XP** by **spending** their pips **selflessly** on improvements for the whole community. For every 10 pips spent this way, your mouse earns 1 XP.

Level

Mice start at Level 1.

The following table shows the total XP required to advance each Level.

Level	Hit Dice	Grit	Experience points
1	1d6	0	0
2	2d6	1	1000
3	3d6	2	3000
4	4d6	2	6000
5+	4d6	3	+5000

When your mouse earns enough XP to advance to each Level, use the following procedure.

- **Roll for attribute increase:** roll d20 once for each of your mouse's STR, DEX and WIL. If a result is higher than the attribute's current value, increase it by one.
- **Roll Hit Dice:** roll the dice listed for the new Level's Hit Dice. If the value is higher than your mouse's current HP, replace your HP with the rolled value. Otherwise, increase your mouse's HP by 1.

Grit

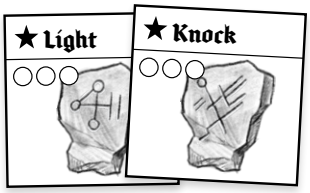
Starting at second Level, your mouse has **Grit**. This allows your mouse to **ignore Conditions**.

For each point of Grit you have, you may place one Condition into the Grit space on your character sheet. Once placed into the Grit space, a Condition cannot be removed until cleared.

4. Magic

Spells

Spells are living spirits trapped by runes carved on obsidian tablets. Spells are usually found in deep and dangerous places. The creation of spells is an art lost to all but the most learned wizards, and they guard their secrets closely.



Selling spells

If unwanted, a fully charged spell can usually be sold for d6 x 100p in a settlement. A depleted spell's value is halved.

Casting a spell

To cast a spell, your mouse must hold the tablet in a paw and read it aloud.

When your mouse casts a spell, decide on the **power** to cast it with, up to the number of usage dots remaining on the spell.

Roll a number of **d6** equal to the **power** the spell is cast with. For each die which shows the **value 4, 5 or 6**, mark one usage on the spell.

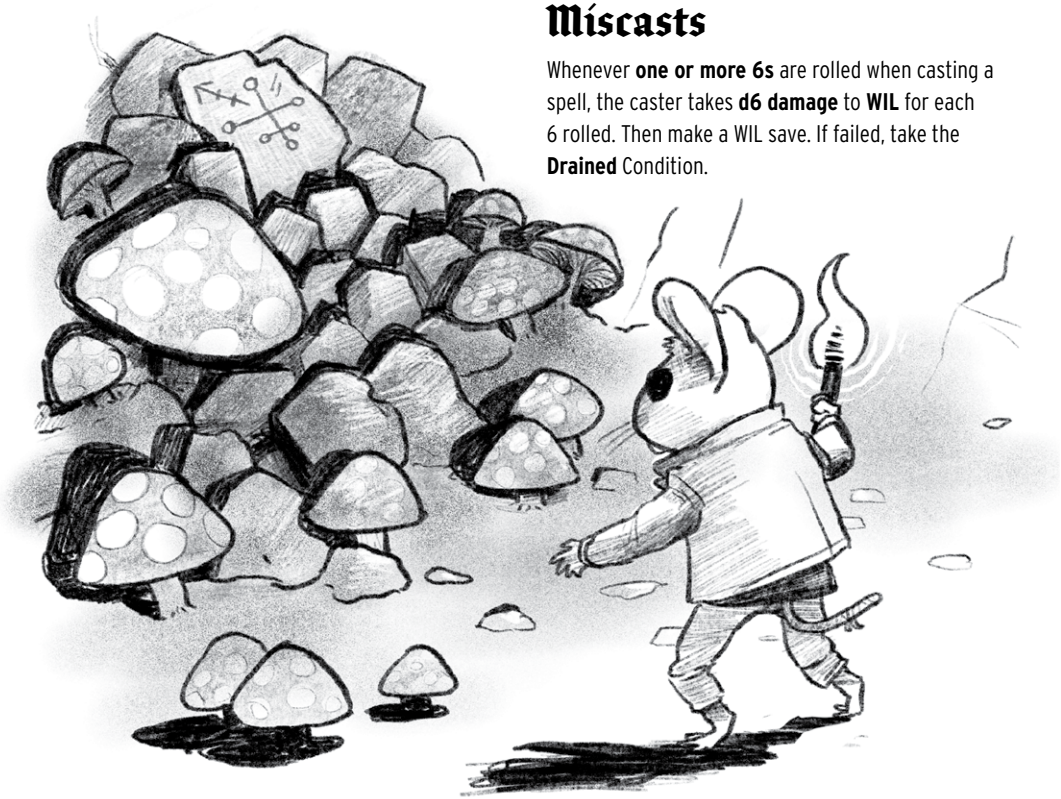
The spell has an **effect**, which varies depending on the number of **[DICE]** invested, and the **[SUM]** of the rolled dice.

Recharging a spell

When a spell's usage dots are filled, it is **depleted** and cannot be cast. Each spell has a **recharge requirement.** Fulfilling this requirement will coax the spirit back to the spell and **clear all** of its usage dots.

Miscasts

Whenever **one or more 6s** are rolled when casting a spell, the caster takes **d6 damage** to **WIL** for each 6 rolled. Then make a WIL save. If failed, take the **Drained** Condition.



List of spells

Roll on this table of spells as loot, or use these spells as examples for creating your own.

2d8	Spell	Effect	Recharge
2	**Fireball**	Shoot a fireball up to 24". Deal [SUM] + [DICE] damage to all creatures within 6".	Burn in the heart of a raging fire for three days and nights.
3	**Heal**	Heal [SUM] STR damage and remove the Injured Condition from a creature.	Cut self for d6 STR damage, sprinkle the spell with the blood.
4	**Magic Missile**	Deal [SUM] + [DICE] damage to a creature within sight.	Drop from a height of at least 30ft. Touch the spell within one Turn.
5	**Fear**	Give the Frightened Condition to [DICE] creatures.	Receive the Frightened Condition from a hostile creature while carrying the spell.
6	**Darkness**	Create a [SUM] x 2" diameter sphere of pure darkness for [DICE] Turns.	Leave uncovered in a lightless place for three days.
7	**Restore**	Remove Exhausted or Frightened Condition from [DICE] + 1 creatures	Bury in a peaceful field or riverbank for three days.
8	**Be Understood**	Make your meaning clear to [DICE] creatures of another species for [DICE] Turns.	Give away freely to a creature of another species.
9	**Ghost Beetle**	Create an illusory beetle that can carry 6 inventory slots for [DICE] x 6 Turns.	Bury in a beetle graveyard for three nights.
10	**Light**	Force [DICE] creatures to make a WIL save or become stunned. Alternately, create light as bright as a torch for [SUM] turns.	Catch in the first light of a sunrise and the last light of sunset for three days.
11	**Invisible Ring**	Creates [DICE] x 6" ring of force. It is invisible and immovable. Lasts [DICE] Turns.	Build an iron ring the same size as last cast. Pass the spell though it. Dissolves the ring.
12	**Knock**	Open a door or container, as if a Save were made with STR score of 10 + [DICE] x 4.	Put in a locked box, inside a locked box, inside a locked box. Leave for three days.
13	**Grease**	Cover [DICE] x 6" area in slippery, flammable grease. Creatures in the area must make a DEX save or fall prone.	Rub all over in animal fat. Leave until it putrefies.
14	**Grow**	Grow a creature to [DICE] + 1 times its original size for 1 Turn.	Leave in the highest branches of a tall tree for three days.
15	**Invisibility**	Make creature invisible for [DICE] Turns. Any movement reduces duration by 1 Turn.	Go a day without opening your eyes once, while holding the spell.
16	**Catnip**	Turn object into an irresistible lure for cats. Lasts [DICE] Turns.	Give a cat a gift it truly desires.

5. Recruiting help

A pair of helping paws might give you the edge you'll need to survive. Throughout the mouse kingdoms you'll come across other mice who are willing to explore the vast unknown world with you and your party.

Hirelings

In a mouse settlement, you can spend a day asking around for mice looking for work. The size of the settlement determines what types of hireling are available. Smaller settlements may not have skilled mice looking for work.

Make a **WIL save** or **pay** 20p. If successful (or 20p is paid), roll the **Number** for the type of hireling you are interested in employing to determine how many are looking for work.

Typical hirelings will have:
d6 hp, STR 2d6, DEX 2d6, WIL 2d6
Hirelings have 6 inventory slots: two paw, two body, two pack.

Hireling	Number	Wages/day
Torchbearer	d6	1p
Labourer	d6	2p
Tunnel digger	d4	5p
Armourer/blacksmith	d2	8p
Local guide	d4	10p
Mouse-at-arms	d6	10p
Scholar	d2	20p
Knight	d3	25p
Interpreter	d2	30p

Hireling morale

When a hireling or warband is placed in a **stressful situation**, made to go without pay or food, or asked to do something more **dangerous** than what they signed on for, they must make a **WIL save** or **flee**.

Especially well-paid or loyal hirelings may make this save with Advantage.

Hireling

Look

STR		
DEX		
WIL		
HP		
	Max	Current

Disposition

Main paw	1	2
Off paw	3	4

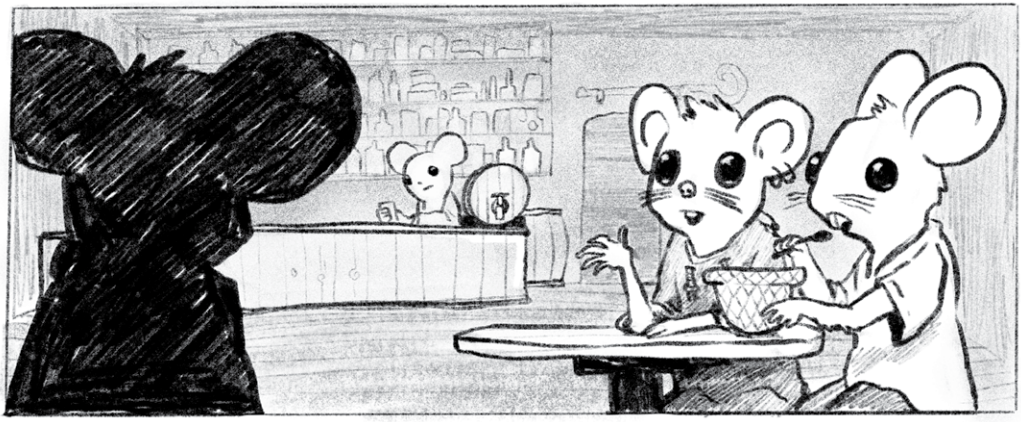
Hireling advancement

Hirelings and warbands can improve in the same way that your player mice do.

- Hirelings who receive a share of treasure gain 1 XP per pip they are given above their daily wage.
- Warbands who receive share of treasure will gain 1 XP per 10 pips they are given above their weekly wage.

Hirelings and warbands advance at the same rate as player mice, so once they get 1000 XP, they advance to Level 2.

Not receiving a share of treasure may cause resentment amongst hirelings.



Warbands

A mouse is very small, and many beasts cannot be defeated working alone. When mice work together, they can form a **warband**, and act on a **scale** capable of facing other warbands or **large beasts**, like a cat or boar.

Forming a warband

A warband is formed by **20** or more **fighting mice**, plus one follower (luggage porter, cook, armourer) for every fighter.

Your mouse can **form a warband** under their command. In a town or city, spend a week recruiting. Make a **WIL save** or **pay** 1000p.

Warbands start with:
d6 hp, STR 10, DEX 10, WIL 10
Damage: d6 clubs and axes

Warbands require 1000p a week for **upkeep** and wages. Failure to pay may result in mutiny.

Battles

Battles between warbands and warband-scale creatures function the same as fights between small individuals. Attacks deal damage to HP, then to STR.

Attacks by a warband against a **non-warband scale** creature are **enhanced**, any damage taken from non-warband scale creatures is **ignored** unless it is particularly destructive or large scale.

Casualties

When a warband takes **critical damage**, they are **broken** and cannot act until **rallied**. At STR 0 the warband is **wiped out**. At **half STR**, the warband must make a **WIL save** or be routed.

Warbands recover HP and attribute score damage like individuals do, with Short, Long and Full rests.

Equipping

Equipment improves a warband's abilities the same way as it does for individuals. Just multiply the purchase price by 20.

Constructions

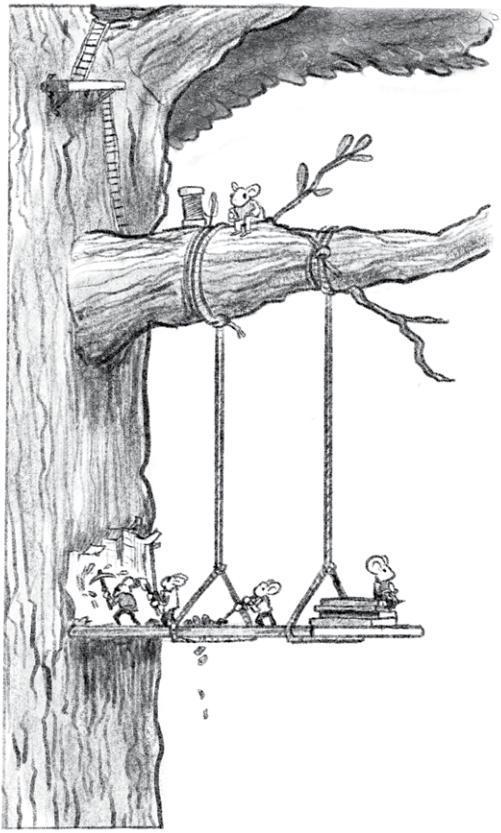
The **right to build** on land cannot be bought. It can only be given, or taken and defended.

A team of three tunnel diggers can excavate one 6" cube of soil per day. Other materials take twice as long.

Rooms can be of any size – the following is the cost of materials and fittings per 6" cube constructed. Labourers and diggers must be paid separately.

Room	Cost
Tunnel, per 6"	10p
Poor room, per 6" cube	100p
Standard room, per 6" cube	500p
Grand room, per 6" cube	2000p

All constructions require an **upkeep** of 1% of the total cost per month.



6. Example of play

The player mice (Pepper, Konrad and Brie) are investigating the mouse village of Stumpsville, which has neglected to send its usual shipment of cheese to Oaksgrove.

GM: You make your way between the roots and into the entry tunnel. It's dark here, but your torches cast a shifting light that is enough to make out a large stone door blocking the way. A pair of guardian statues lie on either side of the door: fierce looking beetles. Both are toppled over and one is smashed on the ground.

Pepper: Is the door damaged?

GM: The door itself looks fine. It's a huge slab of dark slate, big enough to fit a cart through. There's a big iron handle in the centre. Looking closer, you notice the hinges have been smashed out. There are rough wooden pegs behind the door, keeping it from opening inwards.

Konrad: I've got a bad feeling in my whiskers. Looks like a trap to me. It's gotta be a trap, right?

Brie: Or maybe the villagers have all fallen ill and really don't want visitors?

Konrad: Hmf. I don't think we're that lucky. Any sound from the other side of the door?

GM: *(Makes a secret Luck roll to see if the mice can hear the rats several rooms deeper)* Hmmm... no it's pretty quiet. Just the sounds of crickets chirping in the distance.

Pepper: Alright, hopefully not an ambush waiting for us. I'll try the handle...

Konrad: Wait! Didn't I just say it's a trap?

Pepper: Gotta open it somehow. What do you suggest?

Brie: Oh, I've got a length of twine! I can tie it around the handle and pull from a distance.

Pepper: Good idea! Aright, let's back away from the door.

GM: Nice, so you loop the twine through the handle, back away then pull it downwards. You feel a pop of tension in the twine then a sharp click and crack as the slab crashes forwards. Good thing you were out of the way!

As the dust clears, you see a mousetrap rigged to the back of the door. A piece of wire was connected to the handle. You can pull the twine free, but mark a usage please. *(Brie marks a usage dot on her twine)*

The mice explore a little further, and are approaching the entrance of the main hall within the Stumpsville courtyard.

GM: You creep between the struts of the wall-mounted houses surrounding the deep pond. *(The mice have spent 3 Turns in the site, so secretly rolls for encounter and gets a 1: A random encounter!)* As you reach the other side, two rats swagger out of the doorway nearby, one carrying a lantern. There's still sounds of a raucous party inside.

Brie: Shoot, do they see us? I quickly douse my torch.

GM: They're having a heated conversation. Looks like they haven't spotted you yet.

Brie: Alright, let's keep hidden behind the house struts.

Konrad: I'll creep a bit closer and see if I can make out what they're saying.

GM: Sounds good. Make a DEX save to see if you're able to walk quietly on the gravel.

Konrad: *(Rolls a DEX save.)* Nice, got a 4! I creep real quiet.

GM: You do! You slip between the scaffolding and behind a carved stone plinth. The rats are just on the other side, staring out over the water. You hear one of them say, "Balthazar's gonna luv these little ones, they make great cheese". The other grunts an affirmative.

Brie: Balthazar! They're kidnapping the villagers!

Konrad: We've got to stop this. Maybe we can get the jump on these two and ask them some questions. Can I push the one with the lantern into the pond?

GM: You can give it a try for sure! You're close enough. Make an opposed STR save and let's see what happens.

Pepper: Oh boy, here we go. As I see Konrad making a move, I notch an arrow in my bow.

Brie: I'll get ready to rush over there as soon as Konrad makes his move.

Konrad: Alright, here we go. *(Rolls STR save.)* Oh, 11! I've got 11 STR, so it's a success, but only just.

GM: (Ro*lls STR save for the rat.)* Oof, 12 so close! You rolled lower so you win this contest. You rush forward out of the dark and slam your shoulder into the big rat. He topples backwards into the pond, yelling a nasty curse.

Example of play – Combat

Pepper: I let my arrow fly at the other one!

GM: Alright, I've got good news and bad news. The good news is that you've definitely got the drop on them, so no need to roll for initiative. The bad news is, Konrad pushed the rat with the lantern into the pond and now it's very dark. Can you make an Impaired roll for damage?

Pepper: Oh yeah, didn't think that one through. *(Rolls a d4 instead of d8 for her bow.)* Urg, 2. Well that could have gone better for a surprise attack.

GM: (T*he rat has 1 HP left.)* Your arrow zips past the rat's head, shaving off a few of his whiskers. He's in shock, trying to figure out what is going on. Brie, what's your plan of action?

Brie: Well I don't like the idea of fighting in the dark. I'll light my torch again, then start running over to where Konrad is.

GM: Okay, that sounds like a full action to me. You can make it most of the distance, and your torch is lit, casting a dim glow on the surrounds.

(The players have all taken an action, so now it's the rat side's turn.)

The rat in the water is... *(Rolls successful DEX save)* clambering out of the pond, shaking off the water. Konrad, the other rat sees you clearly now and snarls "Anuvver one. Must av escaped!" He pulls a net from his belt (you know the ones that onions come in? Like that) and throws it over you. Make a DEX save?

Konrad: Come on dice, you haven't failed me yet tonight. *(Rolls a DEX Save.)* Urg, 20. No way I'm not stuck, I guess?

GM: Yep. You're definitely stuck. The rat pulls the net tight around you. You're going to miss your next turn, sorry. Pepper and Brie, what are you up to?

Pepper: Ummm well, I could run over to try to free Konrad... or I could just take care of this rat and then free you. Sorry Konrad, I'm taking the sensible option.

Konrad: Fine. Just don't forget about me!

Pepper: I'll string another arrow and fire it at the rat. This time there's enough light, right? Thanks Brie!

GM: There is! Roll your damage.

Pepper: *(Rolls d8 for her bow.)* 5! That's more like it!

GM: (*The rat takes 4 STR damage! Then rolls STR save, failing – this is critical damage!)* The rat gives a yelp of pain as an arrow bites into his shoulder, then tumbles backwards into the pond with a loud splash.

(The GM makes a morale check for the second rat, after seeing his ally fall, and rolls a failed WIL save.)

The water-logged rat yells out, "They're tuffer than the others!" He starts making a break for the doorway, trailing water behind him. There's still sounds of a loud party going on inside. Brie, what are you doing?

Brie: We can't let him alert the others! I don't want to deal with a whole horde of rats. I guess I'll run after him and try to slash him with my dagger.

GM: Aright, you can get close enough. Roll your damage.

Brie: *(Rolls d6.)* 5! That's pretty good!

GM: (T*he second rat takes 2 STR damage, then makes a STR Save, succeeding.)* You slash at the rat, nipping through the scavenged coat he's wearing.

(It's the rat's turn now.) He's too fast though. The rat makes it to the lighted doorway and runs into the corridor, yelling, "HEEELLLP! HEEELLP! Scary mice!" at the top of his lungs.

Brie: That's not good. I guess asking questions is out.

Example of play – Magic

GM: There's a loud clattering from inside, where the rat ran. The sounds of hoots and yelling come to an abrupt stop. What are you all doing? Konrad, you're still stuck in the net.

Brie: Can I run over and cut him free?

GM: Yep, you can do that. You quickly snip the net open with your dagger.

Konrad: Phew, thanks!

GM: You hear a couple of shouts from inside the doorway and the patter of large paws on stone floor.

Brie: Oh dear. Let's get out of here!

Pepper: Is there anywhere else we can go from here?

GM: There's the little wall-mounted houses dotted around the courtyard, or there's another doorway just a bit further around from where rat just ran. This one is dark and quiet.

Pepper: Good enough for me!

Brie: Agreed!

GM: As you're deciding what to do, you see a number of large rats burst out of the doorway. There's four of them now! The still-soaking-wet one is bringing up the rear.

Konrad: That's too many! Oh, I've got the Fear spell – hopefully that can buy us some time. Can I cast that?

GM: Go for it! How much Power are you using?

Konrad: I'll use all three Power available, trying to scare the three new ones off. I hope this doesn't backfire! *(Everyone at the table grimaces in anticipation as Konrad rolls 3d6.)* Okay... I got a 2, a 3 and a 5. Nice! So, I give a Frightened Condition to the three rats and mark one usage *(Marks off a usage on the Fear spell)*.

GM: Nice one! As you read the strange runes on the spell you see the three rats' faces change from anger to terror.

Konrad: Okay, time to get out of here! I'll start running to the dark doorway.

Brie: I'm following!

Pepper: I'm just behind Konrad's tail too!

GM: The waterlogged rat snarls at the others, "They're gettin away! Don't lettem run!" (Makes a WIL save for each of the Frightened rats.) Two of the terrified rats start turn and head the other direction, back into the well-lit hallway. The third one stumbles out in your direction, but slows as he sees his friends flee.

Pepper: Nice!

GM: You all run headlong into the dark, open corridor. The sound of the rat footsteps quickly peter out behind you. You barrel out of the corridor into a large natural cavern. Rows of vats line the walls. On your left you see a large shape moving, with a low, ominous hiss.

Konrad: Oh no. That's a bad sound.

Game Master Resources

7. Running Mausritter

Best practices

The following are guidelines for playing the role of the Game Master for Mausritter.

Make the world seem huge

Mice are small. Be on the lookout for opportunities to remind the players of the **small-scale characters** they are playing.

Create situations, not plots

Let the players **find their own adventure**. Don't railroad them onto a particular path. Give the players the space to choose the challenges they are interested in.

Present the world honestly

As the GM, you are the **eyes, ears and nose** of the players and their mice. Don't unnecessarily hide things from your players. Make sure they have all the information they need to make meaningful choices.

Make the world a **consistent**, understandable place. Don't shy away from magic and weirdness, but maintain a logic behind it that can be decoded.

Be an **impartial arbiter** of the rules of the game and the world. Let the dice fall as they may. Follow the goals and actions of antagonists to their logical conclusion.

Telegraph danger

Give the players ample **warning** of the **dangers** they face. Make traps obvious, deadly puzzles. Give warning of the dangerous beasts that hunt the mice.

Don't pull your punches.

The only way for danger to be meaningful is if the outcome of failure is meaningful. When the players face off against dangerous foes, or fall into a deadly trap, do not shy away from the consequences.

Reward bravery

When the players have been smart and brave and followed good leads, give them the **rewards** they have earned. Don't be miserly when the players face down great dangers and succeed.

Asking for a Save

Saves should only be asked for as the result of a player's **action or choice**. Mice can do anything that seems reasonable and safe, but when they do something dangerous, ask for Save to **avoid** the possible **consequences**.

- **STR Saves**: avoid harm through physical power and endurance
- **DEX Saves**: avoid harm through quick reaction, speed and agility
- **WIL Saves**: avoid harm through strength of will and force of personality

Consequences of failure

The consequences of a failed Save should be **obvious** and **telegraphed**. Remember that Saves should only occur when a player wants to avoid a negative outcome.

Some options for consequences are:

- **Damage**: ranging from d4 to d20. d4 is minor, d6 is dangerous. d8 is enough to seriously injure a Level 1 character. d20 damage is rare but deadly.
- **Condition**: Exhausted or Frightened are good options.
- **Lost time**: Each action takes a Turn. Lost time can burn torches and cause random encounter rolls.
- **Loss of random item**: Roll d6 for inventory slot.
- **Mark usage on item**: Mark 1-3 usage dots.

Luck rolls

Luck rolls are for events that have an unpredictable outcome is outside the remit of a STR, DEX or WIL Save. Assign an 'X-in-6' chance to the outcome occurring (low for unlikely, high for likely), then roll a d6. If the result is equal to or less than the chance, it happens.

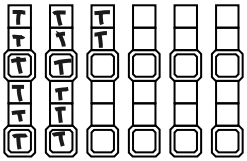
Rulings

The rules of Mausritter will not cover every situation you and the players come across, and some parts have been kept intentionally vague.

When this happens, **adapt** one of your existing tools to the purpose, or **create** a new one. Make a note of the ruling for future use.

Exploration and time

When **exploring** in a dungeon or **adventure site**, a party of mice can perform **one major action per Turn**. Major actions are things like moving to a new room, examining a trap or engaging in a fight.



Downloadable from **mausritter.com**

To easily record Turns, use the **Turn tracker** on the GM Session sheet. Each time the party performs a major action, mark the next empty box.

Overland travel

When traveling in the wilderness, the mice can travel a single one-mile hex per Watch. Hexes containing difficult terrain (streams, human roads, large rocks, hills, etc.) require two Watches to cross.

Rest

If the mice do not spend at least one Watch per day resting, give them an Exhausted Condition.

Weather

Roll 2d6 for weather each day.

Weather that is **highlighted** are poor conditions for travel. For each Watch spent traveling under these conditions, a mouse must make a STR save or gain an Exhausted Condition.

2d6	Spring	Summer	Autumn	Winter
2	**Rain storm**	**Thunder storm**	**Wild winds**	**Snow storm**
3-5	Drizzle	**Very hot**	**Heavy rain**	**Sleet**
6-8	Overcast	Clear, hot	Cool	**Bitter cold**
9-11	Bright and sunny	Pleasantly sunny	Patchy rain	Overcast
12	Clear and warm	Beautifully warm	Clear and crisp	Clear and crisp

Encounters

When the mice are exploring a **dungeon** or adventure site, roll for encounters **every three Turns**, or whenever they create noise or mayhem that could draw attention.

When they are exploring the **wilderness**, roll for encounters at the start of the **Morning** Watch and the start of the **Evening** watch. If an encounter occurs, roll d12 to find what hour it occurs in.

To roll a random encounter, **roll d6**. On a 1, an **encounter** occurs. On a 2, an **omen** occurs (signs or hints of an encounter).

Encounter tables

For each major area, prepare a table of d6 encounters that express the theme of that area. Give each entry something they are already doing as the players arrive.

- Entries 1-3 should be variations of a common encounter.
- Entries 4-5 should be variations of an uncommon encounter, something slightly unusual.
- Entry 6 should be a dangerous or weird encounter.

Reactions

When the mice encounter a creature whose reaction to the party is not obvious, you may roll on the following table for their disposition.

2d6	Reaction
2	**Hostile**. How have the mice angered them?
3-5	**Unfriendly**. How can they be appeased?
6-8	**Unsure**. What could win them over?
9-11	**Talkative**. What could they trade?
12	**Helpful**. How can they help the mice?

Morale

Whenever an antagonist is in a battle with the mice and reaches one of the following conditions, it must make a WIL save. On failure, the creature must flee or surrender.

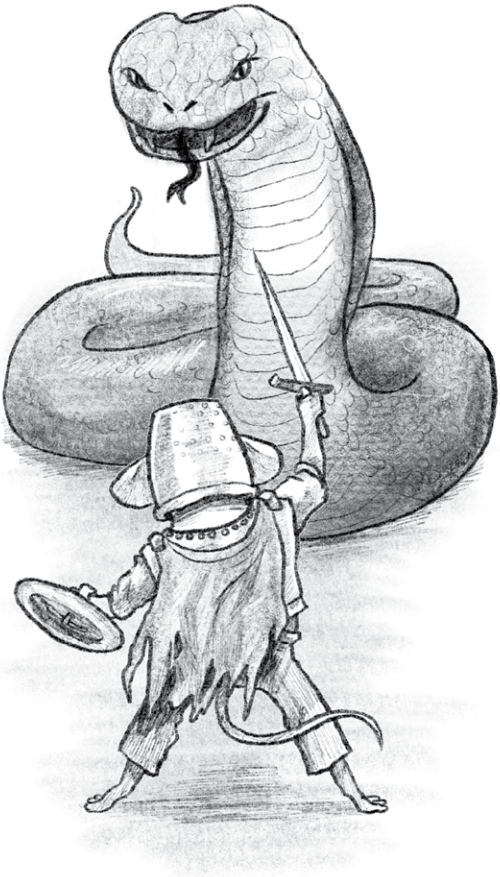
- Is obviously outmatched at the start of a battle
- Takes critical damage for the first time
- Sees an ally flee or fall

8. Creatures

Language

As a general rule of thumb, the more closely related two creatures are, the more likely they are to understand each other. Magical or highly intelligent creatures may break these rules.

- Other **mice**: Can easily communicate.
- Other **rodents**: Can speak and communicate, with some difficulty and difference of custom.
- Other **mammals**: Make a WIL save to see if communication is possible.
- Otherwise: Can't directly communicate.



List of creatures

Use these creatures in your campaign, and as examples for creating new antagonists for your players.

When a creature lists critical damage in its stat block, this occurs instead of the standard critical damage effect.

Example: a spider attacks Burdock the mouse and does 4 damage. The Burdock has 2 HP, so 2 of the damage is passed through to his DEX. Burdock must make a DEX Save, but fails, so the spider quickly wraps the him up in its web and starts to escape. Hopefully Burdock's friends are quick in their pursuit!

Cat

Warband scale
15hp, STR 15, DEX 15, WIL 10, Armour 1
Attacks: d6 swipe, d8 bite.

Wants *to be served. If mice pledge fealty and give bribes, they may be allowed to live*

Cat lords

1. **Balthazar** – Loves to eat the finest delicacies
2. **Melchior** – Loves gold, jewels and wealth
3. **Solomon** – Plays cruel games with captives
4. **Hammurabi** – Rules with harsh, unbending logic
5. **Nefertiti** – Loves art, poetry and beautiful things
6. **Zenobia** – Forming an army of conquest, wants to rule

Centipede

8hp, STR 10, DEX 12, WIL 8, Armour 1
Attacks: d6 venomous bite (damages DEX instead of STR)
Critical damage: Venom takes effect, d12 damage to STR

Wants *to wander and devour*

Chilling centipedes

1. **Giant** – As big as a snake. **12hp, STR 15, Armour 2**
2. **Swimming** – Drags prey under water
3. **Tiger** – Yellow and black bands, d8 damage bite
4. **Glutton** – Always hungry, never stops growing
5. **Racer** – A delicacy, if you can catch them
6. **Feathered** – Can glide short distances

Crow

12hp, STR 12, DEX 15, WIL 15, Armour 1
Attacks: d8 peck
Flies 3x normal speed, knows two songs

Wants *to protect the secret hallowed places from those that would do them harm*

Crow songs

1. **Dawn** – Create a blindingly bright light
2. **Sorrow** – All who hear: Make WIL save or take Frightened
3. **Sight** – Vaguely foretell a future event
4. **Wind** – Powerful gust. Make STR save or knocked down.
5. **Past** – See past event concerning those present
6. **Truth** – All who hear: Cannot lie while the song lasts

Faerie

6hp, STR 10, DEX 15, WIL 15
Attacks: d8 silver rapier
Knows one spell

Wants *to further the Faerie Queen's strange agenda*

Faerie agendas

1. **Kidnapping** baby mice, to raise as their own
2. **Giving gifts** that cause violent jealousy
3. **Playing music** that bewitches mice into their service
4. **Using a glamour** to appear as a mouse in distress
5. **Rotting** the food in winter storehouses
6. **Tricking** a settlement out of their legal standing

Frog

6hp, STR 12, DEX 15, WIL 8, Armour 1
Attacks: d10 spear or d6 tongue
Critical damage: Leap out of reach
Always goes first unless surprised, leaps 2x normal speed

Wants *to gallantly complete their quest*

Frog knights-errant

1. **Gwal** – Strong, kind of heart and simple of mind
2. **Phillip** – Cursed human, searching for a cure
3. **Lurf** – Unsound sense of honor, rash in anger
4. **Slup** – Set on slaying a great beast, no matter the cost
5. **Uuu** – Desperate to prove their strength at jousting
6. **Puc** – Searching for the legendary Mug of Truth

Ghost

9hp, STR 5, DEX 10, WIL 10
Attacks: ghostly power, d8 chilling touch (damages WIL)
Critical damage: Possess the creature
Only harmed by silver or magic weapons

Wants *freedom from the pain that binds them to the mortal realm*

Ghostly powers

1. **Shimmer** – Create d3 illusions of itself
2. **Poltergeist** – Throws a creature/object d6 x 6"
3. **Entrap** – Pull a creature into the spirit realm for a Round
4. **Doom** – Give Frightened Condition to a creature
5. **Rot** – Destroys all rations carried by a creature
6. **Incorporeal** – Float into wall/floor, reappear elsewhere

Mouse

3hp, STR 9, DEX 9, WIL 9
Attacks: d6 sword or d6 bow

Wants *to feel safe*

Rival mouse adventurers

1. **Thistle** – Disgraced knight, still haughty
2. **Belladonna** – Off-kilter wizard, looking for spells
3. **Hayseed** – Trying to steal enough to buy back their farm
4. **Mandrake** – Con artist. Appears unthreatening
5. **Marigold** – Loves fire. Fears its absence
6. **Leif** – Massive mouse exiled from far away land

Owl

15hp, STR 15, DEX 15, WIL 15, Armour 1
Attacks: d10 bite
Flies 3x normal speed. Knows two spells

Wants *to collect rare knowledge and spells*

Owl sorcerers

1. **Bezalel** – Builds mechanical servants
2. **Morgana** – In league with a faerie kingdom
3. **Prospero** – Creates chimeric servants
4. **Sparrowhawk** – Can shape-shift into any other bird
5. **Crowley** – Binds ghosts into spells
6. **Lechuza** – Human witch trapped in owl form

Rat

3hp, STR 12, DEX 8, WIL 8
Attacks: d6 cleaver

Wants *easy wealth, to take from the weak*

Rat gangs

1. **Dedratz** – Construct elaborate scavenged traps
2. **Water Rats** – Expert riverboat navigators
3. **Lab Rats** – Bizarre looks, innate magical abilities
4. **Trashknights** – 1 armour tin breastplates and helms
5. **Gentlerats** – Top hats and rumpled suits
6. **The Kings** – Tails locked together in gordian knot

Snake

12hp, STR 12, DEX 10, WIL 10, Armour 2
Attacks: d8 bite
Critical damage: Swallow whole, d4 STR damage per Round until rescued or escape

Wants *to sleep undisturbed*

Strange snakes

1. **Wood** – Carved stick of wood, ensorcelled into life
2. **Shadow** – Slithers always just out of sight
3. **Bone** – Snake skeleton, raised from the dead
4. **Eel** – Lives underwater. Raises stolen snake eggs
5. **Scroll** – Born with a spell etched into its scales
6. **Drake** – Has wings, breathes small gouts of fame

Spider

6hp, STR 8, DEX 15, WIL 10, Armour 1
Attacks: d6 poison bite (damages DEX instead of STR)
Critical damage: Carry away in web

Wants *to feed its babies*

Spider species

1. **Widow** – Bright red markings, d10 damage bite
2. **Wolf** – Furry, hunts in packs of d6 spiders
3. **Longlegs** – Mostly peaceful, can walk on water
4. **Architect** – Weave confusing tunnels of webs
5. **Blink** – As an action, can teleport d6 x 10"
6. **Ghost** – Can only be harmed by silver or magic weapons

9. Hexcrawl toolbox

Making a hexcrawl

1. Fill hexes

Start with a 5x5 map of **one-mile hexes**.
Place a friendly **settlement** (p. 28) in the centre.

Fill the remaining hexes. Roll on the **hex contents** tables (p. 26) or use them as inspiration. Write a one-line description for each hex.

2. Create factions (Optional)

Factions (p. 30) are the major powers within your hex crawl. They help set the stakes of the players choices, and create the feeling of a living world going on outside of the game sessions.

3. Detail adventure sites

Adventure sites (pp. 34-41) are the dangerous places where brave adventurers find the wealth they seek. Where settled mice, more careful and less desperate, do not dare to scurry.

Pick 2-4 of the of the landmarks and detail them as adventure sites. Spread them out, to give the players good reasons to criss-cross the map.

Decide the **theme** for each, then **fully detail** one of them. You can detail the others now, or wait until the players are closer to encountering them.

4. Seed rumours

Create a table of **d6 rumours**. As the players explore adventure sites or rest in settlements, use this table to give **hints** of other locations and of the activities of factions within the hexcrawl.

- Entries 1-3 should be true
- Entries 4-5 should partially true
- Entry 6 should be false

5. Create encounter table

Based on the factions you've chosen and other inhabitants of the area, create a table of **d6 encounters**, following the structure outlined on p. 21.

Running a hexcrawl

First session

In the first session, pick one of the adventure sites you've detailed and start the players at the entrance.

Give the players a reason why they should care about the adventure site. Use the backgrounds of their mice and theme of the adventure site as hooks, or use the table below if you're stuck for ideas.

d6	Starting adventure site hook
1	Searching for a lost family member
2	Investigating on orders of a noblemouse
3	Mouse wizard requires a certain spell component
4	Site is lair of a creature harassing a settlement
5	Following an inherited treasure map
6	Seeking shelter from a terrible storm

Exploring the map

Once the players are done exploring the adventure site, or need to retreat back to a friendly place for supplies, show them a **blank version** of your map.

Mark the **friendly settlement** and the **adventure site**, plus a couple of other well-known places.

Allow the players to find their own way through the map. As the party of mice move through each hex, they should automatically encounter the major landmarks you've created, as long as they are fairly obvious.

Expanding the map

As the players uncover new leads and the world changes around them, create some more adventure sites and start expanding the map.

Hex contents

For each hex on your map, roll, choose or invent:

- Hex type
- Landmark (depending on hex type)
- An interesting detail for that landmark

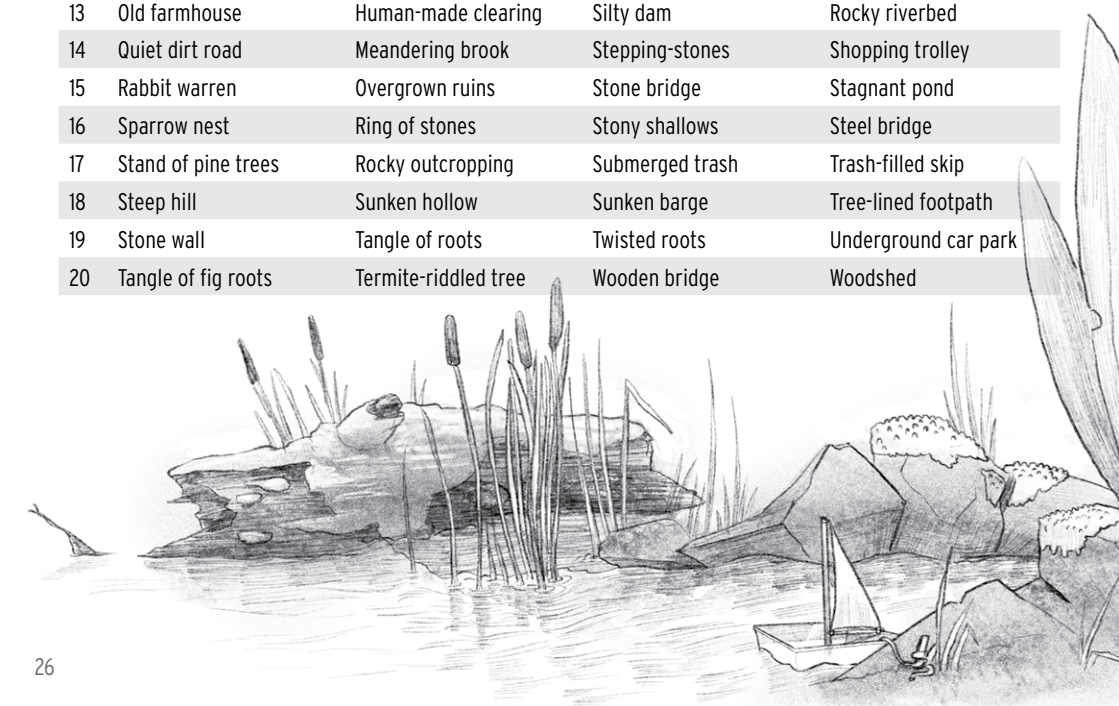
Write a one-line description for each hex.

Hex type

d6	Type
1-2	Countryside
3-4	Forest
5	River
6	Human town

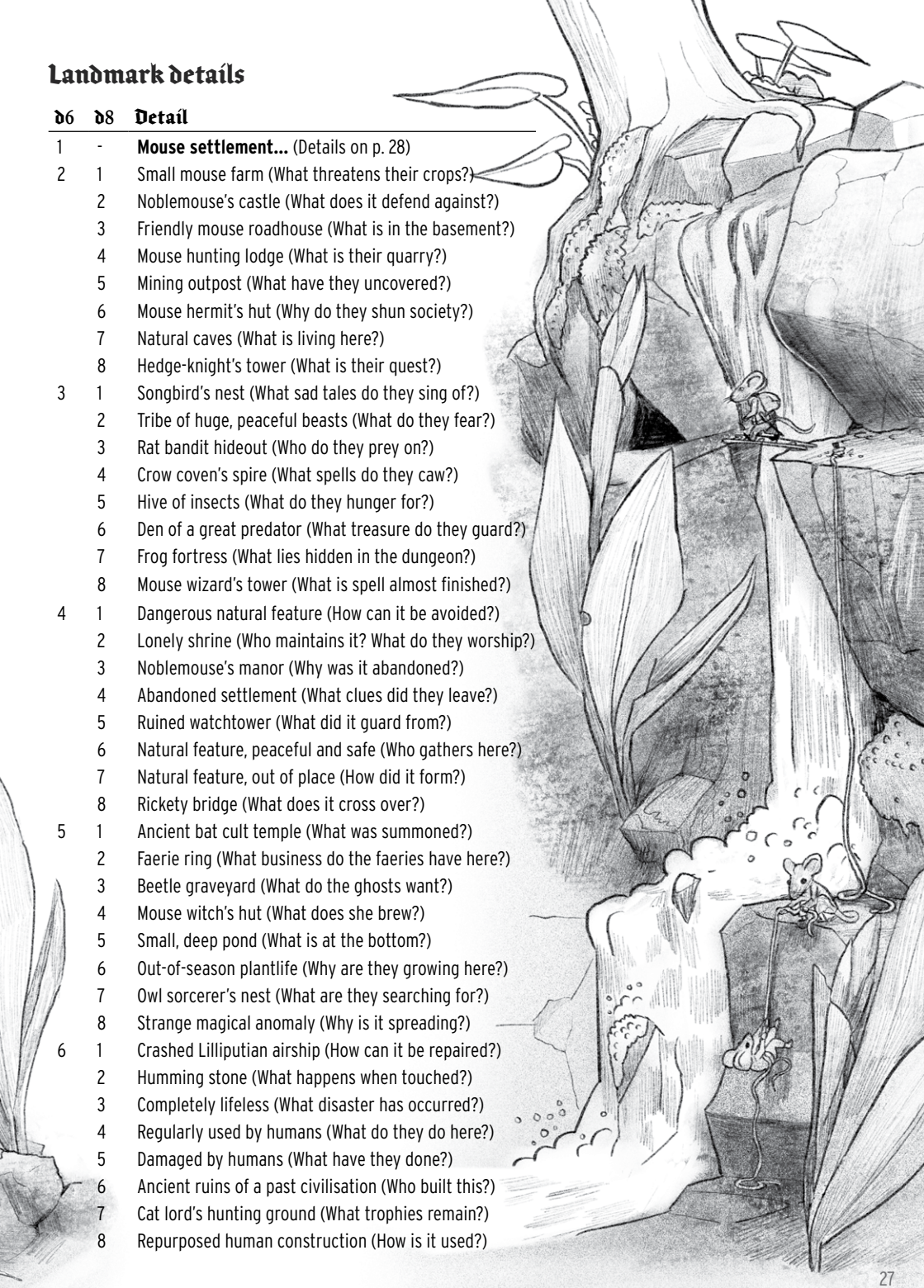
Landmarks

d20	Countryside	Forest	River	Human town
1	Anthill	Abandoned shack	Canal lock	Abandoned car
2	Beech, lightning split	Bright clearing	Converging tributaries	Apartment balcony
3	Bone-white tree	Cascading waterfalls	Draping willow	Blackberry hedge
4	Cow skeleton	Cliff face	Eroded riverbank	Busy road
5	Field of flowers	Cold, fresh spring	Fallen tree crossing	Drainpipe outlet
6	Field of wheat	Dense underbrush	High waterfall	Dumped furniture
7	Hedge row	Face in ancient oak	Huge boulder	Greenhouse
8	Hollow tree stump	Fox hole	Huge concrete dam	Mouse ruins
9	Huge flat rock	Grove of ferns	Isolated island	Newly built house
10	Lily-lined pond	Hollow tree stump	Muddy flats	Overgrown garden bed
11	Massive fallen tree	Huge pine tree	Rocky rapids	Pigeon nest
12	Old craggy oak	Human walking track	Row of dead trees	Pile of trash
13	Old farmhouse	Human-made clearing	Silty dam	Rocky riverbed
14	Quiet dirt road	Meandering brook	Stepping-stones	Shopping trolley
15	Rabbit warren	Overgrown ruins	Stone bridge	Stagnant pond
16	Sparrow nest	Ring of stones	Stony shallows	Steel bridge
17	Stand of pine trees	Rocky outcropping	Submerged trash	Trash-filled skip
18	Steep hill	Sunken hollow	Sunken barge	Tree-lined footpath
19	Stone wall	Tangle of roots	Twisted roots	Underground car park
20	Tangle of fig roots	Termite-riddled tree	Wooden bridge	Woodshed



Landmark details

d6	d8	Detail
1	-	**Mouse settlement...** (Details on p. 28)
2	1	Small mouse farm (What threatens their crops?)
	2	Noblemouse's castle (What does it defend against?)
	3	Friendly mouse roadhouse (What is in the basement?)
	4	Mouse hunting lodge (What is their quarry?)
	5	Mining outpost (What have they uncovered?)
	6	Mouse hermit's hut (Why do they shun society?)
	7	Natural caves (What is living here?)
	8	Hedge-knight's tower (What is their quest?)
3	1	Songbird's nest (What sad tales do they sing of?)
	2	Tribe of huge, peaceful beasts (What do they fear?)
	3	Rat bandit hideout (Who do they prey on?)
	4	Crow coven's spire (What spells do they caw?)
	5	Hive of insects (What do they hunger for?)
	6	Den of a great predator (What treasure do they guard?)
	7	Frog fortress (What lies hidden in the dungeon?)
	8	Mouse wizard's tower (What is spell almost finished?)
4	1	Dangerous natural feature (How can it be avoided?)
	2	Lonely shrine (Who maintains it? What do they worship?)
	3	Noblemouse's manor (Why was it abandoned?)
	4	Abandoned settlement (What clues did they leave?)
	5	Ruined watchtower (What did it guard from?)
	6	Natural feature, peaceful and safe (Who gathers here?)
	7	Natural feature, out of place (How did it form?)
	8	Rickety bridge (What does it cross over?)
5	1	Ancient bat cult temple (What was summoned?)
	2	Faerie ring (What business do the faeries have here?)
	3	Beetle graveyard (What do the ghosts want?)
	4	Mouse witch's hut (What does she brew?)
	5	Small, deep pond (What is at the bottom?)
	6	Out-of-season plantlife (Why are they growing here?)
	7	Owl sorcerer's nest (What are they searching for?)
	8	Strange magical anomaly (Why is it spreading?)
6	1	Crashed Lilliputian airship (How can it be repaired?)
	2	Humming stone (What happens when touched?)
	3	Completely lifeless (What disaster has occurred?)
	4	Regularly used by humans (What do they do here?)
	5	Damaged by humans (What have they done?)
	6	Ancient ruins of a past civilisation (Who built this?)
	7	Cat lord's hunting ground (What trophies remain?)
	8	Repurposed human construction (How is it used?)



Mouse settlements

Settlement details

What habits and customs do the mice have?

d20	Inhabitants
1	Shave elaborate patterns in their fur
2	Intoxicated by strange plants
3	Wary of doing business with outsiders
4	Curious for news from afar
5	Believe grooming their fur is bad luck
6	Wear finely embroidered clothes
7	Brew honey-mead, flavoured with pungent herbs
8	Cover their faces with long hoods
9	Impoverished by a cat lord's tithes
10	Ceremonially crop their tails
11	Brave hunters of large beasts
12	All descended from single matriarch
13	Bake delicious berry pies
14	Lab escapees, naive about the world
15	Spend their days lazing by a stream
16	Long-standing blood feud with another settlement
17	Dig grand tunnels, overseen by the guild
18	Wear large, wide-brimmed hats
19	Have laws and customs confusing to outsiders
20	On friendly terms with a predator

What feature sets this settlement apart? Cities have two.

d20	Notable feature
1	Maze of defensive, trap-filled tunnels
2	Exceedingly comfortable, well-appointed inn
3	Shrine carved of black wood
4	Meditative mushroom garden
5	Cow skull, repurposed as a guildhouse
6	Mess of closely packed shanties
7	Neat rows of hanging wooden houses
8	Ornate gate, guarded by statues
9	Secret bat cult temple
10	Beetle racing rink
11	Storehouse, stocked with preserves
12	Hidden riverboat dock
13	Crumbling marble palace, built by ancient mice
14	Scavenged human machine, working
15	Wooden bridge connects the settlement
16	Unnervingly tall, twisting tower
17	Beautiful flower garden
18	Pigeon rider's roost
19	Overgrown statue of an ancient hero
20	Spiral stairwell, leading deep underground

Settlement size

Most mouse settlements are no more than a handful of families in an oak hollow or in an old farmhouse wall.

Roll 2d6 and use the lowest value.

d6	Size
1	Farm/manor (1-3 families)
2	Crossroads (3-5 families)
3	Hamlet (50-150 mice)
4	Village (150-300 mice)
5	Town (300-1000 mice)
6	City (1000+ mice)

Governance

Most settlements pay taxes to (and are protected by) the local noblemouse. Free settlements keep their own guard.

Roll d6 + Settlement size (1 for Farm, 6 for City)

d6+	Size
2-3	Guided by village elders
4-5	Administered by a knight or lower-caste lord
6-7	Organised by a guild committee
8-9	Free settlement, governed by council of burghermice
10-11	House of an upper caste noblemouse
12	Seat of baronial power

What trade do the mice work? Towns and cities have two.

d20	Industry
1	Farmers, tending to towering crops
2	Woodcutters, with saws and harnesses
3	Rough and scarred fishermice, with nets and rafts
4	Dark and musty mushroom farm
5	Grains drying on every flat surface
6	Pungent cheese, cured for years
7	Gardens of rare herbs. Drying racks are guarded
8	Hive of bees and their veiled keepers
9	Merchants and traders, often in need of guards
10	Stonemasons, working a nearby quarry
11	Flour mill, driven by a large water-wheel
12	Deep mine for iron, silver or tin
13	Keep silkworms and weave fine cloth
14	Expert explorers of caves and tunnels
15	Kiln-fired pottery, glazed in cheerful colours
16	Wool mill, draped in bright cloth
17	Excellent school, rowdy pupils
18	Bustling, well-stocked market
19	Smelly scavenged trash pile, carefully picked over
20	Beautiful furniture of carved and polished wood

What is happening as the player mice arrive?

d20	Event
1	Disaster, everyone packing to leave
2	Wedding, streets decked in flowers
3	Preparing for grand seasonal feast
4	An illness has struck
5	Storehouse has been plundered by insects
6	Market day, farmers flock to the settlement
7	Mice are at each other's throats
8	Warband forming to defeat a beast
9	Several children have gone missing
10	Noblemouse makes a frivolous demand
11	Traveling theatre troupe arrives
12	Funeral, streets thick with smoke
13	Conman whips up an irrational scheme
14	Pet beetle gone mad, attacking mice
15	Faerie emissary with an impossible request
16	Strangely quick-growing plant nearby
17	Valuable heirloom has a been stolen
18	Cat lord demands a heavy tithe
19	Coming of age ceremony for the young mice
20	Wizard tower arrives on tortoise-back

Settlement name seeds

Roll d12 twice.
Choose a start and an end. Massage until it sounds nice.

Start A	Start B	End A	End B
1. Oaks	1. Swamp	1. thorpe	1. stand
2. Berry	2. Owl	2. ville	2. hill
3. Willow	3. Fox	3. mill	3. tower
4. Stump	4. Acorn	4. dale	4. farm
5. Pine	5. Copper	5. grove	5. bridge
6. Moon	6. Robber	6. town	6. gate
7. Green	7. Colby	7. vale	7. creek
8. Black	8. Drain	8. seed	8. pond
9. Stone	9. Rose	9. ashe	9. nest
10. Hill	10. Copper	10. bush	10. ford
11. Fig	11. Friend	11. stitch	11. grave
12. Apple	12. Trunk	12. shine	12. burn

Taverns and inns

Hamlets and larger settlements will furnish a friendly tavern or inn for locals and traveling mice.

Name A	Name B	Specialty meal
1. White	1. Beetle	1. Spiced baked carrot
2. Green	2. Fox	2. Boiled worm broth
3. Black	3. Wedge	3. Blackberry pie
4. Red	4. Kernel	4. Pungent aged cheese
5. Silver	5. Rat	5. Barley porridge
6. Crooked	6. Cheese	6. Thick river-fish steak
7. Friendly	7. Eagle	7. Baked apple
8. Hidden	8. Worm	8. Fried, crumbed insect legs
9. Wiley	9. Bee	9. Fresh buttered bread
10. Glass	10. Lantern	10. Scavenged candy
11. Thorny	11. Rose	11. Honey-roasted seeds
12. Broken	12. Knight	12. Mushroom stew

Factions

Factions are **large forces** outside the control of the player mice. They help create a feeling of a **living world**.

Pick or create 3-4 factions to be the major powers within your hexcrawl.

Using factions

Factions have goals they are trying to complete and resources they can utilise towards the goal's completion. Goals should interact with other factions or complete for similar resources.

Resources reflect the power and influence of the faction within the world.

Each **goal** requires 2-5 progress marks (eg. ○ ○) to be completed, depending on its complexity.

Factions with at least three resources are capable of fielding a warband.

Goal progression

Between sessions, each faction will work towards their current goal.

Roll d6, then adjust the value:

For each **relevant resource** the faction has, **add 1** to the result.

If a rival faction is targeted by the goal, **subtract 1** from the result for each of that faction's **relevant resources.**

- On final result of **4-5**, mark **1 progress** toward the goal.
- On a **6+**, mark **2 progress**.

When a faction **completes a goal,** add a **new resource** to represent their increased power and influence.

If the goal reduces another faction's power and influence, remove or change one of its resources.

As factions work towards and complete their goals, update your **map** to show waxing and waning power, and add hints of current goals to your **rumour table**.

Player interference

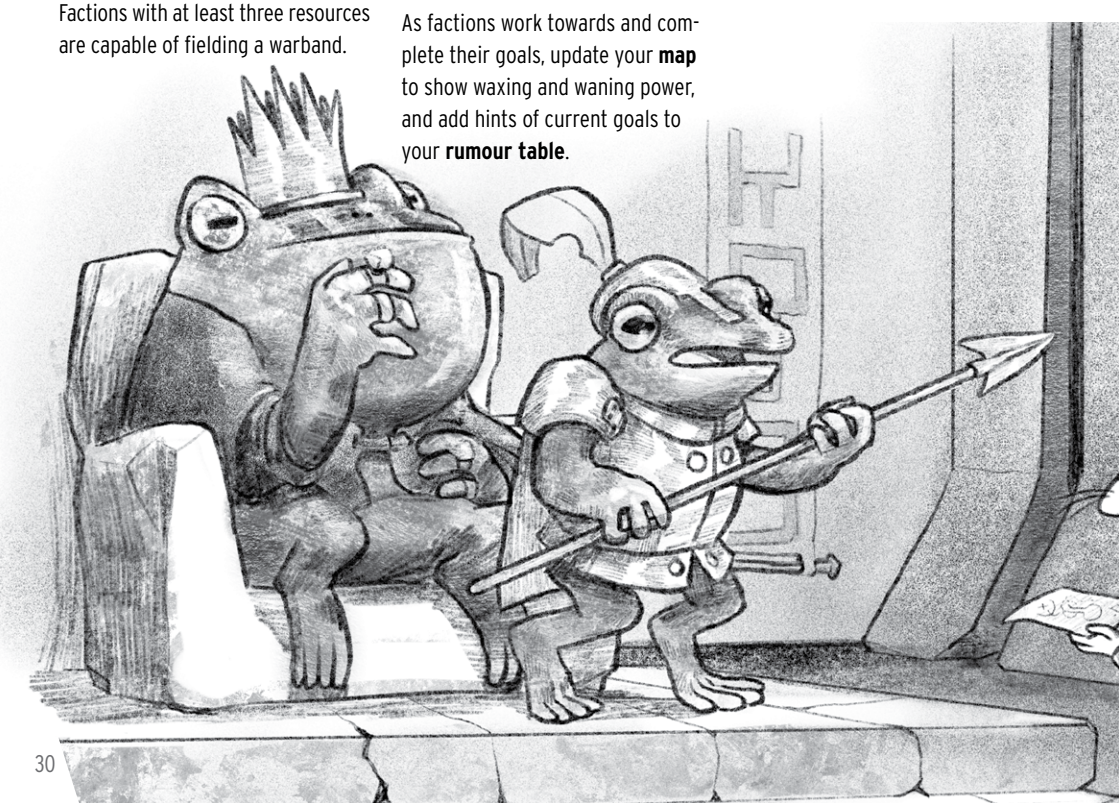
As the players interact with factions, show **signs** of the **current goals** they are working towards.

Players should have opportunities to interact with the factions, to thwart or help them compete their goals.

Factions may attempt to recruit the help of players and players may interfere with the faction's progress.

If the players successfully **help or interfere** in completion of a goal, mark or erase **1-3 progress marks**, depending on the scale of the player interference.

If players directly attack a faction and significantly affect their power, this may require you to remove or re-write a faction's resource.



1. Cat lord

Resources

- Terrifying presence
- Hired mercenaries and bandits
- Exorbitant wealth

Goals

○○○ Raise bribes from settlement
○○○ Kidnap mouse servants
○○○○○ Subjugate a settlement

2. Noblemouse

Resources

- Ambitious knights
- Tricky legal advocates
- Stocked storehouses

Goals

○○ Raise tax revenue
○○○ Acquire new land rights
○○○○○ Establish new settlement

3. Tunnellers guild

Resources

- Rough-pawed work gangs
- Solidarity with working mice

Goals

○○ Intimidate tax collector
○○○ Destroy noblemouse's manor
○○○○○ Establish free settlement

4. Rat bandits

Resources

- Ruthless gang
- Secret hideout

Goals

○○ Dominate a trade route
○○○ Establish protection racket
○○○○ Capture a fortress

5. Faerie queen

Resources

- Hidden roads and portals
- Shapeshifting agents
- Endless illusory silver

Goals

○○ Kidnap mice
○○○ Trick mice out of legal standing
○○○○○ Lead settlement into Fae lands

6. Owl sorcerer

Resources

- Powerful magic
- Speed and fury
- Magical servants

Goals

○○○ Take scrying tower from crows
○○○○ Locate leyline vortex
○○○○○ Harness the vortex's power

7. Clutch of snakes

Resources

- Silent slithering serial killers
- Chilling calling cards

Goals

○○○ Assassinate a settlement elder
○○○○ Assassinate a noblemouse
○○○○○ Assassinate the queen

8. Cultists

Resources

- Poorly-understood eldritch power
- Clandestine insiders

Goals

○○○ Recruit vulnerable mice
○○○ Steal powerful artifact
○○○○○ Summon ancient god

9. Frog prince

Resources

- Chivalric knights
- Hidden fortress

Goals

○○○ Hold joust to choose a champion
○○○ Kidnap mouse historian
○○○○○○ Find the Mug of Truth

10. Coven of crows

Resources

- Cunning corvid crones
- Cawing song magic
- Soaring scrying tower

Goals

○○ Kidnap a mouse farmer
○○○○ Capture a weather spirit
○○○○○ Create weather machine

Example hexcrawl

The Earldom of Ek

Encounters

d6	Encounter
1	d6 **Dedratz**, scouting out a mark
2	d6 **Dedratz**, dragging a sack of stolen goods
3	2d6 **Dedratz**, leading d6 mice, strung together
4	Roll on **Adventure seeds** table
5	d6 **Sugar Cultists**, on clandestine mission
6	Cat Lord **Balthazar**, hunting

Rumours

d6	Rumour
1	Balthazar is kidnapping mice to make him food
2	Many trees north of Oaksgrove have been felled
3	The Earl of Ek has fallen ill, and has no heir
4	A wolf ate all the mice in Blackrock Stand
5	Faeries have a castle in the forest east of Oaksgrove
6	The Cult of Sugar know the secret of everlasting life

1: Oaksgrove

Town of 350 mice. Built between **three old oaks** linked with bridges. Inhabitants wear fine embroidered clothing and have a pigeon rider's roost.

2: Ant kingdoms

Three **ant kingdoms**, constantly at war. Will pay well for mercenaries and assassins.

3: Logging fields

Fields of sawdust and **felled trees**. Sounds of **screaming machines** can be heard during the day from neighboring hexes.

4: Cave of Gormenghast

An ancient, **foul-natured wolf**. Avoided by wise mice.

5: Ghost beech

Bone-white tree, translucent leaves. **Beetle graveyard** amongst the roots.

6: Poppyseed house

Mouse **roadhouse**. River Rat smugglers have **secret hideout** in the basement.

7: Fishing spot

3-in-6 chance of **humans** being here. **Stones** useful for crossing river.

8: Balthazar's Gate

Gate to the **Barony of Balthazar**. Mice who venture past this point are rarely seen again.

9: Woodshed

Used as a **hideout** by the **Dedrat** gang, who have kidnapped mice from Stumpsville. They are planning to deliver the mice as offering to Balthazar who wants the mice as personal cheesemakers.

10: Abandoned hut

Cursed sunflower draws both bees and cultists to the abandoned hut. See **Honey in the Rafters**.

11: Waterfall cave

Secret entrance to the **Faerie lands**, hidden behind a waterfall.

12: Blackrock Stand

Abandoned settlement. Former mouse inhabitants are mutated into **insect hybrids**. The black monolith that changed the mice is still here.

13: River's Rest

Hamlet of 75 mice built in **log over the river**. Keep a mushroom farm. Hidden riverboat dock below the log.

14: Tower of Magnolia

Mouse **wizard's tower**, built in lightning-struck beech. She has almost finished the creation of a powerful spell, needs a cat's claw to finish it.

15: Stumpsville

Hamlet of 50 mice. Known for their **excellent cheese**, which is guarded by a large snake. Mice have all been **kidnapped** by Deadrat gang of rats.

▶ **The players start here.**

16: Menhir Mot

Ancient **castle**, built into a large boulder on a windswept field. Controlled by **Larkspur**, lord of this county within the Earldom.

17: Mushroom grotto

Humid **caves** overgrown by **mushrooms**. Rival **adventurers** are exploring the cave, searching for the grave of an **ancient queen**.

18: Huge road

Leads to the **Big City**.
2-in-6 chance of **human** presence.

19: Bridge hideout

Smuggling **hideout** used by the River Rats. Will transport anyone or anything along the river... for a price.

Balthazar (Cat lord)

Resources

- Terrifying presence
- Hired mercenaries and bandits
- Exorbitant wealth

Goals

○○○ Raise bribes from settlement
●●○ Kidnap mouse servants
○○○○○ Subjugate a settlement

Dedratz (Rat gang)

Resources

- Ruthless gang
- Secret woodshed hideout

Goals

●○ Appease a cat lord
○○○ Establish protection racket
○○○○ Capture a fortress

Lord Larkspur (Noblemouse)

Resources

- Indolent knights
- Menhir Mot

Goals

○○ Raise tax revenue
○○○ Acquire new land rights
○○○○○ Supersede the Earl of Ek

10. Adventure site toolbox

Adventure sites are those dangerous places that only the bravest of mouse adventurers dare to scurry. They form the core of most Mausritter adventures.

Designing a good adventure site is more art than science, but these steps will help as a basic guide.

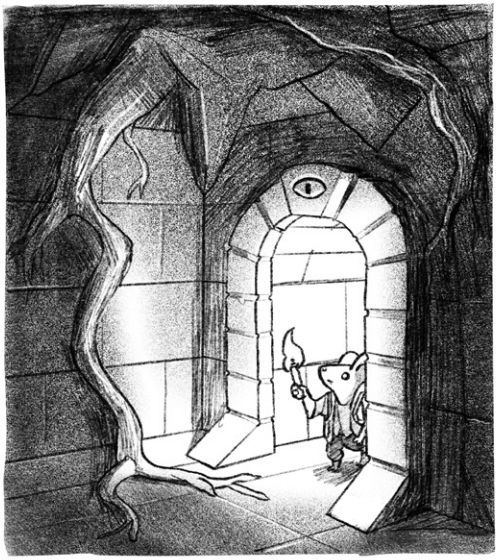
1. Create a theme

The theme of the adventure site is the overall idea that guides its creation. Think of it like the title card and one-sentence description that will guide the rest of your choices.

2. Choose factions and goals

A good adventure site will be populated with at least two factions of creatures. These are not necessarily the factions working at your hexcrawl level, though these should inform your choices. The factions should have competing goals they are trying to achieve within the adventure site. Not all of the creatures within the adventure site will be part of these factions.

One of the factions in the site may already be clear from rolling the Denizens in the adventure site overview. The other faction could be protecting the site from that faction, or competing for a similar goal.



3. Draw a map

Draw or find a map of the location, then divide it into 'rooms' – these can be actual rooms, or just sensible dividing lines within a larger space.

The map doesn't have to be pretty, detailed or to scale. You can just draw the rooms with boxes, and connect them with lines.

Keep these principles in mind when creating a map:

- **Multiple paths** give the players decision points while navigating the space. Create loops and links to other paths.
- **Varied paths** create distinct areas within the site. Stairs, ramps and cliffs break up the flow of a level and create more variety when navigating the space. Secrets paths reward players who are paying close attention.
- **Multiple entrances**, (even hidden ones) create opportunities to approach problems from a different angle.
- **History and ruination** have dramatic impacts on a space. Hint at changes left by previous inhabitants.

4. Stock rooms

For each room within the adventure site, roll or choose the type and contents (p. 36). A good adventure site will provide a diverse set of challenges through a variety of room types. Some rooms will be obvious, so just go with what seems right. Others may need some random prodding.

5. Create an encounter table

Based on the factions you've chosen, and the rooms stocked, create a table of d6 encounters for the adventure site.

Encounters can be dangerous, but are not necessarily hostile to the player mice. Give each entry something it is already doing as the players arrive.

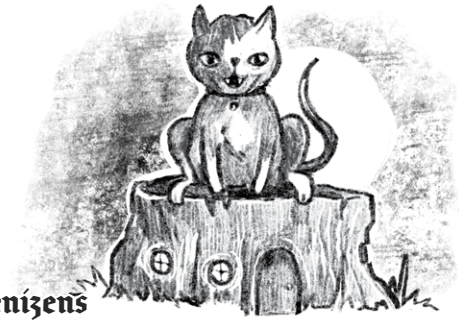
- Entries 1-3 should be variations of a common encounter.
- Entries 4-5 should be variations of an uncommon encounter, something slightly unusual.
- Entry 6 should be a strange or dangerous encounter.

Adventure site theme

History

d20	Construction
1	Ancient bat cult temple
2	Long-abandoned watchtower
3	Noblemouse's country manor
4	Hidden winter storehouse
5	Burial site of ancient mice
6	Warren dug by rabbits or foxes
7	Human house or other building
8	Sewer or drainage pipes
9	Claustrophobic ant-dug tunnels
10	Massive tree, carved out by mice
11	Wizard's tower
12	Settlement's grain mill
13	Rat King's nest
14	Skeleton of a great beast
15	Witch's academy
16	Gatehouse to faerie realm
17	Deep mine
18	Bandit's hideout
19	Natural cave
20	Mouse settlement

d12	Ruination
1	Flooding
2	Magical mishap
3	Age and rot
4	Human destruction
5	Overrun by mold
6	Shifted between realms
7	Attacked by great beast
8	Disastrous storm
9	Haunting spirits
10	Mysterious abandonment
11	Internal warfare
12	Disease



Denizens

d10	Inhabitants...
1	Mice, driven mad or desperate
2	Mice, magically altered
3	Rat bandits
4	Creatures from a distant land
5	Original residents, strangely twisted
6	Ghostly spirits
7	Faerie advance guard
8	Foul-tempered snake
9	Infestation of insects
10	Cat lord and their servants

d8	...searching for/protecting
1	A safe place to live or hide
2	Cache of fine food
3	Lost family or friend
4	Ancient, valuable artworks
5	The last scraps in a picked-over ruin
6	Rare alchemical mushrooms
7	Strange and powerful spell
8	Vast horde of pips

Secret

d6	Secret
1	Monolith humming with arcane energy
2	Preserved precursor beast
3	Signs of human experimentation
4	Forgotten grave of an ancient queen
5	Path into the veins of the earth
6	Portal to faerie realm

Randomly stocking rooms

To randomly stock a room in an adventure site, roll d6 three times; the first result shows the room type, the second shows if a creature is present, and the third shows if treasure can be found here.

Room type		d6 Creature						d6 Treasure					
d6	Type	1	2	3	4	5	6	1	2	3	4	5	6
1-2	**Empty**	X	X	X				X					
3	**Obstacle**	X	X					X					
4	**Trap**	X						X	X				
5	**Puzzle**	X						X	X	X	X	X	
6	**Lair**	X	X	X	X	X		X	X	X	X		

Creatures

The creatures used in your adventure site should be populated from the factions you've already chosen, but don't be afraid to include some other creatures too. Creatures not in a lair should have a reason for being the room where they are found.

Treasure

Valuable treasure is rarely left lying around. It may be defended, hidden or lost. Keep in mind where it came from and what left it there (and may miss it if taken). See p. 38 for treasure horde creation tables.

Empty rooms

Empty rooms provide mice with a chance to catch their breath and prepare for the next challenge.

Obstacles

Obstacles are a barrier that must be bypassed by players to continue. Use up the players resources, highlight special equipment or push them to explore further.

Traps

Traps should be obvious and deadly. A good trap has a clear danger and multiple, non-obvious solutions. Consider the purpose the trap was built for, and how it is navigated by other creatures in the site. If the players use a risky method to bypass the trap, call for a Save or Luck roll.

Puzzles

Puzzles reward clever thinking. Give the players something to explore and experiment with. This could be a dangerous device, but one the players are able to exploit for their own purposes.

d20	Empty room feature
1	Abandoned insect nest
2	Cluster of mushrooms
3	Collapsed wall or ceiling
4	Dried bug shells on the walls
5	Furniture made of repurposed trash
6	Huge drawing of bat face on wall
7	Mess of tables and chairs
8	Newspaper clipping wallpaper
9	Overgrown with moss
10	Painted mural, now faded
11	Platforms hanging over rapidly flowing water
12	Roots bursting out of walls/floor/ceiling
13	Rotting pile of acorns
14	Scattering of animal teeth
15	Shiny candy-wrapper banners
16	Snake skull doorway
17	Steady drip of water from ceiling
18	Stern statue of an ancient mouse
19	Uneven and deeply cracked floor
20	White quartz altar

Room types

Roll or pick from these tables for the contents of a room, or invent your own.

d8	Obstacle
1	Locked door. Key can be found in another room. Knocking the door down takes time and makes noise.
2	Steep climb. Without special equipment, mice risk exhaustion or falling.
3	Room with an exit in the centre of the roof, 6" away from any wall.
4	Device that creates an high-pitched scream. Each Turn spent here or in adjacent rooms gives Frightened Condition.
5	Caved-in section of tunnel, leaving a gap too small to crawl through.
6	Tunnel completely filled with water.
7	Wide, deep puddle of mud blocking the way. Gives an Exhausted Condition per 6" traveled.
8	Long, smooth, upwards sloping metal or plastic tube.

d8	Trap
1	Large stone door, chiseled loose from frame. Device behind the door tips it forward when handle is turned.
2	Long hallway flooded with water, electrified by large battery in an alcove.
3	Dark room filled with noxious, explosive gas. Distinct smell of rotten eggs. d20 damage if ignited.
4	Thin thread stretched across deadly fall. Safe if traveling slowly, one at a time.
5	Pit blocking the way. A snake is asleep at the bottom.
6	Door with three handles in the shape of mushrooms, one safe, the others poison. Poison handles deal d12 magical damage.
7	Circle of enchanted mushrooms, with a young mouse inside. Those within try desperately to get others to enter.
8	Floor is covered in sticky glue. Requires a STR save to break a foot loose.

d6	Puzzle
1	Room with a floor made of an electrified copper plate. A piece of valuable treasure sits in the centre.
2	Three feeding bottles with different-colored liquid inside. Each is inert individually but powerful/dangerous when mixed.
3	A crystal, a magic sword embedded inside. The crystal is very hard, but will dissolve in stomach acid.
4	Treasure is at the bottom of deep well.
5	Large smooth steel bowl, upside down. Treasure taped to the inside ceiling of the bowl.
6	Baited mousetrap. The lever is wired to a stone in the wall and will collapse the corridor if triggered

d6	Lair
1	Temporary encampment
2	Recently taken from another creature
3	Built by mice to hold the creature
4	Protecting young
5	Permanent home, newly settled
6	Permanent home, comfortably appointed

Treasure

When placing a treasure horde, roll to see what it holds.

Roll d20 twice on the **Treasure** table, plus an additional d20 for each of the following questions that are true:

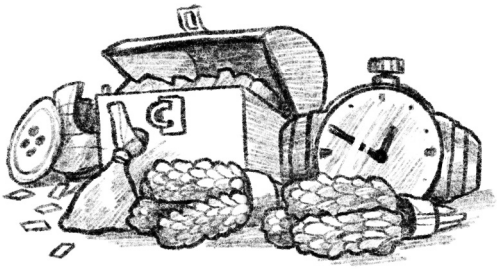
- In a **former** mouse **settlement**, **castle** or dungeon?
- In a **highly magical** area?
- Defended by a **great beast** or **devious trap**?
- The mice overcame **great adversity** to find it?

Treasure tables

d20	Treasure
1	**Magic sword**
2	Random **spell**
3	Roll for **Trinket**
4	Roll for **Valuable treasure**
5	Roll for **Unusual treasure**
6-8	Roll for **Large treasure**
9-10	Roll for **Useful treasure**
11	Box containing **d6 x 100 pips**
12-14	Bag containing **d6 x 50 pips**
15-17	Purse containing **d6 x 10 pips**
18-20	Loose scattering of **d6 x 5 pips**

d6	Trinkets
1	Ghost lantern (casts a light that banishes ghosts)
2	Speaking shells (one speaks what the other hears)
3	Breathing straw (tube that always contains air)
4	Bat cultist's dagger (grants passage into sanctum)
5	Magic beans (grow fully in d6 Turns)
6	Working human device (make up something fun)

Tip: all of the sub-tables (except the Spells & Magic swords) use a d6, so roll one d6 for each d20 rolled as a big handful of dice to quickly generate a treasure horde.



d6	Valuable treasure
1	Wheel of fine aged cheese (100p)
2	Silver chain (2 slots, 500p)
3	Jeweled pendant (400p)
4	Gold ring (500p)
5	Polished diamond (1000p)
6	String of pearls (2 slots, 1500p)

d6	Large treasure
1	Oversized silver spoon (2 slots, 300p)
2	Ivory comb (4 slots, 400p)
3	Huge bottle of fine brandy (4 slots, 500p)
4	Ancient mouse statue (4 slots, 500p)
5	Ancient mouse throne (6 slots, 1000p)
6	Giant golden wristwatch (4 slots, 1000p)

d6	Unusual treasure
1	Bundle of pungent herbs (200p to an apothecary)
2	Odd-coloured dried mushrooms (200p to a witch)
3	Eerily glowing stone (300p to a wizard)
4	Heirloom of sentimental value to a noblemouse
5	Legal documents granting land rights to the holder
6	Treasure map

d6	Useful treasure
1	d6 packs of rations, well preserved
2	d6 bundles of torches
3	Mundane weapon
4	Mundane armour
5	Mundane utility item
6	Lost mouse, willing to help

Magic swords

Magic swords only **mark usage** when a **6 is rolled**. They can be **repaired** by a **highly skilled blacksmith**, or by an unusually **practically minded wizard**, a service that will require payment greater than simply pips.

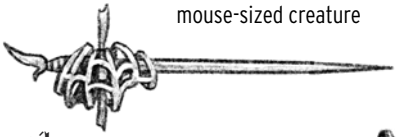
d6	Weapon class
1-4	**Medium** (d6 one paw/d8 both paws)
5	**Light** (d6 one paw, can be duel-wielded)
6	**Heavy** (d10 both paws)

1. Wrought iron

While wielded:
You roll critical damage
Saves with Advantage

2. Intricate Fae design

While wielded: You may disguise yourself as any mouse-sized creature

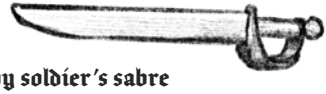


3. Rusty nail

Critical damage:
Give a Frightened Condition

4. Snake fang

Critical damage: Deal d6 additional damage to DEX



5. Toy soldier's sabre

While wielded: If you lead a warband, they have +1 Armour

6. Water-worn glass

While wielded:
You can hold breath underwater for 1 Turn

7. Wolf tooth

Critical damage:
Your next attack is Enhanced

8. Silver sewing needle

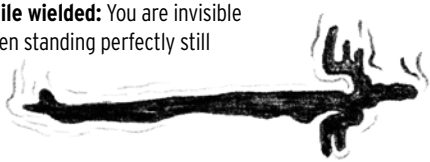
Critical damage: Clear all usage dots from a non-spell item in your inventory

9. Thorny rose stem

Critical damage:
Remove a Condition

10. Congealed shadow

While wielded: You are invisible when standing perfectly still



Cursed swords

Magic swords have a **1-in-6 chance** of being **cursed**.

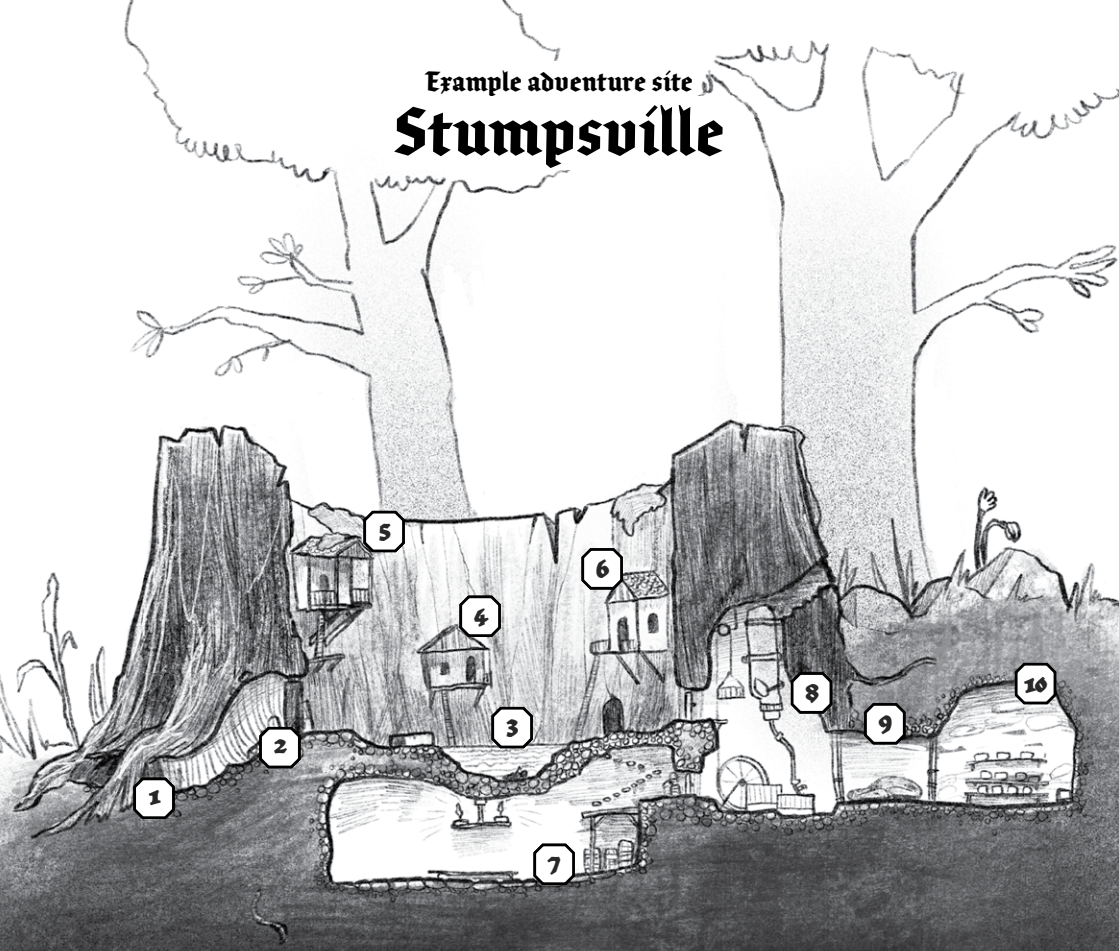
Cursed swords **bind** to the mouse who **first holds** them, and **cannot be removed** from the mouse's inventory.

While the curse remains, the sword has **no beneficial power**. Once **lifted**, the sword **regains** its power.

d6	Curse	Lifted by...
1	Roll critical damage saves with Disadvantage	Making a selfless sacrifice in a life or death situation
2	When you gain an Exhausted Condition, gain another	Trading places with a poor farmer for a season
3	Make a WIL save to not attack when threatened	Making lasting peace with a mortal enemy
4	Reaction rolls are made with -1 modifier	Giving away everything you own, no cheating
5	If you see an ally take damage, take a Frightened Condition	Fulfilling a mouse's dying wish
6	Spells cast in your presence always mark usage	Destroying an owl sorcerer's source of power

Example adventure site

Stumpsville



What's going on here?

The mice of **Oaksgrove** are worried about their friends and cousins in **Stumpsville** after the village's usually reliable delivery of cheese failed to arrive on market day.

Unbeknownst to the players, the mice of Stumpsville have been **kidnapped** by the **Dedratz** as a gift for the **cat lord Balthazar**. The rats are holding the villagers in their secret hideout to the north until the trade can be made.

Will the players solve the mystery and find where the villagers have been taken? Can they rescue the mice in time?

Let's play to find out.

Encounters

d6	Encounter
1	d3 **Dedratz**, searching for loot
2	d6 **Dedratz**, carrying mouse
3	d6 **Dedratz**, busy partying
4	**Spider**, hunting for prey
5	d3 spiders, spinning their webs
6	Guard **snake**, escaped from its cage

1: Entry tunnel

Underneath two elegantly intertwined roots.

- Cart tracks and footmarks on the **muddy ground**.
- **Mousetrap** just inside the entrance, marked with rat skull. Lever of trap is **wired** to a **large boulder** in the wall (d12 damage if triggered). Trap baited with **wheel of cheese** *(100p)*
- **Tunnel:** to Main gate

2: Main gate

Wide tunnel. Half dirt, half wood. Stone gate blocks the way.

- Twin guardian statues by the gate, defaced.
- Gate is massive **slab of slate**, iron handle in centre.
- **Hinges** of gate have been **chiseled away** and wooden pegs knocked in behind it. **Mousetrap** on other side, rigged to **tip the door forward** if handle turned (d20 damage if triggered, DEX Save for half).
- **Doorway:** once opened, leads to Courtyard

3: Courtyard

Large, open courtyard. Still, cool air over the dark pond.

- Six little **wall-mounted houses**, mostly empty. Struts and ladders from ground and platforms.
- Off-key **horn toots** and **cackles** coming from the tunnel to the Grand hall.
- Empty **plinth**, scattered with dust and rubble.
- Deep, dark **pond**. Gold-leaf statue of mouse hero *(4 slots, 600p)* and bag of pips (140p) at bottom.
- **Open tunnel:** leads to stairs to Grand hall
- **Doorway:** to Cheese factory
- **Ladders:** to Ransacked, Abandoned and Infested houses

4: Ransacked house

Trashed. Bed turned over and kitchen implements scattered.

- d6 copper **pots and pans** on floor: (10p each)
- "Dedratz Live" **graffiti** scrawled on the wall

5: Abandoned house

Empty. Furniture turned up against the wall.

- **Painting** depicting Stumpsville **summer festival**, bunting festooning houses. **Statue** is still present.

6: Infested house

Dark. Cobwebs festoon windows and doorway.

- Roquefort and Paneer, **villagers** trapped in webs. *They hid in here after tipping the statue into the pond to prevent it from being stolen by Dedratz.*
- Two **spiders**, protecting their nest

7: Grand hall

Grand underground chamber, lit by candlelight.

- 2d6 **Dedratz**, drinking stolen mead, eating cheese and playing horrible sounds with the Snake Flute
- **Snake Flute** *(while played with skill, places a snake into a trance)*
- Roll 3 times for looted **treasure** (p. 38)
- **Locked doorway:** behind barrels, to Cheese factory

8: Cheese factory

Sour smell of off milk, dark vats of half-curdled cheese.

- **Elevator** driven by wheel on ground floor
- Mixing **paddles** (as 6" pole), and **cheesecloths** (as net)
- Jack, terrified **cheesemaker**, hiding behind a vat
- **Iron gate:** opens to Snake cage
- **Elevator:** to Courtyard
- **Locked doorway:** to Grand hall
- **Barred delivery hatch:** in roof, leads outdoors

9: Snake cage

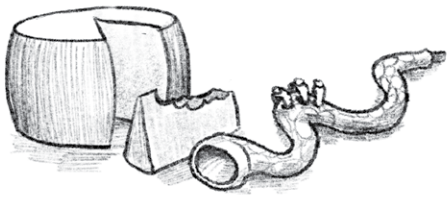
Locked cage between factory and cheese cave.

- Village **guard snake**, very hungry
- **Iron gate:** to Cheese aging cave

10: Cheese aging cave

Cool, dark and quiet. Rows of cheese aging on shelves.

- 8 wheels of **fine cheese** (100p each)
- Roll 2 times for **treasure** in chest at end of the cave
- Ernie, a **Dedrat**, sleeping off a food coma



II. Useful tables

Non-player mice

d6	Social position	Payment for service
1	**Poor**	d6p
2	**Common**	d6 x 10p
3	**Common**	d6 x 10p
4	**Burghermouse**	d6 x 50p
5	**Guildmouse**	d4 x 100p
6	**Noblemouse**	d4 x 1000p

d6	Birthsign	Disposition
1	**Star**	Brave / Reckless
2	**Wheel**	Industrious / Unimaginative
3	**Acorn**	Inquisitive / Stubborn
4	**Storm**	Generous / Wrathful
5	**Moon**	Wise / Mysterious
6	**Mother**	Nurturing / Worrying

d20	Appearance	Quirk	Wants	Relationship
1	Soulful eyes	Constantly grooming	Freedom	Parent
2	Bright, patched clothes	Obsessed with weather	Safety	Sibling
3	Wreath of daisies	Very high energy	Escape	Cousin
4	Grubby clothes	Traveled, knowledgeable	Excitement	Second cousin
5	Large floppy hat	Cursed by a wizard	Power	Grandparent
6	Pockets full of seed	Scares easily	Meaning	Related, but don't know it
7	Bent twig walking stick	Ashamed of past crimes	Health	Married
8	Carries rusted pinsword	Very competitive	Wealth	Former lovers
9	Long, wild fur	Flamboyant drunkard	Protection	In love, unrequited
10	Very, very old	Extremely polite	Love	Drinking buddies
11	Bandaged tail	Unreservedly honest	To protect	Debt owed
12	Tail tied with a bow	Slow, careful speech	Food	Long and tumultuous
13	Missing an ear	Quick, erratic speech	Friendship	Sworn enemies
14	Long whiskers	Secret servant of a cat	Rest	Guild brothers
15	Twinkling eyes	Raised by rats	Knowledge	Childhood friends
16	Huge, heavy black cloak	Outcast from home	Savagery	One stole from the other
17	Old battle scars	Many pet insects	Beauty	Worked together
18	Very young	Hates being outdoors	Revenge	Grew up together
19	Shaved fur	Local hero	To serve	Serve the same lord
20	Braided fur	Very twitchy whiskers	Fun	Never met before

Adventure seeds

Spark inspiration for adventure. Roll once and read across, or roll individually for each column and combine.

d66	Creature	Problem	Complication
11	Fishermouse	Have been accused of a crime	A player's hireling is responsible
12	Unruly family	Looking for a new home	Need to cross a river
13	Wizard	Is being followed	Antagonist is their own shadow
14	Roach wrangler	Discovered a strange artifact	They have amnesia
15	Farmer	Experienced an unsettling omen	The antagonist is in disguise
16	Burghermaster	Want to assassinate a rival	Player mouse's home is involved
21	Forager	Want to retrieve lost treasure	It is protected by strange beasts
22	Shopkeeper	Home has been destroyed	Antagonist is their closest friend
23	Traveling merchant	Most valued possession was stolen	They are the true antagonist
24	Pigeon rider	Has been kidnapped	Player mouse's friend is involved
25	Ale brewer	Has been exiled from settlement	They've been framed
26	Herbalist	Searching for a rare cure	It's very urgent
31	Message runner	Have lost their way	They have vital information
32	Vagrant	Have had all their food stolen	The antagonist had a good reason
33	Test subject	Are on the run from humans	They're being tracked by a chip
34	Tin miner	Have been waylaid by bandits	The antagonist is very drunk
35	Baker	Have eaten a poisonous berry	Antagonist is a family member
36	Hedge knight	Family member is missing	They're dying
41	Tax collector	Have lost of a lot of pips	They're very drunk
42	Matriarch	Has been accused of murder	Antagonist is a shape-shifter
43	Prospector	Pack tortoise is stuck	They're much richer than they look
44	Tunnellers Guild boss	Has been murdered	Player mouse's rival is involved
45	Noblemouse	Their home is under attack	Antagonist wants retribution
46	Rat bandit	Want to steal from a rival	A ghost is haunting the location
51	Queen bee	Traveling to a new home	Their followers disagree
52	Ant army officer	Is hunted by enemies	They are badly injured
53	Owl sorcerer	Want to retrieve a rare spell	It is deep in a cave
54	Cat lord	Want to be entertained	They've trapped the player mice
55	Duckling	Has lost their mother	Need to get to an island
56	Giant millipede	Want somewhere warm to sleep	Need item carried by a player mouse
61	Lilliputian ambassador	Want to reach the mouse queen	They don't understand local customs
62	Trapped ghost	Want to find their true love	They can't leave their current location
63	Faerie envoy	Want to kidnap a mouse	A player mouse is their target
64	Swarm of midges	Want to steal from a player mouse	Antagonist is unusually skilled
65	Grandmother spider	Has lost an ancient treasure	They've eaten it
66	Baby bird	Cannot get home	Need to climb a tree

Seasons

Poor weather: While traveling in **highlighted** weather, make STR save or gain an Exhausted Condition.

Spring

2d6	Weather
2	**Rain storm**
3-5	Drizzle
6-8	Overcast
9-11	Bright and sunny
12	Clear and warm

d6	Seasonal event
1	Flooding washes away an important landmark
2	Mother bird, very protective of her eggs
3	Merchant's cart sunken in a pool of mud
4	Migrating butterflies, hungry for nectar
5	Mice weaving wreathes of flowers to prepare for...
6	Wedding festival, a joyous procession

Summer

2d6	Weather
2	**Thunder storm**
3-5	**Very hot**
6-8	Clear, hot
9-11	Pleasantly sunny
12	Beautifully warm

d6	Seasonal event
1	Heat wave makes travel exhausting for next week
2	Baby bird, fallen from nest
3	Pleasant and refreshing sun shower
4	Swarm of locusts destroy a settlement's crops
5	Mice building elaborate costumes to prepare for...
6	Midsummer festival, a wild dance

Autumn

2d6	Weather
2	**Wild winds**
3-5	**Heavy rain**
6-8	Cool
9-11	Patchy rain
12	Clear and crisp

d6	Seasonal event
1	An important tree is felled by wild winds
2	Mother bird, distraught from children leaving home
3	A large patch of mushrooms emerges overnight
4	Rumors that truffles are growing nearby
5	Mice carrying bundles of grain and baking pies for...
6	Harvest festival, a grand feast

Winter

2d6	Weather
2	**Snow storm**
3-5	**Sleet**
6-8	**Bitter cold**
9-11	Overcast
12	Clear and crisp

d6	Seasonal event
1	Snow prevents above-ground movement for a week
2	Bird with a broken wing, old and grey
3	Lost migrating duck, separated by the flock
4	Travellers disappear in a fast moving storm
5	Mice building an effigy of old Winter to prepare for...
6	Midwinter festival, a magnificent bonfire

Rules reference

Best practices

- **Ask lots of questions.** Make notes. Draw maps.
- **Work together.** Devise schemes. Recruit allies.
- **Dice are dangerous.** Clever plans don't need to roll.
- **Play to win.** Delight in losing.
- **Fight dirty.** Run. Die. Roll a new mouse.

Saves

Roll d20 equal or under an attribute:

- **STR:** tests of physical strength and resilience.
- **DEX:** tests of speed and agility.
- **WIL:** tests of strength of will and charisma.

Opposed saves: Both Save, lowest successful value wins.

Advantage: When making a Save from a strong position, roll 2d20 and take the lowest result.

Disadvantage: When making a Save from a weakened position, roll 2d20 and take the highest result.

Attribute damage: When an attribute is reduced by damage, roll d20 equal or under the reduced value.

Magic

Invest **1-3 Power** (up to number of unused dots)

Roll **d6** for each **Power** invested.
Mark usage for each die of value 4-6.

The spell effect happens, using **[SUM]** and **[DICE]**

Mishaps: For every 6 rolled, take d6 WIL damage.
Make a WIL save, gain Drained Condition if failed.

Combat

On your turn, move and take an action.

Surprise: If enemy is surprised, you go before them.
If enemy is not surprised, make a DEX Save to act first.

Attacks: Roll your weapon's die and deal that much damage to an enemy, minus any armour.
When an attack is **impaired**, roll d4 for damage.
When an attack is **enhanced**, roll d12 for damage.

Damage: Dealt to HP first.
Once HP is depleted, take damage to STR.
After taking STR damage, make a STR Save. On failure, take an Injured Condition and become incapacitated.

Death: If STR is reduced to zero, or you are incapacitated for 6 Turns, you die.

Usage: After combat, roll d6 for each weapon, ammunition and armour used. On 4-6, mark usage.

Rest

Short: Takes a Turn. Restore d6+1 HP.

Long: Takes a Watch. Restore all HP. If HP is full, restore d6 to an attribute score.

Full: Takes a week. Fully restore HP and attribute scores.

Mausritter

Take up the sword and don the whiskers of a brave mouse adventurer in Mausritter, the sword-and-whiskers fantasy adventure role-playing game.

It's a huge and dangerous world out there, and it does not look kindly on a small mouse. But if you are very brave and very clever and just a bit lucky, you might be able to survive.

And if you survive long enough, you might even become a hero amongst mice.

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