

Introduction to the World of Mousefolk

Amidst the sprawling meadows kissed by golden sunlight, a world hidden from the casual observer thrived. Tall grasses whispered secrets, and dandelions danced to tales of old. This was the realm of the Mousefolk, and in the heart of it all was little Mira, her whiskers ever curious and eyes wide with wonder.

She scampered along well-trodden paths, past discarded trinkets of the human world that told stories of their own. An old boot became a fortress against the rains, a chipped teacup transformed into a gathering spot for friends. Each relic had its own tale, and Mira loved piecing them together, imagining the grand narratives they held.

Yet, beyond these simple joys, deeper tales permeated the meadow. Whispers spoke of hidden chambers beneath the lone farmhouse that towered in the distance. Some said these chambers were remnants of old experiments, while others believed them to be treasure troves of ancient wisdom. There were also tales, passed down from elder to youngling, that spoke of divine intervention blessing the Mousefolk with their uncanny intelligence. With every whisper and every tale, Mira felt an irresistible pull towards these mysteries, a yearning to uncover the truth of her kind.

As she navigated this world, she remembered the lessons from her training days. The countryside, though picturesque, held dangers. Sly feline sentinels patrolled the farm, and the elusive Rabbitfolk, rumoured to hold keys to age-old secrets, were always a fascination. They were believed to reside in deep burrows, holding knowledge that could shed light on the Mousefolk's beginnings.

Mira's days were filled with discovery and adventure. Every dawn was an invitation to solve a mystery or forge a new friendship. As she stood on the cusp of another day, she knew that in the enchanting realm of the Mousefolk, every moment promised a new tale waiting to unfold.



Mousefolk World and Game Outline

Embark on a journey through the verdant meadows of 1970s rural farmsteads, where the line between the ordinary and the surreal blurs. Here, Mousefolk aren't just field creatures; they're artisans, adventurers, and storytellers. These anthropomorphic mice, walking upright and squeaking with eloquence, coexist with their regular mouse counterparts, adding a layer of intrigue to their already captivating world. But their size doesn't deter them; in fact, their big hearts and united spirit enable them to tackle challenges that seem gigantic.

Mousefolk is the first TTRPG to use the "Hinson RPG" System, invented by Jonathan Hinson. The system is adaptable into many worlds and settings, especially those with "small folk" protagonists. Mousefolk was created by Jonathan Hinson to showcase the "Hinson RPG" TTRPG System.

The Puzzle of Origins: Every Mousefolk is brought up on dual tales of creation, their narratives starkly contrasting yet equally compelling. One speaks of a divine intervention, while the other whispers of covert experiments with uncertain motives. Interestingly, their collective memory traces back to only recent history. Ancestors recount tales of surviving a cataclysm, but these stories, passed orally through generations, blur the lines between reality and myth.

The farmstead is a reservoir of clues hinting at their mysterious past. Deciphering symbols on barn walls, unearthing peculiar artefacts, or navigating the complex tales of encountered characters can lead adventurers closer to the truth. Amidst this quest for understanding, the Rabbitfolk emerge as potential keyholders of knowledge, though their enigmatic nature leaves many questions unanswered. This quest for clarity is woven deeply into the Mousefolk's culture and daily life, providing layers of intrigue for every player.

Innovate and Adapt: The Mousefolk's realm is one of ingenuity and resourcefulness. Every discarded human item, no matter how seemingly insignificant, holds potential. An old bullet casing becomes a container for bobby pin walking sticks. Their world isn't defined by conventional RPG archetypes of daggers and swords. Instead, their weapons, crafted from odds and ends, are categorised by their function: "Stabbers", "Slashers", or "Smashers", to name a few.

While typical RPGs boast blacksmiths forging legendary weapons, the meadow is home to Mousefolk Artisans. These master crafters possess unique skills, repurposing found objects into effective tools and combat items. Armour, too, is an eclectic blend of materials, designed more to lessen a blow than fit a traditional mould. Bits of bark, layered leaves, or fragments of fabric might be combined to create protective gear, each piece as unique as the artisan who crafted it.

The Mousefolk's approach to items is refreshingly pragmatic. They don't hoard items with a singular purpose in mind. Instead, they value versatility, collecting objects that "might come in handy". This philosophy reflects their adaptive nature. In the meadow, a bent nail isn't just a nail; today, it might be a cooking tool, and tomorrow, it might pry open a hidden treasure. The Mousefolk's world encourages players to think outside the box, making every engineering discovery a potential game-changer.

Monsters of the Meadows: In the serene rural landscapes where the Mousefolk thrive, danger casts its shadow in every nook and cranny. While a casual observer might see a simple field mouse navigating the meadows, to the Mousefolk, this realm teems with monsters of legend. A slithering snake is not merely a reptile but a ferocious, venom-breathing dragon. The silent falcons, with their razor-sharp talons, become deadly assassins, swooping down from the skies, their approach often silent and unseen. But it's not just the threats that are magnified. Time itself seems to stretch for the Mousefolk, with the world around them moving at half-speed. This dilation, while often a boon, can also amplify the tension of a predator's chase or the suspense of an impending danger.

Dynamic Combat: Very easy to play combat mechanics, also features a push-your-luck dice rolling system, lending an element of unpredictability to each encounter. Additionally, Mousefolk must strike a balance between the safety of their armour and their natural agility. And when sizing up opponents, the game offers a straightforward method to determine a foe's challenge level in relation to a Mousefolk's capabilities..

Culture and Appearance: The Mousefolk are more than just anthropomorphic mice; they are a living testament to adaptability, resourcefulness, and vibrant traditions. Standing upright on two legs, their small stature is complemented by expressive eyes and a range of fur colours. Their tails, often twitching or curling in emotion. As for attire, while their lower halves often remain unclad – showing their deep connection to the land – their upper bodies don an array of clothing. Crafted from various materials found or traded, these garments reflect not just their innovative spirit but also their status, occupation, and personal style.

Education and Relations: From birth, Mousefolk are nurtured in a closely-knit community. Family units are large, with many siblings, fostering a sense of camaraderie and shared responsibility. Their early years are spent in communal schools where they are taught three primary subjects: Fighting, for defending and hunting; Nature, to understand their environment and its resources; and Tinkering, the art of crafting and innovation. Though they lack an innate ability to write, their potential for learning is vast, and oral traditions play a crucial role in their education. Upon reaching adulthood, it's common for young Mousefolk to be sent on quests by village elders. These adventures serve various purposes, from rites of passage to specific missions benefiting the community.

Factions, Dynamics, and Territories: The meadows are a patchwork of vibrant communities. Multiple Mousefolk villages, each cherishing its autonomy and traditions, dot the landscape. While they might be days apart, fostering distinct identities, their paths often cross in trade, diplomacy, or adventure, leading to a blend of unity and friendly rivalry. But the meadow's tapestry extends beyond Mousefolk. The dominant Ratfolk, with their strategic settlements, frequently control crucial resources, making alliance-building or negotiation vital for Mousefolk. Meanwhile, the enigmatic Rabbitfolk, huddled in their fortified burrows, occasionally influence the meadow's politics with their profound knowledge. This rich interplay between villages and factions deepens the game's intrigue and strategy, painting a world of alliances, secrets, and shared histories.

Landmarks and Exploration: The Mousefolk's realm is riddled with landmarks that might seem mundane to human eyes but hold significant importance for the denizens of the meadow. A discarded couch might become a bustling trade hub, an old car tyre an arena where Mousefolk warriors test their mettle, and a forgotten birdbath might transform into a revered temple. These landmarks aren't just points on a map; they're integral to the stories, quests, and politics of the meadow.

Mapping the Meadow: Players navigate an 11x11 hex grid, encapsulating a 5 square kilometre world. Each hex signifies a journey's duration, with notable landmarks and potential encounters peppered throughout. This system encourages strategic exploration, blending predetermined and spontaneous discoveries.

The Legendary Farm: At the edge of the Mousefolk's known world lies The Farm, a place spoken of in hushed tones and whispered legends. More than just a human dwelling, it's a treasure trove, home to an immense hoard of the realm's most sought-after currency. Yet, riches come at a risk. The Farm is guarded by formidable felines, creatures of stealth and power, whose very presence sends shivers down the spines of even the bravest Mousefolk. Venturing into this territory is a test of courage, wit, and teamwork. For those who dare, the rewards are immense, but so are the perils. Will you take the challenge and seek the treasures of The Farm, or will the tales of its fearsome feline guardians deter your quest?

Embrace the Adventure, Shape the Tale: The Mousefolk universe welcomes players of all backgrounds, from curious newcomers to experienced adventurers. Its mechanics prioritise ease of play and flexibility, aiming for an engaging yet straightforward experience. While there are foundational rules, the gamemaster has the freedom to adjust, always keeping the narrative and enjoyment in focus. Instead of traditional levelling, players develop their characters by refining skills and collecting useful items. Growth is achieved through encounters and choices, preparing characters for upcoming challenges. At its core, the game celebrates community and shared storytelling. Each session contributes to the collective narrative, turning the Mousefolk world into a continuous journey of exploration and connection.



Introduction to Play

In "Mousefolk," a typical game session unfolds as a brief and immersive adventure. Here, a group of youthful friends, having come of age, are entrusted with important missions. These may range from retrieving precious items to rescuing fellow Mousefolk from distant perils. Along their journey, they'll discover unfamiliar objects, elude gargantuan creatures, and navigate the depths of intricate burrows.

The world looms vast around them, but their diminutive stature and unique Mousefolk capabilities offer an unexpected advantage: time seems to move more slowly. For instance, a cat's predatory swipe, although swift to human eyes, occurs at nearly half the speed for these adventurers. This slowed perception allows the Mousefolk to react and strategize in real-time.

For these little heroes, the game offers an escape from mundane routines, inviting them to partake in meaningful and enigmatic quests. While the world of Mousefolk lacks some of the magic-centric fantasy elements commonly found in other TTRPG games, it presents its own peculiar charms and oddities. Some mice, rats, and rabbits—and potentially other yet-undiscovered creatures—have inexplicably evolved. They tend to walk upright and exhibit intelligence and self-awareness far beyond their counterparts. Intriguingly, this phenomenon seems confined to a specific farmland region. Here, the Folk coexist with their non-Folk brethren (referred to as "Dullwhiskers" by some Folk), who, despite their resemblance, lack the same cognitive and physical gifts. To the Folk, these creatures are perceived as simpler, uncommunicative beings.

Although they sense their own uniqueness, the Mousefolk and other Folk aren't entirely conscious of the depth of their distinction. Their self-awareness is muddled by the presence of another species that, although externally similar, doesn't share their heightened faculties.

What You need to Play

- Printed [Character Sheet](#)
- 10d6 and 2d12.
- Notebook for taking notes.
- Printed empty [Hex Map](#).

Roleplaying

Tabletop Role-Playing Games (TTRPGs) like Mousefolk are akin to collaborative storytelling, reminiscent of renowned games such as Dungeons & Dragons. In these games, players step into the shoes of their characters, making decisions and driving the narrative forward.

To embark on your Mousefolk journey, start by creating your character. This Mousefolk persona will be your representative in the story. You'll guide its actions, determine its thoughts, and decide its feelings. Fully embrace the role, referring to your character using personal pronouns like "I" and "me".

Steering the game's direction and setting its rhythm is the Gamemaster (GM). This pivotal role requires the GM to portray all other characters and creatures populating the world, from fellow Folk to wild animals. Beyond just setting the scene and painting the environment, the GM ensures the story's seamless progression. They are the custodians of the narrative, providing structure and continuity. However, the GM's task is more nuanced than merely dictating the flow. They should prioritize the players' desires, choices, and agency.

It's recommended that the Gamemaster be someone with prior TTRPG experience. The Mousefolk Gamemaster's Guide might occasionally give a knowing wink or nudge, assuming familiarity with the subtleties and nuances of guiding a game. While the guide offers a structured framework, there's ample room for improvisation, relying on the GM's expertise.

Players convey their intentions, and the Gamemaster facilitates the outcomes. The roll of a dice often determines success or failure, adding an element of unpredictability and excitement to the story.

Create your Mouse

Before you play the game, you must create a mouse. Take a Character sheet and fill in the Details on the page. Fill in your initial Ability Scores by distributing 8 points to the Body, Mind, and Skill "Pillars" (minimum of 1 in each). Distribute 10 Points into the 9 "Facets" to the right of the Pillars, these can range from 0 to 3 initially. You can choose an Improvised Weapon (D1 C0) and Improvised Armour (P1 M1) to start with. Start with 10 Poppy Seeds and 1 Ration. Calculate your Hit Points (Strength Facet + Nature Facet + Fitness Ability x 2) More info about all this further in the guide.



Establishing Character Connections

Once your Mousefolk character is crafted, it's time to intertwine their story with the rest of the group. Building these relationships enriches the narrative, adding depth and dimension to your adventures.

Start with a Discussion: Meet with fellow players to discuss and brainstorm. The aim is to find common threads that bind your characters. Consider if they're childhood friends, related in some way, or share past adventures (within the village). Maybe they've faced a common enemy or have unresolved issues or secrets between them. This can be as brief or detailed as you like. While it's beneficial to have a foundation, don't get bogged down in excessive detail. Leave room for your shared story to grow and evolve. Jot down the main points of your characters' connections. This not only serves as a quick reference during gameplay but also aids the Gamemaster in tailoring the campaign to your group's unique dynamics.



Rolling Dice and Ability Checks

Each player gets to craft their character's profile by assigning Ability Scores, representing inherent strengths and weaknesses in areas like Fitness, Intelligence, and Fighting. As the adventure unfolds, these abilities may evolve and grow, enhancing the character's prowess in specific domains.

The Ability scores directly determine how many six-sided dice a player rolls when attempting a variety of tasks. Note: You'll always roll at least one die, and no more than ten.

In this tabletop role-playing experience, not every action requires a dice roll. Some tasks are so straightforward that they're automatically successful. On the other hand, certain challenges might be clearly unattainable. In such cases, the Gamemaster will inform you, suggesting you explore alternative approaches.

At times, the Gamemaster might prompt you to make an ability check in reaction to a situation. A successful roll means you've skillfully navigated the challenge. However, a failure indicates a setback, the specifics of which the Gamemaster will describe.

During combat, dice rolls become crucial. They determine the damage you deal to opponents and the harm you manage to evade.

Difficulty

The difficulty of actions and reactions is gauged by the Gamemaster, based on how unlikely success is or how demanding the situation becomes. Players will roll dice based on their respective abilities, but as the likelihood of positive outcomes for tasks diminishes or becomes more daunting, the required rolls intensify:

- Not Difficult: No need to roll.
- Difficult: Roll a 1 or 2 to pass
- Very Difficult: Roll a 1 to pass
- Extremely Difficult: Roll at least two 1s to pass.

This scale aids the Gamemaster in setting the stage for players, ensuring that the challenges faced are both engaging and appropriate for the situation at hand.

Note: The Gamemaster won't advise if a Difficulty is "Difficult", and will just ask for an Ability Check. The Gamemaster will also not always advise if the Difficulty is "Very Difficult", or "Extremely Difficult", unless obviously so. (This is to avoid players deciding not to roll based on a higher Difficulty).

However, a player could do an Ability Check (usually Knowledge) to determine how difficult something might be prior to attempting something that may require an Ability Check.

Advantage

Creativity and resourcefulness can often tip the scales in your favour. When you describe an action in a particularly clever way, or highlight how a specific object or environmental factor might help, the Gamemaster may grant you "advantage." But it's not just about innovative ideas. There are times when the Gamemaster will automatically bestow advantage if they believe you have a situational upper hand. Mechanically, this means you are allowed to roll one extra dice. Always be observant and collaborative; securing an edge can make all the difference, especially when you work together.

Bonus Effects

if you pass a non-combat Ability check with more 1s or 2s than was required,. It's possible that a positive Bonus effect will be granted by the Gamemaster.

Retrying

If you fail an ability check, you generally can't try again, and another player can't just try the same thing. Mousefolk is still a game at its core, so luck, decision making, and thoughtful planning still need to come into play. In most scenarios, a Gamemaster won't permit multiple tries, and will just say "not possible", as it's a part of the game.

However, this kind of thing is still at the Gamemasters discretion. If you can explain how you will attempt using a new approach, different tactic, or strategy, that perhaps will use a different Ability Check, the Gamemaster might deem your subsequent attempt appropriate, but may also choose to increase the difficulty or give you "Disadvantage." (which means removing a dice from your roll). The Gamemaster could also introduce negative outcomes such as marking a condition, losing HP, or other consequences depending on the situation.

Abilities

Pillars & Facets

Character abilities hinge on foundational elements termed as 'Pillars'. Each Pillar encompasses a broad spectrum of capabilities and is further refined by three 'Facets', which delve into specific skills and strengths inherent to a character.

Pillars

A Mousefolk's core strengths are anchored by three primary Pillars: Body, Mind, and Skill. The Number attributed to a Pillar, ranging from 1 to 5, dictates the number of dice you'll roll when confronting challenges or undertaking specific actions. As you embark on your inaugural adventure, you'll distribute 8 points across these three Pillars. Pillars cannot exceed a number of 5, and each Pillar must have a minimum number of 1.

Facets

Diving deeper, each Pillar has three Facets. These represent specialised training or innate talents of your Mousefolk. A Facet's number can vary between 0 and a cap of 5. This number indicates the additional dice you append to a dice roll for relevant actions, supplementing the dice count from your Pillar. At the game's outset, you'll allocate 10 points to your Facets. These can initially range from 0 to 3 in each).

Note: Whenever a Facet Ability Score is needed, it refers to the Facet Number PLUS its Pillar Number.

Sometimes though, (in game rules or by the Gamemaster) you might be asked to roll or check a "Facet Number" specifically, and not an "Ability Score". In this case you will only roll dice equal to the number of the specific Facet requested and won't add on the Pillar number.

Pillars and Facets Described

Pillar: Body *The physical prowess, agility, and endurance of a character.*

Facet: Fitness

An embodiment of one's overall physical well-being, Fitness determines a character's endurance, speed, and athletic capabilities. It reflects how long they can keep running, how swiftly they can move, and how resilient they are to physical challenges.

Facet: Strength

Representing raw physical power, Strength dictates how much a character can carry, the force they can exert, and their overall vitality. It's the measure of their might.

Facet: Dexterity

A gauge of precision, finesse, and reflexes, Dexterity covers a character's ability to move stealthily, dodge threats, and perform acrobatic feats. It's all about swift and skillful movements.

Pillar: Mind *The intellect, awareness, and social grace of a character.*

Facet: Knowledge

Knowledge is the accumulation of wisdom, comprehension, and historical understanding. It's a reflection of what a character knows about the world, its history, and its intricacies.

Facet: Perception

Perception measures a character's alertness, awareness, and intuition. It governs how keenly they observe their surroundings, their ability to investigate mysteries, and their knack for reading situations and individuals.

Facet: Charisma

Charisma is the charm, leadership quality, and social prowess of a character. It dictates their ability to influence, entertain, and lead others, whether through genuine connection or crafty deception. Useful when attempting to reduce other players' "Scared" condition.

Pillar: Skill *The learned proficiencies, crafts, and specialised capabilities of a character.*

Facet: Fight

This facet represents a character's combat readiness and reflexes. From wielding weapons to dodging attacks, Fight measures how well one fares in battle situations.

Facet: Nature

Nature embodies a character's understanding of the natural world. This includes the ability to heal using natural remedies, survive in the wild, and even tame or understand animals. Useful when attempting to reduce your or another player's Injured condition.

Facet: Tinker

Tinker is all about creativity and practicality. It covers a character's ability to repair broken items, build new tools, or understand and repurpose machinery and artefacts.

Conditions and Their Effects on Ability Checks

As you encounter challenges and face adversities, conditions can accumulate on your character, affecting your ability to perform tasks.

Dice Replacement when rolling dice when you have Conditions marked:

- For the first condition box marked: Replace one of your D6s with a D12.
- Upon marking a second condition box: Swap another D6 for a D12.
- For each condition box marked from the third onward, remove one Dice from your rolls (remove D12s first).

Example:

Consider an adventurer with an ability score of 4. After facing challenges, she finds herself Hungry and Injured. With two conditions marked on her character sheet, she replaces two of her D6s for two D12s, rolling 2D6 + 2D12. If later, she becomes Exhausted, she then removes one D12 from her roll, making her roll 2D6 + 1D12.

Broken State:

Your character enters a state known as "broken" when:

- They mark three boxes next to a single condition.
- They accumulate marks from three different conditions.

Being "broken" incapacitates your character. They are unable to act and require a remedy for their conditions to recover. (resting, teammate healing etc.).

Unable to Act:

If the total number of conditions marked equals or surpasses your ability score, you are unable to make that ability check due to the overwhelming conditions.

Conditions

As characters venture forth, they'll face situations that push them past their limits, possibly leading to conditions that impact their actions and choices. Failing Ability Checks, and not looking after your Characters needs often results in acquiring conditions. While these conditions do impact the type and amount of dice rolled in ability checks, they also present narrative depth and role-playing opportunities.

For the Gamemaster: These effects guide when to request additional ability checks from a player or when to weave in narrative challenges related to the condition.

For the players: The effects act as role-playing prompts, illuminating paths to explore their character's emotions, reactions, and decisions more profoundly.

By fully embracing these conditions, both the Gamemaster and the players can elevate their storytelling experience, adding strategic layers to their adventures."

Condition: Encumbered

Mousefolk often come across valuable items, tools, or artefacts that they wish to carry along. However, every mousefolk has its limits!

Each Mousefolk can fill up 3 slots in their Inventory for free. A character gains an additional carry slot equal to their Strength Ability Score. Players may also use more slots than their Strength Facet Number allows, at the cost of marking an Encumbered Condition box per extra slot used.

- **Burdened Movement:** The weight of excess items hampers agility and speed. The Gamemaster may request additional checks for actions requiring swift or graceful movements, or when navigating challenging terrains.
- **Loud & Noticeable:** An overburdened Mousefolk isn't the most stealthy. Players can emphasise the clinking, clattering, or visible bulging of their possessions, potentially drawing attention or making stealthy approaches more challenging.

Condition: Scared

When the unknown looms, danger threatens, or a frightening event occurred, a Mousefolk might become Scared.

- **Jumpy Reflexes (Gamemaster's Guide):** The character is on edge, leading the Gamemaster to request additional ability checks for actions requiring calm or precision.
- **Overactive Imagination (Role-playing Prompt):** The player can incorporate heightened reactions to sounds, shadows, or movements, making their character more skittish or apprehensive.

Removing a Scared Condition: Mousefolk can perform a Charisma Ability Check to comfort other Mousefolk once per day.

Condition: Injured

When a Mousefolk receives enough damage to go to 0 HP, they mark one Injured Condition box, and instantly recover half their health rounded up.

- **Painful Movements (Gamemaster's Guide):** Physical exertions can be agonising. The Gamemaster may ask for additional checks for strenuous activities.
- **Visible Wounds (Role-playing Prompt):** The player can describe their character's limping, wincing, or tending to their wounds, adding depth to interactions and choices.

Removing an Injured Condition: Mousefolk can perform a Nature Ability Check to heal other Mousefolk once per day. Either removing 1 Injured Condition, or 4 HP.

Condition: Hungry

The pangs of hunger can be a constant companion on long journeys.

- Reduced Alertness (Gamemaster's Guide): A hungry mind might overlook details. The Gamemaster can request perception checks where others might not need to.
- Obsession with Food (Role-playing Prompt): The player can have their character be easily distracted by the promise of food, making choices or comments driven by hunger.

Condition: Fatigued

Pushing beyond one's limits can lead a Mousefolk to become Fatigued (physically or mentally).

- Sluggish Responses (Gamemaster's Guide): Weariness takes its toll. The Gamemaster may ask for additional checks when quick reactions or sustained focus is required.
- Need for Rest (Role-playing Prompt): Players can emphasise their character's yawns, heavy eyelids, or desire to find a place to rest, influencing group decisions and interactions.

Remove Fatigue Condition by having a Full Rest.

Ability Reward Points

Mousefolk forgoes a traditional levelling system. Instead, characters only enhance their Pillar and Facet scores over time. These enhancements, termed 'Ability Rewards Points', are bestowed by the Gamemaster. They can be granted during a game or as a session concludes.

Earning Ability Rewards is based on a player's ingenuity, such as outsmarting challenges, vanquishing formidable foes, navigating significant hurdles, or accomplishing pivotal missions. The Gamemaster will notify you of the number of Ability Rewards Points you've earned. These rewards can then be allocated to boost your Facets.

Upgrading a Pillar demands 3 Ability Reward Points, and you can't stockpile Ability Reward Points for future use. This means you can only enhance a Pillar if you receive 3 or more Ability Rewards simultaneously, which is rare, and might only occur at the successful conclusion of a prolonged adventure.

During Adventures the Mousfolk will also come across weapons, tools, NPCs and Armour of great power, which may also assist in increasing the overall effectiveness of abilities of characters.

Combat

Combat is a strategic dance, balancing power and risk with each move. Whether wielding a Smasher or a Stabber, it's not just about strength, but also wit and bravery.

During a combat round, each Mousefolk character has the opportunity to move up to 30cm and undertake an action. Actions aren't limited to just physical attacks. They encompass a wide range of activities, from conversing and strategizing to evading or disarming opponents. Remember, in the world of Mousefolk, creativity and wit can be as potent as any weapon.

Who attacks first?

The Gamemaster determines the combat order, or "initiative", based on the situation's dynamics. While adventurers often act before their opponents, certain circumstances, like ambushes, can alter this pattern. The Gamemaster may request Perception Ability rolls to set the sequence or discuss with players to finalise the order.

Attack and Damage round:

Attacking: Describe your intended action against an opponent. The Gamemaster will provide any dice modifiers based on the opponent's difficulty and other factors.

Gather dice equal to your Fight Ability minus your weapon's "C" stat. Remember, conditions may require swapping d6's for d12's or even removing dice.

Step 1. Roll the dice.

- If any dice show a 1 or 2, place them into a score-pool and move to step 2.
- If no dice show a 1 or 2, remove a single dice with a value of 2 from the score-pool (if one is present) and proceed directly to the Damage Phase.

Step 2. Push your luck? (optional)

Decide if you want to roll the **remaining** dice again or move to the Damage Phase with your current score-pool total.

If you decide to roll again. repeat Step 1.

Step 3. Damage Phase.

1. Sum the dice values in the score-pool.
2. Add your weapon's "D" stat to the sum.

Note: If you failed to get any dice into the score-pile, your attack missed, end your attack round without doing damage.

The Gamemaster will deduct your damage from the opponents HP, and advise if the enemy is incapacitated or not. If not, the combat continues to the next player, or opponent if it's their turn)

Combat Attack Example

- Alara attempts to strike a Lizard with difficulty rating of +1
- Alara uses her Artisan Slasher Weapon, which has Damage 3 and Control 2.
- She has a Fight Ability Score of 5. And has 1 Condition Marked.
- She rolls 3d6 and 1d12.
- Calculation: Fight Ability 5 plus 1 for the difficulty rating. Minus 2 for the Control = 4. Now replace one d6 with a d12 for the marked Condition.
- She rolls one 2, and puts it into the score-pool, and re-rolls the 3 remaining dice, and gets a 1 and puts it into the score-pile. She rolls the remaining 2 dice and doesn't get a 1 or 2, so must now remove a 2 dice from the score-pool, and end the attack phase.
- The total damage in the pool is 1. Plus the weapon damage of 3, Alara does 4 damage to the Lizard.

Defending Against Attacks:

Note: Every Mousefolk has a "Defense Stat" total marked on their character sheet. This is the total of your Dexterity Facet Number, and your Fight Facet Number.

When the Gamemaster tells you how much damage a creature did.

1. Roll a number of 1d6 equal to your "Defence Stat" Dice.
2. Each 1 rolled + your Protection stat; is a point of reduced damage.
3. Update your HP or mark an injury condition if at 0 HP.

Attack Effects

Some attacks might do extra effects, the Gamemaster will advise when these occur. Two examples are:

Venom will do 1d6 damage every 6 hours until remedied. You will also need to mark one Injured or fatigued condition every 6 hours until remedied. The Gamemaster will advise which one. To heal venom, another player must perform a Nature Ability Check, or you can seek out a roleplay solution.

Web will stick you to the spot, and you must perform an ability check to free yourself instead of performing a combat action (Gamemaster will advise on check)

Fleeing from Combat

If the tides of battle turn against the party and it becomes clear that victory is out of reach, retreat is always an option. Bravery is commendable, but survival is paramount. Should the party decide to flee from an overpowering foe, each member must attempt an ability check to successfully escape. Remember, there's no shame in living to fight another day.

Armour: Protection vs Mobility

Armour is an essential tool for protection. But every piece of armour comes with its trade-offs. The sturdier the armour, the less agile a Mousefolk becomes, and vice versa. This balance ensures that Mousefolk adventurers make strategic choices about their equipment based on the situation they expect to face.

Each armour piece has a Protection (P) and Mobility (M) stat.

Protection indicates the armour's ability to reduce incoming damage.

Mobility ranges from 0 (unrestrictive) to 5 (highly restrictive). It represents how the armour affects agility and movement. The Mobility stat reduces dice available for any Dexterity-related checks but does not impact the Fight Ability. **Note: Similar to Inventory, for every M stat total over your Dexterity Ability Score, you will attract Encumbered conditions.**

Pieces of armour combined (Helmet, Shield, and Torso) have their P and M stats added together.

Armour in the Mousefolk realm isn't strictly categorised, but there are common types based on materials and craftsmanship:

Improved Light Armor (eg. Sewn Layered leaves or paper pieces)

P1 M1

Better Light Armor (eg. Woven grass or stitched thick cloth patches)

P2 M2

Artisan Light Armor (eg. Interwoven spider silk with leather patches)

P3 M3

Improved Heavy Armor (eg. Strapped on tin)

P4 M4

Better Heavy Armor (eg. Layered wooden plates or hardened leather)

P5 M5

***Shield of Power** (Plastic shield from an action figure)

P6 M4

(*example of a special Armour)

Weapons: Damage vs Control

Weapons in the Mousefolk world present their users with a choice: do they prefer the raw power of a heavy weapon or the finesse and accuracy of a lighter one? The mightiest maul can deal a devastating blow, but its sheer size could make it difficult to land a hit.

Understanding Weapon Dynamics:

Every weapon has two primary stats: Damage and Control. (D and C)

The Damage stat determines how much harm the weapon can potentially inflict.

The Control stat, ranging from 0 (easy to handle) to 5 (very unwieldy), indicates the weapon's ease of use. A weapon with higher Control is harder to manage, thus reducing the dice available for the Fight Ability check.

Single-handed weapons generally have a Control score that is 1 less than their Damage score.

Double-handed weapons typically have a Control score that's 2 less than their Damage score.

Examples:

A single-handed stabber with a Damage of 2 would typically have a Control of 1.

A double-handed smasher with a Damage of 4 would usually have a Control of 2.

Weapons are mostly Improvised

In the Mousefolk realm, weapons are often born out of necessity and the immediate materials at hand. While a human might see a broken shard of glass, a Mousefolk sees a potential "Stabber." The language used to describe these tools is functional and descriptive, reflecting the Mousefolk's pragmatic approach to survival.

Weapons might bear resemblance to familiar human tools, but their creation and use are distinctly Mousefolk in nature. Whether you're wielding a "Slasher" made from a feather's quill or a "Smasher" crafted from a hardened acorn, it's the ingenuity and spirit of the Mousefolk that make these weapons effective.

For example:

Stabbers:

- **Improvised Stabber** (sharpened glass shard) – D1 C0 – 2p
- **Better Stabber** (twisted nail with a cloth handle) – D2 C1 – 8p
- **Artisan Stabber** (Crafted from metal fragments with a carved wooden handle) – D3 C2 – 20p
- ***The Dagger of the North** (Expertly crafted out of a Sharpened Compass Pointer and twine wrapped handle) - D3 C1

*example of special Weapon

Slashers, Smashers, Shooters, Spitters, and Slingers follow similar formats.

See the Weapons list for full details of the types of weapons crafted, found and bought.

Crafting Weapons and Armor

Crafting in Mousefolk allows adventurers to create unique weapons and armour, tailoring them to their preferences. The crafting process is governed by the Tinker Ability, and the final product's quality is determined by the player's roll.

Step 1. Planning Phase

The player declares what they are planning to craft, and which materials they plan to use to craft the weapon. You don't need to be holding all of the materials mentioned, and you don't even need a complete plan. The Gamemaster will assess how good your plan is, what materials the item will be made out of, and which materials you currently hold and decide how many dice will be added or deducted in Step 2 and Step 3.

Example 1. "I will stick staples into the bouncy ball, and a long stick with a leather handle into the bouncy ball to make a Mace".

The Gamemaster notes that the players have all materials, except for the leather in their inventory, and

likes the plan (they didn't mention how the leather will be affixed, but that's okay), and also decides on the potential damage of the weapon, and grants 3 bonus dice in Step 2.

Example 2: "I will make a sword from a tin can".

The Gamemaster notes that they have access to tin, and doesn't think the plan is well thought out..., and adds a 5 dice penalty to Step 2 and 3.

Step 2. Initial Creation:

Roll dice equal to the Tinker Ability, plus or minus the dice the Gamemaster decides upon.

For weapons, each 1 rolled will be the Damage Stat, and the Control will be one less.

For Armour, each 1 rolled will be the Protection stat and the Mobility stat.

Step 3. Fine-Tuning:

After the initial creation, players have the option to fine-tune their crafted item.

Players roll their Tinker Ability dice again (with any Gamemaster penalties, but not bonuses)

The player can choose to either add the result (number of 1s) to the Damage/Protection stat or subtract it from the Control/Mobility stat.

Note: The materials used in crafting play a significant role. Players must ensure they have collected and presented some appropriate materials to craft their desired item. For instance, crafting a robust metal sword requires some metal material.

Legendary or rare materials might grant additional benefits or unique properties to the crafted item.

Players should always be on the lookout for better materials and rare artefacts to enhance their crafting abilities and produce even more potent weapons and armour.

Hit Points (HP)

Hit Points, or HP, represent a Mousefolk character's overall vitality and endurance. This value determines how much damage or harm your character can withstand before succumbing to injuries.

Calculating HP: To calculate your maximum HP, combine your Strength Facet Number, Nature Facet Number, Fitness Ability Score, and double the total sum.

Example 1: If Eldrin has a Fitness Ability of 3, Strength Facet Number of 1, and Nature Facet Number of 3, his maximum HP would be 14 ($3 + 1 + 3 \times 2$).

Example 2: For Alara with a Fitness Ability of 4, Strength Facet Number of 3, and Nature Facet Number of 1, her maximum HP would be 16 ($4 + 3 + 1 \times 2$)

Injury and Recovery: If your HP drops to zero, you acquire an Injured Condition. Immediately afterward, your HP restores to half (rounded up) of its maximum value.

There are several ways to regain HP during an adventure:

- **Natural Healing:** You or another character (including NPCs) can attempt a Nature check. The number of "1s" rolled equals the HP restored. If no "1s" are rolled, that individual can't attempt to heal you again until the next day.

- **Long Rest:** Taking a continuous, peaceful rest for at least 6 hours will recover half of your maximum HP. You can benefit from this rest once per day.
- **Other Methods:** As you venture, the Gamemaster may introduce other role-playing and mystical means of healing.

Tracking your HP during adventures is vital. Should your HP fall to zero or below, your character might face severe consequences.

Foraging Rule

Purpose: To allow players to gather resources and materials during their journey.

Duration: Foraging takes 1 hour. Players can decide to spend additional hours foraging but should be aware of the increasing risks.

Rolling for Resources:

- **Rations (Nature Check):** Roll a number of dice based on your Nature ability. For every "1" rolled, you find one ration. This represents food sources like berries, nuts, insects, or other small edibles.
- **Materials (Perception Check):** Roll a number of dice based on your Perception ability. For every "1" rolled, you find one material. The Gamemaster will use a material lookup table (at the end of this guide) to see each item you found.

Diminishing Returns:

Every time a Player Character Forages in the same map hex without leaving it and returning. The Gamemaster may request one less dice be rolled.

The Gamemaster might alternatively roll a 1d6 encounter die. On a roll of "1", an encounter with a beast or other threat is triggered. The nature of this event or beast is at the discretion of the Gamemaster, based on the setting and story progression.

Mapping

Adventurers navigate the world on an 11x11 hex grid, covering a picturesque 5 square kilometre area. Each hex denotes a 6-hour travel duration, with the village centrally located and "The Farm" nestled in a corner. As they journey across this vast landscape, every alternate hex reveals a distinct landmark, serving as a backdrop for intriguing roleplay or unexpected encounters. While any hex may present challenges or surprises, the Gamemaster carefully curates specific locations, beckoning players with a mix of plotted points and spontaneous discoveries.

Players start with a blank hex grid canvas, ready to be illustrated. Meanwhile, the Gamemaster likely possesses a detailed counterpart, pre-marked with pivotal Folk villages, critical narrative locations, and essential events. The game encourages players to employ their artistic flair, sketching and colouring the map as they progress. While the map might lack defined roads—since the Folk typically tread on animal-made paths—human-made roadways or a meandering stream could occasionally break the monotony.

Travel, Rest, and Rations

Navigating the vast landscapes of the Mousefolk world can be both an adventure and a challenge. Here are some guidelines to help Gamemasters and players understand the intricacies of travel and the importance of rest.

Mousefolk Terrain: The landscape the Mousefolk navigate is often undulating and challenging, seldom allowing for a direct path to any destination. With the presence of features like streams, thick undergrowth, large rocks, and large cracks in the ground.

Walking from the middle of a Hex to the middle of the next Hex takes 6 hours if uninterrupted.

The party requires at least 6 hours rest per day. Therefore you can cross 3 hexes per day without interruption. (eg. Starting in hex 1 and crossing Hex 2 and 3 and finishing day in 4)

However, if there is interaction on a Hex, eg. from things like Foraging, Events, Encounters, exploring a landmark etc. (anything that takes an extra hour or two), then you lose an entire 6 hour chunk. (eg. Starting in Hex 1 and crossing into Hex 2 there is an Encounter, then entering Hex 3 for a 6 hour rest)

Resting: The diminutive size of the Mousefolk doesn't spare them from the fatigue of travel. They require rest to recuperate and stay alert. If a mousefolk fails to get at least 6 hours of rest in a day (Called a Full Rest), they receive a Fatigued Condition (one per day without a Full Rest)

Rations:

If a mousefolk fails to consume at least 1 Ration per day. They receive a Hungry Condition. Consuming a Ration is typically done during the Full Rest period.

Weather Challenges: Sometimes the Gamemaster might note that there is particularly adverse or harsh weather events happening. Eg. storms, blistering heat, or freezing cold. For each HEX crossed in this weather a Mousefolk must undertake a Fitness Ability (Exposure) or Mind Ability Check (Frustrating Weather). Failure to pass this check results in the mousefolk acquiring a Fatigued Condition, representing the additional strain from battling the elements.

Currency of the Mousefolk: Poppy Seeds

In the heart of the Mousefolk world lies a currency as unique as their tales: the tiny poppy seed. Legend has it that these seeds were the spoils of a daring heist from the house on "The Farm". Upon discovery, the Mousefolk found the seeds' flavour unappealing, yet recognized their rarity.

Instead of discarding them, the elders saw an opportunity. They distributed the seeds evenly amongst the tribes, ensuring that each Mousefolk had their share of this newfound treasure. Over time, special preservation techniques were developed to maintain the seeds' integrity, allowing them to pass down through generations.

While poppy seeds serve as the cornerstone of the Mousefolk economy, they aren't the only means of exchange. Bartering has always been a cherished Mousefolk tradition.

Materials & Items in the Mousefolk World

In the Mousefolk realm, the notion of items and tools is as much about improvisation as it is about purpose-built equipment. Unlike larger civilizations that craft tools for specific roles, the Mousefolk

are masters of resourcefulness. Their ingenuity is born from necessity, using bits and pieces they find or purchase, often without a definite use in mind.

Carrying an assortment of odds and ends in their backpacks is common practice for Mousefolk. From a stray pin that might come in handy for picking locks to a serrated piece of metal perfect for cutting, they believe in the potential of every little find. It's not just about having the right tool; it's about seeing the endless possibilities in seemingly mundane objects.

That said, Mousefolk aren't strangers to purpose-driven design. Some items, like a spear crafted from the minute hand of a discarded clock, are clear testaments to their creativity and adaptability.

As adventurers, players are encouraged not just to collect but to invent. Combining items they find can lead to unique creations, a process where the "Tinker" ability shines. By embracing this ethos of resourcefulness, players can navigate challenges in imaginative and unexpected ways.

Material Ability Points (MAPs)

Certain materials and items hold intrinsic qualities that, when combined creatively, can enhance one's natural abilities. The Gamemaster, considering the unique attributes of a particular item or the cleverness of its design, might decide that it grants a bonus to Ability Checks. This is particularly true when crafting items. If a player displays engineering ingenuity or incorporates extra design choices during the crafting process, the resulting item might be imbued with added potency.

Such items, often rare and products of exceptional craftsmanship, can significantly boost a Mousefolk's prowess in various tasks. When you come across or create such an item in your adventures, make sure to record it in the Inventory section of your character sheet. Note down its name, description, and the specific bonus it provides. These Material Ability Points, or MAPs, can be pivotal in challenging situations, providing that extra edge when it's needed most. Whether you find them or forge them, always value these special materials and the advantages they offer!

Materials, Items, their values (ps), and slots.

In the bustling markets of Mousefolk settlements or during their adventures across the meadows, players can come across a myriad of discarded and lost things. These objects, often repurposed or waiting to be transformed, carry varying values measured in poppy seeds (ps).

(The Gamemaster can use as a material lookup table when foraging among other things, Roll a 1d6 for the section, then another 1d6 for the item found, if you roll a 6, roll again for the uncommon section, and then again for the item found, if six is rolled again, choose an ITEM for them to find)

Common Materials:

(1)

1. Broken Glass Shard: – 1 slot – 2ps
2. Small Feather – 2 slot – 1ps
3. Sharp piece of can – 2 slots – 5ps
4. Pointy Pebble – 1 slot – 1ps
5. Rubber scrap (1cm folded/4cm unfolded) - 1 slot -2ps
6. Hair Tie – 2 slot – 5ps

(2)

1. Twigs (small bundle) – 1 slots – 2ps
2. Wire Tubing – 1 slots – 10ps
3. Thin wire (1cm) - 1 slot - 5ps
4. Thick Wire (1cm) - 1 slot 10ps
5. Toothpick – 2 slots – 5ps
6. Cotton String bundle (30cm) – 1 slots – 3ps

(3)

1. Cloth (1 cm folded/4 cmsq unfolded) – 1 slots – 2ps
2. Matchstick burnt – 1 slot – 2ps
3. Pin – 1 slot – 5ps
4. Rubber band – 1 slot – 2ps
5. Pull-tab - 2 slot 5ps
6. Piece of Leather - 1 slot - 5ps

(4)

1. Bent Nail – 2 slots – 3ps
2. Bottle Cap – 1 slot – 3ps
3. Sticky Plant Resin – 1 slots – 3ps
4. Twine Thread bundle 15cm – 2 slots – 3ps
5. Small Button– 2 slots – 5ps
6. Small Coin - 1 slot 5ps

(5)

1. Sticky resin / Sap / Chewing Gum - 1 slot 5ps
2. Sea Shell or Nut Shell - 2 slot 5ps
3. Rubber scrap - 1 slot - 5ps
4. Plastic packaging scrap - 1 slot 5ps
5. Flammable Grease / Fat - 1 slot 5ps
6. Spider Silk - 1 slot 5ps

(6)....

Uncommon Materials:

(1)

1. Large Coin - 2 slot - 20ps
2. Large Button - 3 slot - 5ps
3. Wax – 1 slots – 4ps
4. Jewelry Chain Link (5cm long) -1 slot - 20ps
5. Soap Fragment –1 slots – 4ps
6. Earring Back / Jewel – 1 slot – 5ps

(2)

1. Fleece (1cm sq) – 1 slots – 20p
2. Coal - 1 slot - 15 ps
3. Straight Nail – 2 slots – 5ps
4. Screw - 2 slots – 15ps

5. Bolt - 2 slots – 15ps
6. Metal Nut / Washer – 2 slots – 15ps

(3)

1. Fishing Hook – 2 slots – 7ps
2. Matchstick unburnt – 1 slot – 5ps
3. Clock Parts (Hand and some cogs) – 3 slots – 6ps
4. Small Bones (a couple) - 1 slot - 5ps
5. Crumpled Foil (1cm sq) – 1 slots – 10ps
6. Staples (a few) – 1 slots – 20ps

(4)

1. Sewing Needle – 1 slot – 20ps
2. Pencil stub – 1 slots – 20ps
3. Magnet – 2 slots – 50ps
4. Sequin (a few) - 1 slot - 5ps
5. Keyring – 2 slots – 50ps
6. Small Paper Clip – 2 slot – 5ps

(5)

1. Mirror shard - 1 slot - 10ps
2. Thumbtack - 2 slot - 5ps
3. Push Pin - 1 slot - 10ps
4. Bullet casing - 2 slot - 10ps
5. Shoe Lace (15cm)- 1 slot -10ps
6. Bobby Pin - 3 slot - 20ps

(6)

Improvised Items:

- Nail Chisel – 1 slots – 2ps
- Thistle Brush (+1 Charisma) – 1 slots – 2ps
- Thimble Bucket – 2 slots – 4ps
- Leaf Pouch (small container) – 2 slots – 3ps
- Shard Mirror – 1 slots – 150ps
- Bottlecap Cookpot (1 ration per 3 Mousefolk) – 2 slots – 4ps
- Bent Nail Crowbar – 2 slots – 8ps
- Leaf Horn – 1 slots – 5ps
- Grass Net – 1 slots – 4ps
- Berry Perfume – 1 slots – 20ps
- Seed Whistle – 1 slot – 3ps
- Stone Grindstone (+1 D on sharp weapons) – 2 slots – 10ps
- Moss Mattress (recover double fatigue) – 2 slots – 8ps
- Spider Silk Rope (30cm) – 1 slots – 12ps
- Acorn Canteen) – 1 slots – 7ps
- Feather Quill Pen – 1 slot – 3ps
- Inkwell (from acorn cap filled with berry juice) – 2 slots – 5ps
- Cork Float (fishing aid) – 1 slot – 2ps
- Pebble Hammer (+1 Tinker) – 1 slots – 6ps
- Pine Needle Sewing Kit – 2 slots – 4ps
- Wooden Bead Abacus (+1 Intelligence) – 1 slots – 9ps
- Leaf Umbrella (no Fatigue from bad weather)– 2 slots – 5ps

Berry Paint Palette – 1 slots – 8ps
Shell bowl and spoon – 1 slots – 3ps
Hollow Twig Flute – 1 slots – 7ps
Moss Pillow (– 1 slots – 6ps
Stone Oven (small, for baking) – 3 slots – 25ps
Twine and Twig Fishing Rod – 2 slots – 10ps
Spiderweb Net (+1 Foraging) – 1 slots – 7ps
Stick and Stone Fire Starter Kit – 2 slots – 6ps
Grass Yarn Ball (toy) – 2 slots – 2ps

Items that can't be strapped to body or put into carried on body or pack:

Twig and Leaf Raft: 15ps
Rickety Wagon - 100ps
Wooden Wheelbarrow: 18ps
Twig and String Catapult: 20ps
Hollowed Log Canoe: 30ps
Leaf Sled (for snow or mud): 8ps
Bark Boat: 20ps
Mouse Trap – 30ps
Pinecone Lantern (with firefly inside): 15ps
Twig Ladder: 10ps

Strange Found Item Ideas:

Spark Plug, Chess Piece, Dice, battery, cutlery, contact lens, cufflink, lighter, Key, toy soldier, yoyo

Light Sources:

Grease-soaked Twig Torches: 1 slot - 8ps
Glass Shard Lantern: (1 slot) 100ps
Firefly in cage - 2 slot 100ps

Clothing: (indicative prices)

Woven Grass Outfit (Poor): 8ps
Moss and Leaf Camouflage Cloak – 5 slots – 15ps
Stitched Cloth Attire (Standard): 45ps
Silk Thread Robe (Noble): 400ps
Heavy Leaf Winter Cloak: 130ps
Waterproofed Bark Cloak: 90ps

Lodging and Food

Straw Bunkhouse Bed (per night): 1ps
Leaf Canopy Private Room (per night): 4ps
Warm Water Bath: 2ps
Foraged Travel Rations: 4ps
Wild Berry Meal: 2ps
Feast with Rare Ingredients: 45ps

Weapons

In the meadows and burrows, danger can lurk behind any leaf or pebble. As such, Mousefolk have learned to improvise and engineer weapons that cater to their unique stature and needs. Here's a collection of both improvised and Mouse Artisan crafted weapons, complete with their Damage (D) and their Control (C) stats.

Weapons are not all identical in design, these listed here are indicative of the type of weapons and their stats. The Gamemaster will often provide one of the below for found, or purchased items.

Note: When noting the Weapon your character has on your Character Sheet, you only need to write the weapon Name (You can come up with your own name) and it's D and C stat.

Two handed Weapons fill up both Paw slots on the Character sheet (write the weapon across both slots).

Shooters: (Requires extra backpack slot for Ammunition. Ammunition is not tracked and is included in initial purchase.) Note: Shooter typical;ly have a matching D and C stat

- Improvised Bow (made from bent twigs and string) – D1 C1 – 5ps
- Artisan Bow (made from fine wood and twisted cotton string) – D3 C3 – 35ps
- Improvised Dart Blower (made from hollowed thistle bristles) – D1 C1 – 1ps
- Artisan Dart Blower (made from metal tubing with mouthpiece) – D3 C3 – 25ps
- Improvised Sling (improvise from Hair Tie) – D1 C1 – 1ps
- Artisan Sling (cut rubber and whittled handle) – D3 C3 – 15ps

Spears: (Can be used as stabbers and Shooter, but must be retrieved).

- Improvised Long Stabber (pointed stick or clock hand) – D2 C1 - 6ps
- Better Spear (sharpened wood with metal tip) – D3 C1 (2 handed) – 15ps
- Artisan Spear (crafted with a metal blade and sturdy wooden handle) – D4 C2 (2 handed) – 40ps

Stabbers:

- Improvised Stabber (sharpened glass shard) – D1 C0 – 2ps
- Better stabber (tack with a cloth handle) – D2 C1 – 8ps
- Artisan Stabber (Crafted from metal fragment with a carved wooden handle) – D3 C2 – 20ps
- Better Stabber (pin or needle with a wrapped handle) – D2 C1 – 10ps

Slashers

- Improvised Slasher (sharpened metal strip) – D1 C0 – 5ps
- Better Slasher (metal shard affixed to a wooden handle) – D2 C1 – 10ps
- Artisan Sword (finely crafted mini rapier with a bead handle) – D3 C2 – 30ps
- Artisan Axe (Mousesmith-crafted with a metal blade and engraved handle) – D3 C2 – 60ps
- Improvised Two-Handed Slasher (large metal strip folded at end) – D2 C0 (2 handed) – 40ps
- Artisan Two-Handed Sword (crafted with precision by a Mousesmith) – D4 C2 (2 handed) – 150ps

Smashers:

- Improved Smasher (sturdy piece of wood) – D1 C0 – 3ps
- Better Smasher (wood with embedded nails or sharp stones) – D2 C1 – 8ps
- Improved Smasher (stone affixed to a stick) – D1 C0 – 4ps
- Better Smasher (wooden handle with a metal-clad end) – D2 C1 – 9ps
- Artisan Smasher (Mousesmith-crafted with a metal ball and engraved handle) – D3 C2 – 30ps

Armour

When noting the Armour your character has on your Character Sheet, you only need to write the Armour Name (You can come up with your own name) and it's P and M stat.

There is any extra area on the Character sheet for tallying up the total P and M of all armour. Shields are carried in a Paw slot.

Shield:

- Improved Shield (piece of wood) – P1 M1 - 5ps
- Better Shield (bottle cap) – P2 M2 - 15ps
- Artisan Shield (carefully carved wooden shield with leather grip) – P3 M3 25ps

Helmet:

- Improved Helmet (Acorn cap or thimble) – P1 M1 – 5ps
- Better Helmet (Hardened bark or carved nutshell) – P2 M2 – 15ps
- Artisan Helmet (Shaped metal fragment with cloth lining) – P3 M3 – 30ps

Armour:

- Improved Light Armor (eg. Sewn Layered leaves or paper pieces) P1 M1 -10ps
- Better Light Armor (eg. Woven grass or stitched thick cloth patches) P2 M2 -25ps
- Artisan Light Armor (eg. Interwoven spider silk with leather patches) P3 M3 - 50ps
- Improved Heavy Armor (eg Strapped on tin) P4 M4 - 70ps
- Better Heavy Armor (eg. Layered wooden plates or hardened leather) P5 M5 - 100ps
- **Artisan Heavy Armor** (eg. Necklace chainmail armour with padding) P6 M6 - 200ps

FOR THE GAMEMASTER ONLY

Adapting and Creating Rules:

Not every eventuality in the vast world of Mousefolk can be accounted for within the confines of this guide. While we've endeavoured to provide a comprehensive foundation for your adventures, there will undoubtedly be times when situations arise that aren't covered by the existing rules.

In such instances, we encourage you to harness your creativity. Adapt an existing rule to fit the situation, or craft an entirely new one. Trust in your judgement as the Gamemaster to ensure the game remains balanced, fun, and engaging.

Whenever you establish a new ruling or make an adaptation, jot it down. This will help maintain consistency in your game and can serve as a reference for future sessions. Remember, the primary goal is for everyone to have fun, and the rules are merely a tool to facilitate that enjoyment.

Special Items to help players make weapons:

If players are struggling to find materials for crafting weapons, or you want to give them some treasure to find, here's some ideas.

- Zipper teeth
- Cork, or Bouncy Ball (for sticking things into to make a mace)
- Popped balloon Rubber
- Box cutter blade
- sharp piece of tin can
- pen ink tube (for dart blower)
- Plastic comb teeth (for darts)
- calligraphy pen
- letter opener
- Small fork
- steak knife
- razor blade
- guitar string (for bows)
- corn holder
- bobby pin

Gamemaster Combat Rules:

Attacking:

Don't Describe your intended action against an adversary. Just choose the type of attack (creatures can have multiple options) and always push your luck. Depending on the outcome of the Dice Roll - you describe it.

For example:

The Large Lizard Attacks!

The Gamemaster quietly looks up the Lizard Large Lizard stats:

Fight 3, Bite D4 C1, Scratch D3 C2, HP 30

The Gamemaster quietly chooses the Bite attack and rolls 2 dice (Fight minus Control).

The Gamemaster attacks with pushing luck to conclusion. And has 1 in the score-pool, the Gamemaster then adds the D Stat amount 4, and proclaims...

"The Large Lizard tilts its head to the side, and leans in, and then BAM! Grabs you on the leg and shakes before letting go, you take 5 damage". The player then rolls for damage reduction and adds their Protection Stat.

Defending:

Each Creature that players attack has a Protection (P Stat), and unlike players, does not have a Defense stat, so you never roll dice to determine the amount of damage reduced.

Simply, if a player's attack damage (including weapon D) is equal to or less than the creature's P Stat, it is considered a miss/deflection/ineffective attack (Gamemaster roleplays it), otherwise, remove the damage amount from the creature's HP). ie you don't roll dice to defend.

Travel and Mapping

The world of the Mousefolk is vast and dotted with landmarks both big and small. To help guide the players on their journey, a map can be an invaluable tool. This map allows the players to visualise their surroundings, plan their routes, and mark the territories they've explored.

When the Party enters a new Hex:

Roll a 1d6

1. Easy hostile encounter.
2. Difficult hostile encounter
3. Severe Weather Event
4. "Treasure" if someone forages.
5. NPC encounter
6. Gamemasters Choice

Then describe the Hex (Environment, Landmark, Event etc.)

Ask if anyone wants to Forage.

Creating the Map:

- Central Location: Place the Home Village at the centre of the map. This serves as a reference point and a familiar location for the players.
- The Farm: This dangerous landmark should be situated some distance from the Home Village, preferably towards one of the map's edges to signify the boundary of the Mousefolk's known world.
- A few villages for the Mousefolk, Ratfolk, and one for the rabbit folk. Ensure these are well spaced apart.
- Every time a player enters a new hex, something should be there. If the previous hex had no landmark, this one will have a landmark. If the previous hex had a landmark, then you could create an encounter or event instead. However, you should still describe the atmosphere and type of hex eg: "This area has dry grass and a clearing in the middle, (nature check pass) the type of place Falcons love to keep an eye on, best walk around the edges".

Key Landmarks:

As the players journey, they can mark these landmarks on their map, adding notes, dangers, or points of interest. Over time, this map becomes a living document of their adventures, filled with memories of past exploits and clues for future journeys.

While some landmarks are known to the Mousefolk and will be marked from the beginning, others will be discovered as the players explore. Here are some landmarks to consider:

- Rivers: Vital for travel and resources.
- Woods:: Dense areas full of both danger and opportunity.
- Anthills: Small mountains in the Mousefolk world, teeming with potential allies or adversaries.
- Wrecked Cars: Remnants of the human world.
- Burnt-out Tree: A sign of past dangers.
- Dusty Clearing: Open spaces that can be both safe havens or vulnerable spots.
- Waterfall: Beautiful but potentially treacherous.
- Hedge: Natural barriers or hiding spots.
- Fence/Wall: Boundaries of the human domain.
- Livestock: Large creatures that roam the fields.
- Scarecrow: Towering figures in the landscape.
- Animal Skeleton: A grim reminder of the circle of life.
- Bridge: Critical for crossing rivers or chasms.
- Tree Stump: Elevated spots that offer a vantage point.
- Frog Pond: A source of both water and potential danger.
- Human Road: Large paths that could lead to human settlements.
- Hill: Natural elevations that offer a vantage point.
- Huge Tree: Natural landmarks that dominate the landscape.
- Ruins: Remnants of past Mousefolk or Ratfolk civilizations.
- Boulder: Massive stones that can serve as shelter or landmarks.
- Rubbish Pile: Accumulation of human waste which might hide treasures or dangers.
- Ratfolk and Mousefolk Villages: Centers of civilization, trade, and potential intrigue.
- Pipe: Mysterious tunnels that could lead anywhere.
- Friendly Mousefolk Building: Places of rest and recuperation, and starting point for Side-missions and Adventure Hooks.
- Caves: Dark and mysterious places of potential danger or shelter.
- Ratfolk Outpost: Strongholds of the Ratfolk.
- Predator Den: Homes of the many predators in the Mousefolk world.
- Birdbath: Sources of water but also potential danger.
- Abandoned Nest: Once home to birds, now an empty shell.
- Mossy Boulder: A stone covered in soft moss.
- Fallen Giant's Boot: An old discarded human shoe.
- Tangled Root Maze: A network of tree roots forming a maze.
- Dewdrop Pond: A small body of water formed from morning dew.
- Stone Circle: Mysterious arrangements of stones.
- Whispering Grassland: Tall grasses that seem to whisper secrets.
- Mushroom Grove: A cluster of large mushrooms.
- Burrowed Tunnel Network: Tunnels dug by other creatures.
- Sunlit Clearing: A peaceful spot in the forest.
- Twisted Thorn Barrier: A natural barrier of thorn bushes.
- Fossilised Remains: Ancient remains embedded in stone.

- Sapling Circle: A circle of young trees.
- Quicksand Pit: A dangerous patch of land.
- Crystal Cavern: A hidden cave filled with luminous crystals.
- Echoing Canyon: A deep crevice where sounds echo.
- Will-o'-the-Wisp Glade: A mystical place with ethereal lights.
- Sundial Rock: A stone formation that can tell the time of day.
- Wind Chime Grove: Trees with hanging objects producing melodic sounds.
- Abandoned Mousefolk Caravan: An old wagon or cart left behind.
- Tall Grass Jungle: To Mousefolk, a simple patch of tall grass can be like traversing a dense jungle, complete with hidden predators, ambushes, and the need to cut paths.
- Puddles as Lakes: A mere puddle to a human can be a vast lake or even an ocean to a Mousefolk. This could require crafting tiny rafts or finding ways around.
- Anthills as Mountains: Massive anthills can be treacherous terrain, and the ants themselves can be neutral, allies, or foes.
- Cracked Grounds: What's just a dry patch of land to us can be a maze of canyons and ravines for the Mousefolk.
- Compost Heap: A mound of compost can be a treasure trove of resources but also home to potential threats.

Interesting Challenges and activities to break up Journeys:

By focusing on the unique scale and perspective of the Mousefolk, you can turn seemingly mundane terrains and scenarios into grand adventures.

- Wind Gusts: A sudden gust of wind could scatter party members, blow away essential items, or even push the group into a new, unknown area.
- Downpour: A light drizzle for us can be a torrential downpour for Mousefolk, turning the terrain muddy and treacherous.
- Bridging Gaps: Crossing small gaps or cracks might require clever use of resources, like making rope bridges from spider silk.
- Avoiding Larger Animals: Encounters with non-hostile but indifferent animals like cows, horses, or even humans can be a challenge. Their mere movements can cause earthquakes or inadvertently harm the Mousefolk.
- Finding Shelter: As small creatures, Mousefolk can take shelter in places bigger races can't, like inside hollow logs, burrows, or under leaves.
- Foraging for Food: Searching for crumbs, seeds, or insects can be a mini-adventure of its own.
- Crafting: Using natural materials to create or repair equipment, from thorn weapons to leaf armour.
- Mapping: Charting out safe paths and marking dangers can be a crucial task, especially in changing terrains.
- Tracking: Following the trails of other creatures, whether they're friend or foe.
- Scouting: Sending one or two members ahead (perhaps riding dragonflies or other insects) to get the lay of the land.
- The Hermit Snail: An old snail who's seen the world and can provide wisdom in exchange for stories or items.
- The Dewdrop Riddle: A puzzle where Mousefolk have to strategically place leaves to catch morning dewdrops, perhaps to unlock some secret or to quench a thirst during a drought.
- Mossy Labyrinth: A patch of moss that's a natural maze, hiding treasures or dangers within.

- The Chirping Oracle: A cricket who can predict the future or provide hints, but only communicates through chirps, requiring the party to decipher its messages.
- The Leaf Boat Race: A local tradition where Mousefolk race on boats made of leaves, perhaps for a prize or vital information.

The Mystery of the Meadow: A Gamemaster's Guide

Background Essence:

The idyllic meadow conceals a shadowed past. Beneath The Farm lies an abandoned laboratory, where once, animals were subjected to transformative experiments. A devastating event a decade ago caused the escape of changed mice, rats, and rabbits. Their trauma obscured memories of this past, but it is a truth that waits discovery. The farmer, having glimpsed these unique creatures, poses a threat, driven by dreams of fame.

Managing the Creatures:

Proximity to the Lab: The closer a location is to the lab, the stranger the creatures become. Gamemasters should introduce increasingly weird and anthropomorphic creatures as the players move closer to the lab.

Passage of Time: The effects of the laboratory intensify over time. As the narrative progresses, even distant regions of the meadow should begin to witness peculiar creatures.

Player Actions: Player decisions can lead to direct or indirect encounters with these creatures. A choice to explore a suspicious burrow, for example, might introduce them to a creature recently affected by the lab's influence.

Guiding Principles:

Flexibility is Key: This guide is a foundation. Feel free to adapt, change, and expand upon the lore to better fit the narrative you and your players are crafting.

Embrace the Mystery: Let players speculate and theorize about the reasons behind the bizarre occurrences. The less they know initially, the deeper their immersion and curiosity.

Encourage Exploration: Reward players for investigating the meadow's mysteries. Whether it's an old journal from the laboratory, a mutated creature willing to share its story, or traces of the substance causing the mutations, every discovery should feel meaningful.

Guiding Your Players:

As the Gamemaster, your narrative weaves the tapestry of discovery, challenge, and confrontation. Use the lore to craft a journey that resonates emotionally. Your choices will shape the Mousefolk's destiny.

Narrative Opportunities:

The Lab's Lure: Enhanced creatures may be drawn to the lab, the source of their transformation.

Guardians: Some may protect the lab, either to guard its secrets or to ensure the continued spread of its influence.

Natural Balance: The influx of bizarre creatures disrupts the ecosystem, leading to quests of restoration.

Moral Choices: Facing creatures with undesired mutations might lead players into decisions about the nature of "normality".

Adventure Hooks & Levels of Adventure

Levels of Adventures in Mousefolk

1. Overarching Adventure: "Mystery of the Meadow"

- **Description:** This grand narrative is the backbone of the Mousefolk universe. It revolves around the enigmatic origins of the Folk and the deep-seated quest to understand their very existence. As the characters journey through the world, hints and fragments about this primary mystery are revealed. After many sessions, the Mousefolk, armed with weapons strong enough to take down a human, might even find themselves in the hidden underground laboratory that created them.
 - **Duration:** This story arc is long-term and may span the entirety of a campaign or even multiple campaigns.
-

2. Clue-Driven Adventures:

- **Description:** These adventures are intricately tied to the overarching narrative. They provide tangible clues, artefacts, or revelations that piece together the "Mystery of the Meadow". While they contribute to the main storyline, they have their own self-contained plots and conflicts.
- **Examples:** Discovering ancient ruins that hint at the pre-history of the Meadow, finding an old manuscript that speaks of the early days of Folk, or deciphering cryptic symbols that might lead to a hidden sanctuary of knowledge.
- **Duration:** These adventures typically span multiple play sessions.

More Examples:

The Forgotten Cache: Some Mousefolk youngsters stumble upon an old storage cache filled with ancient tools and writings. While most have deteriorated beyond recognition, a few scraps hint at the Meadow's early days. What stories might they tell?

The Whispering Trees: Some trees in a remote corner of the Meadow seem to have carvings on them. These carvings appear to be a form of old communication or storytelling. Can the adventurers decipher them to gain insights into the past?

Rabbitfolk's Historical Expedition: An envoy from the reclusive Rabbitfolk approaches the Mousefolk for aid. They've uncovered an old site that might have answers about the Meadow's origins, but its location is treacherous.

The Old Pathways: A series of ancient, overgrown paths crisscross the Meadow. Where do they lead? Following them might uncover long-forgotten parts of the Meadow and its history.

Ratfolk's Ancestral Diary: A Ratfolk comes across a diary of their ancestor. It speaks of interactions with Mousefolk and hints at shared events that shaped the Meadow. This could be a chance to bridge the divide between the two tribes.

The Timeless Pond: In a secluded part of the Meadow lies a pond, its waters crystal clear. At its bottom, ancient artefacts can be seen. Retrieving them might provide a tangible link to the past.

Dreams of the Ancient: Elders of the Mousefolk tribe recount tales from their forefathers, of a time when the Meadow was young. These tales might hold clues if pieced together.

The Ancient Burrow: An intricate burrow system is discovered, much older than any current settlements. Exploring it might reveal artefacts or writings that shed light on the Meadow's history.

The Disappearing Landmarks: Some landmarks from old Mousefolk tales seem to be vanishing or getting moved. Investigating this could lead to new discoveries about the Meadow.

The Old Gathering Spot: Legends speak of a place in the Meadow where all Folk once gathered in harmony. Finding this spot and unearthing its secrets might provide clues to the origins of the Meadow and its inhabitants.

3. Side-Missions:

- **Description:** While not directly related to the overarching adventure, side-missions enrich the world-building and offer character development opportunities. They delve into the daily lives, challenges, and smaller mysteries of the Mousefolk universe. These missions can introduce new characters, explore local legends, or even just involve helping out a fellow Mousefolk in need.
- **Examples:** Assisting a village in fending off a predator, embarking on a quest to find a rare ingredient for a Mousefolk healer, or settling a dispute between neighbouring tribes.
- **Duration:** Typically resolved within a single play session.

More Examples:

- **The Lost Little One:** A distraught Mousefolk mother's child has gone missing near "The Farm". She seeks help for a rescue mission.
- **Berry Bandits:** A Mousefolk merchant's berries are being stolen nightly. He offers a reward for catching the thief.
- **The Whispering Trees:** Trees in a Woods segment make strange sounds without wind. Investigate this peculiar occurrence.
- **The Broken Bridge:** A bridge to a crucial Mousefolk trading post is damaged. Assist in its repair and maybe gain insights from the Ratfolk.
- **Moonlight Serenade:** Every full moon, a mysterious melody is heard across the meadow. Uncover its origin.
- **The Sinking Village:** A Mousefolk village is slowly sinking. Assist them in relocating to safer grounds.
- **Ratfolk Riddle:** A Ratfolk trader presents a riddle with a valuable item as the prize. Solve it to earn the reward.

- The Dancing Shadows: At dusk, eerie shadows appear on the Mousefolk village walls. Discover what's causing them.
- The Drought: Water sources are drying up. The Mousefolk need help finding a new source before it's too late.
- An Unexpected Guest: A wounded bird lands in the village. Decide whether to nurse it back to health or view it as a potential threat.

One-Shot Adventures to get the journey started:

Adventure 1: The Lost Relic of the Meadow

Setting: The vast meadow, teeming with towering grasses and dotted with discarded human artefacts.

Objective: Retrieve the "Queen's Scepter," a legendary relic rumoured to have been a part of the old world, before it falls into the wrong paws.

Introduction:

Whiskerwind, a seasoned Mousefolk adventurer, tells tales of a vast, half-buried human artefact that is said to be adorned with the Queen's Scepter. Legends speak of the scepter's importance, though its true purpose remains unknown. However, the Ratfolk too have heard of this relic and are on the hunt.

Scene 1 - Gathering Information:

Whiskerwind believes Burrowbeard, an old Rabbitfolk hermit, knows the scepter's location. Players must find him and gain his trust, which could involve aiding him or proving their noble intentions.

Scene 2 - The Journey:

Upon learning the location, players traverse the meadow. Along the way, they stumble upon abandoned "wagons" (toy cars or trucks) from the human world, hinting they might need one later. They must dodge dangers like prowling felines, swooping birds, or cunning Ratfolk scouts also seeking the relic.

Scene 3 - The Artefact:

Reaching the spot, players discover a half-buried chess board. The "Queen's Scepter"? It's an ornate pewter chess piece of a queen. Upon closer inspection, they realise that the sceptre the queen is holding is detachable and would make an incredible weapon! As they attempt to claim it, Ratfolk raiders appear, challenging them for this "legendary" sceptre.

Item Acquired:

Queen's Scepter: D4 C3 - This tiny, yet finely crafted sceptre can be used as a weapon, its ornate design disguising its surprising effectiveness in combat.

Scene 4 - The Decision:

Do they return to the village with their find, perhaps seek out one of the "wagons" they spotted earlier to transport it safely. If they didn't pick up a wagon before, they might need to backtrack or negotiate with a nearby village.

Conclusion:

The chess piece's true nature becomes a topic of fascination in the meadow. The village elders decide it would be a magnificent centrepiece for the village, prompting another quest to ensure its safe transport. The players' decision during this adventure shapes their reputation, leading to more whimsical quests in this vibrant world.

Adventure 2: Signs of Change

Introduction (To be read aloud by the Gamemaster):

"The meadow has always been a realm of mysteries, with tales passed down from one Mousefolk generation to the next. Today, a new enigma stands tall on the horizon: a wooden sign erected by the farmer, its face turned away from the village. What message does it bear? Is it a declaration of peace, a sign of impending change, or a warning of danger? A group of intrepid Mousefolk adventurers decide they must find out."

Plot Point 1: The Council's Concern

The village council, a group of Elder Mousefolk, are deeply concerned about the sign. They've seen the farmer hammering away and worry that the purpose might affect them.. They task the adventurers with reaching the opposite side of the sign discreetly to decipher its message.

Flavour Text:

"The council chamber buzzes with whispered debates. A heavy air of uncertainty fills the room as the elders turn their gaze towards the adventurers, entrusting them with the village's future."

Plot Point 2: Navigating the Open Field

To reach the sign, the adventurers must cross the vast open field - a perilous journey fraught with dangers like predatory birds and the farmer's looming presence.

Flavour Text:

"The open field seems to stretch endlessly, its vastness making the Mousefolk feel even tinier. Every rustle and shadow becomes a potential threat as they tread cautiously."

Suggested Encounters:

A pair of mischievous Ratfolk, who might provide cover or distraction in exchange for some trinket or favour.

A curious farm cat prowling the area, requiring the adventurers to use stealth or diversion tactics.

Plot Point 3: The Rabbitfolk's Underground Network

Hearing about the adventurers' mission, a solitary Rabbitfolk offers a potential shortcut. An underground network of burrows that might bring them closer to the sign, albeit with its own set of challenges.

Flavour Text:

"The coolness of the underground is a stark contrast to the open field. The intricate maze of tunnels bears the mark of the Rabbitfolk's cunning and caution."

Suggested Encounters:

A collapsed tunnel that requires problem-solving to navigate or bypass.
An old, intricate trap set up by the Rabbitfolk to catch unwary intruders.

Plot Point 4: Deciphering the Sign

Upon reaching the sign, the adventurers find it written in the farmer's language. While they can't read it, they notice specific symbols, drawings, or patterns that might give them clues.

Flavour Text:

"The towering sign stands as a testament to the world above. Its foreign scribbles and drawings seem to hold a message, waiting to be unravelled."

Suggested Encounters:

Decoding drawings that resemble certain areas or landmarks in the meadow.
Recalling old tales or legends that might relate to the symbols on the sign.

Plot Point 5: The Ratfolk's Insight

Realising they might need help, the adventurers seek the Ratfolk traders known to have more interactions with the human world. The Ratfolk might possess knowledge or objects that can help decipher the sign's message.

Flavour Text:

"Amidst the hustle and bustle of the Ratfolk market, stories from the world above merge with the scents and sounds of trade. Somewhere here lies the key to the sign's mystery."

Suggested Encounters:

Bartering with a Ratfolk trader who claims to have a deciphering tool.
A challenge or game posed by a Ratfolk, promising information as a reward.

Conclusion (To be read aloud by the Gamemaster):

"With the sign's message finally clear, the adventurers return to their village with news: "No Camping" ensuring some protection for years to come. Relief and joy fill the Mousefolk's hearts as they celebrate not just the sign's message, but also the bravery of the adventurers who unveiled it."

Gamemaster Tips:

Emphasise the scale and perspective, making the Mousefolk feel small in a vast world.
Encourage interactions with the Ratfolk and Rabbitfolk to enrich the world-building.
Adapt the sign's message based on the campaign's direction or to set up future adventures.

Creatures of the Meadow & Woods

The Mousefolk world is vast and teeming with creatures of various sizes and threats. Here are some of the creatures that the brave Mousefolk may encounter during their adventures, along with their combat stats.

If you want your adventures to take part in a specific region of the world, add and remove creatures as needed.

Opponent Difficulty

Opponent Difficulty (How hard a creature is to fight) is affected by a combination of the creature's Fight and P Stat. If a player wants to know how hard it is to Fight a creature (with a Nature (natural beasts) or Knowledge (unnatural creatures) Ability Check, you can give them that number. (A benchmark being a Standard Mousefolk with Fight 5 and P 5)

Note: Protection and Fight represent more than just Armour Quality and Fighting Skill with Creatures:

The Opponent Protection Stat (P) can be as high as 10. This doesn't just represent how resistant a creature is to attack, but also how hard it is to hit (due to its agility or fight prowess).

The Opponent Fight Stat (Fight) can be as high as 10. Similar to the Fight Stat, this doesn't just indicate how good the creature is at Fighting, but also factors in its size compared to Mousefolk, its intelligence, and speed etc.)

The type of attack, or weapon used will have a 'C Stat', which affects the amount of Dice thrown by the creature as normal, and if an attack is successful you will also add on its 'D stat.'

Opponent Health Stat (HP) difficulty is adjusted so that a creature of an average suitable difficulty should be able to survive about two rounds with three Mousefolk. Three early game players can achieve around 20 damage for two rounds. Mid-strength around 30, and Late stage, strong players around 40.

Creature List

Insect

Fight 2, Kick D0 C1, Bite D1 C0, P1, HP 15

Bull Ant

Fight 2, Bite D4 C0, Acid Spray D5 C2, Protection 2, HP 15

Praying Mantis

Difficulty +4, Fight 6, Grab D3 C1, Protection 1, HP 15

Small Fish

Difficulty: +3, Fight 2, Bite D3 C1, Protection 4, HP 20

Stag Beetle

Difficulty +3, Fight 2, Headbutt D3 C1, 1Mandible D4 C1, Protection 4, HP 15

Centipede

Difficulty: +2, Fight 5, Mouth (Bite) D3 C1, Grab D2 C1, Protection 3, HP 20

Small Lizard

Difficulty +2, Fight 2, Bite D2 C1, HP 25

Fire Ant Swarm

Difficulty: +2, Fight 2, Bite D2 C1, Squirt D4 C3, Protection 1, HP 20

Frog

Difficulty: +1, Fight 3, Smother D2 C 2, Tongue D2 C1, Protection 0, HP 20

Toad

Difficulty: +2, Fight 2, Tongue D3 C1, Protection 1, HP 25

Ant Swarm

Difficulty: +2, Fight 2, Bite D2 C1, Protection 1, HP 20

Venomous Small Spider

Difficulty: +2, Fight 2, Fang (Venom) D2 C0, Protection 1, HP 15

Small Spider

Difficulty: +2, Fight 2, Fang (Venom) D2 C0, Protection 1, HP 15

Wasp

Difficulty 0, Fight 4 Stinger (venom) D3 C2, Protection 2, HP 20

Large Lizard

Difficulty -1, Fight 3, Bite D4 C1, Scratch D3 C2, HP 30

Mouse

Difficulty: -1, Fight 2, Bite D3 C1, Scratch D2 C0, Protection 0, HP 20

Venomous Large Spider

Difficulty: -1, Fight 2, Fang (Venom) D3 C1, Protection 1, HP 20

Large Spider

Difficulty: -1, Fight 2, Fang (Venom) D3 C1, Protection 1, HP 20

Feral Mouse

Difficulty 0, Fight 3, Bite D3 C1, Scratch D2 C0, Protection 0, HP 25

Snapping Turtle

Difficulty: 0, Fight 3, Bite D6 C1, Scratch D2 C1, Protection 8, HP 40

Python

Difficulty -2, Fight 3, Bite D3 C1, Constrict D5 C1, Protection 1, HP 20

Small Scorpion

Difficulty 0, Fight 3, Pincers D1 C0, Stinger (Venom) D3 C1, HP 25

Rat

Fight 4, Bite D4 C1, Scratch D3 C0, Protection 0, HP 30

Mousefolk

Fight 5 (varies), Weapon D C (varies). P5, HP 25

Feral Rat

Difficulty: 0, Fight 4, Bite D4 C1, Scratch D3 C0, Protection 0, HP 35

Scorpion

Difficulty -2, Fight 3, Pincers D2 C0, Stinger (Venom) D5 C1, HP 30

Ratfolk Young

Difficulty -1, Fight 5 (varies), Gamemaster decides Weapon D C and Armour P M based on items from the Weapon and Armour lists. Protection 0 to 5, HP 30

Ratfolk Warrior

Difficulty -2, Fight 5 (varies), Gamemaster decides Weapon D C and Armour P M based on items from the Weapon and Armour lists. Protection 0 to 5, HP 35

Large Scorpion

Difficulty -3, Fight 3, Pincers D3 C0, Stinger (Venom) D6 C1, HP 35

Small Snake

Difficulty -3 Fight 5, Mouth (Poison) D2 C1, Protection: 4, HP 35

Possom

Difficulty -3, Fight 4, Bite D4 C1, Scratch D4 C1, Protection 1, HP 35

Fox

Difficulty: -4, Fight 5, Claw: D4 C1, Bite: D5 C1, P0, HP 45

Hawk/Falcon/Crow/Raven

Difficulty: -4, Fight 6, Beak D3 C1, Talon D5 C2, Protection 1, HP 35

Snake

Difficulty -3 Fight 5, Mouth (Poison) D3 C1, Protection: 4, HP 40

Large Snake

Difficulty -4, Fight 8, Mouth (Poison) D4 C0, Protection: 4, HP 45

Cat

Difficulty: -4, Fight 9, Claw: D4 C0, Mouth (Bite) D4 C1, Protection: None, HP 50

Feral Cat

Difficulty: -5, Fight 10, Claw: D5 C0, Mouth (Bite) D5 C1, Protection: None, HP 55

Owl

Difficulty: -5, Fight 5, Beak D2 C1, Talon D6 C2, Protection 1, HP 35

The “Dread-kind”

After a few adventures, the Mousefolk will witness a barn being burned to the ground. After that point in time, new and strange creatures start appearing in the Meadow and Woods. The untold story (that perhaps can be discovered in future adventures) is that the barn was harbouring strange versions of creatures that had been infected by walking in some strange substance oozing from the laboratory. The farmer tried to burn them all, but he only succeeded in scattering them across the farm. So they might start to randomly turn up on occasion. Use your imagination as to what these might be, and be sure to make them stronger versions of their natural ilk.

Here’s some ideas to get you started.

Glowing Spiders

Features: Emit a soft, eerie blue glow, which can be both a beacon and a warning in the dark.

Two-Tailed Scorpions

Features: Both tails have stingers, making it doubly dangerous and more unpredictable in combat.

Giant Ants

Features: Large enough to carry objects or even small Mousefolk, and their bite is much stronger.

Mega Beetles

Features: Their hard carapace has become even tougher, and they've grown to the size of a small dog.

Hard-Skinned Lizard

Features: Their skin is almost armour-like, deflecting most simple weapons.

Translucent Rats

Features: Their skin and fur have become see-through, showing a network of veins and organs. They can blend easily into their surroundings.

Spitting Centipedes

Features: They can spit a paralyzing venom from a distance.

Three-Eyed Owls

Features: With an additional eye on their forehead, they have a broader field of vision, making it nearly impossible to sneak up on them.

Chameleon Possums

Features: These possums have gained the ability to change the color of their fur to blend in with their surroundings.

Dual-Headed Snakes

Features: Two heads mean double the danger, as they can strike or look in different directions.

Featherless Crows

Features: These crows have lost their feathers due to mutation, revealing a leathery skin underneath. They've become more aggressive and territorial.

Fire-Breathing Frogs

Features: These frogs have developed the ability to exhale a burst of flame when threatened.

Gelatinous Toads

Features: Their bodies have become semi-transparent and jelly-like, making them slippery and hard to grasp.

Piercing-Eyed Chipmunks

Features: Their eyes glow an intense yellow, and they seem to have an uncanny ability to sense danger or hidden items.

Whirlwind Finches

Features: They can create small tornadoes by flapping their wings at rapid speeds.