MICE HAVE LONG LOOKED TO THE EAST, WONDERING WHAT LIES BEYOND THE VAST OCEAN. THE KINGDOM, ESTABLISHED LONG AGO AND FALLING FROM POWER, ESTABLISHED A GROUP OF MICE WHO WERE BRAVE AND BOLD ENOUGH TO EXPLORE THE LANDS ACROSS THE SEA. THESE WERE THE FIRST MICE OF THE MOUSE GUARD.

NOW, THE FRONTIER ESTABLISHED AND FAR AWAY FROM THE KINGDOM, THE MOUSE GUARD HAS MANY CHALLENGES BOTH FROM WITHIN MOUSERKIND AND WITHOUT. GUARDMICE MUST WORK TO ENSURE THAT MICE ARE ABLE TO THRIVE IN AN INHOSPITABLE LAND FULL OF NEW AND VICIOUS PREDATORS WHERE SURVIVAL ITSELF IS A DAILY STRUGGLE.

WITH THE KINGDOM'S POWER WANING, LIFE IS BECOMING HARDER IN AND OUTSIDE OF THE KINGDOM. THE FALSE SENSE OF SECURITY IS FALLING AWAY WITH MORE FREQUENT ANIMAL ATTACKS AND PROSPERITY IN DECLINE. NOW, EACH AND EVERY MOUSE OF MOUSE GUARD MUST MAKE A DIFFICULT DECISION. WILL YOU ALLOW MOUSERKIND TO FALL BACK INTO SUSTAINING IN NATURE OR WILL YOU CARRY ON THE LEGACY OF YOUR ANCESTORS AND HELP MOUSE CIVILIZATION FLOURISH NO MATTER THE OPPOSITION?

AS A MEMBER OF THE MOUSE GUARD, YOU MUST BE SELF-RELIANT, BUT ABLE TO WORK FOR SOMETHING GREATER THAN YOURSELF. YOU HAVE TO STAND UP FOR WHAT YOU BELIEF IN, NO MATTER WHAT STANDS IN YOUR WAY. YOU WILL BE AN EXAMPLE FOR ALL MICE EVERYWHERE, CHOOSING TO LIVE YOUR LIFE FOR THE GREATER GOOD.
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The Mouse Guard

In the distant past, when mice began to live and group themselves together, a Kingdom of mice emerged on a large and forboding island. They began to build, band together, and grow to overcome the surmounting challenges of being small in a large world. Over time, after many ups and downs, leaders rising and falling, a single mouse named Didymus, who claimed to have been born under a shooting star, brought all of mousekind together under a single Kingdom. He was ever after known as Didymus the Stargazer. Since the early days, many mice have rebelled against the King, but Castle Ironhold, at the center of the sprawling metropolis Didymus, has never fallen.

More recently, the Kingdom has suffered from uprisings and major factions plotting against them. The King established a special branch of his Kingsguard to suppress the rebellions. Seeing how they effectively operated, by keeping the ideals that the Kingdom had been established under, the King dissolved that special Kingsguard division to form a new and better organization. Mouse Guard was born, functioning beyond the Kingdom and given the power to self-govern. The King also saw this as an opportunity to appease the mice he ruled over, by giving them a chance to function above the King, if they chose it.

The mice of Mouse Guard function just as any other mouse across the Known Lands, but with a significant difference. They have a higher calling and may be called into action at any time. Patrols of guardmice operate together to achieve beyond what one mouse could achieve. Each mouse lives by the Guard's Oath and lives by that ideal.

The Frontier

The only central location for the Mouse Guard could be in New Didymus, where the Matriarch sits, along with the other guard captains in a Guard Council. The Guard Council makes most of the decisions for the Mouse Guard, with the Matriarch having the deciding vote. However, guardmice live all across the Kingdom and Frontier, living out their normal lives. Most guardmice are a part of their settlements governments, town guard, or business. The path a mouse takes to serve the rest of mousekind is entirely his choice. However, when the Matriarch bids, that mouse must answer and answer as a guardmouse.

At New Didymus, mice live and work, just like in any other town in the Frontier. They keep records and archives of all of the Mouse Guard dealings, with guardmice required to submit yearly reports of their activities. The Archives at New Didymus are the best in the Frontier, holding much information about how to survive and develop mousekind in the Frontier.

Before mice can be initiated into the Mouse Guard, they must spend a season working under an artisan assigned by the council at New Didymus, learning the ways of the Guard. Each mouse is guided by a mentor in his first year and taught how to best serve mousekind. After being promoted from a tenderpaw, a guardmouse has the option of going anywhere in the Frontier, unless notified by the Matriarch or the Guard Council.

The Kingdom

The Mouse Guard's relationship with the Kingdom can be strained at times, but in keeping with the circumstance of the Guard's creation, every guardmouse serves every other mouse across the Known Lands without prejudice or contempt. As such, the King, depending on the situation, will often defer to the Mouse Guard to resolve it. In some instances, he will choose to send his own mice to do the job, the Kingsguard.

The King has a council of lordmice and ladymice that offer their advice and guidance, but unlike the Mouse Guard, the final say always rests with the King. However, when the King dies, the next King is determined by the stars. Whenever a male mouse is born under a shooting star, like Didymus, he will become king when the current king passes away.
The Known Lands

The Known Lands, including the Kingdom and the Frontier, have an incredible variety of landforms from dry steppe to frosty mountains. The intrepid mice of the Mouse Guard must navigate and overcome the trials that come from travelling across these dangerous lands.

Wilderness

Many of the common types of terrain are described in the Mouse Guard Roleplaying Game (p.167-72), so only the terrain elements that are unique to the Known Lands will be described.

Coral Reef

Moving a boat or ship through coastal waters is difficult, but moving it through a coral reef is much harder. With coral formations just below the shallow water and abundant sealife living there, a mouse must always be alert in a reef.

Any kind of fish, eels, swordfish, stingrays, turtles, and even sharks inhabit a coral reef.

Obstacles for Coral Reefs

Navigating shallow reefs, sudden fish movements, shipwrecked mice, crossing coral outcroppings during low tide, diving down to retrieve lost items or treasure are just some of the possible obstacles for coral reefs.

Desert

Areas of significant erosion and sand dunes lie to the far east in the Barren Wastes. Open expanses fill the land between treacherous gaps in rock formations and sand dunes. Water is scarce, with little or no rainfall throughout the year.

During the summer, the desert is all but impassable on foot during the day. The rest of the year, such a journey could be deadly without aid.

Scorpions, sidewinders, thorny devils, and horned lizards wander the deserts.

Obstacles for Deserts

Extreme heat during the day, extreme cold at night, sandstorm, harsh wind, finding water and food, navigating tunnels, shifting sands, and moving around rock formations are all possible obstacles for deserts.

Jungle

Dense vegetation and large root systems fill jungles, making travel incredibly arduous. Many exotic animals and plants fill the secluded landscape of a jungle. Impossibly tall trees blot out the sun with huge running vines travelling up the canopy and down to the floor.

Bats, birds, snakes, and chameleons are very common, but almost any animal could inhabit the jungle.

Obstacles for Jungles

Climbing trees, intertwining root systems, hanging vines, dense thickets, monsoon-like rains, fungi, rocks, shallow water, anthills, waterfalls and poisonous plants are all possible obstacles for jungles.

Mountains

The sharp cliffs and dropoffs of a mountain make it one of the most treacherous voyages a mouse can undertake. Avalanches and tremors commonly plague the mice in the mountains. Some mountains can even be volcanic, especially near the coastline.

Goats, hawks, eagles, and other birds of prey makes their homes in the mountains.

Obstacles for Mountains

Steep cliffs, avalanche, severe cold at high altitudes, rescuing trapped miners or cartographers, volcanic activity, tremors, falling pinecones, thinning air, crossing crevasses, poor visibility, and unseasonable snow and ice are possible obstacles for mountains.
Steppe
The cousin of the desert, steppe receives some rainfall, has sparse vegetation, and open country. Much of the Frontier has steppe-like conditions for most of the year.

Prairie dogs, armadillos, coyotes, foxes, turkey vultures, skinks, and iguanas mainly populate steppe areas.

Obstacles for Steppe
Scaling plateaus, thick shubbery, dodging tumbleweeds, salt flats, dry lake beds, duststorms, whirlwinds, hills, valleys, and wildfires are all possible obstacles for steppe regions.

Major Villages, Towns, and Cities

Mice have covered the Known Lands, setting up settlements in the diverse regions of the Frontier and the Kingdom. They are presented in alphabetical order below.

The Frontier

Goldcreek
Goldcreek is a very self-sufficient town lying to the far south in the Frontier. Gold mines lie very close giving the settlement its name. Therefore, the standard of living is very high in Goldcreek, trading with the rest of the Frontier for nearly anything they need.

Goldcreek's reputation is one of ill repute, being so wealthy and so distant from the rest of the Frontier, secluded behind the Sailor's End mountains. A mouse can always find a quick game of dice, a cheap date, and a bellyful of ale anytime, day or night.

However, the gold that is mined is used to embellish fine works of armor and weapons and especially trinkets sold to travelling mice.

Location/Structure
Carved from the side of a sheer rock-outcropping near a rushing creek, Goldcreek began as a boomtown, but has grown steadily as an attraction for mice in all of the Frontier.

Size
City

Government
A lordmouse oversees the operations of Goldcreek. With his bodyguards, he demands a percentage of every profit in the town. His means of enforcement are brutal and direct, resorting to intimidation and violence at times.

Major Trades
Goldsmithing, Mining, Hospitality, Gaming, Trade

Import/Export
Goldcreek imports nearly everything it has in the town, from food to building materials. The city exports gold to the Kingdom and weapons and armor to much of the Frontier.

Greywood
Greywood is a town suspended above the forest. Mice began the settlement around a tree that slowly became built up over time. After frequent destructive animal attacks, the mice built up along the sides of nearby beech trees, with bridges connecting the trees.

The archers and crossbowmice of Greywood keep the menacing birds away, but attacks are still not uncommon in the dense forest. However, they do not stop the mice of Greywood from producing some of the finest maps in the Frontier and living a quiet life of seclusion.

Location/Structure
Greywood is held aloft in the high branches of many beech trees, connected by bridges.

Size
Town
**Government**
The Birdwatcher, who leads the Birdwatch, a group of mice devoted to protecting the town from bird attacks, oversees the security of the town. Thereby, the merchants, artists, and harvesters can go about their lives and keep the town running.

**Major Trades**
Mapmaking, Lumber, Fletching, Woodworking

**Import/Export**
Greywood imports bows and crossbows, parchment, quills, and ink for mapmaking. The town exports unique birdtraps, its maps of the entire area including the forest to the northeast, and fine wooden furniture and chests.

**Hookbait**
Hookbait is a coastal village in the far west of the Frontier, right along the shores of the Wild Ocean, relying on the water for everything. Fishermice abound in the village, with expeditions coming and going from the sea frequently.

Hookbait relies on Moonbay heavily for aid in repairing ships and acquiring new ships. Thickrunnel will occasionally sell one of its aging warships to Hookbait for a lower price. Otherwise, the fishermice use fish bones, scales, and teeth for everything from housing to weapons.

**Location/Structure**
Hookbait lies along the west coast of the Frontier living in houses made of fish bones that effectively scare off many predators. The village lies on a highland overlooking the coast, with a tall lighthouse functioning as the center of the village.

**Size**
Village

**Government**
Council of the major fishermice, usually around three to five members. The council decides how certain hauls are going to be split up, if the weather conditions are conducive to fishing, and setting up trade with birds and ferrets.

**Hookbait**
Hookbait exports fish meat (with birds and ferrets), styled bone carvings, and bone armor and weapons. The village imports grain from Meadowhill and boats from Moonbay and Thickrunnel.

**Meadowhill**
The center of all agriculture in the Frontier, Meadowhill boasts some of the most fertile land in the Known Lands. This city, spread out across a huge area around some major creekbeds, provides most of the food for areas that have very little naturally, including much of the Kingdom.

However, to make use of the fertile ground, the farms must be spread out and in the open, for the most part. This means that animal attacks of all kinds occur at regular intervals in Meadowhill. Many mice act as security for the land, riding on skinks and salamanders to patrol the area at all times.

**Location/Structure**
Spread out across three creekbeds with stone bridge crossings, Meadowhill is barely tucked in some grasslands, with no trees or brush to provide cover.

**Size**
City (Over a large area)

**Government**
Two mice rule Meadowhill, a remnant of the Kingdom control of the city. One mouse is the head of security and the other is the head of farming. The two mice often do not meet up for many months at a time, with their two domains seldom interfering with the other. If one is doing his job, the other will function.

**Major Trades**
Agriculture, Baked goods, Worm wrangling
**Import/Export**
Meadowhill exports grain and bread. The city imports weapons along with tools and insects to work the soil.

**Moonbay**
Outside of the Kingdom, Moonbay is the main producer of wood and plank ships. With almost no exception, everymouse in Moonbay is involved with shipbuilding in some way from selling the ships, weaving sails and rope, felling trees, designing better ships, and actually building the ships.

The harbor at Moonbay also has extensive trading for materials required for sustaining the town and continuing their operations. The bay, in the shape of a crescent moon, provides some safety from large fish, but Moonbay is largely protected.

**Location/Structure**
Tucked under an alcove right along the water, protected from birds and many larger land animals.

**Size**
Town

**Government**
Moonbay still defers to the Kingdom, if a Prince arrives in town, trying to accommodate the Royalty in any way. Most of the time, the Shipwright’s Guild decides what is best for Moonbay by negotiating prices with other settlements for lumber, metal, and grain. In times of emergency, such as a flood or very high tide, the Guild defers to the oldest member to lead.

**Major Trades**
Shipbuilding, Netweaving, Sailweaving, Ropemaking

**Import/Export**
Moonbay exports ships, nets, and rope. The city imports most of the rest of its goods through trade with travelling merchants.

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**Mount Cornelius**
At the highest peak of Sailor’s End, Mount Cornelius sits in a constant frost. The mice of Mount Cornelius are intrepid and incredibly self-sufficient. Each mouse must be able to do many things to keep the settlement going. It requires an adventurous spirit and a watchful eye. Some of the best guardmice have come from or live on Mount Cornelius. Some consider it to be the true heart of the Mouse Guard in the Frontier.

The mice specialize in finding high altitude ingredients that do not exist anywhere else in the Known Lands. These ingredients are very useful for scientists and healers, though the mountainmice most often use them to season their food and to brew bold new drinks with them.

Winters, being the coldest in the Known Lands, are a time of celebration for Mount Cornelius, gathering the entire village together to celebrate another year of thriving in such a difficult place.

**Location/Structure**
Inside of a hollowed out evergreen tree, Mount Cornelius has very few natural predators up so high in the mountains, so the weather is the biggest threat in the village.

**Size**
Village

**Government**
The government is very lax in Mount Cornelius, with all mice working together to survive the harsh conditions. But, the de facto leader would be the lead Searcher, heading up the missions of the village to find mice stranded in the mountains.

**Major Trades**
Brewing, Cooking, Hunting, Tracking, Harvesting wild plants

**Import/Export**
Mount Cornelius exports exotic plants, furs, and brews, known to be the best in the Frontier. The village imports grains when food sources are low, traps, scents, and weapons to stay protected.
New Didymus
The second-oldest settlement, after Roseport, in the Frontier, New Didymus is the Frontier’s center for the Mouse Guard. The Matriarch spends most of her time here, dividing it between Didymus, making the journey across the Wild Ocean once a year.

The Matriarch sits on the Guard Council with the five guard captains, who must stay inside of New Didymus at all times. The Council decides whether Mouse Guard involvement in issues is warranted, coordinating requests from other settlements, managing the tenderpaws, and updating the archives.

The city itself is very much like any other city, primarily populated by insect herders and trainers. Even the guard captains still have jobs within the city, owning businesses and living as any other Frontierrmouse.

Location/Structure
Established by the stargazers of the Kingdom, choosing the site because it is under the Didymus constellation during the Spring and Summer. The city itself is affixed between two large rocks, making defense of the city much easier. Grasslands stretch to the south, making insect grazing very easy.

Size
City

Government
The Matriarch functions as the face of the Mouse Guard, largely overseeing the mice of the Kingdom, while the Guard Council of guard captains make decisions for the city.

Major Trades
Silk, Insect Husbandry, Archiving, Instructing

Import/Export
New Didymus exports trained insects such as beetles, caterpillars, butterflies, and worms for specialized uses as well as fine silks. The city imports most of its parchment and textiles.

Quicksilver
Lying on the edge of a dense jungle, Quicksilver is a secluded town known for its science and innovation. The sciencemice venture into the jungle to collect medicinal and reactive mushrooms and herbs.

They then test the materials for a myriad of uses throughout the Known Lands, cataloging every find meticulously. Everyday, mice are discovering more and more new ingredients. However, trekking into the jungle is very dangerous, and the sciencemice are heavily escorted. Sometimes, entire groups of mice never return from the jungle.

Location/Structure
Quicksilver is a subterranean town, hewn from a boulder by order of the King when the jungle was discovered. Defenses are very tight in the town, with even the most clever animals never realizing that mice live inside the rock.

Size
Town

Government
A duke appointed by the King himself oversees the security and operation of Quicksilver. The seclusion of Quicksilver and the level of protection provided by the King allows for science to thrive in the town.

Major Trades
Research, Harvesting unusual fungi and moss, Experiments of all kinds

Import/Export
In shipments sent twice a year, all of the needs of the mice at Quicksilver are provided for including massive shipments of food, weapons, research supplies, and analysis equipment. Quicksilver exports many of its new technological developments back to the King directly, often secretly. Many recent advancements in medicine and demolition traps are due to the research at Quicksilver.
**Redridge**

The major stop of the Rodeo Circuit every year, Redridge sits in the desolate entrance to the Red Mountains. A dusty land, the Ridgers, as they call themselves, have learned to make due in the dry land. They support the city with free range beetle wrangling on lizardback and their signature redstone architecture.

The mice of Redridge are gruff, learning to grow up tough and strong. They seldom say much and only when they need to. Ridgers tend to challenge one another to contests, sometimes violent, sometimes not. To turn down such a challenge is to admit cowardice, a grave breach of the Redridge code.

**Location/Structure**

Built on the top of a steep-walled mesa, Redridge sits at the foot of the Red Mountains, mostly safe from land predators. Sometimes the sheriff has to form a posse to take down a rogue armadillo or sidewinder.

**Size**

Town

**Government**

A sheriff with his deputies try to keep the violence and killing to a minimum, which they often fail to do. The Ridgers have an unspoken code that they all live by, which emphasizes honesty, trustworthiness, and always helping a mouse in need. So, a talented Ridger who sees something that needs doing will most likely do it himself. Punishment for heinous crimes often ends in being sent off the edge of the mesa.

**Major Trades**

Redstone Architecture, Wrangling, Crime, Rodeo, Leading expeditions into the Red Mountains

**Import/Export**

Redridge relies on the agriculture of Meadowhill and Millpoint for its food, especially during the Rodeo. The town exports crafted stone tools and statues made from the durable and hard redstone with mice as well as the ferrets of Nivalia.

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**Roseport**

The oldest settlement in the Frontier, first established by the Kingdom, Roseport now functions as a major port of trade in the Northern Frontier. Named for flowers at the outskirts of the city inland, Roseport boasts the largest site of trade in all of the Known Lands. For the right price, nearly anything can be purchased in the city.

A mouse who has never been to the city before must be careful because the traders in Roseport are the craftiest of hagglers. Traders and merchants swarm sailors and travelers, competing with the best merchandise they can offer.

The city being larger than usual for the Frontier, a great deal of begging and pickpocketing can happen in Roseport. A common habit of poor mice is to steal from a trader and then sell it back to him at twice the price. Many of the mice in Roseport have never left the city, only hearing tales about the Known Lands from travelers.

**Location/Structure**

Roseport is settled directly on the beach, amid thickets of rosebushes. The city was once simply one point along the coast, but now stretches along the ocean at many piers and harbors.

**Size**

Large City

**Government**

The Lord or Lady of Roseport, an archaic title, oversees the collection of taxes from Roseport. The Lord or Lady largely fails to enforce any laws, instead relying on the Royal Navy. While not directly in charge of the city, the Navy polices the waters, keeping watchful eyes to piracy and fish activity.

**Major Trades**

Harbor work, Merchant, Crime

**Import/Export**

Roseport imports everything it needs through the harbors and it exports just as much through trade.
**Tideview**

Tideview sits alone in the center of the Frontier, on an island that hosts a yearly event called the Tideview Games. The survival of the settlement relies on this yearly event, providing it with most of the business it will see all year. Therefore, the success of the Games ties directly the survival of Tideview itself.

The village rests in at the edge of a canyon that acts as a natural arena for the Games. Many merchants stop into Tideview for the Games and leave once they have concluded, taking their wealth with them.

The Mouse Guard is a huge proponent of the Tideview Games, helping make sure they are a success every year. For the rest of the year, the town is nearly vacant except for some officials and fishermice eeking out a living from the pond.

**Location/Structure**

Along a freshwater creek and waterfall, Tideview rests at the highest point of a canyon valley making spotting predators very easy due to the openness. Being in the center of its island, Tideview is the only spot where a mouse can see the ocean in every direction, giving it its name.

**Size**

Village

**Government**

A chairmouse oversees the Tideview Games during the summer and allocates the resources of the village to survive for the rest of the year. Lately, the chairmouse has been trying to keep businesses in the area and start to build it up to have it thrive more than once a year.

**Major Trades**

Organizing the Tideview Games, Fishing

**Import/Export**

Tideview imports everything it needs for the Tideview Games, relying heavily on the Mouse Guard for support and to help if they need it throughout the year.

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**The Kingdom**

**Cragvale**

Cragvale rests in the foothills of the King's Range, operating the largest mines in the Known Lands. The mines contain mostly iron ore, but small amount of any ore or mineral turn up across the many mines.

The town was created originally as a labor colony for mice convicted of high crimes, but now Downmire operates the Kingdom's prison colony. Now, a culture of hard work and honorable service permeates Cragvale, with mice that are determined to serve the King in their capacity. Therefore, the Kingdom receives the majority of the iron, but some is shipped over to the Frontier.

**Location/Structure**

The foothills of the King's Range, a nearby mountain range.

**Size**

Town

**Government**

Lords reporting directly to the King's court oversee the operation, though officially, they are independent from the Kingdom.

**Major Trades**

Ore Mining, Beetle Wrangling

**Import/Export**

Cragvale imports everything that it needs to survive, trading with the Kingdom and others. The town exports its ore and trained beetles used for hard labor in other parts of the Kingdom.

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**Didymus**

The first mouse settlement in all of the Known Lands, Didymus is a sprawling metropolis, divided into three main rings: Castle Ironhold, The Market, and The Ground. Each has its own distinct inner workings and large enough to be cities all their own, divided from one another by large walls. They will henceforward be described individually.


**Castle Ironhold**

Comprising the entire inner ring of Didymus sits the massive Castle Ironhold. All of the Royal House live in this Kingdom, seldom leaving its walls. The Kingsguard protects the Castle heavily at all times, eradicating any predators long ago. Entrance to the Castle is strictly controlled and any incursions are punished with time served at Downmire or even death. The King has armorers to maintain and repair the weapons and armor of his Kingsguard.

All of the mice at Castle Ironhold want for nothing, constantly being given gifts and feasting on the finest food in the Kingdom. Few mice are allowed to leave and return to the Castle regularly.

**Location/Structure**
The center of Didymus, with a huge castle with many protective barriers around it, including a drawbridge, moat, high stone walls, and many guards. At the center of the castle is a tower comprised entirely of iron, where the King holds court.

**Size**

City

**Government**
The center of the Kingdom, the King sits in the Castle surrounded by his lords, dukes, and earls. The inner workings of the court are relatively secret, with official, Kingdom-wide edicts proclaimed from time to time. Gaining audience with the King is difficult and there are many customs to adhere to.

**Major Trades**
Armorer, Entertainment, Political Administration, Silkweaving, Scribing

**Import/Export**
Castle Ironhold imports huge amounts of food, clothing, furniture, and other expensive goods from all over the Known Lands; the more exotic, the better. The Castle exports finished silk products as well as parchment and ink for use throughout the Kingdom.

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**The Market**
The nobles of Didymus, but not connected enough to be considered royalty, as well as the many businesses of Didymus inhabit The Market, just outside the walls of Castle Ironhold. Artisans, artists, smiths, armorers, glaziers, potters, apothecaries, and many other trades can be found in The Market. Everyday of the year, including the winter, The Market is packed with mice from all over the Known Lands, buying and selling goods.

Often connected to the inner wall itself and raised up, the noble live somewhat secluded from the rest of the Market. They are usually business owners themselves, though some are simply born into wealthy families. Many things that happen in The Market set the high society standard for many fashions and cultural whims.

**Location/Structure**
In the second ring, just outside the inner ring, of Didymus rests The Market. Narrow streets and multi-story buildings comprise the majority of The Market.

**Size**

City

**Government**
The lords of The Market, hold some of the power, but the King’s orders often extend into all of Didymus, including The Market. The King taxes The Market moderately, providing much of the continued wealth and extravagant lifestyle of Castle Ironhold.

**Major Trades**
Business Administration, Law Enforcement, Merchants, and nearly any other trade in the Known Lands

**Import/Export**
The Market imports high volumes of raw materials, such as ore, grain, and lumber, which it then exports as processed or manufactured goods, such as armor, bread, or furniture.
The Ground
On the outskirts of Didymus, not inside of a wall, the most expansive ring of the city called The Ground, is a haven of crime and swindlers. A labyrinth of huts, shacks, and overhangings, a thief could easily lose any lawmice tracking him. Also, if that same lawmice were to ask around about a thief, not a single mouse would say a word.

Once comprising the lower class area of The Market, The Ground now functions by pilfering what it can from the inner rings of the city and preying on those that come in and out of the city. The Kingsguard has a large presence in The Ground, attempting to escort and keep mice safe entering and exiting Didymus.

Many mice from The Ground hear the rumors of the veritable paradise of the Frontier and try to find a better life across the Wild Ocean. However, many mice promise that they can secure passage, but often times the mice they take are never heard from again.

Location/Structure
Along the outskirts of Didymus, the slums of The Ground stretch far and wide. Many mice fashion dwellings out of whatever they can find, many just living in holes as mice once did.

Size
City

Government
Though the Kingsguard attempts to have some authority over The Ground, they have no effective power. Many rival gangs of criminals send out youngmice to beg and steal in The Market as well as shake each other down for coin. It seems like every season, a new gang has gotten into power only to be overthrown and killed by the next gang.

Major Trades
Crime, Gambling, Law Enforcement

Import/Export
Trade for cheap goods stolen from The Market.

Downmire
In the Kingdom, when a criminal is sentenced, most often he is sent to Downmire. Downmire is a desolate swamp island filled with natural hazards as well as many different animals. More often than not, being sent to Downmire is a death sentence.

The prisoners of Downmire work tirelessly to produce many different things for the Kingdom such as agriculture, harvesting, and mining. In fact, the free labor of Downmire was a major factor in establishing the Kingdom in the first place allowing widespread food production and a huge supply of soldiers to fight the Kingdom's wild animals. The criminal mice are worked to death or killed from disease or eaten by wild animals regularly. Some estimates suggest that at least 5 mice are dying every day at Downmire.

Some concern exists in the rest of the Kingdom for the treatment of these mice. Most of them just don’t want to be shipped there themselves, so they stay out of it.

Location/Structure
Downmire is a large, swampy island off the southern coast of The Kingdom. There is a compound where the Kingsguard and the Overseer live in a stone house on a firm bedrock.

Size
Village

Government
The Kingsguard, the law enforcement for the King, keeps the prisoners in line, but a lesser Duke called the Overseer, keeps track of the prisoners' production.

Major Trades
Hard labor in the form of agriculture, harvesting, mining, weaving, and pottery.

Import/Export
The Kingdom supports Downmire exclusively, but due to the high volume of goods being shipped to Didymus, the Kingdom turns a huge profit from Downmire.
The Hammer
The home of the Kingsguard training camp, The Hammer, formerly known as Tallpeak, is situated at the base of an active volcano. The harsh landscape teaches the Kingsguard how to survive in an unforgiving land. The Kingsguard are drilled in military maneuvers, fighting and defeating large animals in mock battles. For many mice, The Hammer is the best chance for a good life.

The Kingsmice enter The Hammer as normal, even innocent mice, but leave as hardened, confident soldiers. The King uses them to suppress animal attacks and mouse rebellions in the Kingdom whenever they emerge.

The volcano, simply called the Fire, creates streams of volcano that force the mice in training to be constantly on the move. The landscape changes continually, burning away what was built yesterday. It teaches the mice to never look back, never regret, and never compromise.

Location/Structure
In a constantly moving camp around the base of a volcano, The Hammer is constantly building new barracks and offices.

Size
Town

Government
The King has direct jurisdiction over The Hammer, deferring to the Captain of the Kingsguard when he is not present. The Captain operates as the leader of all things military in the Kingdom, hand-picked by the King himself from the upper echelons of the military.

Major Trades
Military Training, Survivalism

Import/Export
They import all goods from the Kingdom that are needed, but those are mostly just for the Captain and the other upper officers. The soldiers are expected to live off of the land and after graduation, are given a permanent assignment.

King’s Edge
In the North of the Kingdom, King’s Edge sits on a steep dropoff of cliffs into the Wild Ocean. The Royal Apiary takes over most of the village, with nearly everymouse working with it in some capacity. From beekeeping itself, to wax harvesting, to candle manufacture, and honey production, there are many jobs with the bees.

The Royal Apiary is the largest apiary in the Known Lands by far, effectively dominating the market for candles and honey. Over ninety percent of all honey and candles come from King’s Edge.

King’s Edge is also a trading hub, often choosing to ship its candles and honey to the Frontier directly rather than going through the Kingdom. As such, they do not rely on the Kingdom for much, being mostly independent.

Location/Structure
King’s Edge is seated between two major cliff-faces along the north of the Kingdom. They provide natural barriers as well as the only trading route into the North.

Size
Village

Government
The King used to appoint a lesser official of his house to the Royal Apiary, but now the most experienced beemouse oversees the operation. The mice enjoy their work and have little problem, because the Kingdom mostly stays out of their affairs as long as they continue to produce on schedule.

Major Trades
Apiary, candles, wax, and honey production.

Import/Export
King’s Edge imports some of its grain and building materials which the bees are housed in. The village exports nearly all of its candles, wax, and honey all over the Known Lands. A distinctive square is imprinted into the bottoms of each of the candles and honey jars produced by King’s Edge.
Thickrunnel
The major harbor of the Kingdom, Thickrunnel specializes in the construction of large ships. Thickrunnel also functions as the site of the Royal Navy, a branch of the Kingsguard that specializes in sea combat.

Thickrunnel has the most contact with the Frontier compared with the rest of the Kingdom. The Royal Navy patrols all over the Wild Ocean and into the Frontier, protecting the Kingdom’s assets at home and abroad.

At least a couple Navy warships sit in the harbor at any time. The ships move cargo and mice all over the Known Lands, but when they need repairs, they have to return to Thickrunnel.

The docks of Thickrunnel are renowned for their innovative boat designs, setting the standards for boats as far as Moonbay in the Frontier. Also, any bulk goods shipped from The Frontier usually come through Thickrunnel, which are unloaded and carried over land across the Kingdom.

Location/Structure
At the mouth of a rushing river emptying into the Wild Ocean, Thickrunnel sits poised to push new ships out to sea.

Size
Town

Government
Thickrunnel is heavily controlled and regulated by the Royal Navy, with Royalty sometimes venturing out to inspect the boatmaking operations.

Major Trades
All things boat-related, including building, repairing, designing, and mobilizing.

Import/Export
Thickrunnel exports its ships and ship designs. The town imports from the Kingdom mostly, but the Frontier provides many unique goods such as specialized wood for prototypes or even gold for decoration.

Other Areas
Many areas of the Frontier are inhabited by creatures other than mice and they are organized in a variety of different ways. Most of the other parts are not in towns and villages like in mouse civilization. They exist in spread out communities, mostly roaming around, settling where they may. However, due to mouse civilization staking claims to land, these cultures have collected themselves more into more localized areas. Some of these localized areas are described.

The Warren
In the western areas of the Frontier, The Warren is a community of hares that are on friendly terms with the mice. The Warren is little more than a stop on the road between West Acorn and Redridge, with burrows all over, but the hares and mice interact peaceably.

The hares in The Warren have their own customs and would never allow a mouse to ride them like a beast. To a mouse, it seems like hares have a strict etiquette to follow, passed down from the older hares.

They see the mice as gruff and coarse, not enjoying the fine things in life, but only focusing on what is wrong. As such, they tend to remain cordial, but always looking down their noses at them.

Nivalia
Nivalia is the only ferret community on the main island of the Frontier. Most of the ferrets are willing to trade with mice, especially for their “shimmerblades” as the ferrets call them. The ferrets live along the coast and into the mountains, hunting, fishing, and living off the land.

A special clay in Nivalia makes a very valuable pottery, which the ferrets trade for goods such as skins and furs of different animals from the mice. The ferrets paint their spiritual symbols and blessings along the outside of the pots with the diversity of colors available to them in the region.
Like most of the native animals of the Frontier, ferrets adhere to a spiritual view of the world. Whereas the mice make a distinction between land, sea, and air or even mouse and hare, the ferrets see all things as one. They often refer to a true attainment of this belief as “The Sight”. If a ferret has “The Sight”, they are revered amongst their community with fire rituals and sacrifices.

However, the ferrets of Nivalia is not always peaceful. They have many sacred sites across the Frontier and a mouse that crosses into the land is cursed and hunted down by the ferrets. Only ferrets with “The Sight” can enter those sites to meditate and commune with the ancestors.

Not all ferrets are as peaceable as those of Nivalia. Many ferrets across the Frontier have plundered towns and villages that the mice have tried to establish, especially in the region to the east of Redridge. Some of those places still have mouse buildings there, abandoned as ghost towns.

The Barren Wastes

The island to the far east of the Frontier is known as The Barren Wastes. The land is desert from coast to coast, having only sparse vegetation here and there. Little is truly known about the Wastes, as the only mouse settlement to ever be established there was called Orba’s Point. Now, the town sits empty, mouse skeletons peppering the paths.

Most mice that have ventured into The Barren Wastes and have returned with talk of weasels, minks, and sables continually fighting over the desert land. No mouse alive knows what they have been fighting over or if they still fight to this day.

Minks are the only creatures that venture out of The Barren Wastes to plunder in their warboats. They are able to move along coastlines and destroy an entire mouse village very quickly. Despite all of the predators in the Territories, the Minks can be the worst threat to the survival of mice in the Frontier. Their random hit and run approach makes them difficult to apprehend, try as the Kingdom might. The Minks seem to live in and around what the mice have named Erminea.

Sables are rarely seen, even by accounts from The Barren Wastes. Reports have been made that they come into the Frontier occasionally, mostly during the winter. Very few mice can corroborate these reports. While they appear to be predators, no mouse has ever been attacked by a sable, at least, a mouse hasn’t survived to tell about it. They seem to reside in an area called Sibri.

Weasels seem to be the most hated of the creatures in The Barren Wastes, but only rumors abound as to why. Some have said that they kill and eat minks and sables after they have defeated them, which is against the minks’ and ferrets’ beliefs. Others have said that they once inhabited nearly all of the Frontierlands and they have been retreating further and further to one day rise up and reclaim all of the lands again. They are secluded in Altaica, rarely seen outside of The Barren Wastes.

For a mouse, even a Mouse Guard patrol, to enter The Barren Wastes is incredibly dangerous. The dangers of the desert itself, the creatures, and maybe worse findings lie in wait on the island. The Kingdom has sent mice that seldom return, and if they do, they are badly injured. The Matriarch will only ask for volunteers to go to The Barren Wastes, but unless there is dire need, she will never assign a patrol to go into that forbidding land.

Lesser Settlements

Many of the following smaller settlements often have one family or even one mouse at the location at any one time. There are also many settlements here and there that are not listed on the map.

Brushnob

The best guides through treacherous waters come from Brushnob, due to their proximity to the Swiftcurrent Straits.
Canyon's Cross
Canyon's Cross rests at a natural bridge, allowing any travelers to cross over the huge canyon known as The Trench.

Coralbridge
Coralbridge rests along Elanor Reef and is a member of the Rodeo circuit, specializing in an aquatic rodeo. A bridge made of coral connects the settlement with many of the small nearby islands off the coast.

Crabtree
Situated at the edge of a forest, Crabtree is a small hunting community, specializing in pelts and furs.

Daisyvine
Daisyvine is mostly a community of scavengers, living off the shipwrecks from the nearby Swiftcurrent Straits.

Darkhedge
Originally named by the Kingdom as a community of outcasts who rebelled against the King, Darkhedge now operates as a harvesting operation to supply Didymus and Cragvale.

Forkstream
Forkstream offers many accommodations for those traveling along the river, having an inn, saloon, and bakery.

Greenleaf
Greenleaf was once the major boat supplier for the Kingdom, before wood and plank ships could be built. Situated in a variety of trees with many diverse types of leaves perfect for individual leafboats.

Harren's Crook
Harren's Crook is a huge supporter of the Mouse Guard, being a major supplier of goods to New Didymus.

Highstep
Up in the Northern Cliffs, Highstep is a small weather outpost for the Kingdom. The few mice that live there watch the weather for any major changes, documenting their findings thoroughly.

Millpoint
Millpoint functions as a processing plant for Meadowhill's grain production, specializing in milling and baking for the surrounding areas.

Oyster Cove
Tucked in an alcove away from view, the mice of Oyster Cove specialize in retrieving and extracting pearls from oysters. Many mice often try to seek their fortunes here.

Specklerock
Specklerock has plentiful amounts of marble, which is mined and used to build houses and produce sculptures.

Wavecrest
Adventurous mice live in Wavecrest, where the waves in all of the Wild Ocean are at their largest. Many mice come from all over the Frontier to try to ride them.

West Acorn
The last stop of the Rodeo circuit, West Acorn specializes in lizardback racing.

Willowcrick
Willowcrick often sends its young mice to the Mouse Guard. The settlement is a port and trading post, specializing in selling some of the innovations from Quicksilver.
YEARLY EVENTS
Throughout the year, mice have many celebrations and festivals across both the Frontier and the Kingdom. The following are only the largest events that affect the most mice in an area, but somewhere in the Known Lands, there is always at least one local event happening.

SPRING
Circus Season
From late Spring to early Autumn, a huge group of travelling performers of all kinds performing dramas, feats of strength, illusionists, musicians, and animal tamers. They move through most settlements in the Frontier, starting in Roseport and ending in Wavecrest.

The King's Peace
In the late days of Spring, the Kingdom celebrates the treaty that consolidated the warring factions into one Kingdom long ago. This acts as the patriotic holiday for those in the Kingdom to have a feast after a long winter. Former rebels rue this holiday, meaning that security must be ramped up on these days. Sea battle reenactments just off the coasts are common to celebrate, as well.

SUMMER
Aurora's Comet
A yearly festival, usually in the mid-Summer, with a ceremonial drink of honey mead. There are many major celebrations, with nearly every town and village celebrating its own way. Fireworks are not an uncommon sight in wealthy, Kingdom cities.

Tideview Games
Every year in the late Summer, almost all of the settlements meet at the island of Tideview and compete in a variety of competitions: fighting, cooking, inventions, science fair, etc. Each settlement can send one male and one female to the competitions, in their specialty. Guardmice are able to participate, but they must be the selection of their village. The Kingdom seldom participates, except for Thickrunnel and King's Edge.

FALL
Day of the Dead
During Autumn, all mice, but especially the Mouse Guard, remember those that came before them. Not a somber event, mice enjoy a harvest feast, including many sweets such as fruit pies. Long detailed retellings of the classic stories passed down through the Guard occur over the days of this festival. Even retellings of how some great Guardmice met their end, even the same year.

Rodeo Circuit
Starting in Coralbridge, moving through Redridge, and ending in West Acorn, brave mice interact with many lizards, toads, beetles, and even some fish in many ways: roping, rodeo, riding, and wrangling. Injuries and mishaps are not uncommon at these events, but they draw huge crowds from all over the Frontier.

WINTER
Frostnight
Across the Frontier, special soups and stews are made on the first frosty night of the Winter and shared with the rest of the community.
In the Known Lands, many new situations arise and the land calls for different means of resolving them. The following are some new ideas for conflicts and weapons, but they are meant to supplement and not replace those in the Mouse Guard Roleplaying Game.

**Conflicts**

**Gambling**

In any saloon in the Frontier and maybe in some back rooms in Castle Ironhold’s guardtowers, mice are kicking back and enjoying games of chance and dice. Sometimes, quite a bit is at stake. Maybe somemouse’s life, maybe somemouse’s fortune. A gambling conflict is meant to represent a game of chance when the stakes are high and the situation intricate, not just for fun. Also, these games will always have some level of skill, sometimes just how much to bet, sometimes strategy, and sometimes just playing the odds!

Actions in a gambling conflict are described as bluffing, calling your opponent’s bluff, cheating, catching your opponent cheating, raising the stakes, sweetening the deal, distracting your opponent, and taunting your opponent.

In a gambling conflict, Deceiver can be used for all actions. Scout may be used for Attack and Maneuver. Haggler may be used for Feint or Defend.

To determine starting disposition for a gambling conflict, use Will as the base and the test skill is Deceiver.

A gambling conflict could easily lead to a fight or chase conflict if things don’t go as planned or your opponent is enraged at you for what you did or said.

**Sea Battle**

With many ships and boats covering the seas of the Known Lands, sea battles are not uncommon, especially with pirates and the war-like Minks with their swift ships. Whenever you have a seafaring vessel and you are attacked by another ship, a large aquatic creature or are laying siege to a land battlement from a ship, use a Sea Battle Conflict. In a huge sea battle with many different ships, use a War conflict.

Actions in a sea battle are described as piloting your ship, firing a mounted weapon, boarding the enemy ship, sneaking into the enemy captain’s quarters, finding the weak spot in the hull, commandeering the enemy’s ship, and damaging the enemy’s ship.

In a sea battle, Boatcrafter can be used for Defend and Maneuver to steer the ship. Fighter or Scout can be used for Attack and Feint.

To determine starting disposition for a sea battle, use Health as a base and the test skill is Boatcrafter or Fighter.

A sea battle could lead directly into a watery chase depending on how the actions are described, or it could end in one ship sinking or worse yet, both ships being destroyed completely!

**Watery Chase**

In the Known Lands, with many boats on the open bodies of water at any given time, a chase through water can be very common. Anytime a chase would happen on a body of water, use a Watery Chase conflict.

Actions in a watery chase are described as swift paddling, hoisting sails, navigating around objects or coastlines, reading the weather, and swimming.

In a watery chase, Boatcrafter can be used for all actions. Weather Watcher may be used for Feint and Maneuver.

To determine starting disposition for a watery chase, use Health as the base and the test skill is Boatcrafter.
Wrangling
Many communities in the Frontier rely on the creatures in the area for survival and to maintain productivity. Aside from capturing and taming mounts and livestock, mice, especially in the open ranges near Redridge, will often need to maintain or move large groups of livestock at a time. In those instances, use a Wrangling conflict.

Actions in a wrangling conflict are described as coralling, pushing the herd forward, grabbing up stragglers, defend against predators, and finding spots to graze.

In a wrangling conflict, Loremouse or Insectrist (depending on what is being wrangled) can be used for Attack and Maneuver. Survivalist or Hunter may be used for Defend and Feint.

To determine starting disposition for a wrangling conflict, use Health as the base and the test skill is Loremouse or Insectrist (depending on what is being wrangled).

The opponent in a wrangling conflict is the herd itself, so use the highest Nature among the creatures and add 1-3 to it, depending on the size of the herd. Individual beetles are easy to manage, but an entire horde of them is almost an entirely different creature.

A wrangling conflict that goes poorly could easily become a trampling stampede or the creatures could scatter into nearby towns wreak havoc on them. Rounding all of them up could take the remainder of a season.

WEAPONS
The following weapons are meant to supplement and not replace any weapons in the Mouse Guard Roleplaying Game. (p.117-119).

Fighting Weapons
Bolas
Heavy Weights: Any successful Maneuver with bolas count as the gain position effect. This happens in addition to your margin of success for the maneuver action.
Ranged: Bolas cannot be used at normal range.
Thrown: Against short-ranged weapons, your Attack action counts as a versus action (rather than independent) against Attack and is independent against Maneuver. Once you throw it, it’s gone!

Blowgun
Missile: Against short-ranged weapons, your Attack action counts as a versus action against Attack and is independent against Maneuver.
Piercing: +1D to Attack. Short Range: -1D to Maneuver and Defend.

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**Whip**
*Tangling:* +1D to Maneuver. *Very Unwieldy:* -1D to Attack and Feint. *Whipcrack:* +1D to Defend, +1s to a successful Defend instead if in a Fight Animal or Taming Conflict.

**Sea Battle Weapons**
Encountering the many different adversaries at sea, including pirates, large fish, or rebels. These “weapons” are useful in a sea battle conflict.

**Condition**
+1D to disposition. A ship in perfect condition will be difficult to sink and be able to stay in the battle longer.

**Firepower**
+1D to Attack. If your ship is better equipped with mounted weapons, such as an acorn cannon or a ballista, or each mouse has a crossbow, you’ll have superior firepower.

**Outnumbering Force**
+1s to Feint. If you have a larger attacking force, the battle will more easily descend into chaos allowing the unexpected to happen.

**Smaller Ship**
+1s to a successful Maneuver. If your ship is at least 2 steps on the natural order of water smaller than your opponent’s ship, you will be able to move more easily.

**Watery Chase Weapons**
Pirates, fishermice, and the Kingdom will pursue or be pursued very frequently. These “weapons” can make the chase a little smoother.

**Adequate Crew**
+1s to Attack. Whether a small boat or a large ship, having enough mice makes water travel much easier.

**Calm Weather**
+1D to Maneuver. Untroubled waters ease travel, making each wave easier to handle.

**Familiar Waters**
+1D to one action of your choice, like a sword. Being born or raised along a coastline, a mouse would know which areas are rushing, where a waterfall might be, or if the water is shallow in a certain spot.

**Fast Boat or Mount**
+2D to the disposition. A sleek vessel can allow for a clean getaway or swift apprehension. Mink warboats are the fastest boats in the Known Lands.

**Weapons of Chance**
These “weapons” can help win a gambling conflict, but they won’t guarantee victory. Some of them can be prepared beforehand. Some must be improvised.

**Collateral**
+1D to a Feint. If you have a way to visibly bolster a promise to sweeten the deal for your opponent, such as a large amount of coin to throw around or showing off the deed to the family farm that your opponent wants, by throwing it into the deal, you can cause your opponent to make a slight mistake in his greed.

**Fixing the Game**
+1s to a successful Attack. Nothing obvious, but things like loaded dice, magnets, or a “special” deck of cards being used can help push the odds in your favor.

**Hustling**
+2D to disposition. If you can convince your opponent before the game starts that you have no skill whatsoever in the game, your opponent will think it’s over before it starts.

**Sharking**
+1s to a successful Maneuver. By belittling your opponent or intimidation, you might be able to catch him off guard. It must be played out to receive the bonus.
Weapons to Tame
Taming animals and insects is very commonplace in the Frontier. If applicable, interchange the word “animal” with “insect”. Here are a few “weapons” to get the job done.

Food or Water
+ 1s to a successful Attack. With just the right food or water for a thirsty animal, an animal will more easily come around to you.

Friendly Kin
+ 1D to Feint. If your patrol already has a tamed animal of a similar or the same kind, an animal will be more likely to associate mice with friends.

Safety Assurance
+ 1D to Maneuver. By showing the animal that you mean no harm in a convincing way, such as dropping weapons, can help to calm an animal.

Trained
+ 1D to disposition. If you have a mouse whose Loremouse (or Insectrist) is higher than the Animal’s Nature, the mouse will know what to do.

Wrangling Weapons
Mouse wranglers use many different “weapons” to keep their herds in line and safe.

Hive Mind or Herd Mentality
+ 1s to Attack. If the creatures being herded tend to want to group together or have the Swarm aspect of their nature, a wrangler’s job becomes easier.

Known Trails
+ 1D to Defend. Well-trodden paths allow mice to provide more security to the herd, know which predators or threats might be along a certain road, and where the best grazing spots are.

Mounted Mice
+ 1D to disposition. Mice riding other tamed creatures allows them to move around faster and keep the herd together.

Proper Tools
+ 1D to Feint. Having the necessary tools, such as herding staffs or a whip to assert dominance, can overcome many difficulties along a drive.

Water Depth
In the Known Lands, travel by water is very common. In places, water voyages are more common than walking. Most mice have travelled more over water than have run over the land. As such, there are many developed kinds of boats and ships, which provide different benefits based on the different depths of water. The deeper the water, the larger the ship can be.

The water scale is as follows, from the shallowest to the deepest body of water.

- Puddle, Wash
- Creek, Brook, Basin
- Stream, Rapids, Tributary
- River, Moat
- Pond, Marsh
- Lake, Lagoon
- Bay, Harbor
- Sea, Sound, Gulf
- Ocean

Watercraft
Boats and ships function as “weapons” for any applicable type of conflict where boats would be involved, as determined by the GM. A boat can still be used as a tool or advantage for a single test, but when a conflict occurs, use the weapons listed under each watercraft instead.

Each watercraft is listed with a water depth range within which it functions best and it includes all bodies of water in between. A watercraft can never function below its range, but it can function above it, albeit without any benefits. For example, a canoe is listed with Creek — River, which includes creeks, streams, and rivers.
Barge
Barges are flat-bottomed boats built to move large amounts of cargo along larger bodies of water. They are suited for moving through relatively straight bodies of water, being difficult to turn. Barges are often pulled by fish or other sealife. They are frequently the targets of pirate attacks.

Barge Weapons
Wide—+1s to Defend.

Barge Water Depth
River — Sea

Canoe
Canoe are quick and cut through rushing waters, making them among the most maneuverable boats that mice can build. A canoe can only hold three mice, after that, it will lose its weapon, no matter what the water depth is. Canoes are often used to in groups to hunt fish swimming in rivers and streams.

Canoe Weapons
Easy to Steer—+1s to a successful Maneuver.

Canoe Water Depth
Creek — River

Catamaran
Catamarans have two hulls connected by a wide frame, making them able to withstand many different situations and weather conditions. Due to their high buoyancy, catamarans tend to rest on the water’s surface allowing them to cruise swiftly.

Catamaran Weapons
Stable—+2D to disposition. Swift—+1D to Attack.

Catamaran Water Depth
Creek — Pond

Ferry
Ferries move mice from island to island all over the Kingdom, usually not moving over great distances. Most areas have ferries passing through and docking throughout the year, moving tradesmice, families, and adventurers alike. Ferries are built to withstand large bodies of water, but they function best over short distances.

Ferry Weapons
Sturdy—+3D to disposition.

Ferry Water Depth
Stream — Bay

Leafboat
Mice have made leafboat since before the Kingdom, being the most plentiful type of watercraft in the Known Lands.

Leafboat Weapons
Small—+1D to disposition.

Leafboat Water Depth
Creek

Raft
Rafts are among the most common type of boat, being a loose confederation of twigs bound together. Sometimes a raft can have a sail, sometimes a sturdier frame. Often, they are used to move small cargo across relatively short distances.

Raft Weapons
Adaptable—When the raft is created, its creator chooses a +1D bonus to one action. The bonus remains with the raft until it is destroyed.

Raft Water Depth
Creek — Lake
Rowboat
Rowboats are commonly owned by mice all over the Frontier, allowing them to easily move up and down small creeks and streams. Mice in larger ships often use rowboats to come inland.

*Rowboat Weapons*
Balanced—+1s to a successful Feint.

*Rowboat Water Depth*
Creek — Stream

Sailboat
Sailboats rely on the wind to propel them along the water, and based on the conditions, they can be very useful as well as completely useless without any wind. A wise boatmouse will check the weather conditions before setting out on a sailboat, as well as having plenty of rope on hand as backup.

*Sailboat Weapons*
Sails—+1D to any action, as a sword.

*Sailboat Water Depth*
Stream — Lake

Sailing Ship
Sailing ships are very large and often require up to a dozen mice to operate, although some ships need even more mice. All kinds of sailing ships dot the ocean, being the first and most common type of ship to pass between the Kingdom and the Frontier. The majority of ships coming out of Thickrunnel are sailing ships. These ships can be used for big business, transportation, or even to live in.

*Sailing Ship Weapons*
Flexible Rigging—+1s to any action, as a sword. Huge—+2s to disposition.

*Sailing Ship Water Depth*
Bay — Ocean

Warship
The Royal Navy commissioned warships to patrol the coastlines of all of the Known Lands. They are slightly smaller than many large sailing ships, making them quicker and more difficult to destroy in battle. The reinforced hull of a warship can be bombarded with many different weapons and still remain intact. Often, pirates attempt to gain a warship to use and their own ship permanently.

*Warship Weapons*
Agile—+2D to Maneuver. Reinforced Hull—In a sea battle conflict, +2D to Defend and +3s to disposition.

*Warship Water Depth*
Lake — Ocean
Denizens of the Known Lands

The lands of the Frontier are filled with a variety of creatures, all very different from those found in the Kingdom. The following is meant as a supplement, not a replacement, for any creatures in the Mouse Guard Roleplaying Game (p. 206-222).

Livestock

Butterfly
Mice have attempted to use butterflies for mouse flight, but to little avail. Butterflies are mostly used to pollenate flowers or as pets.

*Butterfly Nature 3*
- Flying, Migrating, Pollenating

Caterpillar
Caterpillars are used for their silk as well as voracious appetite to help clear away dense or encroaching plantlife. Due to their hooked feet, they are used as mounts and able to climb straight up.

*Caterpillar Nature 2*
- Climbing, Herbivore, Silkmaking

Dragonfly
Dragonflies are used to carry messages incredibly fast over short distances. Due to their unreliability, the messages often do not make it. Not being common in the Frontier and most often seen in the swamps of Downmire, very few of them have been domesticated thus far.

*Dragonfly Nature 4*
- Flying, Insect Eating, Wetland-Dweller

Earthworm
Earthworms are used by farmers to help fertilize the soil, but there are other uses that mice have found, especially as a way to befriend some birds or as fish bait.

*Earthworm Nature 2*
- Burrowing, Decomposer, Squirming

Spider
Spiders are carefully maintained in some mouse communities to research their venom for medicinal purposes as well as silk harvesting. Spiders can be used for hauling unique loads and, if they are large enough, could even be used as a mount.

*Spider Nature 3*
- Climbing, Feeding, Lurking, Webworking

*Spider Natural Order*
- As an insect, young mouse, or mouse.

Wild Animals

Alligator
Alligators are among the most dangerous creatures in the Known Lands. Mostly inhabiting the swamps in the Kingdom, they pose little threat to the majority of the Frontier. However, if you happen to be serving some time at Downmire, watch out for these creatures. They will feed on anything that moves and they are very territorial.

*Alligator Nature 10*
- Predator, Sprawling, Swimming, Walking

*Alligator Weapons*
- Death Roll— +1s to Feint.
- Powerful Jaws— +1D to Feint.
- Sharp Teeth— +1D to Attack.
- Speed Burst— +1D to Maneuver.

*Alligator Natural Order*
- As a wolf.
**Armadillo**

Armadillos use their long claws to dig dens and to dig for food. Covered in overlapping armor plates, armadillos are durable and inhabit a wide range of the territories, especially the dry areas. They have short legs, but can run very rapidly. Although their eyesight is poor, they have a keen sense of smell, used to hunt. When startled, they jump suddenly.

Although not a threat to mice, armadillos have a knack for stealing eggs from any number of creatures. If an armadillo were to steal an egg and then draw a bird of prey to a mouse village, it would be very threatening indeed!

*Armadillo Nature 5*
Armored, Digging, Egg-Stealing, Jumping

*Armadillo Weapons*

*Armadillo Natural Order*
As a skunk.

**Chameleon**

Chameleons have eyes on the sides of their heads, able to move independently of one another, making it nearly impossible to sneak up on one. Given enough time, a chameleon can seamlessly blend into its environment, making them difficult to see themselves. Their tongues can lash out at any moment, snatching up insects suddenly.

*Chameleon Nature 4*
Basking, Camouflage, Climbing, Insect Hunting

*Chameleon Weapons*
All Around Vision— +1s to Defend. Lashing Tongue— +1D to Attack and Feint.

*Chameleon Natural Order*
As a weasel.

**Eagle**

Eagles are the ultimate raptors, skimming the coastline, feeding mainly on fish, but occasionally other birds, even great horned owls. Mice are typically too small for eagles, but a hungry enough eagle would make an exception. Stumbling upon an eagle's nest would be sure to draw its ire. An eagle might mistake a small mouse boat for a fish and strike without warning. Fishermice and ferrets have many myths and legends surrounding eagles.

*Eagle Nature 9*
Flying, Nesting, Perching, Predator

*Eagle Weapons*
Beak— +1s to Attack. Broad Wings— +2D to Maneuver. Talons— +1D to Attack.

*Eagle Natural Order*
As a coyote.

**Electric Eel**

Electric eels are incredibly dangerous creatures in the water. They are a serious threat to harbormice, coastal communities, and any mouse unlucky enough to be in the water next to one. Often, an electric eel lies in wait at the bottom of a shallow lake or swamp, covering itself in mud and striking suddenly with its electric shock. However, an eel can exhaust its shocking ability over time.

*Electric Eel Nature 9*
Mud-Dwelling, Predator, Swimming, Shocking

*Electric Eel Weapons*
Electric Shock— +2s to Attack or Feint, once per conflict. Keen Senses— +1D to Defend.

*Electric Eel Natural Order*
As a snake.
Fish
Fish populate almost every single body of water in the Known Lands. There are many types, including trout, carp, catfish, bass, sturgeon, tilapia, bluegill, and tuna. Mostly fish swim around, eating, and swimming away from larger fish. However, a fish can easily disrupt any seafaring voyage, no matter the body of water.

Some other types of fish are described in this supplement, but use this entry for all others.

Fish Nature 4
Scaled, School-Traveler, Skittish, Swimming

Fish Natural Order
As a mouse or weasel.

Goat
Goats are seldom seen on lower ground, preferring to stay high in the cool, thin air of the mountains. Most days, they simply graze paying little attention to the affairs of mice. They can expertly navigate mountains, but when they slip, it can kick rocks down on traveling mice or buildings. Though goats will rarely fall themselves, the their oblivious hooves can cause great damage to mice communities, especially if they see something that piques their interest.

Goat Nature 8
Bleating, Rock Climbing, Curious, Horned

Goat Weapons
Horns— +1D to Attack, +1D to Defend.
Long Legs— +1D to Maneuver, -1D to Feint.

Goat Natural Order
As a coyote.

Gull
The scavengers of the air, land, and sea, gulls squawk and fly around eating almost anything. They do not like a challenge when feeding, so mice are almost always safe if they remain vigilant. However, gulls do steal anything, especially anything shiny, to build nests or just to keep. If a gull sees something it wants, there is very little that can get in its way.

Gull Nature 5
Calling, Flying, Omnivore, Stealing

Gull Weapons
Snapping Beak— +1D to Feint. Small Wings— +1D to Maneuver.

Gull Natural Order
As a skunk.

Horned Lizard
Horned Lizards are common in steppe and desert regions, uniquely adapted to the harsh environment. When not sunning themselves and catching unsuspecting insects, they are hiding in plain sight from larger predators. They are able to shoot blood out of their eyes, which tastes very sour and acidic to predators. Horned lizards are difficult to provoke, seldom attacking mice.

Horned Lizard Nature 5
Basking, Desert Camouflage, Insect Hunting, Lurking

Horned Lizard Weapons

Horned Lizard Natural Order
As a weasel.

Iguana
Iguanas are common in tropical areas, like jungles. Though dangerous, they can be used as mounts for entire patrols, providing useful movement through land, water, and up in the trees. However, they move very slowly, creeping along at their own pace. Their tongues are incredible weapons, used to snatch insects out of the sky almost instantly. They will tend to ignore mice, but if it feels threatened, it will not hesitate to strike!

Iguana Nature 5
Climbing, Escaping, Herbivore, Swimming
**Iguana Weapons**  
Claws— +1D to Attack. Lashing Tail—  
+1D to Maneuver. Sharp Teeth— +1s to  
Feint.

**Iguana Natural Order**  
As a weasel.

**Prairie Dog**  
Prairie dogs act very similar to mice in many ways,  
relying on one another. They differ in that they're  
communities are often very xenophobic and  
unwilling to work with others, mice or otherwise.  
Many mice have described them as rude and  
ihospitable, even refusing to help give water to  
mice dying of thirst. Some mice think that they  
have been soured by interactions with weasels and  
ferrets long before mice arrived in the Frontier.

**Prairie Dog Nature 4**  
Burrowing, Calling, Hiding, Socializing

**Prairie Dog Weapons**  
Advance Language— +2D to disposition  
and +1D to Attack in Argument conflicts.

**Prairie Dog Natural Order**  
As a mouse.

**Salmon**  
Salmon are very abundant in all bodies of water.  
They are active fish, moving great distances and  
leaping out of the water to play or thrusting their  
strong tails while hunting. A leaping salmon can  
do a great deal of damage to a mouse ship or  
create large waves that could crash into a harbor  
village.

**Salmon Nature 5**  
Leaping, Ocean Camouflage, Swimming

**Salmon Weapons**  
Splashing Leap— +1D to Attack, +1s to  
Maneuver. Tail Thrust— +1D to Feint.

**Salmon Natural Order**  
As a weasel.

**Scorpion**  
Scorpions inhabit the extremely hot desert, living  
in caverns and under the sand during the day.  
They have a poisonous sting, which can be very  
painful, but never lethal. Antivenom poultices can  
resist the effects of the venom if applied  
immediately.

**Scorpion Nature 6**  
Hiding, Lurking, Scuttling

**Scorpion Weapons**  
Snapping Claws— +1D to Attack. Venom—  
+1D to Maneuver and on a successful  
*disarm*, the opposing team automatically  
loses 1 disposition.

**Scorpion Natural Order**  
As a mouse.

**Seahorse**  
Seahorses exist abundantly in the ocean, residing  
in areas with tall grass or coral reefs. They are  
otoriously poor swimmers, often choosing to  
wrap their tails around stationary objects. They  
are easy to catch, so mice use seahorses to pull  
barges across streams and rivers.

**Seahorse Nature 3**  
Clicking, Ocean Camouflage, Swimming,

**Seahorse Weapons**  
Grasping Tail— +2D to Maneuver. Bony  
Structure— +1D to Defend.

**Seahorse Natural Order**  
As a mouse.

**Shark**  
Sharks are among the deadliest creatures in the  
ocean, feeding on anything nearby ravenously. A  
shark can detect the scent of blood from great  
distances, although its vision and hearing are  
quite sensitive as well. When a shark is sighted  
nearby to a coast, some mice evacuate their  
towns, moving as far inland as possible.
Sharks are very rare in the Known Lands, but when they appear, Kingdom water travel grinds to a halt as a precaution. If prolonged, halting boats from travel can cause huge shortages.

Many mice have recklessly tried to kill sharks and failed, some to prove themselves, while many and just in search of a shark’s teeth. A sharktooth is the most valuable item in the Known Lands. When crafted into a weapon, it automatically gains the Razor-Sharp property described in the Shark’s weapons below.

**Shark Nature 11**
Frenzizing; Keen Senses, Predator, Swimming

**Shark Weapons**
Razor-Sharp Teeth— +2D to Attack, +1s to Attack. Swift— +1D to Maneuver. Tough Skin— +1D to Defend, +1s to disposition in a fight.

**Shark Natural Order**
As a black bear.

**Sidewinder**
Common throughout the desert, sidewinders move in a curious way giving it more traction in the blowing sand dunes. Sidewinders commonly feed on lizards and mice. They are nocturnal during the late spring and summer, when the weather is hottest.

Sidewinders are venomous, though the venom is very weak. In extreme cases, a bite can be lethal if left untreated for many days, but finding antivenom is very common in any desert town. The real danger is a wound from the fangs themselves.

**Sidewinder Nature 7**
Keen Sense of Smell, Luring, Predator, Shedding

**Sidewinder Weapons**
Fangs— +1s to Attack. Tail— +2D to Feint. Venom— +1D to Maneuver and on a successful disarm, the opposing team automatically loses 1 disposition.

**Squid**
Truly a monstrous ocean creature, a squid can grow to unbelievable size. They live in the deep areas of the ocean and have many myths surrounding them, with many mice even denying their existence.

Little is known about the colossal creatures, with few sightings over the years. Though there has never been a reported squid attack, mice have written many tales about what such an attack would entail, destroying Castle Ironhold in a single blow.

Fear of such a monster has driven many mice inland and refuse to even look at the water. Other mice see it as a challenge, with some devoting their lives to finding such a creature, but these mice are seldom seen again.

**Squid Nature 15**
Abyss-Dweller, Grabbing, Ocean Camouflage, Swimming

**Squid Weapons**
Tentacles— +2s to all actions.

**Squid Natural Order**
One or two ranks higher than a black bear.

**Stingray**
Stingrays inhabit every body of water in the Known Lands, salt and freshwater. They tend to stay near the bottom, mingling itself with the mud to await incoming prey.

Although normally not dangerous to mice, stingrays may be provoked either intentionally or accidentally. When irritated, they will strike out with painful stingers in self-defense.
Stingray Nature 5  
Keen Sense of Smell, Ocean Camouflage, Stinging, Swimming

Stingray Weapons
Stinger— +1D to Attack. Wings— +1s to Maneuver.

Stingray Natural Order
As a skunk.

Swordfish
Swordfish are imposing fish, living in the Wild Ocean primarily. Contrary to myth, swordfish do not use their sword-like bills to skewer a target, but rather to slash against it. Swordfish are usually unseen during the day, but at night, they rise to the surface to eat fish swimming higher up. A swordfish might mistake a mouseboat for a fish and inadvertently attack it, so travelling the waters at night is especially dangerous in swordfish-infested waters.

Swordfish Nature 8
Predator, Slashing, Solitary, Swimming

Swordfish Weapons
Swift— +1D to Maneuver, +1s to disposition in a watery chase conflict. Sword Bill— +1D to Attack.

Swordfish Natural Order
As a coyote.

Thorny Devil
Though intimidating as a lizard covered in spikes, thorny devils are largely prey for the birds of the desert. Thorny devils have a false head, which is used to scare off predators because it has more spines than its actual head. They eat voraciously, eating as many as a thousand ants in a single day. The spines actually function as a way to funnel all rainwater directly into a thorny devil’s mouth, with some being able to absorb the water directly through their skin.

Thorny Devil Nature 5
Ant Hunting, Deceiving, Desert Camouflage, Intimidating

Thorny Devil Weapons
False Head— +1D to Feint and +1D to disposition in a fight conflict. Prickly Spines— +2D to Defend.

Thorny Devil Natural Order
As a mouse.
# Mice of the Known Lands

These mice are meant to supplement those listed on p. 192-201 of *Mouse Guard Roleplaying Game*.

## Royalty

### King

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**Skills:** Administrator 6, Orator 5, Deceiver 4, Persuader 4, Militarist 3, Kingdom-wise 6, Castle Ironhold-wise 5, Rebellion-wise 3

**Traits:** Fiery (2), Leader (3), Oldfur (2), Royalty (3), Wise (2)

## Captain of the Kingsguard

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**Skills:** Militarist 6, Fighter 5, Orator 5, Deceiver 4, Instructor 4, Administrator 3, Hunter 3, Survivalist 3, Kingsguard-wise 6, Command-wise 5, Volcano-wise 4

**Traits:** Fearless (3), King’s Honor (2), Leader (2), Sharp-Eyed (1), Stubborn (2)

## Lord

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**Skills:** Deceiver 4, Administrator 3, Persuader 3, Royalty-wise 4

**Traits:** Extrovert (2), Spoiled (1)

## Common Mice

### Athlete

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**Skills:** Fighter 4, Laborer 4, Orator 2, Game-wise 3

**Traits:** Driven (1)

### Beggar

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**Skills:** Deceiver 5, Persuader 4, Survivalist 2, Poverty-wise 4

**Traits:** Cannning (2), Skinny (1)
Commoner

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Skills: Laborer 5, Harvester 3, Weaver 2, Family-wise 2
Traits: Bitter (1)

Kingsguard

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Skills: Fighter 4, Survivalist 4, Hunter 3, Orders-wise 1
Traits: King's Honor (1)

Knight

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Skills: Fighter 5, Loremouse 4, Armorer 3, Lance-wise 3
Traits: Defender (1)

Mountainmouse

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Skills: Survivalist 5, Weather Watcher 4, Brewer 3, Instructor 3, Avalanche-wise 4
Traits: Compassionate (2)

Pirate

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Skills: Fighter 5, Cartographer 3, Deceiver 3, Scout 2, Treasure-wise 3
Traits: Scarred (1)

Prisoner

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Skills: Laborer 4, Scout 4, Deceiver 3, Guard-wise 3
Traits: Jaded (1)

Rodeomouse

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Skills: Insectrist 4, Loremouse 4, Hunter 3, Rodeo-wise 4
Traits: Brave (1)

Sailormouse

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Skills: Boatcrafter 5, Weaver 4, Cook 3, Storm-wise 2
Traits: Weather Sense (1)
RECRUITMENT
The Known Lands and the Mouse Guard are quite different from the Territories described in Mouse Guard Roleplaying Game, so making a character will be different as well. The situation is different, so character changes can reflect that.

If the original sections are unchanged, they are not listed here. Instead, use the Mouse Guard Roleplaying Game’s Recruitment chapter.

MOUSE NATURE
Same as p. 299, except for the last question.
Replace it with “Do you fear Eagles, Sharks, and Sidewinders?”

WHERE WERE YOU BORN?
Replace this section entirely.

The cities of the Frontier and the Kingdom are divided up, in alphabetical order. Each settlement is different, with its own values and styles.

THE FRONTIER

Goldcreek
A boisterous and wealthy city nearby to some very lucrative gold mines.

Skills: Armorer, Cook, Smith
Trait: Entitled, Fat

Greywood
A village aloft in the high branches of a tree.

Skills: Bird-wise, Carpenter, Cartographer
Traits: Quiet, Wise

Hookbait
A coastal fishing community.

Skills: Hunter, Weather Watcher
Traits: Natural Bearings, Weather Sense

Meadowhill
The most productive farms are found on these fertile lands.

Skills: Baker, Harvester, Laborer
Trait: Early Riser

Moonbay
The finest boats and ships in the Frontier are made in this village.

Skills: Boatcrafter, Weaver
Trait: Bigpaw

Mount Cornelius
The highest point in the Frontier, at the top of a frosty mountain range.

Skills: Brewer, Survivalist
Trait: Alert

New Didymus
The home of the Mouse Guard, always bustling with guardmice.

Skills: Archivist, Insectrist
Trait: Brave

Quicksilver
The center of science and innovations in the Frontier, lying on the edge of a vast jungle.

Skills: Healer, Scientist
Trait: Curious
Redridge
A town at a major entrance to the Red Mountains.

Skills: Insectrist, Loremouse, Stonemason
Trait: Independent, Tough

Roseport
The oldest settlement in the northern Frontier, known for expansive trading operations.

Skills: Administrator, Haggler
Trait: Cunning

Tideview
A small town that hosts the Tideview Games once every year, drawing huge crowds.

Skills: Orator, Scout
Trait: Generous, Sharp-Eyed

The Kingdom

Cragvale
The Kingdom’s mines, known for extracting large amounts of iron.

Skills: Insectrist, Iron-wise, Laborer
Trait: Hard Worker

Didymus
The massive, sprawling capital of the Kingdom, divided into three distinct rings: Castle Ironhold, The Market, and The Ground. Each ring will be described individually. A mouse cannot just be from Didymus, he must choose a ring.

Castle Ironhold
The center of the city, where the King sits in a fortified castle with his lords and ladies.

Skills: Kingdom-wise, Weaver
Trait: Extrovert, Sheltered

The Market
The middle ring of the city, where many businesses operate.

Skills: Administrator, Business-wise, Haggler
Traits: Fiery, Suspicious

The Ground
The outer ring and outskirts of Didymus, where many criminals and underhanded dealings occur.

Skills: Crime-wise, Deceiver
Trait: Skinny

The Hammer
The Kingdom’s center for soldier training and military instruction, on a volcanic island.

Skills: Instructor, Militarist, Survivalist
Traits: Leader, Stubborn

King’s Edge
The home of the Royal Apiary, using the bees for all kinds of purposes.

Skills: Apiarist, Candle-wise
Trait: Calm

Thickrunnel
The center of the Royal Navy, where large ships are built and harbored.

Skills: Boatscrafter, Cartographer
Trait: Determined, Fearless

Choose one trait and one skill from the city in which your character was born. Note them on your character sheet and put a check next to them.
Life Experience
Same as p. 300-305, except adding the following wises to the list and removing inapplicable wises, such as Lockhaven-wise.

Wises A
Agriculture-wise, Alligator-wise, Artillery-wise, Avalanche-wise

Wises B
Barren Wastes-wise, Blowgun-wise, Boat-wise

Wises C
Canyon-wise, Coral Reef-wise, Crossbow-wise

Wises D
Desert-wise, Drama-wise

Wises F
Fish-wise, Frontier-wise, Fur-wise

Wises G
Gambling-wise, Gold-wise

Wises I
Insect-wise, Iron-wise

Wises J
Jail-wise, Jungle-wise

Wises K
Kingdom-wise, Kingsguard-wise

Wises L
Lasso-wise

Wises M
Marble-wise, Mountain-wise

Wises N
New Didymus-wise

Wises P
Pearl-wise, Pickpocket-wise, Pirate-wise

Wises R
Rodeo-wise, Royalty-wise

Wises S
Sales-wise, Sea Battle-wise, Ship-wise, Steppe-wise

Wises T
Taming-wise

Wises V
Venom-wise, Volcano-wise

Wises W
Whip-wise, Wild Ocean-wise, Wrangling-wise

Guard Resources
Same as p. 306, except add the following question.
Add “Were you born into royalty or nobility?”
If so, increase your Resources by 1. You may not take the Skinny trait.

Guard Circles
Same as p. 306-307, except add the following question.
Add “Were you born into royalty or nobility?”
If so, increase your Circles by 1. You may not take the Hard Worker trait.

Mouse Traits
Same as p. 307-308, except add the following traits to the qualities a mouse can be born with.

Athletic
Citymouse
Dramatic
Entitled
Foreigner
Heavy Drinker
Idealistic
King’s Honor
Royalty
Sheltered
Thrill Seeker
ABILITIES AND SKILLS FACTORS

The following section is meant to expand the existing factors listed by the abilities and skills listed on p. 231-255 in Mouse Guard Roleplaying Game.

Resources Factors

In factors for weapons, after “heavy armor, Ob 4”, add “Advanced weapon, like a crossbow or cannon, Ob 5”.

Also, add “Leafboat, Ob 2. Simple boat, like a rowboat or canoe, Ob 3. Sailboat or catamaran, Ob 4. Barge or ferry, Ob 5. Sailing ship, Ob 6. Warship, Ob 7.” However, in many of these cases, the situation has to be established. For example, even at Thickrunnel, it would take half a year to build a warship, and all of the materials would need to be available.

Administrator Factors

In Breadth factors, after “city”, add “region”, then “small island”, then “large island”, then “huge island”, then “Kingdom”, then “Frontier”, then “Known Lands”

Armorer Factors

In Paw-to-Paw factors, after Hard to Defend, add Piercing, then Powerful. Use the descriptions under the blowgun and crossbow for reference.

If the Armorer fails, add Hard to Reload, Ranged, Short Range, and Small Head to any applicable weapons. See the Fighting Weapons section for reference.

Boatcrafter Factors

If the GM decides, your group can supercede the rules listed on p. 244 of the Mouse Guard Roleplaying Game for Boatcrafter. Instead, your group may use the following rules to construct your own boats and ships, like Armorer to make weapons:

To make higher quality watercraft, add the following new sets of factors:

Maneuverability: Swift, Balanced, Easy to Steer, Agile

Material: Adaptable, Sturdy, Reinforced Hull

Movement (start counting at 2): Sails, Flexible Rigging

Size: Small, Wide, Stable, Huge

Water Depth: See the chart on p. 21. Choose the two ends that you’d like and add +1 Ob for each step between them. For example, if you choose Creek and River, there is 1 step between them, so it adds +1 Ob.

If the boatcrafter fails, The GM should never add penalties to the watercraft. Instead, the GM may reduce the water depth range, lower the benefit of a “weapon”, or remove a “weapon” altogether.

Brewer Factors

In Quality factors, after “excellent brew”, add “exotic brew”.

Cook Factors

In Feeds factors, after “neighborhood”, add “massive feast”.

Weaver Factors

In Type factors, include “sails” at the same level as “cloaks”. Also, include “braiding” at the same level as “bedding”.

Also, add a new set of factors, as follows: Woven Weapons (start counting at 1, for bolas, lassos, and whips only): Tangling, Roping, Heavy Weights

If the weaver fails, the GM may add one of the following conditions to the weapon: Loosely Woven: +1 Ob to Maneuver. Poorly Weighted: +1 Ob to Feint. Unwieldy: +1 Ob to Attack. Very Unwieldy: +1 Ob to Attack and Feint. Weak Material: +1 Ob to Maneuver.
THE KNOWN LANDS

A complete map of the settlements of the Kingdom and the Frontier by order of His Royal Majesty King Didymus VII, in collaboration with Matriarch Elanor of the Mouse Guard.