

Senatus Populusque Muris

A Mouse Guard Hack

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History and Society

It's the Age of Silver and in the Mouse Territories a loose alliance of mouse cities dreams of the Golden Age when heroes battled predators in single combat and the poets sang about the deeds with voices fairer than the birds.

In this hack the players play mice doing in many ways the same things as in Mouse Guard RPG but with another social context and another background to the roleplaying. Mouse Guard RPG is set in a medieval society while this hack is more pre-medieval focused on culture inspired by early to mid republic Rome but also other cities of the ancient mediterranean area.

Note that you need Mouse Guard RPG to play this hack.

A short history

The Age of Gold

A long time ago:

Ceralia plants and harvest the first seed.

Leoea makes the pact with the lions after having helped one of their kind.

Är 1 ab urbe condita (från stadens grundläggande)

Hasta founds the city of Asylum by the river of Aesflumen. He calls for all mice with inspiration, with new ideas, with differing ideas, mice not like every mice. He gives them a fresh start by overseeing any bad reputation they might have.

Hasta kills The Great Snake and turns it's den into a fortress and starts a more centralized worship of the ancestors for every mice in his city. This canalizes the power of the ancestors and also unite the living mice and their dead ancestors to give the mice of Asylum the power to dominate the wilder mice surrounding them. When the snake was gone the surrounding seven oaks were soon populated by mice moving from other cities. A little later the areas influenced by the different settlements started to overlap but instead of fighting the mice decided to build a common fortress and shrine in the lair that was claimed by Hasta. The centralized efforts of the Asylum mice created a fortress, a great shrine to the ancestors, fortifications in roots above ground and surveillance of the border areas in between. This got the Asylum mice ahead of all mice except maybe the mice in Sapientia.

Asylum dominates the surrounding cities with its guard called The Praetorians. They form the Asylum Alliance and patrol the areas between the cities and hunt down bandits and mice who try to dominate the often defenseless farmers. They also offers membership to other cities. For taxation and guards they get organized protection.

Ungefär år 248 ab urbe condita

The dictator, lone ruler, of Asylum is overthrown after internal struggles and two consuls takes the lead of the city. The old Council of the Dictator forms The Senate (the elder of the most prominent mice). The Senate give advice to the consuls and give the consuls tasks to implement. From the senators are also the officials chosen. Proles, plebs and patricians all have the right to cast a vote for the consuls and officials but the richer by time gains weight in the votings by voting rules and plebs tied to patrons. Most officials, including consuls, are elected for a year. There's still a possibility to choose a dictator for two seasons if there's a great emergency. The dictator has unlimited power for two seasons and choose his right hand the so called Master of Hares who oversees among many other things the hare cavalry. Since the days of the first dictators the mice are extremely skeptical against lone rulers of any kind and will any dictator for signs of lust for power.

Publia of Sapientia discovers the recipe for the scent border.

År 487 ab urbe condita

The Asylum Alliance grows from Asylum and the nearest cities to including almost half of the cities within today's territories. It is now called The League of Mice Cities.

A long time of disputes and skirmishes between the eastern cities led by Asylum and the western cities led by Sapientia. In the end the western cities bows for the eastern cities.

År 512 ab urbe condita

Asylum becomes the leader of all civilized mice. In a short time trade start to flourish and long trade routes is established. Sometimes mice criticize the taxes and say that the publicanus, the mice responsible for tax collection, is corrupt. On the other hand they like the organized guard of the praetorians and also like the help in city building that Asylum provides.

A continuous scent border is created. This work is lead and organized by Asylum although the actual scent border elixir is thought up in Sapientia.

Now and then the trading city of Navalía is accused of undermining the authority of Asylum and maybe even working against Asylum's leadership of the League of Mice Cities.

During The Age of Gold the mice is strong enough to live among the weasels but as the mice dwindles into The Age of Silver they lose the grip and the weasels try to capture the mice societies to get food and slaves.

The Age of Silver

Asylum unites the cities in the long hard war against the weasels. The war ends with the mice free as before but a horrendous toll has been taken from the mice society.

År 680 ab urbe condita

The Weasel War slowly fades out. Some say it's won by the mice's struggle and some say it's just a long armistice caused by neither side having troops enough. After the war ends few mice raise their voices about how Asylum is governing The League. Without Asylum and The League the weasels would have overrun the mice totally and no mice wants to think about what kind of life they would have led if that had been the outcome. Before the war Mamilius the elder was heckled because his constant cries for war against the weasels. Now he sometimes even get credit for the mice not taken totally by surprise when the weasels started the hostilities. Still he is wearing a black toga of mourning to symbolize the degeneration of the mice culture (at least the degeneration he think there is).

Asylum

Asylum is governed by two consuls. These two consuls are elected by the mice, the citizens, of Asylum every year.

The consuls are helped by aedils, praetors and quaestors and get advice from the senate who also vote on some decisions.

There are eight praetors, six for Asylum and two for outside matters, and these are elected by the citizens every year. A praetor is responsible for high level juridicial matters and are court presidents He or she also has the right to lead armed forces if the consuls already are busy doing so. They're also the consul's deputies when they're out of office.

The four aedils are elected by the citizens for four years and are responsible for maintenance of the city of Asylum (official parts), precautions against fire, inspect and punish misuse of aeger publicus, the state land open for any mice, the city weights and measures (correct measures kept in Asylum and



guaranteed by the "State" (in mice speech *res publica*), the city's provisions, giving the poorest mice some food to keep them alive, care of the public games (some a bit like the olympic games of ancient Greece (including theater plays) and some fights (usually not to the death).

The 20 quaestors handle the city's financial matters and are elected every year. They assist other officials as consuls and pretors. Two of them are responsible for the Asylum treasury which is where *res publicas* funds, the senate archive and the pretorian standards (of which few see the light of day these days).

Two censors are chosen every forth year and carry out their duty for one summer, one winter and one

summer. They approve the first borns in the

nobiles families that are coming of age for joining the senate.

Censors also approve of different contractors for *res publica* like tax collector contractors or architecture and building contractors.

The senate also choose a *pontifex maximus* which means The Great Bridge Builder. The title stem from one of the most important parts of the important path building, the bridge building. A *pontifex* was a person who was chosen to communicate with spirits and the forefathers before a bridge was built to ensure prosperity. This role has then grown to relate to other matters too, not only bridge building. A *pontifex* only has this role for the *res publica*, for private matters this is a role taken by the family head. *Pontifex maximus* is the head of the *pontifex* and are chosen for life (the ordinary *pontifex* are not).

Consuls

The consuls lead *res publica*, the common - that which is not private, including the pretorians and any other levied mice (for example in the great war against the weasels). They do a public speech when they assume position which is seen as a program for what they want to do during their time in the office. They're supreme judges and implement the decisions of the senate. They also preside at the meetings of the senate although they can be excused when carrying out tasks for the senate and *res publica*.

Their base for power is among other things that there is a need for leadership and they have been chosen for this. They're the only ones that can demand

money from res public on their own initiative. They also can put something on the agenda of the senate.

Restrictions of their power are among other things that they're chosen for only a year in a time. They can veto each other. If they will be able to lead any troops after their time in the office, be granted a longer imperium, is decided by the senate.

Senate

The senate controls the money and other resources of res public and all income and expenses for res public. They and the aedils control all restorations of official buildings (overseen every fourth year). Also they control the economy for higher crime investigations and the economy for diplomats sent to other cities and towns. It's the senate that receives diplomats from other cities and towns. They also each year oversees and decides on any prolonging of imperium, the right to lead troops. They're also jury for higher crimes like treason, conspiratorial activity and some disputes among some groups. They propose and approve laws (laws also has to be approved by the people's assembly via the people's tribunes). They approve on triumph ceremonies and choose judges in important processes.

Their base for power is among other things that the senate consists of the rich citizens which automatically becomes members if there is a free seat and they haven't done anything spectacular stupid. Their power is based on a long tradition grounded in the fear of lone rulers.

Restrictions of their power is among other things is that they don't lead the guard or any other troops. They need the majority of the people for the guard and other troops and to approve for example laws.

The people's assembly

The People's assembly approve laws the the senate has proposed and approved among themselves. Via the ten people's tribunes they have the right of veto in the senate even for the senate's meeting. The people's tribunes have the right of veto against the consuls and they grant or don't grant the higher officials discharge. They approve on alliances and declarations of war.

The base for their power is among other things that they compose the guard and other needed troops.

Restrictions of their power is among other things that they can't propose laws. Often they are clients to the richer mice. Most of the people is that poor that they must work a lot and therefore has a hard time getting involved in the politics.

Scenario ideas

- A conflict between a consul and the senate and probably the other consul because the consul seems himself as having more power than he has and not as an implementer for the senate. This could ignite the Asylum mice fear for autocrats, a fear probably only outdone by the fear for weasels.
- Conflict between the patrician mice's unproportional ability to affect elections through their geographically based control over more election groups per individual than the plebeians and proletarians.
- The senate proposes a law or other regulation that is good for them but the proposition is stopped in the people's assembly. What goes next?
 - The wealthy buy the needed votes?
 - A compromise and a new proposition?
 - Leaders of the people demand other changes that are good for them to pass the proposition?
 - Someone on one or both sides tries to lure the other party to get through a compromise or two new propositions that are more beneficial for their side and immediately obvious?
- More or less honest lobbying to get the people to pass the propositions the senate wants to get approved.

The physical city

The core of the city is located in the old snake den and is composed of a citadel, some temples to the forefathers and shrines to lesser spirits of the mice world. Here the senate and other officials have their meeting halls and here is also chambers for housing pretorians if the worst should happen and they would have to retreat here.

Outside the old den lies the main living areas for the mice of Asylum. Closer to the den lies the finest houses for the richest ones among theaters and bath houses. Here also lies some of the first common squares - forums. Further away lies the big insulas, the apartment blocks that are several levels high. Usually these houses have shops, taverns, workshops, fast food shops or small baths on the first floor and the owners live on the second and then other mice on the higher levels. Usually the insulas get worse further away from the

centre and some of them are prone to falling together. Here also lies several forums where much commerce take place and some theaters and arenas for fights and athletic events. When one gets closer to the seven oaks that stand in a circle around the den the insulas get smaller and smaller and become regular houses and finally become something that has to be called a shanty town that stretches outside the oaks. Through these areas several straight roads stretches and go on outside the city with the city's graveyards - the necropolis, the cities of the dead - scattered alongside. The road keep going from the city and out into the territories and connect all of the mice in The League of Mice Cities.

Outside the city also lies the famous hare racing arena.

Scenario idea

From the center of the city to the areas outside the old wall and the seven oaks there's a long gradient from the wealthiest patricians, equites and plebeian tradesmice to the poorest day workers that newly arrived or has gotten stuck in the shanty town areas along the city's borders. Many poor mice come here with the hope and illusions of the great city's possibilities for success. Most of them get stuck in either unwanted job or low pay jobs risky jobs or temporary day jobs (or a combination). Here can be found a lot of unrest and mice willing to do things many other mice wouldn't.

Government of The League and the cities

The League is governed by Asylum in all common matters and all intercity matters but Asylum has no jurisdiction inside the other cities as long as they pay their taxes and sends mice to the pretorian guard. The different cities and towns are independent in internal matters as long as they provide taxes and guards and therefore their internal structure varies. Cities and towns are classified with a few concepts. A "polis" (in the eastern territories) or "polit" (in the western territories) is a self governed "city state", it can be a member of an alliance or even pay tribute to some other city but as long as they're not directly governed by another city they're a "polis" or "polit". A city that's not a city state and are under the government of another city, regardless of the size of the cities, is called a "rural city" or "municipalis". A small city is called a "town of city nature" or "oppida". The later two are never self governed, in that case it's a "polis" or "polit" regardless of size.

Slavery

The cities of The Mice Territories are slave cultures although not as extreme as the late republic Rome. The cities have not waged any big wars against other mice like humans in Rome did against other human cities for a long time. Since prisons are very ineffective and expensive the usual sentence for a criminal is a longer or shorter, usually longer, slave-like work (or for some, banishment from the city or The Territories). Also a mouse that has unpayable debts can give himself up to slavery to pay for the debts or parts of the debt or be forced into slavery to pay off his debts.

A common reason for mice in debt are groups of merciless rich mice who take advantage of not better knowing mice in trouble and buying their land for just a small part of the value. The poor mice then move to the city to find a job and finds it quite overpopulated and stands without income. Many of these mice become slaves for the rich to work the debt.

Since a child mouse born of a slave mouse also becomes a slave the Territories has accumulated a small slave population based on war prisoners long ago and maintained by their children and criminals. Some say the slaves consists of about a fifth of the population. Although slaves that work close to their master, especially if with an intellectual work, becomes close to their master and gets treated well a slave has no legal status as a person or mouse and can therefore be seen as living property.

Scenario ideas

- Asylum has a rumour of being a city full of possibilities for the engaged worker or craftsmeice. This leads to a lot of poor mice moving to the city finding out it wasn't that easy and risk becoming dependent of rich mice a use them. Some get some monetary help but not all can pay back in money. A mice might need monetary help or maybe be convinced not to do something drastic or helped doing something constructive to solve the situation.
- Slave might do an uprising. The SPQM mice don't have as many slaves as ancient romans had but they on the other hand have a more fragile society and military. Can the revolt be stopped, how? Battle? Raid? Capture the leaders giving asylum to the rest? Convincing them to lay down their weapons if given asylum?

Social classes

The people of Asylum is divided into proletarians (who own nothing more than their kids), plebeians (the usual working mice) and nobiles (the noble mice who govern the city)

The most noble of nobiles, the ones who can trace their ancestors to the founding of Asylum, is called patricians. Theoretically a nobiles or even a patrician can be relatively poor since the membership of these groups are not based on riches. Most of them though belongs to the senatorial class which means that they are yet even richer than the equites (the knight class). To hold a certain office there is usually one or more specifications on class and other belongings. For some offices one has to be a plebeian and for others a nobiles. Sometimes someone who has done great things for res publica get a large piece of land, enough to be counted as an equites, and since they have enough riches they become equites. All these mice are full citizens and that membership is called cives murini or just cives. Members of The Pretorian Guard that are civvies are the only ones that can be patrol leaders and even if they're not they're considered as better guards than other mice. After 20 years as a guard member a socii receives full citizen membership.

Mice not from Asylum are called peregrini, foreigners, and aren't valued as high as a mice with full citizen membership and don't have the same rights or are prioritized the same way as full citizens. Some mice not from Asylum has gained a "half citizen membership" for outstanding deeds for Asylum or her interests or for long service for Asylum. This "half citizenship" is called socii. Examples of mice not from Asylum granted the socii is the mice living inside the cities and towns that has joined The League or leading mice in other cities and towns. All full members of The Pretorian Guard also gets socii membership and if they serve a full 20 years service they are granted full membership.

In The Pretorian Guard proletarians, plebeians and nobiles serve. Therefore they in some way meet and mix, especially the plebeians and the proletarians but also the lower nobiles. Usually the lower nobiles are centurio or for the better tribunis. Being centurio is by most nobiles seen as some sort of failing but being tribunis is OK for all lower nobiles and an OK stepping stone for most nobiles careers but the highest ones. Many nobiles hold the view that nobiles should never be centurio or lower and that plebeians, or forefathers forbid proletarians, should hold any higher rank than centurio. Because of this mix it is known to happen that a plebeian gets promoted to tribunis on actual guard merits. Since only nobiles are tribunis the censors usually find it necessary to make the kids of these plebeians nobiles (although they will be nobiles with very little estate or other resources. This is one of a few ways that

the social classes gets a little mixed up and the society in a slow way gets a little remade.

A slave mice that has done his time is freed. A slave mice that has done excellent work might also be freed. A freed mice is forever called freedmice and doesn't enjoy a full citizen membership (although not exactly the same as socii). The children of freedmice become full citizens. A full citizen that



was debt slave becomes a full citizen again once the debt is worked off. A captured or born slave that is freed is forever in debt to the former owner and becomes a client to him or her. Often a slave is freed either en masse at the owner's funeral as a token of the owner's generosity or as a thank you for good service. In the second case the freed one continues to work as a freed mice for their former owner, now employer. Sometimes this is a requirement for the freeing of the slave. In a third case it might be that the slave saved money and bought him- or herself from their owner and thereby gets their freedom and full citizenship for their children.

From the beginning peregrini couldn't become legionnaires only auxiliaries. The auxiliares aren't as prioritized regarding equipment or training and if spear fodder is needed, auxiliaries is used. As the power of the other cities increase or the power of Asylum decrease or both the other cities like Sapientia and Navalia will require more rights, like the possibility to become full legionnaires and also higher levels of citizenship and almost go to war over this. This will happen some time after The Weasel War.

Patrons and clients

A common relationship in Asylum is that of a patron and a client. A patron is someone that to some degree takes care of someone else and the client the one receiving the help, usually it's between family heads. The client is supposed to visit the patron in the morning, often several times a week, at the patrons reception. The clients wait outside or in the vestibul. The lowest and poorest clients meet the patron first, this fills two purposes; one, the higher class clients have some time to meet their clients before meeting their patron and two, the clients closest to the patron can after the visit follow the patron to some meeting or have a meeting with the patron. When a client meet the

patron at the reception they get a gift (if the patron hasn't already done a more focused action in favour for the client). The gift can be a basket of fruit or for the higher class clients a coin or a pouch of coins. In return the client must help the patron by doing things or by following the patron to meetings or on promenads to show off the patrons great patronship. The company of clients is called a clientel. The clients don't attend the patrons meetings though, they just follow him there and back.

Symbolism

Symbolism is important for the mice people. The colours below is used in many circumstances, for example when a mentor chooses cloak colour for his apprentice when he or she becomes a full guard member.

Colours

Yellow / gold	generosity
Vit / silver	tranquility, peace, honesty
Black	duration, continuance, eternity
Blue	loyalty, truth, navy
Red	courage, strength, greatness, army
Green	hope, joy
Purple	state leadership, justice, independance
Brown	honour, ambition
White / silver on black	(great) knowledge, curiosity

The Asylum Law

Asylum is the only settlement in The Territories with an detailed written law (Sapientia has a written law but it much more refers to traditions). The original law consists of twelve tablets which is represented by twelve stone tablets outside the fortress in the middle of Asylum. There are also lots of copies distributed over The Territories.

Some say the law is unfair because it makes a difference between mice from Asylum, full citizens, and mice from other cities, partial citizens, and wild mice, not citizens at all. Others say that this is how it should work. At least it brings some order to how things should be done how certain wrongdoing should be dealt with. For example it says that it's the Family Head that deals with family matters as long as they doesn't concern Res publica, the collective or the state. It also dictates that Asylum has no jurisdiction inside the other cities unless for example Asylum needs to collect their tax or a Asylum citizen is threatened in any way. That also means that they don't have any responsibilities regarding the other cities internal affairs.

Other directives in the law is procedures for trials. Usually these are lead by a judge who deals a punishment according to the law if the jury finds the prosecuted guilty. The jury can vary, sometimes it's the senate and sometimes it's the people's assembly. Which is decided according to the crime to be dealt with.

Prison is a very ineffective way to handle criminals and aren't used. Accused people can be detained until sentenced, either in a remade abandoned underground water reservoir in Asylum or in palissade corrals (common way to keep groups of war prisoners in the field and until sold as slaves). Common sentences is repayments, fines, slavery, exile or death.

Trial procedures

In the older times the jury consisted of the people's assembly led by a judge. The people's assembly voted on whether the accused mouse was guilty or not and the judge then suggested a punishment which the assembly voted on whether to accept or not. Later on this changed and specific courts were established. Each of these had a judge heading it and a jury with permission to decide on guilty or not. The judge, like in older times, set the sentence but now no longer a votable sentence. This led to more consistent punishments of crimes than people voting on the punishment.

Some 15 or so years ago, not long after The Weasel War, permanent courts were founded who also were specialised towards certain types of crime. Those were only for major crimes and the family head still had most power within the family. Almost all Asylum law only regards the public affairs, res publica. This change led to another change, certain philosopher mice started to specialise in juridical matters and a seed for a collegium of lawyers was sown.

Soon the courts created static sentences and sentence scales for lesser crimes (poena legis). When such a crime is taken to court the judge is responsible for the process and the fairness of it and when the jury has decided on the accused mouse's status the judge declares the punishment (if found guilty) from the scale of sentences. This led to a less flexible, more ordered and not so

arbitrary court process. In the view of the Asylum mice it became a process of less clementia (mercy, mildness, gentleness) but more humanitas (civilisation, refinement, learning and culture). Still virtues and characteristics of the accused one is important and a lot of those are often touched upon before getting to the actual crime.

Should the judge find that an accused mouse needs to be detained they're usually confined in their home but sometimes they can give bail. That means leaving something in the hands of the judge that is assumed to be so worthwhile that the accused mouse won't run away but return for the trial.

When a mouse is notified about a trial where they're supposed to turn up as the accused one they normally have 30 days to register at the court. If they by the end of the 30th days hasn't registered the plaintiff is permitted to literally drag the accused one to court. Literally. Should there be circumstances like illness, old age or similar the plaintiff is responsible for getting a cart and a pillow for the accused mouse before forcing the same into court.

If a mouse doesn't turn up at a trial he or she is usually sentenced to turn up within a given date, usually 30 days. If the accused mouse doesn't turn up by then it is assumed that the mouse has gone into exile and ostracism is formalised as a sentence.

Dishonor

A person's or other entity's honor or dignitas (personal honor and worthiness) is an important thing for the mice of Asylum. To bear false witness or accuse someone falsely is both considered to be harming someone's dignitas and therefore punishable. Should an accused mouse be acquitted the court is obliged to investigate whether the accusation was done with malicious intent or not.

Not only a person's dignitas can get hurt. The dignitas of SPQM (the closest to a state concept that the Asylum mice come) can also be hurt via treason or high treason (crime against the majesty or the authority). Regular treason often lead to ostracism which means that the sentenced mouse have to take whatever he or she can (including family) and leave Asylum at the latest at the end of the third day from the day they were sentenced. Whatever is left at the end of the third day, including the mouse and his or her life and his or her family, pass on to the ownership of SPQM, res publica. Usually that means that the mouse's life is forfeited and it will be killed, it's family sold as slaves and it's property used or sold by SPQM. Should the sentenced mouse leave the city border (promemorium, the city's border, not the city state's border) it should be denied water and fire (meaning any help) within 20 day's march from Asylum. Helping an ostracised mouse can be punished with death.

The normal exile is for 10 years but can also be for life.

If sentenced for murder of a family head there's no option of exile. The punishment is always death.

Higher treason is always punished with death, for higher citizens with decapitation and for lower citizens often the worst mining slave work there is. Non-citizens are usually just killed in a practical way or sent to the mines. Prominent non-citizens can be killed by being strangled, a very disgraceful death. At certain circumstances a citizen sentenced to death can apply for life long exile instead.

The common versus the private

In Asylum (and mostly everywhere in The Mice Territories) the law only concerns the common part of life. The private life, within each family is that family's concern and ruled and governed by the family head.

This can create problems to solve. Maybe the characters know something bad done or going on in the private sphere of a family or something they disagree upon how it's done in the family. How will they handle it? Go on in frustration? Handle it themselves? Find something in the common sphere to charge them for instead? Set up a trap for the person that will lead to something chargeable?

Other protection of SPQM

In Asylum law and tradition there are two levels of sanctity. Sacrilege against the low level of sanctity is bad enough but sacrilege against the higher level of sanctity is always punished with death. Examples of objects of the lower level of sanctity is roads and city walls and temples are examples of objects in the higher level of sanctity.

Not common but sometimes SPQM hands out rewards for tips on crimes against Asylum's or SPQM's dignitas or the citizen's pietas.

Other legalities and ideas on punishment

Although not that uncommon it is not legal to buy votes. Being accused of this and found guilty can lead to fines, loss of the involved title or even being expelled from the senate.

Asylum law has a part of it dedicated to handling abuse of official titles and their power. This is called repetundae. Usually this regard gathering funds for

SPQM for personal use and is regularly handled by sentencing the official to repay SPQM and also fining the mouse.

Ties of friendship (fides) are strong among Asylum mice and sometimes lead to crimes. This is known and the law clearly state that it's not an acceptable excuse (although a high dignitas and highly rated fides could be seen as virtues and be used by a good rethor to get a mouse acquitted).

Double prosecution is not allowed in Asylum. Therefore a mouse can't be prosecuted after the first time in the same type of court for the same crime.

Pietas, dutifulness and devotion, is important. Lack of this is seen as a threat against the society, against SPQM itself. Therefore lack of pietas can lead to extra harsh punishment. Another important virtue is virtus, courage, and lack of this, cowardness, can almost be seen as a crime in itself. Fleeing legionnaires are always punished hard, sometimes with decimation. The word comes from the old word stem for ten. The soldiers are lined up and counted over and over from one to ten or entered into a lottery with lots from one to ten. Every ten of them are killed or sometimes even beaten to death by the nine other legionnaires.

Different city states and legislation

Although the mice cities are in alliance with each other that's mostly to coordinate military actions against the weasels and try to keep the main roads safe for traders and to keep each other back from trying to gain land from each other they all have their own legislation within their city walls or promuerium (city borders). This is why The Guard doesn't have any jurisdiction within other cities. This ofcourse causes problems if they for example chase bandits. If they manage to get to a city, what shall the patrol or troop do? Convince the city to hand over the criminals? Track them and catch them when they leave the city? Take care of it themselves? If they try to convince the city to hand over the criminals, what keeps the bandits in the city meanwhile?

If something illegal happens within another city, what will the patrol do? They don't have any jurisdiction or duty to do anything but will they help the city in a way the city wants? Will they act as good citizens in The Alliance of Mice Cities? Will it conflict with the mission their duty call them to fulfill?

Classifications of mice

Ius Asylum (Law of Asylum) divides mice into four kinds; slaves, peregrini (foreign mice), socii (mice with a part-citizenship) and citizens (mice with full citizenship). Similar classification is used in most cities even if details vary. Slaves have no legal status as mice or persons although they might be treated so by other mice. This means that they can be regarded as living property although with higher status than for example bees and insects. A slave should always be tortured before he or she testifies otherwise the slave might be loyal to his or her owner and not give neutral testimony. A testimony from a slave without preceding torture has no legal status.

Problems can arise if the group or someone in the group feels for or has any positive connection to a slave that becomes witness to a crime. They/he/she know that if this slave comes to court and testifies the crime will be solved and punished but in that case the slave also will be tortured to make sure he or she doesn't do this out of loyalty to their master.

Asylum ceremonies and festivities

Funerals

When a mouse dies they are usually laid lit-de-parad in the home, in the atrium if there is one, although poor mice might not be able to get off work enough to actually do this and tend to the corpse. Family members and friends come to say fare well to the dead one. If possible the dead lies lit-de-parade a few days and are then taken to the necropolis.

The necropolis are areas outside the cities where the dead are given their final ceremonies and the body left so the spirit can leave for the afterlife. Poor mice just bury their dead in the ground with a amphora with cracked bottom sticking up so that later wine offerings can be poured down this way. Mice that are a little better off get a stone cutter to do some sort of memorial stone to place where the dead is buried and the rich build small or bigger mausoleums for their dead. The bigger ones are even big enough for the family to hold future offerings inside.

Mice are normally not burned, that's even a little disgraceful in all cases but one. When many mice has died in plagues or war and can't be taken care of. Then a skilled Ceremony Master or brothers-in-arms can do a ceremony where the bodies are burned and the spirits set free.

At different times through the year ceremonies and worshipping is held for the dead. At these occasions most families travel to the necropolis of their

closest to offer wine to the dead and sometimes eat a meal close to their burial ground. This is to pay respect to the forefathers and gain their respect and help through the life.

The other cities

Sapientia

Long before Hasta slew Draconis, The Great Snake, an unusually big settlement of mice existed in the west. These mice were not as interested in physical domination as the eastern mice. Instead they concentrated more on philosophy and science and it's no coincidence that the receipt for the scent border was thought up and mixed in Sapientia. Sapientia also is the only place to have a competing bee hive.

Sapientia is known for it's many curious inventions, many never used for anything other than proving some principle of nature, and its games. Every four years, every solariad, the most important games are held near Sapientia called The Solar Games. These games include, among other things; running, hare riding, spear throwing, geared running and theater plays.

A solariad is a period of four years since this it is said that many things related to Avis solaris (The Sun Bird) comes and goes every four years and therefore Avis solaris probably counts time in periods of four years. As a celebration to Avis solaris who brings light and warmth the mice hold these games every four years. The name Avis solaris means the shining bird and often it is called just Solaris or Sol since its quite obvious that it's a bird since it flies high in the sky and the important thing is that it's the shining one.

Sapientia is a democracy and all bigger matters are voted on by all free family heads on a certain place in Sapientia called Aeropagos. It's a small hill with a speaker's podium and a big open area for the family heads to gather. There's also a small house where the arkonts or the arkont council can gather and discuss without being disturbed by the masses. Day-to-day matters is decided upon by the nine arkonts and the arkont council consisting of former arkonts. Different administration roles are given to the noble family heads.

The common idea in Sapientia is that it's too easy for a few people to take control in Asylum and thereby too easy for a lone rulership to take form. Asylum mice on the other hand insists on that the two consuls is good enough to keep a king away from the leadership of the city. Many mice in Sapientia also think that Asylum is a little too interested in effectiveness and matters concerning organization and keeping troops and sometimes fear a total Asylum take-over of The League of the Cities.

Navalia

Navalia is governed by a senate of 100 prosperous mice, no matter old or young families and other history related factors. The senate elects two duumvirii every four years together with two aedils. The duumvirii leads the city counseled by the senate and the aedils carries out duties related to non-military official matters.

Navalia is often accused for working against Asylum and The League because it is prospering from the raised cooperation among mice around it and it's the leading trade city and the leading sea travelers and ship builders. Navalia on the other hand often defending itself with that it is prospering from the actual cooperation among all mice and therefore is pro-League.

Role playing ideas

- The three cities of Asylum, Sapientia and Navalia all have their dominations in The Mice Territories. Asylum is organised and a strong military force and leader, Navalia has a strong commercial and military naval force and the most skilled traders, Sapientia has the oldest traditions of civilisation and philosophy and also the most and best scientists. Mice from the different cities or their influence areas often more or less serious compete over or taunt each other about facts and myths about their own cities greatness. This can be used as role playing colour but sometime this also leads to fights, broken deals or decisions and judgements based on emotions rather than rationality.

Working town

Cyprios

Big mining city, the main source of copper in The League of Mice Cities. Cyprios and Stameus mines are very important for the whole league since not much bronze will be made without access to both the copper of Cyprios and the tin of Stameus.

Muscosos

Well known for it's area of varying vegetation conditions which make many interesting plants grow close or not so far from the city. Many plants parts or saps, infusions and other derivates come from here. It's not uncommon for

many medicines and the like invented in other places to rely on something from Muscosos.

Free farming cities

Agros (one of the bigger Free farming cities)

Lostora

Big trading port for Free farming cities and Asylum and Navalia

Rustica (biggest of Free farming cities)

A place where barbaric voles live among civilized mice (more or less civilized some say). The city is located in the middle of Free farming cities.

Stameus

Big mining city, the main source of tin in The League of Mice Cities. Cyprios and Stameus mines are very important for the whole league since not much bronze will be made without access to both the copper of Cyprios and the tin of Stameus.

The other cities

The Pretorians

The Pretorian Guard stems from the militia of Asylum. Asylum early had a quite organized militia and big compared to the amount of citizens. As the militia was further organized in The Age of Gold and actively started to hunt bandits and dissidents around Asylum it was named The Pretorian Guard after the officials that could lead armed Asylum mice - praetors. Some say the pretorians also scared less societies around Asylum into submission but Asylum says it's an exchange, the lesser societies get protection and in turn they send some goods and mice to serve in The Guard, just like the other cities.

Most mice agree that The Guard decides on justice matters in the wilderness between the cities but has no jurisdiction in the cities. Some cities think that their own jurisdiction should count some certain distance away from the city walls and some allow no weapons inside the city, like Asylum do, some even not for their own militia. This makes some cities to demand pretorian mice to leave their weapons at the gate as long as for their visit. This has sometime made hotheads on both sides to be close to fights.

Asylum demand some low taxes from each city and town but so far no mice to serve in The Guard. Some say that this will come soon though since Asylum in the background is working on getting the other cities and towns under it's sway and then will need more trained and armed mice.

It was The Pretorian Guard's better organization that made them fit to form the central troops and lead the other militias in the war with the weasels. In that time The Guard was counted in centurias, groups of hundred mice, but now they consist of only some hundred mice.

The Guard mostly consists of the poorer citizens from Asylum and really poor or adventurous citizens from other cities. Many poor mice is attracted to service by the prospect of having food every day, somewhere to eat, sleep and belong and maybe even be able to send something home. At least they won't burden their family and the dutiful and skilled ones can bring new honor to their families. Should someone just think the thought of besides citizenship granting some sort of good pension like a small farming area it would probably not be hard to regain a big guard again although making this big guard a big good guard might be challenging.

The Pretorian Oath

"We as Guard offer all that we are to protect the growth of our species, the freedom of our kin, and the honor of our ancestors. With knowledge, sword,



and shield, we do these deeds, never putting a lone mouse above the needs of all, or the desire of self above another. We strive for no less than to serve the greatest good."

This is the oath that all guards swear to follow by their life. It has both been hailed and criticized for it's supposed meanings. Some say that the "freedom of our kin" part does not refer to the whole mice society but rather the Asylum mice and the pretorians thereby making the guard work for the growth of micedom

but always concerned with their own and Asylum's self interest.

Others say that this is just bullshit and that the pretorians work for the whole micedom and if Asylum in a given moment seems to gain it's just for being able to invest in the growth and protection of all mice.

Pretorian duties

The Pretorian Guard's self chosen duties and rights can be divided into certain categories. All mice from other cities don't necessarily agree with all duties and rights.

Patrolling

The Guard does not always know when they need to take action and therefore they patrol the more important areas to be proactive and be near if something happens. Some say they also spy on the other cities' doings and that they might even hinder unwanted actions if they see it fit and doable.

Pathfinding and clearing

The important paths are checked by The Guard and sometimes they lead laborers and slave to clear paths. Now and then they also blaze new paths. Often the patrol(s) on such a mission mostly guards and protects the laborers but usually a guard mouse leads the work with his or her better skills in Pathfinding.

Mail delivering

Important diplomatic letters and private letters from important citizens are delivered between the cities and towns by The Guard when possible.

Escorting

Transports of goods or journeys that The Guard and Asylum find important get escort from guard mice.

Hunting predators

Sometimes a bigger predator gets past The Scent Border or some of the more usual predators that live inside The Territories make up a danger for the mice. Then The Guard go out to hunt the predator, if possible to kill the animal but at least scare it away by making life tough or even dangerous for it.

Rescuing mice

If not on some important mission the guard mice also helps mice that has gotten into trouble in the wilderness.

Mediating disputes

The Guard see themselves as good judges for conflicts among the non-Asylum mice and many mice welcome them as third party mediators but not few mice say that they have their own agenda for Asylum's take-over. Sometimes guard mice admits having an agenda - what's best for the territories no matter individual mice's welfare.

Maintaining The Scent Border

One of the most important tasks is to protect the mice who several times a year lays the scent border. They also sometimes check in on the border to see if it needs maintenance.

Pretorian organization

The smallest unit is the patrol organized into tent groups consisting of two patrols, usually eight mice. These tent groups are organized into centurias of up to hundred mice, ten tent groups or slightly more. The centurias used to be the main operational unit but now well into the silver age it is the lone patrol that has that function. The centurias are grouped two and two into maniples of which three make a cohort. In the war against the weasels all six cohorts of Asylum marched out together as a legion with the two auxiliary legions, all three consisting of up to 4 000 mice.

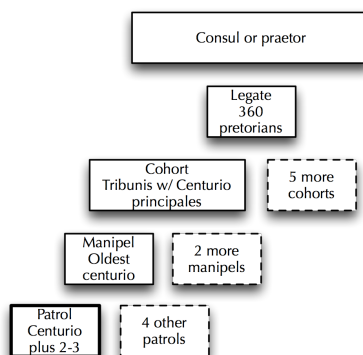
The patrol is lead by a patrol leader, usually the principales, if two by the oldest, and the tent group is lead by the oldest of the two principales. If one of the two patrols in a tent group is lead by a principales and one by the oldest miles the tent group is lead by the principales since rank goes first of rank and age. Often a decorated guard isn't too young though.

The centurias is lead by a centurio but since the guard dwindled and the centuria no longer is the main operational unit the rank centurio is given to the leader of the new operational unit - the patrol leader. This is often picked at by the gloomy mice who focus on the presumed apocalypse of the mice society and the presumed further dwindling into an iron age, destruction and enslavement by the weasels.

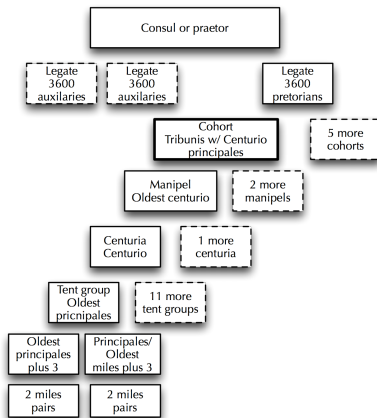
Two centurias make a maniple lead by the foremost of the two centurios, three maniples used to make a cohort and six cohorts a legion. These days the whole guard muster no more than a few centurias. The legion was lead by tribunis and every six tribunis by a legate, an intermediary between the professional guards of centurias and below and the nobiles senators leading the whole of society. The legates answered to a consul or a praetor one of few officials with mandate to lead armed mice. The pretor ultimately answered to the two consuls who in war time often took turns, one leading the guards one day and the other the next day - unless they were away at different places. Some even say that the guard got the legates to take some control of the often reckless, incompetent young nobiles who made up the tribunis. Nowadays there are six tribunis who run the the guard together without their own troops, making decisions in a form of council and having different areas of specialization.

Tribunis and above seldom or never go on missions. In the days before the Weasel War the tribunis would lead the centurions in battle guided by the legates. Now they form a council who runs the administrative part of The Guard in Asylum and makes the strategic decisions.

Organization during the Silver Age (Now). The patrol is the operational unit.



Organization during the Gold Age. The cohort was the operational unit.



The pretorian patrol

The main unit in The Guard is the patrol. Once the guard and the supporting militia, the auxiliaries, from other cities were strong and operated with centurias, units of up to hundred mice but these days the usual unit is a lone patrol. Each patrol consists of three or four guard mice, usually two or three miles and an older centurio. If the patrol consists of four mice there is often one more experienced miles, a principales, or a guardmice to be a tiro. The tiro is guided by the centurio, the patrol leader, who act as a mentor.

GM pretorians

Tiro

Nature	4	Resources	1
Will	2	Circles	1
Health	6		

Skills: *Scientist 3, Cartographer 2, Insectrist 4, Orator 2, Hunter 3, Scout 3, Healer 2*

Traits: *Inquisitive 2, Lost 1*

Miles

Nature	5	Resources	2
Will	3	Circles	2
Health	5		

Skills: *Persuader 2, Fighter 4, Instructor 2, Survivalist 4, Armorer 4, Smith 2*

Traits: *Guard's Honour 1, Bodyguard 1*

Principales

Nature	4	Resources	4
Will	4	Circles	3
Health	4		

Skills: *Miller 4, Fighter 4, Deceiver 2, Pathfinder 4, Hunter 3, Weather Watcher 3*

Traits: *Steady Paw 1, Tough 1, Stoic 1*

Centurio

Nature	4	Resources	6
Will	5	Circles	5
Health	4		

Skills: *Hunter 4, Persuader 4, Fighter 4, Scout 3, Pathfinder 5, Harvester 2, Archivist 3*

Traits: *Hard Worker 1, Quiet 1*

Tribunis

Nature	5	Resources	6
Will	6	Circles	5
Health	3		

Skills: *Militarist 5, Orator 4, Deceiver 2, Instructor 4, Fighter 4, Pathfinder 3, Scout 3, Smith 2, Potter 3*

Traits: *Independant 1, Stubborn 1, Brave 1*

Other mice and spirits

Living mice

Living mice that the characters might run into.

Athletic

Nature 4 Will 2 Health 5
Resources 4 Circles 4

Skills: Athletic 5, games-wise 4
Traits:

Baker

Nature 4 Will 3 Health 4
Resources 4 Circles 4

Skills: Baker 5, Cook 2, Hagglер 4, Miller 4, Bread-wise 4, Grindstone-wise 4
Traits:

Barber

Nature 4 Will 4 Health 4
Resources 3 Circles 7

Skills: Barber 5, beauty-wise 4
Traits:

Collegium leader

Nature 3 Will 4 Health 3
Resources 7 Circles 6

Skills: Administrator 4, Archivist 3, Hometown-wise 4, Law-wise 3, Persuader 3, Trading goods-wise 3
Traits:

Consul

Nature 3 Will 6 Health 3
Resources 9 Circles 6

Skills: Orator 5, Hagglер 4, Administrator 3, Half truth-wise 4, Nobiles-wise 4
Traits:

Demagog

Nature 2 Will 6 Health 3
Resources 5 Circles 5

Skills: Orator 6, Persuader 4, Deceiver 5, Hagglers 3, Administrator 2, Half truth-wise 5

Traits:

Doctor (Healer)

Nature 4 Will 5 Health 4
Resources 10 Circles 6

Skills: Healer 5, Physicist 2, Sickness-wise 4

Traits:

Lyricist

Nature 4 Will 4 Health 3
Resources 4 Circles 4

Skills: Lyricist 5, Hagglers 3, Lyrics-wise 4, Legend-wise 4

Traits:

Pedagogue

Nature 4 Will 4 Health 4
Resources 2 Circles 4

Skills: Persuader 3, Instructor 2, Hometown-wise 3, Children-wise 4

Traits:

Performer

Nature 3 Will 4 Health 4
Resources 3 Circles 2

Skills: Performer 4, Orator 2, Athletic 3, Play-wise 4

Traits:

Philosopher (physicist)

Nature 3 Will 6 Health 3
Resources 8 Circles 5

Skills: Physicist 5, Physics-wise 4, Metaphysics-wise 2, Some speciality-wise 3

Traits:

Philosopher (metaphysicist)

Nature 2 Will 6 Health 3
Resources 7 Circles 5

Skills: Metaphysicist 5, Metaphysis-wise 4, Physis-wise 2, Some speciality-wise 3
Traits:

Play writer

Nature 3 Will 5 Health 3
Resources 6 Circles 5

Skills: Play writer 5, Theater play-wise 4, Persuader 3, Lyrics-wise 3
Traits:

Sect leader

Nature 3 Will 4 Health 3
Resources 4 Circles 4

Skills: Deceiver 5, Persuader 3, Scam-wise 2, Doctrine-wise 3
Traits:

Sect member

Nature 5 Will 2 Health 4
(change Health if needed by occupation)
Resources 3 Circles 3

Skills: Like some occupation
Traits:

Senator

Nature 3 Will 5 Health 3
Resources 8 Circles 6

Skills: Orator 4, Haggler 2, Administrator 3, Half truth-wise 3, Nobles-wise 3
Traits:

Wine maker

Nature 4 Will 3 Health 4
Resources 6 Circles 6

Skills: Wine maker, Harvesting 2, Wine-wise 3, Haggler 2
Traits:

Spirits

The mice world has a lot of spirits that mice have to take into account, from the dead mice to the more strange spirits not springing from animals.

Manes

Manes are the dead mice, since long or just the other season as long as they have passed on and reached The Underworld and found some peace and their new place in the world. Often they try to help their still living descendants and hinder competitors. That is if they're pleased with their descendants' behaviour. Their support or hindrance often take very subtle manifestations. Things just seem to go your way or not. The dead will sooner or later become one with the family collective and become much less individual than most living mice and also after a while change and become a little strange for the living in case there should be any more direct contact. During the night between the years, The Night of the Dead, the barriers between the worlds become more passable and the dead spirits might actually visit the living world for good and bad.

A family's collective forefathers

Nature (Stubborn, farsighted, traditional, competitive): 3

A passed Ceremony Master by a family head versus the forefathers' Nature creates a tool usable for one Test or Conflict that aims for something in line with the forefather's wishes. This roll can't be supported by other characters since you're on your own here. Present and aiding family gives a Tool though. A character skilled in Ceremony Master and or wises about the forefathers might support the family head when buying ritual tools like beans, wine and other stuff and if a Resources Ob 3 is passed the family head gets a Tool.

Lemures

Some dead mice don't pass on and go to the underworld but linger in the world of the living. This might be because they haven't got a proper ritual after they died in which case they won't be able to leave and have to get the living to solve this problem or because they out of will power stay behind to fulfill some revenge connected to their death or some other purpose not fulfilled in life. Lemures are also called larvae.

Larvae

Nature (Stubborn, Single-minded, detached): 3

Lares

Lares are spirits that are connected to certain places in the mice world. Therefore they usually must be convinced to not try to hinder the mice from organizing the world like building houses and roads but when convinced they can often lend a certain amount of protective power to a place or structure like a house or a crossroad.

Lar

Nature (): 3

Penates

The penates are another kind of strange spirits in the mice world. Sometime in the beginning of mouse civilization mice and penates made an agreement. If the mice would honour penates and give them certain offerings penates would lend certain parts of the mice society some of their strength. Like lares are connected to places penates are connected to groups of mice like a family or a city or even the whole of civilized micedom. Since mice civilization is dwindling and has entered The Silver Age the penates of micedom maybe isn't supporting mice any longer or at least losing some interest.

Collection of penates

Nature (): 4

Mustelids

Weasels

A big society, once again muscling up to crush the mice territories.

Ferrets

Governed by the weasels but planning their uprising and a republic of free ferrets.

Seasons

The mice recognize three seasons, two vegetative seasons and one almost dead season; early summer, late summer and winter. As important as a season but not a season is Mite Days which are possibly the most frustrating if not hardest time of the year.

Early summer

Length and rating

L5/R3 The early summer is either a very stable or unstable season and quite pleasant season without really hard obstacles.

Weather and wilderness

The early summer in the territories is a period of drying up after the wet winter, sprouting and growing. The early summer fades into the late summer which is dry and hot. A weather twist in the beginning of the early summer can give one last winter rain and factor into outdoor activities. In this case it's probably muddy and mice easily get Tired. Usually it's not that cold that mice get Sick but if the mice is already Tired and it's raining they may get Sick. Sometimes it can actually be freezing in the early, early summer if it's unseasonably cold.

If the mice is engaging in physical work, traveling, fighting and so on in the beginning of the early summer when it's still muddy the GM may demand a Ob 3 Health test. A failure means the mouse gets Tired.

In the beginning of early summer while it's still muddy it can also be hard to find one's way since the paths have disappeared in the mud and the land hasn't been dried up and the paths remarked by the guard and traveling mice. This can factor into any roll to find ones way or traveling at a wished speed.

Also the sprouting plant life can conceal path and require clearing and remarking or destroy foundations for buildings.

Animals

During the early summer animals that sleep through winter wake up again, like reptiles, and many animals also start to move around more frenactically to find a mate. Birds also return in flocks and start to compete about the food.

Titus the
Veteran



Clan:

Duties and Tasks

Scent Border

The scent border has to be reinforced in the early, early summer since it's been washed away during the rainy winter.

Apiarist

The bees are starting new colonies.

Planting

The territories are not the best lands for agriculture but some part are damp enough to not dry out in the late summer,

irrigation might be needed and maintained later. Planting a field for later harvesting is a Ob5 Harvester Test, Scientist, Stonemason and Laborers can help.

Rebuilding

Repairing and maintaining, protecting the workers. Clay is mostly collected now.

Replenish Stores

Find new food and allocate stored food from cities and towns. Gathers and caravans need protection.

Rescue Operations

Mice might get trapped in the muddy terrain and need help or protection from predators.

Mail Delivery

Deliver mail when doing other missions.

Festivals

New Year and The Holy Fire

The mice celebrates the returning of life from the at worst drowned and at best muddy winter. They also celebrate The Hearth, both for their own home and for their city. The celebration of the City's Hearth is strongest in Asylum where a holy fire is kept. This fire is said to burn for the good of Asylum and if it ever was to die also Asylum would diminish. Only Asylum is keeping this kind of fire but the celebration of the City Hearth exists in other cities. Often one can draw conclusions on the relations between a given city and Asylum from the celebrations. Some cities wholeheartedly celebrates the festival and seeing the city as just a bigger collective than the family and others see the fire burning and celebrated in Asylum as a central city dominating other cities and therefore they're not celebrating the City Hearth. Some say the celebrations are not for each one city's hearth but for Asylum's hearth and domination over the others. Of course there are cities in between. In Asylum the fire has it's own collegium that tends to the fire and ceremonially boosts it at New Year's Day.

Ludi Cereales

During seven days the mice celebrate the beginning growing, important both for gathering and cultivating mice. During these days games are arranged, competitions in wrestling, running, throwing, hare riding and many thing, even in theater plays.

Vinalia urbana

Vinalia is a celebration of agriculture and gathering but foremost the wine. Vinalia urbana is a kinda of gratification festival for the last year's wine och and during the festival wine is always sacrificed.

Feast of the Larvae

According to mice belief som dead wander among the living i spiritual form. This is the ones who has not got an worthy funeral or been killed under especially unworthy conditions. The lemures walk around during the dark hours. Every year in the beginning of the summer this festival i hold and includes a ritual where the family head walks around the home at midnight and takes forth pieces of beans which attracts the lemures and throws out the beans through a window to get any lemures to follow. A well done ritual will give the home and family members protection throughout the year.

Late summer

Length and rating

L3/R5 The late summer is a stable season. It's dry and hot almost always. Mice usually don't get hurt in any really bad ways during this season. On the other hand it's hard not getting a little hurt. Infections get worse and small hurts can be enough to get a mouse Injured and work or travel often leads to mice getting Hungry and Thirsty.

Weather and wilderness

There's still a lot to do since the lands are drying out in the late summer and cultured plants and plants needed for buildings need attendance. Also the irrigation ditches need maintenance. Since it's so hot and try mice tend to take a break during the hottest hour or two a while after mid day. Failure during work might give the Hungry and Thirsty condition. Also a lot of harvesting has to be done and food stored.

A while into the late summer it's really hot and dry and it's not unusual with really choking warmth followed by thunder. The thunder sometimes create fires in the territories or in the nearby regions (sometime the fire spread and threaten the territories also). When it's one of the few rains during the summer it's not unusual with floods since the ground is to dry to absorb the water which then rush forth over the lands.

Animals

Duties and Tasks

Travel

A benefit of the dryness of the late summer is that it's easy to travel with carts so many mice do their trading now and may need protection. Also a lot of harvested food needs to be transported into the cities and towns.

Work

Stone, sand, wood and metal is mostly collected during late summer. Corresponding crafters are busy. Groups that are out in the wild need protection.

Key building projects

Bigger building projects like bridges, outposts and settlement repairs are started in late summer and may need protection.

Transport protection

Since it's easy to travel and transport goods in the late summer many caravans need protection.

Animals**Festivals****Vestalia**

Vestalia is another celebration of the homes hearth. This festival is for the home only and not the city as the celebration of the Holy Fire. Most rituals is led by family heads but in this seven days festival it's the other part of the family pairs who leads the rituals.

Day of Bad Omens

This is not really a festival. Rather it's a day when nomice starts anything new or conform any new collaborations or marry or anything that starts something new. This is because the mice thinks that this day is forever cursed since The Territories was overrun by the weasels and the weasels at this date stood outside Asylum and threatened to enslave all of mice.

Vinalia Rustica

This is the other wine festival and almost like the one earlier on the year. On this occasion fresh grapes from this year is sacrificed.

Opening of the Mundus

During this festival the Mundus is opened. The Mundus is a gate between this world and the Underworld where the dead live. Because of this the benevolent spirits of the dead can communicate with the living mice and use their power to help their living relatives.

Ludi Muris

This festival celebrates mousedom and everything good with it. Some mice in other cities say that the festival is a way for Asylum so dominate other cities. They don't see the unification as a domination of other mice and removal of freedom. During the festival there are a lot of different games, from fighting to theater plays via racing.

Second Opening of the Mundis

During this festival the Mundus is opened. The Mundus is a gate between this world and the Underworld where the dead live. Because of this the

benevolent spirits of the dead can communicate with the living mice and use their power to help their living relatives.

Mite Days

Length and rating

This part of summer is really hard. Any small hurt can get infected and get a mouse Injured and any Injury gotten in an Conflict with a Compromise might get the mouse or mice Sick. Also food gets bad and badly stored food can even get if not deadly so dangerous and get a mouse Sick. Also it's easy to strain your body in the heat and get Tired, Hungry and Thirsty or even Sick. If it wasn't so short it might be worse than winter. This period comes after Vinalia Rustica and before Second Opening of the Mundis. In exact term it starts and goes on when the Mite Star rise at the same time as the Sun in the morning. Mice will do a lot of offerings in the beginning to hold of the Wrath of the Mites which they think causes the bad weather. If a seasonlike rating is needed it's 7.

Weather

During these days, about a month, the weather is hot and humid and much food rotten and everything organic seem to break during this time. Also weak mice start to leave the living during this time. Most depart in the cold and wet winter but the winter is felt a little already. This also the last chance of taking care of loose ends before the winter.



Winter

Length and rating

L6/R6 The winter is a hard and changing season. It rains and doesn't rain and it rains and all the time it's muddy, really muddy. In the cold mice get Sick and in the mud they get Angry and Tired. And it carries on with for a long time.

Weather and wilderness

The winter is cold and rainy and during the later winter GM might force an Ob3 Health Test on characters working outside or traveling during the rains. Failure can give Tired, muddy, or Sick, cold and wet or after two failures both Tired and Sick. For longer travels someone must use the Survivalist skill to provide for the patrol. If not or in case of Survivalist failure everyone has to roll a Ob3 or get either Angry or Sick. In later Winter factor in the muddyness in Pathfinding, Scout and the like.

Snow is almost unknown but sometimes when it's really cold some snow can be seen but it soon turns into water and mud.

Animals

Duties and Tasks

Protecting refugees from settlements attacked by predators. Carrying important messages. Escorting travelers trapped in early rain and mud. Escorting emergency shipments of supplies.

Festivals

Saturnalia

During Saturnalia the mice give each other presents and decorate their homes with evergreens. They also have a feast where the masters wait upon their slaves.

Dies Natalis Solis Invicti

During this festival the mice celebrate the sun and call for it to return with a new summer. This is done on the mid winter day.

Parentalia

On this occasion the mice honor their dead forefathers. If possible they visit the family tomb and have a small meal where they share their food with the dead. The poorest's graves has a kind of funnel into the ground and the rich

can even have a smaller mausoleum which can be opened and the meal had inside.

Lupercalia

This festival is for mice fertility. The ceremony master bless a contingent of young first born mice who then run through the city while other young mice stands along the way and stretch their hands towards the running mice. The running mice touch hands of the bystanders along the way. Mice who get their hands touched get blessed and will have stronger and healthier children.

Rules stuff

Skills

Athletic is the skill for competing in athletic games, like running with armor or long throwing with spear.

Barber is somemouse who has learned the skills of cutting mice's fur, tend their beauty needs and smaller wounds or illnesses

Change *Brewer* to *Winemaker*

Ceremony Master is a mouse who has learned about the ceremonies for the different celebrations and for handling the spirits of the dead and nature. A Ceremony Master knows how to

protect his family or patrol against lemures and how to find support from manes, penates and lares. A Ceremony Master knows how to please the forefathers and how to protect the family, patrol or other important groups he or she is a member of. A player can via his or her character state that the forefathers are with them and supports what they're doing. Rules-wise this is handled by the player rolling for Ceremony Master versus a certain difficulty and if the roll is passed the group get +1D on the affected upcoming rolls. This lasts the rest of the session. If the roll is failed there's a twist as normal. Another possibility is that the forefathers get annoyed and the character get the condition "On bad terms with the forefathers".

Lyricist is the art of reciting of half singing poetry to music, often a lyre or kithara.

Performer is a skill for doing different kinds of theatrical plays, from the lowest slapstick humour shows to complex philosophical plays.

Play writer is a mouse who has exercised in writing plays, be it simple slapstick humour or complex plays with evolving characters and relationships.

Change *Scientist* to *Physicist*. *Physis* is the knowledge about the physical world, as opposed to the metaphysical world. it includes almost everything thats not supernatural, philosophy, rhetorics and the like. It also includes applied mathematics.

Senator
Paulos



Metaphysicist is a mouse who ponders about philosophy, mathematics, rhetorics and the like. They also study the spirits of the world and prove that gods or goddesses don't exist.

Traits, Auctoritas and Dignitas

Traits

Alert

Many of the residents of Rustica earn their keep as harvesters. They scour the surrounding forest and bring its fruits back into the city for sale. While at their labors, they must remain alert for predators and bad weather. Those that keep at it for too long become paranoid and skittish.

Bigpaw

Mice with this trait have big paws. They're good at physical tasks requiring sturdy, broad paws like Stonemason or Carpenter or Laborer. They're a bit clumsy with tasks requiring fine or delicate work.

Bitter

Some pretorians grow bitter in the field. They feel all their efforts are for nothing. This may protect them from the many and varied disappointments of life in the Guard, but it also burdens them. They have trouble taking an optimistic course.

Bodyguard

The bodyguard is trained to protect his charge from harm, danger and exposure. Bodyguards are often a valuable asset, but they can become overprotective and hinder or impede the one they are to protect.

Clever

Clever mice are useful in all fields. They are adept at figuring answers to pernicious problems. However, the Territories are rife with tales of clever mice who were too smart for their own good.

Comittitas

Ease of manner, courtesy, openness, and friendliness. This replaces Open-Minded.

Constantia

Military stamina, mental and physical endurance. This replaces Tough.

Clementia

Mildness and gentleness. This replaces Compassionate.

Cunning

Cunning mice are adept at deceit and plotting traps. They are often either arrogant or, if caught at their games, known as dishonest.

Curious

Curious mice are always eager to learn and on the lookout for new aspects to life in the Territories. But there's a cautionary saying in Asylum, "Curiosity killed the mouse first," that all mice should keep in mind.

Deep Ear

Mice with the Deep Ear trait have keen hearing, but it does make them susceptible to loud noises and the general din of the big cities.

Defender

During the Weasel War 23 years ago, certain civilian mice were called upon to defend their homes from the invasion. They were civilians without training, support or even proper equipment. These mice now know the value and cost of defending one's home.

Disciplina

Self control, Determination, Structured way of life, "Discipline" Military oath under Roman protective law \& citizenship. This replaces Calm and Determined.

Early Riser

Early risers are up first in the morning. Awake before the sun, they're clear-headed and sharp while everyone else is bleary-eyed and sleepy. Of course, they must be early to bed to be so early to rise.

Extrovert

Extroverts are adept at meeting mice or introducing themselves to strangers. However, they often lead public or semipublic lives and are easy to track down, even when they don't want to be.

Fat

Times are lean in the Territories, but a few mice manage to put on the stones, usually by hanging around the bakery.

Fearful

There was an adage in Cyprios, "A fearful mouse is a wise mouse." In other words, it's better to flee a potential predator than wait around to be surprised. Of course, this instinct preserves mice who live in dangerous areas, but it hurts them when they come into the more civilized towns and have to deal with polite society.

Fearless

Fearless fighters charge into the face of danger without a thought for their own safety. However, they tend to forget when discretion should come before valor.

Fiery

Fiery mice know how to stir up a crowd, but they are quick to anger.

Firmitas

Strength of mind, the ability to stick to one's purpose. Replaces Determined.

Freedmouse

The character is a former slave, he or she has been legally released from slavery and received a freeletter and a citizenship. The citizenship has some drawbacks compared with full citizenship but the children of the freemouse will become full citizens. The mouse also has connections among his former master's household and might even get to ask for a favor from his master once in a while. On the other hand some mice think lesser of freedmice and don't consider them as good or proper as mice from families that has never been slaves.

Frugalitas

"Frugalness" Economy and simplicity of style, without being miserly.

Generous

Generous mice always seem to have something to give to others, even if it means going without themselves.

Graceful

Some mice possess a poise and grace like unto a stalking cat or wheeling jay. However, these mice must take care not to be injured or hurt, lest they lose their youthful gifts.

Gravitas

A sense of the importance of the matter at hand, responsibility and earnestness. This replaces Driven.

Honestas

"Respectability" The image that one presents as a respectable member of society. This replaces Innocent, a respectable member of society is hard to turn down. However, they might expect everyone else to be as respectable and honest, even naive.

Humanitas

Refinement, civilization, learning, and being cultured.

Independent

Stameus' residents are known for their strong independent streak. They prefer to do things on their own, their way. They feel that helping paws just get in the way.

Industria

"Industriousness" Hard work. This replaces Hard Worker.

Inquisitive

This trait functions as in the Mouse Guard Role Playing Game.

Iustitia

Sense of moral worth to an action.

Jaded

Life in the Guard hardens some mice and makes them callous. This protects them from the folly of youthful ideals and heroism, but it also makes them stubborn regarding new ideas.

Leader

The Guard is always in need of strong leaders. Such mice have a rare quality that inspires groups of mice to listen to them, even when they speak softly or

indirectly. But it is important that these leaders do not abuse their powers and remain capable of following orders themselves.

Longtail

Occasionally, a mouse is born with an abnormally long tail. With a little practice, he can train himself to do all manner of tricks with it. Of course, it's forever getting caught in doors, wrapped in wheels, trodden upon and yanked.

Lost

Some mice have no sense of direction. They're useless at pathfinding, but conversely, their wandering treks make them difficult to track down.

Natural Bearings

Quite the opposite of Lost mice, those with natural bearings always seem to know where they are. They also tend to have a wanderlust that makes them uncomfortable when in cities or towns for too long.

Nimble

A nimble mouse is adept at leaping and climbing. When out of the spotlight, though, they can be just as clumsy as everyone else, if not more so.

Nobles

The character is from the upper upper classes of society. This gives the character some high connections via the family and also some extra monetary resources. A drawback for nobles is that some non-nobles, mice of the people, think that nobles are sissies and don't know the world actually work and look down upon them. Some say that nobles only are after getting more fame and resources for the family. Sometimes even other nobles might become a problem. They might think that real nobles doesn't join The Guard, they lead the guard and the rest of the society. Being nobles and in The Guard might be thought of as being a little desperate and having a bad economy and having to work for a living in contrast to being an artist or politician. But a nobles character has a family line that goes back to the first mice who founded Asylum.

Nocturnal

Certain mice retain nocturnal habits. When others are asleep, they're awake and prowling about, clear-headed and sharp-eyed. Of course, come noontime the next day, you'll find them fast asleep.

Oldfur

An oldfur is a mouse who's past his prime physically. Even so, oldfurs hold the collected wisdom of generations who have gone before.

Quick-Witted

A quick-witted mouse acts on instinct, without need for thought or consideration. While this attribute is clearly useful, it can lead to difficulties when patience and planning are required.

Quiet

Mice are quiet by nature, but these mice are even more so. They're quiet in everything they do—the way they speak, the way they work and the way they walk. Some sink so far into quietude, they have difficulty coming out of their shells.

Patron

The character not only is a patron but has a little more clients. On the other hand one doesn't get that far without being a client oneself. This trait can be used in one's hometown to get an extra die for using Circles/Dignitas because of one's client connections (has to be someone of lower social rank than oneself) or to get an extra die for a Resources/Dignitas roll because one has helped one's patron and can call in on a gift or two or more. The back side of the trait is that sometimes one don't have the time to meet one's clients because one has to see or follow one's own patron (fewer die for Circles/Dignitas) and that sometime one has hand out a lot of gifts to clients that has helped you or to be able to call on them later (fewer die for Resources/Auctoritas).

Pretorians' Honor

Like Guard's Honor in Mouse Guard RPG.

Those who live or were raised in Asylum have a special relationship with the Guard. They know its inner workings, its needs and travails. Living so closely with the Guard earns these mice a trait called Guard's Honor. They are more intimately connected to the financial and social body of the Guard and are trusted to a greater degree. Should a mouse ever betray that trust, he is cast out—out of Asylum and perhaps even beyond the scent border.

Pietas

"Dutifulness" More than religious piety; a respect for the natural order socially, politically, and religiously. Includes the ideas of patriotism and devotion to others.

Prudentia

"Prudence" Foresight, wisdom, and personal discretion. This replaces Thoughtful and Wisdom. To exercise foresight and wisdom you can't just act without thinking it over first. It's also easy to turn arrogant when you're right about things.

Glad to know

Rational

Asylum's schools teach a tradition of steady, rational thought. Mice taught in those schools are persuasive when using their logic and reason. But they lose their veneer of education if they let emotion get the better of them.

**Salubritas**

"Wholesomeness" Health and cleanliness.

Scarred

Mice in the Guard who lived through the Weasel Wars are often scarred by their experiences. They're tough, and not easily flustered by injury or fear, but they are also maimed or psychologically scarred by their experiences.

Sharp-Eyed

A sharp-eyed mouse is always welcome on patrol. He makes a good scout or hunter. Sometimes, after staring at the brush for days on end, the sharp-eyed mouse can get a little jumpy.

Sharptoothed

Certain mice have naturally sharp teeth, and they're not above using them in a fight or another close situation. These mice also have problems with bruxing—grinding their teeth. They can keep their fellow patrol mice up all night when they grind their teeth in their sleep!

Short

Some mice are shorter than others. They are particularly adept at slipping through cracks and getting into hard-to-reach places. Of course, they have a difficult time getting the plates and jars out of the cupboard.

Skeptical

Skeptical mice are always watching for lies and deceit, a good quality. It can go too far when the skeptic thinks even the truthful are liars.

Skinny

It's always good to keep a slim build, but it's important for mice to stay healthy, too.

Steady Paws

The steady paws of Cyprios come from a tradition of skilled labor in the city, specifically smiths. Some smiths value their hands so highly, they've taken out insurance policies with local banks!

Stoic

A stoic mouse never complains about the hardships of life in the Guard. He accepts them and soldiers on. However, this same quality makes him emotionally remote and difficult to reach in matters of empathy, love and compassion.

Stubborn

It is good to stand for what you believe in, just be careful of taking too hard a stance. Other mice may dismiss you as being intractable and unhelpful.

Suspicious

Life among the mice of the Territories is not one of complete harmony. There are schemes and plots hatched. The suspicious mouse is always on the watch for such plots. Of course, he's also much more prone to seeing a plot even when there is none.

Tall

Most mice in the Territories are about the same height. Every so often, a proud mother bears forth a strapping young mouse who sprouts up taller than the rest. Certainly a useful attribute for helping mum get the jam down from the cupboard or bossing around brothers and sisters. Not so useful when it's time to duck into that tiny little bolt hole.

Veritas

"Truthfulness" Honesty in dealing with others. This replaces Innocent. Truthful people can be hard to lie to but they can get naive about their surroundings and expect everyone else to be too.

Virtus

Valor, excellence, courage, character, and worth. This replaces Bold and Brave.

Weather Sense

Some mice are born with an innate sense of the weather, others learn it through experience— they feel it in their bones. Of course, when you can accurately predict the weather, everyone blames the rain on you.

Wolf's Snout

Some mice have an extremely keen sense of smell. These mice are said to have the “wolf’s snout,” a reference to the mouse’s most feared enemy and the most dangerous predator. The trait is useful when hunting, but a mouse with this gift must take care that he does not become savage and bestial like the wolves.

Young

This mouse, no matter his actual age, is vigorous and youthful. He’s healthy and rarely gets tired or sick. The youthful exuberance often comes with a youthful impatience.

Dignitas

A mouse with high Dignitas is well seen on a social level and therefore sought after as a friend. A mouse with high dignitas easily get friends and connections. Dignitas goes instead of Circles.

Auctoritas

When a mouse has high auctoritas she has been successful in her work and collected resources or has resources in credit. Auctoritas replaces Resources.

Conditions

Change *Angry* to *Undisciplined*.

On bad terms with the forefathers The mouse is on bad terms with the forefathers and don’t get the usual support. The character get -1D on one of his or her checks every session until the condition is removed. To remove the condition the player needs to pass Ceremony Master Ob2. Another Ceremony Master can please the forefathers if he or she passes a Ceremony Master Ob3. *On bad terms with the forefathers* is on the level between *Tired* and *Injured*. If the player gives away a check that should have gotten a -1D the -1D follows along.

Places to be born

Asylum

city, Res publica, the city leading The League of Mice Cities but not the biggest city in population, has the best standing army with regular training, home for the bee hives.

Skills: Administrator, Archivist, Armorer, Orator

Traits: Disciplina, Firmitas, Gravitas, Virtus

Sapientia

city, "athenian democracy", has at least as big archives as Asylum, known for its physicists (scientists and inventors), philosophers and theater play writers. Competeting bee hives.

Skills: Athletics, Scientist, Play writer, Loremouse

Traits: Curious, Humanitas, Sceptical, Stoic

Navalia

city, profits from the cooperation, for example trade, between Asylum, Sapientia and other cities that has to pass their harbor.

Skills: Boatcrafter, Cartographer, Weather watcher

Traits: Alert, Cunning, Independent, Weather sense

Working town

town, a little too close to the scent border since the big war when Asylum was almost overrun. The nearby scent border make the town keep an own guard. The town is run by the collegium masters who vote for a yearly leader amongst themselves.

Skills:

Traits:

Cyprios

city, the source of almost all copper in The Territories, lots of slaves (working in the mines) compared to other cities and towns, some kind of democracy influenced by Sapientia,

Skills: Smith, Armorer, Scientist

Traits: Bigpaw, Industria, Short, Steady Paws



Muscosos

known for it's , medicines, antidotes, healers and a famous rich man who did some cruel experiments with poisons and antidotes to his slaves but on the same time contributed to mice lore in many way - a little controversial, some found this a little too cruel since it wasn't only hardened criminals, many experiments with crops and plants is done here - both for food and medicine

Skills: Scientist, Brewer, Healer, Loremouse

Traits: Clever, Comitas, Curious,

Agros

City leading a group of farming towns. They export much grain and other plant material for food making, lies quite near the other food producing area, run by one "king"

Skills: Administrator, Harvester, Insectrist, Laborer, Miller

Traits: Early riser, Frugalitas, Industria, Pietas

Rustica

Rustica is a city leading a group of farming towns. They export much grain and other plant materials for food making, run by two "kings", sometimes the two food producing areas trash talk each other over their respective government - one think a city need one strong leader and the other say that two strong leaders keep an eye on each other and protect the people. Sometimes Asylum plays the two big food producing areas against each other to keep the prices down and to make the focus on rivalry against each other rather than using their power as big food producers.

Skills: Administrator, Harvester, Insectrist, Laborer, Miller

Traits: Early riser, Frugalitas, Industria, Pietas

Stameus

Not as big as Cyprios but important, especially for Asylum that wants to dominate the others and need tin for a equipped guard to do that.

Skills: Laborer, Smith

Traits: Bigpaw, Steady paws, Short, Industria

Free farming towns

An area between the two major farming areas (both under the influence of a big central city). These towns are a bit too far off to each of the two cities and are balancing their exports and imports to both cities/areas to keep both happy to remain free. Some inhabitants ask why this matters any longer since all live under the yoke of Asylum. Others say that Asylum guarantees the order and makes it possible for them to be free since none of the two cities dares to fight over the free farming towns as long as Asylum has its praetorians patrolling everywhere (and these are the most trained and organized troop among mice).

Skills: Weaver, Potter, Miller, Harvester, Haggler, Brewer, Baker

Traits: Early riser, Frugalitas, Industria, Pietas

Weapons, armor and other gear

Weapons

- Axes as weapons are unusual.
- Bows are used as in Mouse Guard RPG.
- Halberds are yet to be invented.
- Hooks and lines are used as in Mouse Guard RPG.
- Knives are used as in Mouse Guard RPG. Bigger knives like daggers can't be thrown but give +1s after a successful attack since they're specifically made for hurting and killing.
- Shields are used as in Mouse Guard RPG. The rectangular shield most used in the east are called scutum and the round shield most used in the west are called hoplos.
- Slings are used as in Mouse Guard RPG.
- Spears are used as in Mouse Guard RPG but a special form of spear called Hasta is sometimes used. The hasta is longer and gives +1D to Defend against riders and bigger animals and Attacks with hasta is versus against other Attacks and independent against Maneuver.

- Darts are short light spears made for throwing. \emph(Thrown) counts as a knife with +1s. \emph(Close combat, normal range) counts as a spear without the longer range.
- Staffs are used as in Mouse Guard RPG.
- Swords are used as in Mouse Guard RPG.

Armor

- Linen harness, bronze helmet and greaves count as light armor.
- Bronze breast plate, bronze helmet and greaves count as light armor
- Bronze harness, helmet and greaves count as heavy armor.
- Only helmet and greaves count as no armor and subtracts 1s from the enemy *if* your roll is successful *and* you have more successes than your enemy.

Patrol gear

All pretorians are equipped with a spear, sword and a shield and the player chooses for his or her character a weapon of choice who is the character's most often used weapon and the one the one the character is best skilled with. This weapon could be one of the standard weapons or another and is the weapon the character use special bonuses from in conflicts. Except for the weapons and cloaks not much equipment is used. During normal travel the mice patrol is self sufficient for food. The fur plus the cloak, sometimes a thicker winter cloak with a hood, is mostly enough to keep the mice warm. Sometimes a few tools might be used for special missions or if a pretorian mouse has some speciality.

Recruitment

Don't forget that The Pretorians are about cooperating better than normal mice to reach the goals that benefits micedom and Asylum. Apart from that, of course everyone has their own goals - just look at the acts of of the senators. It's also good to have thought up a character concept before actual character generation. It might change during generation but it's good to have a starting point.

Pretorian rank

Rank	Age	Will	Health
Tiro (Tenderpaw)	20 - 25	2	6
Miles (Guardmouse)	22 - 30	3	5
Principales (Patrolguard)	25 - 45	4	4
Centurio (Patrolleader)	25 -45	5	4
Tribunis (Guard Captain)	40 - 65	6	3

Mouse Nature

As in Mouse Guard RPG

Where were you born

More compact list from other place in the document

Life experience

As in Mouse Guard RPG

Auctoritas and dignitas

As Resources (Auctoritas) and Circles (Dignitas) in Mouse Guard RPG

Traits**Traits to be born with**

Alert, Bigpaw, Bitter, Bodyguard, Clever, Comitas, Constantia, Clementia, Cunning, Curious, Deep Ear, Defender, Disciplina, Early Riser, Extrovert, Fat, Fearful, Fearless, Fiery, Firmitas, Frugalitas, Gravitas, Generous, Graceful, Honestas, Humanitas, Independent, Industria, Inquisitive, Iustitia, Jaded, Leader, Longtail, Lost, Natural Bearings, Nimble, Nocturnal, Oldfur, Quick-Witted, Quiet, Pretorians' Honor, Pietas, Prudentia, Rational, Salubritas, Scarred, Severitas, Sharp-Eyed, Sharptoothed, Short, Sceptical, Skinny, Steady Paws, Stoic, Stubborn, Suspicious, Tall, Veritas, Virtus, Weather Sense, Wolf's Snout, Young

Traits from parents

Bigpaw, Clever, Constantia, Clementia, Curious, Deep Ear, Defender, Disciplina, Early Riser, Extrovert, Fearful, Fearless, Fiery, Firmitas, Frugalitas, Generous, Graceful, Humanitas, Longtail, Lost, Natural Bearings, Nimble, Quick-Witted, Quiet, Pietas, Scarred, Sharptoothed, Short, Skeptical, Skinny, Stubborn, Suspicious, Tall, Veritas, Virtus, Wolf's Snout.

**Traits from the road**

Bitter, Bodyguard, Clever, Constantia, Clementia, Cunning, Curious, Defender, Disciplina, Early Riser, Fearful, Fearless, Frugalitas, Gravitas, Jaded, Leader, Natural Bearings, Nocturnal, Oldfur, Pietas, Scarred, Severitas, Sharp-Eyed, Skeptical, Skinny, Stoic, Virtus, Weather Sense.

Names**Male first names**

Appius (Ap.), Aulus (A.)

Caelus

Decius, Decimus (D.)

Faustus "lucky", Flavius from flavus ("golden")

Gaius (C.), Gnaeus (Cn.)

Kaeso (K.)

Lucius (L.)

Mamercus (Mam.), Manius (M.) "Morning", Marcus (M.), Mettius

Numerius (N.) from Etruscan Numesie, associated with gens Fabia.

Octavianus (N.) "eight".

Publius (P) from publus ("public")

Quintus (Q. or Qu.) "fifth"

Secundus "second", Septimus (Sept.) "seventh", Servius (S. or Ser.) from servo ("to preserve"), Sextus (Sex.) "sixth", Spurius (Sp.) from spurius ("of illegitimate birth").

Tertius "third", Tiberius (Ti.), Titus (T.)

Nonus "Ninth".

Postumius "Born after (his father's) death". Primus "First".

Female first names

Appia

Caela

Decia, Decima

Fausta ("lucky"), Flavia ("golden")

Gaia

Kaesa

Lucia

Mamercia, Mania, Marca, Mettia

Numeria

Octavia

Publia

Quintia

Secunda, Septima, Servia, Sextia, Spuria

Tertia, Tiberia, Tita

Nona

Postuma, Prima

Family names

Aburius - coins, Accoleius - coins, Acilius, Aebutius, Aedinius, Aelius, Aemilius, Albanius, Allectius, Amatius, Annius, Antestius, Antius, Antonius, Appuleius, Aquillius, Armenius, Arrius, Arsinius, Artorius, Asinius, Ateius, Atius, Atilius, Atrius, Atronius, Aufidius, Aurelius, Ausonius, Avidius, Avitus, Axius,

Babudius, Baebius, Barrius, Betilienus, Blandius, Bruttius,

Caecilius, Caldius, Calpurnius, Calventius, Camilius, Camillius, Camelius, Caprenius, Carius, Caristianus, Cassius, Cispius, Claudius, Clodius, Clovius, Cluntius, Coedius, Cominius, Coruncanii, Cordius, Cornelius, Cosconius, Curius, Curtius,

Desticius, Dexsius, Didius, Dillius, Domitius, Duronius,

Egnatius, Epidius, Equitius

Fabius, Fadius, Faenius, Falerius, Favonius, Flavius, Flavinius, Florius, Fufius, Fulcinius, Fulvius, Fundanus, Furius,

Gabinus, Galerius, Gavius, Gellius, Granius, Grattius, Gratidius

Helvetius, Helvius, Herennius, Herminius, Hirtius, Horatius, Hortensius, Hosidius, Hostilius

Iulius, Iunius, Iustus, Iuventius

Lampronius, Liburnius, Licinius, Livius, Lollius, Longinus, Loreius, Lucius, Lucilius, Lusius, Lutatius

Macrinus, Maecilius, Maelius, Mallius, Mamilius, Manlius, Manilius, Marcius, Marius, Matius, Maximus, Memmius, Messienus, Metilius, Milonius, Minucius, Modius, Mucius, Munatius, Munius, Murrius

Naevius, Nasennius, Nemetorius, Nepius, Nigidius, Nigilius, Nipius, Norbanus, Novius, Numerius

Octavius, Olcinius, Oppius, Opsius, Oranius, Otacilius

Palpellius, Papinius, Papirius, Papius, Pedius, Peltradius, Pescennius, Petellius, Petilius, Petillius, Petronius, Pinarius, Piscius, Pisentius, Placidius, Plautius, Plinius, Plotius, Pollius, Pomponius, Pomptinus, Pontidius, Pontius, Popidius, Portius, Postumius, Paesentius, Publicius, Pupius

Quinctilius, Quinctius, Quintilius, Quirinius

Rabirius, Rufius, Rufrius, Rusonius, Rutilius

Sabucius, Sallustius, Salonijs, Salvius, Scribonius, Secundinius, Secundius, Seius, Sempronius, Sennius, Sentijs, Septimius, Sepunius, Sepurcius, Sergius, Servilius, Sestius, Sextilius, Sextius, Sidonius, Silius, Sittius, Socellius, Sornatius, Spurius, Statius, Statilius, Stertinius, Suedius, Sulpicius

Tadius, Talmudius, Tettius, Titiedius, Titius, Titinius, Trebatijs, Trebellius, Tuccius, Tullius

Ulpianus, Umbrenius, Umbrianus, Urgulianus, Uulianus

Vagennius, Vagionius, Vagnius, Valerius, Varius, Vassenius, Vatinius, Vedius, Velius, Veranius, Verecundius, Vergilius, Vesnius, Vesuvius, Vibenius, Vibidius, Vibius, Victricius, Viducius, Vinicius, Vipsanius, Vipstanus, Viridius, Virius, Vitellius, Vitruvius, Volaginius, Volcatius, Volumnius, Volusenna, Volusenus, Volusius,

Household family names

These were originally nick names.

Abercius, Abito, Acacius, Acaunus, Achaicus, Acilianus, Adauctus, Adepphius, Adjutor, Adranos, Adventus, Aeacus, Aebutus, Aemilianus, Aetius, Afer, Agaptus, Agatopus, Agelastus, Agorix, Agricola, Agrippa, Agustalis, Ahala, Ahenobarbus, Albanus, Albinius, Albinus, Albucius, Alethius, Allectus, Aloysius, Aluredes, Alypius, Amandus, Amantius, Ambrosius, Amor, Amphion, Anatolius, Ancus, Andronicus, Angelus, Antius, Anullinus, Apelles, Apellinus, Aper, Apollonarius, Aponius, Aquila, Aquilius, Aquillius, Aratus, Arcadius, Arcavius, Archarius, Arius, Armiger, Arminius, Arpagius, Arrianus, Arruntius, Aruns, Arvina, Asellio, Asina, Asprenas, Asprenus, Assanius, Audaios, Audens, Augendus, Augurnus, Augurius, Augustalis, Augustanus, Augustus, Auila, Aurelianus, Aurelius, Ausonius, Auspex, Auxentius, Auxentius, Auxilius, Avienus, Avitus

Balbillus, Balbus, Balduinus, Bambalio, Bamballio, Banquierius, Barbatus, Baro, Bassus, Bato, Belenus, Belisarius, Bellator, Belletor, Bellicus, Bellus, Bestia, Betto, Bibaculus, Bibulus, Bitucus, Blandus, Bodenius, Bolanus, Bonifatius, Bonosus, Bonus, Bradua, Britannicus, Brochus, Bromidus, Bruccius, Brucetus, Bruscius, Brutus, Bubo, Buccio, Bulla, Burcanius, Burrus, Buteo

Caecilianus, Caecina, Caecus, Caelistis, Caelestius, Caelianus, Caelinus, Caepio, Caerellius, Caesar, Calacicus, Calatinus, Calduus, Calenus, Calerus, Caletus, Caligula, Callisunus, Calogerus, Calpornius, Calpurnianus, Calpurnis, Calvinus, Calvus, Camerius, Camillus, Campanus, Candidianus, Candidus, Candidius, Canio, Canisius, Cantaber, Capito, Capiton, Caprarius, Caractus, Carantus, Carbo, Carinus, Carisius, Carius, Camifex, Carus, Casca, Cassianus, Castinus, Castorius, Castus, Catianus, Catilina, Cato,

Catonius, Catullus, Catulus, Catus, Cecilianus, Celatus, Celer, Celsus, Cenaeus, Cencius, Censorinus, Censorius, Centumalus, Cerialis, Cerinthus, Cerularius, Cervianus, Cervidus, Cethegus, Chlorus, Christianus, Cicero, Cico, Cimber, Cinna, Cinnianus, Cita, Cittinus, Civilis, Clarus, Classicianus, Claudianus, Clemens, Clement, Clodian, Clodianus, Cogitatus, Colias, Collatinus, Columbanus, Columella, Comes, Comitianus, Comitinus, Commidius, Commidus, Commius, Commodus, Concessus, Congrio, Constans, Constantius, Corbulo, Cordus, Cornix, Cornutus, Corvinus, Corvus, Cosmas, Cotentinus, Cotta, Crassus, Cremutius, Crescentius, Cresces, Crispian, Crispin, Crispus, Crito, Crotilo, Cucuphas, Culleolus, Cumanus, Cunobarrus, Cupitas, Curio, Cyprianus, Cyprias, Cyricus

Dacien, Dalmatius, Dama, Damasippus, Damasus, Damian, Dannicus, Dardanius, Dardanus, Decentius, Decianus, Decmitius, Decmus, Dexion, Dexippus, Didicus, Dignus, Dio, Diocletianus, Diocourides, Disertus, Doclinus, Docilus, Dolabella, Dominicus, Domitianus, Donatianus, Donatus, Donicus, Dorotheus, Draco, Drusillus, Drusus (associated with Gens Claudia), Dubitatus, Dulcitus, Durio, Durus, Duvianus

Eborius, Eburnus, Ecdicius, Eclectus, Egbuttiis, Egnatius, Elerius, Eliphas, Elpidius, Elvorix, Emeritus, Enocratis, Ennecus, Ennius, Ennodius, Eonus, Epidianus, Epimachus, Epolonius, Erasinus, Esdras, Eudomius, Eudoxius, Eugenius, Eugenus, Eulogius, Eumenius, Eunapius, Euphemius, Eustacius, Eutherius, Evodius, Excingus, Exsupereus, Exuperantius, Exupertus

Fabianus, Fabillus, Facilis, Fadus, Fagus, Falco, Falconius, Falx, Famia, Familiaris, Fastidius, Farus, Faustillus, Faustinianus, Faustinius, Faustus, Faventinus, Felicissimus, Felissimus, Felix, Ferentinus, Ferreolius, Festus, Fidelis, Figulus, Fimbria, Fimus, Firminus, Firmus, Flaccus, Flavian, Flavianus, Flavillus, Flavinus, Florens, Florentius, Florianus, Florus, Forianus, Fortunatus, Fraucus, Fredisius, Frigidian, Frontalis, Frontinus, Fronto, Fructosius, Frugi, Frugius, Frumentius, Fullofaudes, Fulvianus, Furius, Fuscinus, Fuscus

Gaianus, Gaius, Gala, Galarius, Galenus, Galerius, Gallio, Gallus, Galvisius, Garilianus, Gaurus, Gavros, Gavrus, Gelasius, Gellius, Gemellus, Geminianus, Generidus, Genesis, Genialis, Gennadius, Gerardus, Germanus, Germanicus, Gessius, Geta, Getha, Glabrio, Glaucia, Globulus, Gluvias, Glycia, Gordian

Gordianus, Gordio, Gorgonius, Gracchus, Gracilis, Gratian, Gratidianus, Grattus, Gregorius, Grumio, Gualterus, Gryllus

Habitus, Hadrianus, Hardalio, Haterius, Helvius, Herculus, Herenus, Herma, Hermina, Hesychius, Hiberus, Hilario, Hilaris, Hilarius, Hirpinus, Hirrus, Homullus, Honoratus, Horatius, Hortensis, Hortensius, Hortensius, Hosidius, Humilus, Hybrida

Iacomus, Igennus, Ignatius, Indaletius, Indus, Ingenuus, Ingenvinus, Iocundus, Iovinus, Irenaeus, Isatis, Isaericus, Italicus, Ivmarus, Ianuarius, Iavolenus, Iovinianus, Iovinus, Iovius, Iuba, Iulian, Iulianus, Iuncinus, Iuncus, Iunianus, Iustianus, Iustinianus, Iustinus, Iustus, Iuvenilis,

Labienus, Lactantius, Laeca, Laenas, Laetianianus, Laevinus, Larcius, Lartius, Lateranus, Latinius, Laurentius, Leddicus, Lentullus, Lentulus, Leon, Leontius, Lepidus, Lepontus, Leptis, Libanius, Liberalis, Libo, Licinianus, Licinius, Ligur, Ligustinus, Limetanus, Linus, Litorius, Littera, Litumaris, Livianus, Livigenus, Longinus, Lovernianus, Lovernius, Lucan, Lucanus, Lucianus, Lucius, Luccius, Lucceius, Lucilianus, Lucretius, Luctacus, Lucullus, Lunaris, Luonercus, Lupercus, Lupicinus, Lupinus, Lupis, Lurco, Lurio, Lutherius, Lutorius

Maccalus, Macrinus, Macro, Macrobius, Mactator, Maecenus, Maecius, Magnentius, Magnus, Magunus, Maius, Major, Majus, Malchus, Mallus, Maltinus, Mancinus, Manlius, Mansuetus, Marcallus, Marcellinus, Marcellus, Marcialis, Marcipor, Margarita, Marinianus, Marinus, Maritialis, Maritimus, Marius, Maro, Marsallas, Marsicus, Marsus, Marsyas, Martial, Martialis, Martianus, Martinus, Martius, Martyrius, Marullinus, Marullus, Maternus, Matho, Mauricius, Maurus, Maximian, Maximianus, Maximinius, Maximinus, Maximus, Medullinus, Megellus, Melissus, Melitus, Mellitus, Melus, Meminius, Memmius, Memor, Mercator, Mercurialis, Mercurinus, Merula, Messala, Messor, Metellus, Metilius, Metunus, Micianus, Mico, Micon, Milonius, Minervalis, Minianus, Minicianus, Moderatus, Molacus, Momus, Montanus, Montaus, Mordanticus, Mucianus, Muco, Muncius, Murena, Mus, Musa, Musicus, Mutilus, Mutius

Nabor, Naevius, Narcissus, Narses, Nasica, Naso, Natalinus, Natalis, Naucrati, Nazarius, Nectaridus, Nelius, Nemesianus, Nemnogenus,

Neneus, Nennius, Nepos, Nero, Nertomarus, Nerva, Nicasius, Nicetius, Nigellus, Niger, Nigidius, Nigrinus, Niraemius, Nolus, Nonius, Noster, Novation, Novellius, Numerianus, Numonis

Oceanus, Octavian, Octavianus, Octobrianus, Olennius, Olympicus, Opilio, Opimius, Opis, Optatus, Ordus, Orientalis, Orientius, Orissus, Orosius, Osterianus, Otho, Ovidus

Pacatianus, Pachomius, Pacuvianus, Paenula, Paetinus, Paetus, Palicamus, Pamphilius, Panaetius, Pansa, Pantensius, Pantera, Panthera, Papinian, Papus, Paratus, Parnesius, Pascentius, Pastor, Paterculus, Paternus, Patiens, Patricius, Paulinus, Paullus, Pavo, Pelagius, Pennus, Peregrinus, Perennis, Perpenna, Perperna, Pertacus, Pertinax, Petasius, Petreius, Petronax, Petrus, Philippus, Photius, Pictor, Pilatus, Pilus, Pinarius, Piso, Pius, Placidus, Planta, Plautis, Plautius, Plautus, Pleminius, Pollienius, Pollio, Polus, Polybius, Poppelussa, Pomponius, Poplicola, Porcus, Porphyrius, Postumianus, Postumus, Potitus, Praetextus, Prilidianus, Primanus, Primulus, Primus, Prisca, Priscian, Priscillian, Priscillianus, Priscus, Probus, Processus, Proceus, Proculus, Procyon, Profuterius, Propertius, Protacius, Protus, Proxsimus, Publianus, Publicola, Publicus, Pudens, Pudentius, Pulcher, Pulcherius, Pullus, Pusinnus, Pustula

Quartinus, Quarto, Quatruus, Quentin, Quietus, Quintilianus, Quintilius, Quintillius, Quintillus, Quiriac, Quiricus, Quirinalis

Ramio, Ramirus, Ravilla, Reburus, Receptus, Rectus, Regillus, Reginus, Regulus, Remigius, Remus, Renatus, Respectus, Restitutus, Rex, Rhesus, Ripanus, Rogatus, Rogelius, Romanus, Romulianus, Romulus, Roscius, Rufinianus, Rufinus, Rufrius, Rufus, Rullus, Ruricius, Ruso, Rusticus, Rutilianus

Sabellius, Sabinianus, Sabinus, Sacerdos, Saenus, Salinator, Salonianus, Saloinus, Salonius, Salvian, Salvianus, Salvius, Sanctus, Sandilianus, Sanga, Sarimarcus, Sarrius, Saturninus, Saunio, Scaevola, Scapula, Scaro, Scato, Scaurus, Schlerus, Scipio, Scribonianus, Scrofa, Sebastianus, Secundas, Segestes, Sejanus, Sellic, Seneca, Senecianus, Senecio, Senilis, Senna, Senopianus, Sentius, Septimianus, Sergius, Seronatus, Serranus, Sertorius, Servanus, Servatius, Servilius, Seuso, Severlinus, Severus, Sevso, Siculus,

Sidonius, Sigilis, Silanus, Silius, Silo, Silus, Silvanus, Similis, Simo, Simplex, Simplicianus, Siricus, Sisenna, Sisinnius, Sita, Sollemnis, Sorex, Sorio, Sosius, Sotericus, Soulinus, Sparticus, Spendius, Speratus, Statius, Stichus, Strabo, Sudrenus, Suius, Sulinus, Sulla, Sulpicius, Super, Superbus, Superstes, Sura, Surinus, Surius, Surus, Sylla, Sylvian, Sylvius, Symmachus, Symphorian, Sympronian, Synistor, Synnodus

Tacitus, Taenaris, Tancinus, Tanicus, Tarquinius, Tarsicius, Tasius, Tatian, Taurinus, Telesinus, Terenteianus, Tertius, Tertullian, Tertullianus, Tertulus, Tetricus, Tetullianus, Thrasea, Thurinus, Tiberillus, Tiberinus, Tibullus, Tiburs, Tiburtius, Ticinius, Titianus, Titillus, Torquatus, Toutius, Traianus, Trailus, Tranio, Tranquillus, Trebellius, Trebius, Trebonianus, Trebonius, Tremerus, Tremorinus, Trenico, Trenus, Triarius, Trifer, Triferus, Trimalchio, Trogus, Trupo, Tuccianus, Tuditanus, Tullas, Tullius, Turibius, Turpilianus, Turpilinus, Turpilius, Tuticanus, Tutor, Typhoeus, Tyrannus

Ulfila, Ulixes, Ulpianus, Umbonius, Urbicus, Ursacius, Ursinus, Ursus, Uticensis

Vala, Valens, Valentinian, Valentinus, Valerian, Valerianus, Valgus (Gens Quintia), Varialus, Varro, Varus, Vatia, Vedrix, Vegetius, Velius, Velus, Venantius, Venator, Ventor, Venustinius, Veggenus, Veraninus, Verecundus, Vergilius, Verinus, Verres, Verrucosus, Verullus, Verulus, Verus, Vespasianus, Vespillo, Vestinus, Vestorius, Vetrano, Vettonianus, Veturius, Viator, Vibennius, Vibius, Vibullius, Victor, Victorinus, Victricius, Vincentius, Vindex, Vinicianus, Vipsanius, Virginus, Viridio, Virilis, Virnius, Vitalinus, Vitalion, Vitalis, Vitoricus, Vitulus, Vitus, Vocula, Volturcius, Volusenus, Volusianus, Vonones, Vopiscus, Voteporix, Vulso

Zeno, Zoilus, Zosimus

Fur colour

Add colour sandy, it's almost as common as brown.

Parents

The family ties are strong among most mice in The League of Mice Cities. That means that parents will help their children if they can and also expect their children to support them. If a pretorian mice is in the city where his or her parents live they will let him or her come and live with them for shorter

periods and also feed him or her. They won't back away from this but might ask for (and expect) favors in return. If they can they can also provide their child with a tool or social support. It's no strange thing that a pretorian ask for winter quarters in his or her home city to spend some time with their parents. On the other hand, if needed pretorians are expected to keep their head high even if they haven't seen their family for long and has to stay in the pretorian quarters.

Rules-wise as in Mouse Guard RPG.

Senior Artisan

The first two summers in the guard a recruit spends as apprentice to a senior artisan in Asylum supporting the pretorians rather than actually doing pretorian work. The senior artisan can either be of a physical trade like smith or an intellectual trade as archivist. Senior artisans try to help their former apprentices if they can when the apprentices are in Asylum or if they need help with something there but are not there themselves. They don't have the same strong ties as parents do to their children but on the other hand they can more directly help with or influence pretorian matters. Often a artisan can provide materials related to his or her trade, food and maybe a loan. It will be things related to their trade though rather than related to their family as in the case of parents.

Rules-wise as in Mouse Guard RPG

Mentor

After two summers as an apprentice the recruit get to do real pretorian work as tiro, newly recruited. For two or three summers they they are guided by a mentor and now are officially a part of The Pretorian Guard. It is the mentor who decide when a tiro can become a full member of The Guard - miles. Tiros get the grunt work and have to do much boring and easy work but they get to participate and get used to the life in The Guard. Sometimes they even get to go on missions. If their mentor is a patrol leader and he or she sees that it fits the patrol leader mentor can bring the tiro on some missions. Most mentos have certain specialties or pet peeves they focus on and try to imprint in the tiros they guide. Mentors are usually very busy as all full members of The Guard but if a pretorian is lucky and are in the same area as his or her mentor he or she can get help from their mentor. The kind of help a mentor can and will give is usually advice but mostly they do this freely.

Rules-wise as in Mouse Guard RPG.

Friend and enemy

As in Mouse Guard RPG

Cloak colour

As in Mouse Guard RPG

Belief, Goal and Instinct

As in Mouse Guard RPG

Gear

As in Mouse Guard RPG

Starting rewards

As in Mouse Guard RPG

The Character Sheet

Description with explanations and differences .

Example pretorian character

NN



Animals

Ant

Nature and weapons

Ant Nature 1

Carrying, building, cooperating, protecting the stack

Ant weapons

Secretion -- +1s

Eagle

Nature and weapons

Eagle Nature 10

Flying, predator, excellent seeing, diving,

Eagle Weapons

Dropping prey -- +2s if not too dense forest, tearing beak -- +1s, grasping talons -- +1D to attack, diving -- +3D to maneuver if not to dense forest

Goat, wild

Nature and weapons

Goat Nature 6

Digesting any biological material, cliff jumping, fleeing predators

Goat Weapons

Hooves -- +1s

Lion

Nature and weapons

Lion Nature 12

Group hunting, powerful, playing, resting, fearless

Lion Weapons

Paws with claws -- +1D Attack, bite -- +4s, stomp -- +1s to Maneuver

Scorpion

Scorpions are either black or sand coloured and mostly nocturnal. The black ones live in damper areas while the sand coloured prefer drier areas. Unlike bugs their young are born alive like mice children and then rides on the back of the females until they change skin the first time. The scorpions a fully grown at the age of five and can become as old as 25. Scorpions prefer insects but it's not uncommon for them to take a mouse baby if they get to one and can give even a grown up mouse a good fight. I has happened that sleeping mice has been paralyzed and dragged away no matter their size. The sand coloured scorpions are seldom bigger than a mouse standing on it's four and the black ones substantially smaller. Even if it's not too hard for mice to guard themselves and their young it can be harder to guard livestock against scorpions.

Nature and weapons

Scorpion nature 3

Nocturnal, sneaking, quick, predator

Scorpion Weapons

Poison -- +1s Attack or Defend, grappling claws -- +1D Maneuver, sidestepping +1s Feint

Jumping spider

Jumping spiders are 1-2 cm plus legs. They're day active hunters and jump at their victims. A jumping spider jumps up to five times it's body length. Before jumping it tethers a filament of silk so should it fall off something the fall is

halted and it then climbs back up again. Sometimes jumping spiders also use their jumping skills when moving.

Mice insectrists use these as hunting dogs and guard dogs. They're not as tame as dogs though so not anymouse can have one. It takes a certain Insectrist skill to have jumping spider.

Nature and weapons

Jumping spider Nature 2

Sneaking, jumping, predator

Jumping spider weapons

Poison -- +1s Attack, jumping +1D Feint

Black widow

very strong silk, <1 cm, very poisonous.

Vegetation

Oak forest

The Territories are Oak forest with lots of undergrowth.