

MOUSEHUNT (F 1.0)

A long time ago, humans resided in peace across the Gnawnia kingdom. Settlements spread out across the land, magic flourished, and the greatest of the human minds set out for an age of exploration. But they found that what lurked out in the expanse wasn't exactly friendly.

Rather, what they found was hungry. Ravenous. The humans encountered the mice.

Unbeknownst to the humans back then, the mice had established kingdoms of their own. Monarchies, technocracies, dictatorships, the mice had developed societies, and humans were not a part of it. But humans had something that the mice wanted – cheese. And so humans found themselves besieged by the mice who wanted to pillage them for everything they had. The King of Gnawnia set out a decree – a call for hunters all across the land to gather and fight against the horde of mice.

Well, it's up to you whether you want to answer the call. You don't have to, but at the moment the mice do have an overwhelming advantage if we were to look at numbers alone. You'll have a decade to spend here, before you start off – you'll have 1000 points to make modifications as you see fit.

[In Depth Parameters]

You'll probably want to choose a background to help you fit in, so the following list will give you an overview of what's available. However, as one of the backgrounds will drastically shift your physical form, you should decide for yourself before entering Gnawnia your physical details, such as age, gender, and appearance – regardless of whether you select the Mouse background or not.

Background	Description
Hunter	Mousehunters come from all walks of life, united by the King's call for an answer to the mouse problem. With new breeds of mice being found all the time, the Hunters are often the ones responsible for keeping the populations in check. Hunters are experts at using traps and various apparatus – mice are rather difficult to catch by hand.
Trapologist	Trapologists study all sorts of material in order to develop cutting edge traps. With the mice having a significant advantage in many respects, Hunters need every edge they can get. Oftentimes, Trapologists find themselves studying technology procured from the mice or even the mice themselves – anything to get an idea of what's effective.
Research Staff	The brains behind various operations, but also seen as the source of many problems, scientists have contributed greatly to humanity's continued survival. Using everything at their disposal, the scientists made breakthroughs in fields of dimensional physics, biochemistry, and biotech, but there's still much to be learned, and no scientist has

	enough hubris to claim that the current level of technology is enough to give humanity the definitive advantage.
Mouse	Mice. Were mice the original masters of Gnawnia? It's hard to tell, but there's plenty of evidence that in contrast to the human kingdom in Gnawnia, it was the mice who first attained magic, the mice who first mastered technology, the mice who first pursued the forbidden arts and stepped into the rift. To the humans, all that is known is that the mice have an unsatiable appetite for cheese. But for the mice...perhaps they're aiming for something more. If cheese was all they were after, did they really need to build extensive underground citadels, rally armies, and expand into other dimensions?
Travelling Merchant	With the human kingdom in Gnawnia surrounded on all fronts by mice, the travelling merchants have had to make adaptations in order to maintain trade routes with other countries. Merchants tend to spend more time in the air than they do on ground, and while their duty is paramount to sustaining the fight against the mice, because they're travelling so often they generally aren't involved in the front lines. The Travelling Merchant has 700 points exclusively for items.

There's a range of starting locations that you can choose from, the following list will give you an idea of what the locales are like. Of course, there are more locations to explore given how much of Gnawnia happens to be unexplored, so if you're into exploration, there's still much work to be done.

Location	Description
Town of Gnawnia	The Town of Gnawnia is a sleepy, backwater sort of place. Most Hunters start off here because the mice that inhabit the area aren't particularly dangerous, more of a nuisance than a threat. There's not much to do here, but it is considered close to the center of the kingdom thanks to the mice that have pushed the borders back.
Whisker Woods	A massive forest in which many different arboreal mice clans reside, from magical trees, to magical stones, to a lagoon which may or may not be magical, everything inside this forest has a chance of not being what it seems. While not all of the wildlife in the forest are dangerous, the further you venture into the forest, the more wary you should be of the mice.
Town of Digby	An underground research facility, created after a major disaster in the original facility released an onslaught of mice that the researchers could not hold back (which also became a stain on what was otherwise a fairly positive reputation). The majority of the kingdom's scientific development and production stems from here. Unfortunately, most of the aftermath from the disaster has not been cleaned up and remain in the vicinity of the facility, reminding everyone the price which was paid for progress.

Furoma Training Grounds	A dubiously “neutral” faction of mice who hold some measure of respect for Hunters took up residence in the Furoma region, and once they were settled, they worked not to expand their domain, but rather to cultivate their own strength. Advocates of “Cheese Martial Arts”, there's enough evidence to confirm that the powers these mice have is not for show, and while they may call it martial arts, the difference between it and magic isn't noticeable for the highest level masters.
The Tribal Isles	To the East of the Gnawnia Coast is a set of islands, ruled and fought over by several mouse clans. A long time ago, they used to be united under the rule of a dictator, but the people rallied against him and sent him into exile. The tribes, having been engaged in conflict for quite some time now, aren't very welcoming towards outsiders.
Claw Shot City	In the Varmint Valley to the South of Gnawnia, there lies a small town where mice and men have come to a shaky coexistence. The mice are still a menace, the men are still a threat, but in Claw Shot City, there are enough criminals about that both sides are willing to tolerate each other's presence if it means bringing a bit of stability back. The local sheriff is supposed to be the authority here, but he hasn't exactly been successful in his endeavours to bring about law and order.
Muridae Market	Far to the West lies the Sandtail Desert, a harsh environment that most people agree doesn't need to be reclaimed. But that doesn't mean humans have backed out entirely. The Muridae Market stands here as the last bastion against the Marching Flame, an army of mice, complete with artillery, legions of mages, and warbeasts. The Marching Flame has turned the mice's greatest advantage of numbers up several notches, and the waves crashing against the Market seem to be endless. But if the Market falls, then it'll only be a matter of time until the legions march East...
Zugzwang's Tower	Floating above the Gnawnia Sea is a set of islands which used to be occupied by one of the greatest wizards known to man. But something happened which led to his disappearance and in his place, mice overran the tower, not in pursuit of cheese, but in pursuit of the knowledge that he had accumulated throughout the years. A war is still being waged within the tower today, though who is fighting and why they're fighting is somewhat unclear. All that's known for certain is that there are a lot of mice here who really like chess...

[PERKS/PERSONAL MODIFICATIONS]

For all backgrounds other than the Mouse, the 100 perk is free and all others are discounted.

The Mouse background deviates from the rest. Read its subtext.

HUNTER

Field Rigging 100

Unless you plan on staying within the safety of the castle walls, travelling into the wilderness is an inevitability as a hunter. But once you pass the human border, safe harbours are few and far between; out in mouse territory, a hunter has nothing to rely on other than their traps and their own ability.

This will serve you well in the event that your trap fails you, say if you're attempting to capture a dragon mouse only to have it incinerate your trap. If you can get away and scrounge up some materials, say some rocks or some wood, you can slap together a makeshift trap. It might not be some fancy forcefield or deathbot, but it'll at least function for one or two rounds before it falls apart. Or you can use those materials to make patchwork fixes on your broken trap if it happens to be salvageable, anything to hold you over until you return to a safe harbour.

You'll find that if you're the sort who likes to use disposable traps and devices, those also become more effective as you'll get more uses out of them before you need to replace them.

Hunt Automation 200

If you're a hunter who relies exclusively on traps, the process of setting up a trap and waiting for a bite can get quite monotonous, even as you venture into unknown regions and get a chance to sightsee. Why not have the trap micromanage itself even more, so you don't have to sit and wait to reset the mechanism?

For all of the traps at your disposal, you can arrange for them to automatically clean up and re-arm themselves, this only pulls a small bit of energy or stamina from you each time it activates, which can also serve as indication that your traps have triggered. Even in the event that your traps are destroyed, you can expend a greater portion of energy for them to reform themselves while you're doing something else – provided that they aren't erased out of existence entirely anyways.

Catch & Release 400 (Exclusive from Exterminator)

In the old days when mousehunting technology was less sophisticated, the preferred solution for the mouse problem was to kill them whenever possible. But as technology developed and more specifically when certain breeds of “neutral” or “beneficial” mice surfaced, the sentiment

rose that not all mice should be put to the pasture. If you're of a similar mindset, this should help you stay competent, as pacifist options can feel rather limited when you're facing off against minotaurs, dragons and time warping mice.

For every mouse (or any other creature) that you decide to spare, the trap or whatever equipment you used to subdue them will grow in strength slightly. In theory, with enough mice released, you'll find that even a basic trap will be staggeringly effective against the most dangerous opponents. Of course, by the time you get to those numbers, you'll probably have brought peace to the land by making a vast number of mice indebted to you, but that's more of an afterthought.

Exterminator 400 (Exclusive from Catch & Release)

In contrast to the “live and let live” philosophy, there are many hunters who believe the mice need to be exterminated to ensure humanity's future. These folks tend to assert that given how dangerous these mice are, there is no alternative other than a thorough extermination of every breed. Given the threat that some breeds pose and their clear animosity towards humans, it's hard to say that they're entirely wrong.

In contrast to a pacifist approach, this serves to empower your devices and equipment for every creature killed while using them. The more dangerous the creature, the more pronounced the effect is, but even then, you're going to have to soak the world in blood several times over. And even that would not be enough to solve Gnawnia's mouse problem.

It's up to you whether you see that as a positive or a negative.

All Terrain Hunter 600

Most experienced hunters who have spent time out in the deepest reaches of mouse territory will agree that some parts of Gnawnia rightfully belong to the mice. Be it the crushing pressures of the abyssal zone, the constant turbulence of Moussu Pichu, or the volcanic caldera in Queso Valley, there are numerous places where humans would never think of inhabiting – but the mice thrive and build up their numbers. It's a bit hard to continue hunting when the air itself is killing you slowly.

Intended to give those who need to be present on the field a fighting chance, this will nullify the threat posed by environmental hazards for long enough that you can conduct extended operations and return in something other than a coffin. It serves to guarantee a minimum level of safety, though it can't guarantee comfort. This doesn't protect you from mice trying to eliminate you or other active threats, but the protection against the environment does extend to whatever equipment you happen to be using.

In your new environment, you'll probably come across creatures that, quite frankly, can't be subdued via normal means. Maybe they're ghosts that physical weapons can't scratch, maybe they're just arcane entities that valued protection against magic above all else. If you give it

enough time and encounter these creatures often enough, your tool of choice will slowly adapt to the local threats, displaying properties that allow it to have at least an appreciable baseline level of effectiveness.

TRAPOLOGIST

Risk Of Disassembly 100

When creating a trap with a hunter in mind, one must consider how often the hunter moves from region to region and also the wide variety of mice capable of utterly demolishing the trap. Since designing a trap to be unbreakable is likely to make it unwieldy, an alternative approach is to engineer it to fail. This philosophy applied to your crafting endeavours allows you to make things which are designed to safely break apart regardless of the circumstance – sure, you'll have to reassemble it after it breaks, but the risk of it utterly disintegrating under the force of a dragon mouse's fire is removed.

Engineered to Scale 200

To date, the largest mouse that's been observed weighs in at a staggering 2400 lbs. To contrast this, in the same environment exists a mouse that barely weighs an ounce. Clearly a trap that works on the former would be ridiculous inefficient for the latter, but hunters will typically demand a single trap type, so they don't have to get used to different traps operating with different mechanics. You can address this problem during the production cycle by manipulating the size of your creation: making it twice as large or half as large, whichever is most appropriate.

Creations made this way do not require extra resources or additional tuning to function, and they'll function just as well with the size taken into consideration.

Core Tuning 400

When hunters were focused on tackling the mouse problem around Gnawnia, there wasn't much of a need for trap variety. The mice around Gnawnia are simple critters, and even a simple mallet trap would work against them. But then the problem was suppressed, and hunters began moving to different regions. This led to them encountering mice for which the traditional mousetrap was utterly ineffective – marking the beginning of an arms race with no apparent end.

Whether you're working on a project for a friend or for personal use, this allows you to modify a very specific property – the power type. Seen as an “elemental affinity” of sorts, this property is key to making tools effective under a wide range of circumstances. The traditional Physical trap doesn't do all that well against ghostly entities, but Shadow traps tend to work well. Arcane traps excel against magical entities, but certain mice are too strategically minded that they specifically require Tactical traps in order to be bested.

There are nine different power types which can be cycled through. Physical, Tactical, Shadow, Arcane, Hydro, Forgotten, Draconic, Parental, Law and Rift. Most of these are rather straightforward except for the extremely esoteric ones like Forgotten (intended for eldritch entities...like the Old One Mice), Law (intended for criminals and outlaws) and Parental (intended for effectively anything that isn't an adult). It's important to note that this modification is more akin to an “addition” rather than a “replacement”. Existing elemental affinities on the target item are unaffected by this. You could take what is potentially a Physical Trap and give it Arcane properties.

Trapmaster 600

The process of making a trap is time and resource intensive, especially for traps on the sophisticated end of the spectrum, such as the Event Horizon Trap or the School of Rune Sharks. But with the number of mice growing steadily, with more and more mice societies surfacing out in the unexplored domains, there isn't enough time or resources to make the amount of traps which would be needed to balance out the numbers. Desperate times call for desperate measures. As the mice continue to grow in number, there are fewer and fewer reasons as to why you shouldn't turn to the mice themselves for a solution.

Well, no one can say they have a comprehensive understanding of mice technology, but as long as it works...

For a given “set” of traps, up to five unique units, this allows you to completely skip the fabrication process, instead manifesting them into the area around you. So long as it is something you've constructed before, you can utilize it as a schematic. Though this does take time, and more time if the schematic is complex, the time taken will certainly be less than if you had to wait for fabrication, testing, and deployment. Within the set of templates that you choose, you can make modifications and mergers to it on the spot, but the base schematic won't be affected – only what is manifested.

One thing that you should take note of is that while this process ignores the time and resources needed for the fabrication phase, when it comes to the manifestation, there's the issue of space to be considered. For normal traps, this isn't much of a problem, as traps tend to be rather small in size. But if you decide to make a schematic from something extremely large, the manifestation will fail if you don't have enough space for it to materialize. Perhaps if you could garner help from the Matrons of Machinery in Zokor, their hive-mind would find a solution in no time flat: but then again...they are mice.

RESEARCH STAFF

Type Analysis 100

A vast majority of the research conducted by the Digby staffed is based on technology found by the Hunters. It isn't so much that the staff is incompetent or lacks innovation, but rather that the mice have made very significant leaps. Some scientists theorize that the mice adopted

the technology from civilizations now extinct, but regardless of how they obtained their advantage, one thing is clear, there's much to learn from Gnawnia's mice.

Too much work, too little time, thankfully, you don't need to spend weeks analyzing every single new mouse breed that a Hunter brings in. So long as you can get a good opportunity to scrutinize the captured critter, you'll be able to figure out the information that generally defines the breed. The more samples you have to study from, the more information you'll be able to glean, though in the case of some unique mice, you may have to get a Hunter to capture the same mouse several times over. The more you know about your enemy, the easier it becomes to fight them, and the more information you can glean, the more effective your countermeasures against them become. Naturally, this applies to more than just mice, it just so happens that Gnawnia's mice problem is the most pressing.

Predatory Animatronics 200

The research team at Digby went through multiple proposals when it came to addressing the mouse problem, but one of the most fruitful ventures was the development of artificial intelligence intended to mimic the behaviour of mice. The philosophy of “the mice are their own worst enemy” wasn't exactly flawed, but a lack of caution turned what would otherwise be a versatile weapon into one of Digby's greatest disasters.

But just because others took shortcuts, doesn't mean you have to. By studying the mice and other creatures you come across, you can slowly build up a database of creature behaviours – and AI that you assemble and implement can pull from this database to determine behaviour and base capabilities to a limited extent. It's still on you to find a suitable body to house the intelligence.

Experimental Biochemistry 400

The consequences of the experiments involving the M-400 mouse taught the Digby researchers that they could not afford to be complacent again, but it taught the mice in the region the wonders of biochemistry. And where the researchers learned the value of restraint, the mice played around with reckless abandon. But the monstrosities that came about provided scientists and hunters with an excellent learning opportunity.

Should you dabble your hand in creating creatures, no longer do you have to worry about accidentally spawning genetic abominations. The creatures that you create may be misshapen and deformed, but they'll have the capability to carry out whatever function it is you intended them to serve. And if that doesn't suffice, well, you can always take a page out of the mice's efforts and directly intervene by feeding your creations potions. Like how some mice became “safely” radioactive after consuming radiation potions, you can use potions to manipulate the properties of your creatures. It is advised that you don't try too many potions, liquids tend to dilute each other, and the effect of merging random creatures may not be what you expect.

Rodent Mimicry 600

With how many breeds there are of mice confirmed to be roaming about Gnawnia nowadays, it's tough for even the dedicated team at Digby to keep track of them all. The mice of Zokor are on the verge of cracking the key to dimensional manipulation technology, then there are the Rift Mice tampering with the fabric of time, Icewing is busy refining the cold fusion technology, and the Meteor confirmed that mice exist in outer space, having adapted to the environment enough to use meteors as re-entry vehicles.

Rather than split your time and resources across all breeds, you'll attain better results by narrowing your scope down to a few specific breeds. Provided that you've studied the creatures enough to understand them in and out, you can utilize this knowledge to develop a set of “templates”. For five chosen mouse breeds, you can take their individual abilities and apply them to another creature, even fuse abilities from different templates together if you have to. Valid selections for templates draw specifically from mice and other rodents (even if the rodent happens to be non native to Gnawnia) – such is the life of a researcher in Gnawnia.

As with all things in science, the simpler the chosen mice in your set are, the smoother the integration process will be. The more complex the mouse in question, the more likely that you'll only get a partial integration, that only sections out of the full array of abilities “stick”.

Nothing is stopping you from archiving something extremely complex, like the Heart of the Meteor with her full array of space magic, just don't expect your creations to have the full array of space magic at their disposal.

Lastly, this works best when applied to creatures that you can create, as you'll be more familiar with them, so the odds of unexpected factors popping up during integration is reduced. Don't expect consistency if you try this on something you have no understanding of. If you try to apply this to creatures with no understanding of how they work, you might end up creating an abomination or two, especially if the abilities are somehow incompatible.

MOUSE

If the Mouse background is chosen, the first [Mouse Type] is free and all others are discounted. Mouse Type determines the basic qualities you have as a mouse – all other options are effectively “add-on modifications”.

Classification: Mouse Type (First Free for Mouse – 300 otherwise)

This option serves to allow you to determine your form and your abilities as a mouse, by choosing what breed of mouse you are. Unique mice (who could be considered “boss” mice, such as Icewing, Carmine, the Absolute Acolyte, Ful'mina etc.) aren't considered a breed, so they're not valid selections.

Due to the extremely vast amount of breeds present in Gnawnia, the following list should be seen as an introductory guideline, and used primarily for reference.



Emberstone Scaled

A breed commonly found in the Queso Geyser, the origin of the queso rivers which run throughout the Canyon. Capable of flight, it is most notable for its ability to radiate heat in all directions through superheating its scales, which doesn't seem to hurt it at all. Though they commonly use this to free up solidified queso formations, this has seen use in an offensive maneuver to create high pressure jets.



Fiery Crusher

This breed resides primarily within the Cantera Quarry, an open pit mine in Queso Canyon known for exporting Nachore, a metallic ore with heat resistant properties that just so happens to be edible. Four arms and unnatural strength affords this breed a significant amount of power – and if it isn't enough, it can spontaneously combust in a fashion that is harmless to itself, but destructive to whatever it is holding on to.



Gemorpher

Found exclusively within the Fungal Cavern that hides the Labyrinth and Zokor, the Gemorpher mouse breed has made adaptations which allow it to shapeshift and become a living crystal as it were. As crystals are very common within the Fungal Cavern, this makes hiding away from Hunters in this environment effortless. It's likely that given enough time they can mimic other ore formations as well, but there isn't enough variation within the Cavern to test this theory out.

Hope



Among the few breeds which the vast majority of Hunters acknowledge as a “beneficial” breed, the Hope Mice (presumably the name bestowed upon it by Hunters rather than its own choosing) goes about with its seemingly bottomless box of supplies, helping out whoever it believes to be a pinch be it human or mouse. Very well suited to all sorts of labour, and a jack of all trades by necessity.

Ice Block



Commonly used by Icewing's Invasion force, but not exactly in the fashion which one would expect. It is capable of encasing itself in solid ice, without risk of asphyxiation, and seemingly impervious until the block of ice is shattered. Thus, they've been “adopted” by the Invasion force for use as trebuchet projectiles. The idea of being used as frozen cannonballs probably isn't all that appealing, but Icewing isn't one to take no for an answer.

Lambent Crystal



An uncommon encounter under Digby, and only rarely found in underground passages elsewhere, this breed is particularly noteworthy for not only being inherently magical and capable of living within a crystal, but they have a calming aura about them with placates men and mice alike – a defensive mechanism used against predators. When they choose to activate this, it is quite evident as the crystal will glow in a warm and soothing light.

Mage Weaver



The mouse community that lives in the Muridae Market have learned a great deal from their human counterparts and picked up various trades, such as sewing. This breed in particular excels at creating fabric and infusing their creations with magic, something which is hard to come by out in the desert, especially with the Marching Flame roaming about. Having an enchanted loom undoubtedly comes in handy.

Rift Tiger



A denizen of the Rift that is a twisted version of the Whisker Woods, all resemblance to a mouse is gone from this creature, though analysis confirms it is in fact still a mouse despite behaving like a feline, possessing the skills of a feline, and hunting other mice like a feline. Worse still, it happens to be capable of emanating an arcane mist to create a makeshift camouflage veil.

Sentient Slime



There are those who would argue this is purely a magical creature using a mouse skeleton, but then there are others who would argue this is a rat skeleton possessing a gelatinous body. Given that most Hunters consider this as a mouse in its own right, and it happens to be extremely dangerous thanks to an outer coating of fire magic, perhaps the biological accuracy isn't of much concern. A denizen of the Rift, whatever this creature is, one should always be on guard, for it is extremely mobile, capable of gliding about with ease.

Variations: Mouse Size 100

Every breed of mice is slightly different from the others, but even within a single breed, there tends to be size deviations – some of the mice which have made a name for themselves were “abnormalities” within their breed. With this, you can skew your size, which in turn has an effect on your overall ability. Larger mice tend to be more physically capable, stronger and more resilient against Hunters' traps. Smaller mice tend to rely on their greater agility and dexterity in order to evade traps entirely. Every time this is taken, your overall size is skewed by a quarter of your current size – either larger or smaller, and the appropriate parameters will increase (but never decrease).

While this primarily applies to your mouse form, you can have it apply to other forms as well. The average mouse weighs somewhere around 1 – 2lbs (.5 – 1kg). Some breeds in Gnawnia can hit well above 20 lbs (9kg). The absolute biggest breed in Gnawnia clocks in at around 2400 lbs (around 1100kg). Make of that what you will.

Foundation: Power Type 200

Most of the mice which can be considered the simple breeds don't possess any magical affinities, and are what Hunters would consider “Physical” mice. But as breed complexity increases, typically the mice in those species adapt to certain elements and develop both proficiencies and resistances. Hunters in Gnawnia have determined that there are nine different elemental affinities, being Physical, Tactical, Shadow, Arcane, Hydro, Forgotten, Draconic, Parental, Law and Rift.

Each time this option is taken, your affinity to two of these elements increases, which results in your proficiency at utilizing the elements increasing as well as your resistance towards these elements increasing.

Affiliation: Regional Factions 200

There are many mice which can be considered “independent”, mice that go about their lives just thinking about where the next source of cheese can be found. But then there are also mice which have gathered together and formed societies and organizations in an organized effort to take full advantage of their numerical superiority. These mice tend to develop around commonalities, themes and strengths that represent them as a group.

With this option you can join a faction as it were – the number of factions you can join is limited only by your resource budget. Each faction has a general benefit which applies to its members, and even if your breed isn't normally part of the desired faction, this allows you to be the exception to the norm.

<i>Regional Factions and Relevant Benefits</i>		
Faction	Overview	Benefits
Digby Lab	Survivors from the Digby Lab incident who	Those belonging to this faction take to biomechanical

Survivors	ended up seizing the lab and using the human technology to slingshot themselves ahead. Experiments gone afoul, no concept of restraint, these mice will do anything in the name of progress.	modifications much quicker than most, with mechanical additions to their bodies operating with far greater effectiveness than normal, and a capacity to repair mechanical components naturally over time.
Furoma Students	Devotees to the martial arts, practitioners of “Chi”, the mice of Furoma are working towards enlightenment and power through harsh training and introspection. If their Rift brethren are any indication, surpassing the physical limitations of a mouse is well within reach for them.	Enough practice under the tutelage of this faction affords one the ability to manipulate Chi – the force that allows a mouse to effectively ignore conventional physics. At high levels, Chi is little different from magic, manifesting in energy blasts and allowing them to channel strength far beyond what the physical body should be capable of.
Acolyte Minion	Minions of an ancient acolyte, who may in turn just be a shadow cast into the world by another mouse lurking within the rift. Dedicated to their job of opening the door to their master's realm, these mice dabble in all sorts of forbidden arts, from necromancy to hex development.	It's hard to call it a boon, but effectively all members of this faction are capable of calling up the dead, though their efforts tend to yield only lowly zombie mice and skeleton mice, unlike their Acolyte masters. With time this skill will improve, yielding higher quality servants.
Island Tribes	Natives to the isles in the Gnawnia sea, trapped in a constant feud over land and cheese. While each tribe is rather primitive, there are traces of a once great society...namely in the form of a curse that still lingers over the tribe.	Those who survived the Exiled's curse have adapted to it well – well enough that they're now effectively curse resistant to some extent. Most curses have significantly reduced effects, making them annoyances at best, and certainly doesn't hinder the day to day activities of these mice.
Wizard Invasion Force	Part of the force that is attempting to seize the Wizard Zugzwang's tower, these mice are peculiar in their fascination with chess. Two factions have formed, one embracing technology, the other embracing magic – but internal squabbles have kept them from their objective of seizing the tower.	The Technic faction is extremely proficient in using technology, developing technology, and gathering technology, particularly when explosions are involved. In contrast to this, the Mystic faction has dedicated all of their resources into expanding magic related to the mind, such as mind control and telekinesis.
Icewing Invasion Force	Icewing's tribe has a long history of raiding settlements along the Gnawnia coastline, but internal political strife lead to her exile, and drove her to a quest of revenge. To accomplish this she has rallied a large number of loyal soldiers, but first the humans need to be eradicated once and for all.	The entirety of the invasion force is well acquainted with ice, the manipulation of it, how to create it, even how to live in it (Their permanent home happens to be a giant iceberg). Such is their proficiency that they have no concept of “cold”, the lower the temperature becomes, the stronger they become – going against the fundamentals of mammalian biology.
The Lawless	Criminals, wanted for all manners of crimes in the Varmint Valley region. These outlaws have no allegiances, no allies, surviving on their own ingenuity and due to the fact that local	One of the few regions where traditional firearms like revolvers and muskets are still in popular use, those who survive here tend to have developed some level of sidearms expertise, to the point that they can seemingly

	authorities in the Varmint Valley have been utterly overwhelmed.	pull a gun out of thin air and start firing. Some hunters would probably assert that the prevalence of firearms in the hands of these mice is the leading cause as to why the region is in utter disarray.
Meteor's Devotee	Fervent worshippers of the Meteor which fell outside Fort Rox, or rather, whatever entity resides within the meteor. In return for their faith, they've been “blessed” with star magic, an exchange which puts not only Fort Rox, but the entire region at risk.	A “blessing” by the Heart of the Meteor is somewhat peculiar, because star magic manifests in a volatile fashion, and generally works best at night presumably when the stars are actually visible. The strength of your magic increases substantially at night, and calling others affected by the Meteor's influence is possible so long as the stars are out.
Marching Flame	There's seemingly no limit to the Marching Flame's ambitions as they attempt to sweep through the entirety of Gnawnia and bring it under their heel. The Marching Flame doesn't care whether the opposition is mice or men – everyone submits, or everyone dies.	Despite their name, the Marching Flame has a greater affinity for explosions and brute force demolition rather than fire. Some of the higher ranking officers are capable of rudimentary fire magic and the commander carries a nice blade made out of fire, but the vast majority of the army excels in handling explosives, making the explosions cover much larger areas than normal, and causing more destruction than normal with less dynamite expended.
Sunken City Residents	Aquatic mice are generally speaking, not much of a concern to the humans of Gnawnia. More of a curiosity since mice, as far as men knew long ago, were terrestrial creatures – but these mice have made the necessary adaptations to live deep in the sea.	As you'd expect, all of the residents here are capable of breathing and maneuvering underwater like a bird in flight. But aside from this, the mice in this environment have extremely acute sense over long ranges, so long as they happen to be in a body of water. Even a faint vibration from hundreds of meters away can be detected and allows for the mouse to determine whether it is hostile or friendly.
The Polluted	Adapted to the environment of the Toxic Spill, the mice here generally a hazard to all forms of life. The pollution has made them strong, but utilizing that strength only serves to extend the spill, and this puts them at odds with mice and men alike.	While “thriving” in pollution comes off as an odd benefit for most, there's no denying that the presence of hazardous waste empowers you, healing your wounds, and sustaining you should food stockpiles run low. You may not have the superpowers that some breeds in the Spill have developed, but you've got all the skills you need to make a “comfortable” home in the Spill.
Garden Residents	There are many who believe that at the heart of the Living Garden lies a dangerous rift – one that leads to a parallel dimension looking to break in to ours. With the legion of mice which have taken over the Garden, investigating these rumors is difficult, but the plant based magic that these mice wield doesn't seem to originate from this world at all.	All of the mice in the garden have been influenced by the presence of the mysterious essence, as well as the Apothecary who continues to manipulate the fabric of space within the Garden. As a result of this, all of the mice here have an unnatural affinity with plants – exhibiting plant like behaviour to various degrees. Their ability at gathering natural energy is phenomenally high, like a plant going through photosynthesis, they can cycle energy from their environment and convert it into something usable.

Canyoneers	The natives of Queso Canyon have established an odd society based around the liquid Queso which runs throughout the region. While natural Queso is quite bland, the mice have adapted by using local spices to make it more...fiery. It's not clear whether the mice affected the cheese or the cheese affected the mice, but the natives here are very competent in all manners of fire magic.	As described, the natives here are extremely adept when it comes to manipulating fire, and are seemingly unaffected by it regardless of the form it comes in. They can ingest flames with no negative consequences, walk through infernos and pryoclastic flows without discomfort. The strength of fire magic used by them is increased substantially – which helps, as everyone here seems to use fire in some fashion.
Zokor Residents	The ancient city of Zokor hides the most sophisticated “native” mouse population. Through an odd combination of research, luck, and magitech, the mice here have outstripped the humans in almost every field. Thankfully for the humans, Zokor is still content to keep to themselves and push for further progress.	In the Labyrinth which has lead many Hunters to their demise, the mice of Zokor have somehow found a domain of infinite opportunity. The mages of Zokor have no problems wandering into the endless halls for their experiments, the warriors train here with no fear of never returning, and some believe that the tech smiths know enough of the pathway to navigate it on instinct alone. The mice of Zokor have an unnatural sense of direction that can be considered a sixth sense. All of their other senses can be impaired or even disabled, so long as they have a destination in mind, nothing will mislead them.
The Mountain Queen's Brood	Living high up in the Moussu Picchu mountain range is one of the titans in rodent society – Ful'mina the Mountain Queen. Her brood holds absolute control over lightning, and while they're content to remain on their mountain, there's no mercy to be had for any who dare to intrude on her domain.	Those who live on the mountain range have been infused with magic left over from whatever civilization lived in Moussu Pichu before the arrival of Ful'mina and her brood. As a result, these mice have an unnatural affinity with aspects of nature, enough for them to have formed tribes revolving around the Wind, the Rain and the Storms. You're not limited to these three aspects, though you should ideally pick an aspect which is common in the enviroment around you. You can't draw that much strength from something which isn't there, just as Ful'mina's brood would be far weaker if storms were nonexistent across the mountain range.

MISC. MODIFICATIONS

Bequeathed Title 100

To differentiate between hunters of varying levels of expertise (and prevent novices from killing themselves venturing into places like Zokor), the King established a system of titles, ranging from the Novice to the Fabled. The greater the title, the more respect and freedom the Hunter is afforded, giving them access to more technology and opening up pathways previously closed off (for their own safety mostly).

In light of experience which you may already possess, this allows you to choose a rank anywhere between Novice and Duke. There's only three or four ranks in between the Duke and

the Fabled, but generally speaking as a Duke you'll be able to venture across most of Gnawnia with the full support from the folks at Digby. You can take this title and automatically be recognized for it anywhere else you go – basically you're wearing it like a badge. Granted, there's no telling what being a Duke might mean outside of Gnawnia, so it's probably best to do a bit of research before “putting on the badge”.

If you hunt enough mice, your title will improve, and you can choose whether you want to be recognized as that instead. Some people may prefer a title like Viceroy, or Elder, or Sage, instead of being a Duke.

Cheese Cuisine 100

Most hunters tend to use cheese in slices, as the mice don't seem to care about presentation so long as it happens to be cheese. The cheese could literally be on fire and some mice will still come to take a bite. But it doesn't hurt to be able to make the cheese more appealing – attracting a mouse is part of the hunt after all.

This teaches you all the skills you'd need to know in order to prepare an appetizing meal out of cheese and only cheese. Regardless of whether you're using radioactive cheese, moon cheese, or even ghost cheese, you'll be able to make a meal that isn't just edible but also delectable.

Rodent Tongue 100

If for some reason you feel the need to talk to the mice, this will grant you the ability to do exactly that, regardless of whether you're trying to talk to a native mouse in Gnawnia or a mouse elsewhere. There's no guarantee that they'll be interested enough to talk back, but there are many breeds of mice in Gnawnia sapient enough to hold extended conversations – unfortunately most of those breeds tend to be in extremely dangerous places where the mice have established societies on their own accord.

Glitchpaw Touch 200

Every now and then, there are reports from hunters of “world anomalies”. Certain environments seem to move at a different time for no apparent reason, cheese disappearing and reappearing on traps with no culprit to be found, instances of people jumping from one side of the known world to the other. Some people believe this to be the work of the Rifts, but the folks at Digby are convinced that this is the work of a very specific mouse breed.

While there's no conclusive evidence, they have developed a method for hunters (and technically mice) to manipulate their surroundings. This is most effective on technological hardware, with proven results in causing major bug accumulation. But even against biological creatures, this has had a pronounced effect on their mental state. You might wonder – why did the scientists bother doing this at all? Most of the scientists would likely shrug and tell you that they wanted to prove the phenomenon was possible (though they're not keen on divulging how they went about it).

Lunar Blessing 200

During specific times of the year, Gnawnia is visited by odd mice from regions unreachable by human means. Some of these mice harbour dangerous ambitions, some of them are just around to sightsee and taste the local cheese cuisine. But then there are some which are beneficial to the humans (Granted, this tends to encourage the humans to capture them).

The Animal Zodiac mice in particular have a strange blessing that they confer upon hunters (and you, in this case). Hunters experiencing this blessing find that the loot left behind by enemies increases in quantity, and enemies seem to leave things behind more frequently.

Lucky Golden Aura 200

While there's undoubtedly a certain measure of skill involved in hunting and preparation plays a large factor in terms of success, when it comes time for a mouse to bite the cheese, luck is an element that can't be overlooked. Normally, the idea that luck can rub off on something or someone is just a fanciful thought, but you can make it quite literal. This allows you to influence inanimate objects with your luck – basically the luckier you are the more effective the blessed object becomes. Traps activate at the right times, weapons land heavier hits, armour deflects blows easier without sustaining damage.

Eventually the effect will fade, but you'll have enough time to make good use of it while the effect is active. Should others use the blessed equipment in question, your luck will rub off on them as well. This doesn't come at the detriment of your own luck, though it'd be a hassle to keep a large amount of equipment constantly blessed.

Patience's Reward 200

If you're planning to get into the mousehunting business, you'll find that the most important element to have is patience. There'll be times when you'll go for hours without attracting even a single mouse, times when your bait goes stale before anything noteworthy happens and without patience, it'll feel like an exercise in futility.

This can help alleviate the tedium somewhat. Not that it'll make interesting things happen, but it will reduce the time you have to wait. As long as you're waiting for something to happen, and there's actually a chance that it can happen, that chance will steadily increase the longer you wait until it effectively becomes guaranteed. Something which would normally be a one in a thousand occurrence will eventually become a one in twenty occurrence – well, maybe not so exact, but you'll notice the difference.

[COMPANION MODIFICATIONS]

Companions cannot purchase companions or use import functions. If you want to use the function to give them followers, that's up to you. Companions can purchase items, it is bound to them, and not you.

Accompanying Friends 50/300/500

Import a companion for 50 CP; they gain 600 CP to spend.

You may import in a batch of 8 for 300 CP, with the same benefits, or in a batch of 20 for 500 CP, with the same benefits.

Resource Conversion 100 > 50

If you have an excess of points and a companion that can utilize it, this function allows you to transfer your points to them at a 2:1 ratio.

Major Presence 100/200

Across the world, there are some individuals that have stood out above others. Most Hunters are aware of Larry the Knight who tries really hard to help everyone all at once, and Ronza the travelling merchant is a name that many Hunters look forward to as she often brings goods that Hunters have never seen before. And among the mice...there are some pretty major names out there as well – the Quesada Queen, Icewing and her Generals, the Minotaur who just wants to retire from the whole mouse business. If you're looking to recruit a local for help, this will suffice if you can afford the fee. The discounted fee applies if you are willing to convince them to join you on your own time.

Companions gained this way do not gain CP. If you're using this to recruit mice, note that it works best for “Unique” breeds – you may be better off with the mice option below if you're looking for relatively standard breeds.

Digby Prototype Droids 50

This option can be considered either a Companion/Companion Group or as Followers. You can decide what works best – but this choice is made once.

Imported Companions can be inserted into this role at no extra cost, which gives them the appropriate droid form. Modifications you purchase will affect them. If there is a spare unit, you can also import yourself in as one of the units. This doesn't interfere with your background choice. Should you have too many companions and droid slots to spare, the excess companions can be imported into a droid – 1 companion per droid. (So if you imported 8, but you have 16, and you have 8 droids, the 8 companions can fill in the 8 droids)

When the laboratory of Digby collapsed as a consequence of the rampant experiments being conducted, the scientists that returned to the Town of Digby realized that they were going to be facing a manpower issue as the mouse outbreak was sure to drive people away. Their solution to this problem was to develop droids, and it was such an effective solution that they ended up developing droids not only for construction, but also for combating the mice, dealing with daily chores, handling long distance communication – if there's a task to be done, there's probably a droid that specializes in it. With this you can arrange for your own team of droids for personal use, and adapt them as you see fit. Your starting team has 4 droids.

Droid Options		
Option	Cost	Details
Squad Expansion	50	Each time this is taken, the number of droids at your disposal is increased by 4. [Modifications made apply to all units within reason]
Drillbot Upgrade	100	Designed with the intention to serve both large scale and precision construction purposes, the drillbot upgrade allows Droids to power an oversized drill bit, in addition to a set of mining lasers when the drill bit becomes too unwieldy. While these additions aren't rated for combat, Hunters have found that they can be used – at least for hunting mice.
Exoskeleton Shell	100	By defaults droids aren't very big, which can make some tasks a challenge. This modification addresses this problem in a rather roundabout way by effectively giving the droid its own mechanical outer shell. The droid isn't actually getting any bigger, it's just piloting something bigger than itself. Some mice have also made use of this exoskeleton technology in Zokor, but in comparison to the tech used by the mice, this provides more comprehensive protection.
Mounted Ice Blasters	100	With technology derived from the Icewing invaders, this gives your droids a ranged offensive option that can fire in two different modes. The steady stream is best used for freezing things in their tracks, whereas the burst shot variation is effective for standard suppression purposes. Because both modes rely on the cold fusion technology, the droids will need to refill on water or ice every so often.
NVMRC Forcefields	100	Installing the NVMRC forcefield onto your droids allows them to protect themselves from harmful environments – particularly corrosive environments or extreme temperatures. Naturally, the forcefield also offers a fair bit of physical protection, but sufficient force will see the droid turned into a pinball. It'll stay safe as long as the field is up, but the field won't stop them from being flung around.
Sandstorm Upgrade	100	Most effective when you absolutely need your droids to be absolutely massive, this transforms them into Sandstorm Monstrobots instead, easily ten or twenty times as large as a normal droid. Because the extreme size can be unwieldy for certain tasks, this modification is probably best applied to individual droid units rather than the entire squad. Designed for combat, the Monstrobot has multiple laser batteries in addition to reinforced combat manipulators for threats that move into close range.
Animatronic Bird	150	These are pets for your droids, if ever you thought they needed such a thing. It isn't clear how this clockwork bird operates, but it behaves no differently from a normal bird of prey, is somehow capable of conversing in the human tongue (and machine speech), and also happens to be capable of using rudimentary arcane magic. Aside from being strong support units for the droids, you could feasibly use these to give the droids a mouthpiece too.

Archmagus Droid	150	While a droid should technically be incapable of utilizing magic, this modification changes the core that sustains their operation to generate a bit of arcane energy, allowing them to cast simulacrum of spells. The intensity is high enough to be compared against normal spells, but the duration of these spells tend to be shorter than if a human were to cast the spell.
Dragon Slayer Cannons	150	The latest in dragon hunting technology, reverse engineered from a very dangerous brood of draconic mice. The cannon itself is larger than an unmodified droid, but because of the enchantments woven into it, droids can utilize these without any issue, firing massive beams of draconic energy (it might as well be dragon fire) at whatever target is within range. The weapon isn't without shortcomings, as there is a noticeable delay as the weapon cools down following a firing sequence.
Ninja Proficiency	150	This teaches your droids to be ninjas. It should be rather self explanatory. This modification is optimal for stealth oriented droids, utilizing a combination of reverse engineered Zokor technology and Shadow magic in order to conceal your droids, all they need to do is throw up a bit of smoke and they'll be completely invisible. Ninjato aren't included.
Organized Labyrinth Forward Base	200	Being as small as they are, it can be hard for droids to get around. In the underground environment of Digby this might not be much of a problem, but if you need to take the droids on field operations, this floating Labyrinth Cube can save you the trouble of finding a suitable means of transportation. Zokor Manaforge technology means that the Labyrinth Cube isn't just larger on the inside, it also rearranges to defend itself from boarders, so anyone take advantage of the entry portal on the cube's bottom surface. Its small size makes it easy to carry around, and the portal exit means that you can have a team of droids out on the field in a flash.
Intergalactic Positioning Chip	300	Need to keep an eye on your droids at all times? This might be a tad overkill, but the same technology used in the Event Horizon trap unit can be applied to your droids. This allows you to pinpoint their location, even if they happen to be in a completely different dimension. If you have the Labyrinth Cube, this will allow the cube to triangulate and warp the droid back to safety as well. In the absolute worst case scenario, the droid can utilize the chip to open a controlled singularity, sucking in everything around them aside from whatever is within the protected zone around the chip. After some time the singularity will burn out, along with the chip – it'll take a fair bit of time for the droid to repair the chip, so it is best not to have them use this haphazardly.

A Nest of Mice 50 CP

This option can be considered either a Companion/Companion Group or as Followers. You can decide what works best – but this choice is made once. As there is already a Mouse background, this cannot be taken as a form modification, and only excess companions (companions that weren't imported with CP) can be imported into this role.

Where there's a mouse, there's probably a couple more lurking in the shadows. Mice breed at a staggering rate, and worse still, the mice of Gnawnia seem to develop their capabilities at any early age. If you can't beat them, maybe you should consider getting some of them to help you out? This option allows you to recruit mice, provided that the mice aren't a unique breed and

overwhelmingly powerful (effectively, this option is for minion mice). You'll receive 4 mice to start with – you may choose what type of mice they are.

Mice Options		
Option	Cost	Details
Nest Expansion	50	Each time this option is taken, the amount of mice that you can command at a given time is increased by 3. For each set of 3 purchased, you can determine their breed, independent from the 4 starting mice.
Shrink Ray	50	This option allows you to shrink specific mice by half. For breeds which are already quite small such as the Micro mouse or Cherry Sprite, the effect is even more pronounced, and may lead to you having a hard time figuring out where they've gone because they're so small. This only has to be taken once, as once taken, it can be applied to the mice you wish. However, mice affected by this option cannot have Gargantua applied to it.
Gargantua	50	This option allows you to double the size of the target mouse. For certain breeds like the Gargantua mouse or the Goliath Field mouse this will have substantial effects, quite possibly leading to them dwarfing your average human. Similar to the Shrink Ray option, it only needs to be taken once, and is applied manually to the target mouse.
Dojo Training	100	An intensive training program to bestow upon your mice the ability to utilize chi, an energy force that is based off of their constitution and physical strength. Mice that are already physically oriented will benefit from this far more than mice which are magically inclined. Raises general durability and strength as well.
Flame Induction	100	The strict military training of the Marching Flame will instill enough discipline into your mice that they'll follow your orders without any hesitation. But more importantly it helps them with coordinating operations among their own number, the more mice there are in the group, the more effective this becomes, as their ability to plan and command improves dramatically. This effectively increases the entire group's intelligence every time it is taken.
Scholar Apprenticeship	100	By studying under various mice in Zokor's Scholar district, this will ensure that the latent magical abilities of your mice are drawn out. For most physically oriented mice, this doesn't have a particularly noticeable effect – but with mice where potential exists, they'll be able to call forth zombie mice to begin with, and from there it's up to them where they decide to develop. Their general affinity with spellcasting and curses will increase each time this is taken.
Wizard's Enchantment	100	Enhancing your mice by subjecting them to experiments that would make the Soul Binder proud, this allows you to “bless” your mice with a specific elemental affinity (Such as Fire, Earth, Lightning, Water, etc.). Some mice, such as the Water Sprite, may already have an elemental preference, this will allow them to take up another one. Every time this is taken, all of the mice in the group can take up an affinity with one element.
King & Pawns	150	The Technic and Mystic factions have been fighting for so long in Zugzwang's Tower that they've developed their own unique hierarchical structure, mimicking a chess set down to designating a mouse for every piece on the board. This modification allows your mice to do the same, and you don't have to stick to the Technic or Mystic themes though these can serve as a good reference point (technology oriented or magic oriented).
In mimicking a chess set, you should know that there's only one King and one Queen.		

		Regardless of the theme you decide to pursue, whichever mouse becomes the King serves as the centerpiece, sustaining and rallying the other mice around them. The Queen is the strongest, manifesting the theme in its entirety. Two Rooks serve as defensive experts, two knights serve as high mobility assault units, and two bishops serve as ranged experts. There's no limit on how many pawns you designate, besides the limit of how many mice you have.
Shattered	150	Warped by the energy of the Living Garden, mice affected by this modification will constantly radiate essence energy. Around plants this has an particularly noticeable effect, with the plants not just growing to abnormal sizes, but also becoming slightly enchanted with sufficient exposure. Aside from affecting plants, these mice are also capable of “rift hopping”, an odd practice where they'll tear a hole in the fabric of space around them and use it like a mouse hole to pop out somewhere else. Thankfully, they have the presence of mind to close up their rat holes when they're finished.
Mountain Queen's Blessing	200	One could argue that being permanently charged with purple lightning isn't exactly beneficial, even if said lightning doesn't harm the mouse. This applies to the entire group, but can be toggled off, which is nice, because to channel this ability, the mouse in question will effectively be calling down a thundestorm. While channeling the power, they can freely direct the lightning, but unlike some of the more proficient mice in Ful'mina's brood, they'll be fixed in place while doing this. Should the mice channeling this already be a member of Ful'mina's brood or be naturally capable of manipulating electricity, this serves to help them quickly recover energy. Because Zokor's three branches don't exactly get along, this applies to the entire group of mice, but only one of the following can be chosen, reflecting a focus in one of the three major schools that represent the pinnacle of Zokor's development. These three schools are the Scholar, Tech, and Fealty factions.
Zokor Initiates	200	In order to survive the Soul Binder's manic paranoia, the Scholar Mice have had to master the art of soulbinding – not just to protect their own spirit, but also siphon away souls to feed the Soul Binder's unquenchable thirst. They may be free now, but their abilities remain intact. The Fealty mice are Zokor's military branch, specializing in the use of abnormally heavy armour and heavy weaponry, often seen with weapons several times their size. Their leader, the Paladin Weapons Master, is never seen without six or seven weapons, leading some to wonder just where he keeps them all. Lastly, the Tech faction, lead by the Manaforge Smith, provides Zokor with all of its technology – the mice from this faction are all competent trapologists, capable of fabricating traps in the field using their Manaforge technology.
Rift Charged	300	The influence of the Rift is strong enough that the latent powers of the affected mouse will surge to abnormal levels. Mice which were already physically strong before will now outstrip human opponents regardless of the size difference. Mice which were magically inclined will now be able to cast spells at a level comparable to human wizards. But, because they happen to be charged with rift energy, they'll also passively radiate rift energy into their environment, causing it to accumulate over time. Rift charged mice tend to have just a little bit too much energy, so it would probably be for the best if you had some means of siphoning it away.

[ITEMS]

The **Travelling Merchant** background has 700 points to use strictly for purchases in this category.

EXTENDED ITEMS

Items in this category have a default function, but one of the branches can be chosen for free as an “extension”. Items can be purchased multiple times, each with different extensions. The same item can be modified to include more than one extension (the cost is the same as purchasing the item again), but in the case of some items, it may be more efficient to purchase another copy rather than to combine the functions – and vice versa.

Hunter's Log 50

A small notebook enchanted to keep a record of where you've been and your recent actions and travel route, effectively serving as a diary of sorts. It isn't strictly limited to you either, it'll also track the effectiveness of any traps that you've laid out in the vicinity. Records are kept for the mice that you've managed to subdue, but you can arrange for information to be retained about monsters and animals which aren't mice as well.

Extensions	Details
Cartographer's Log	The logbook is appended with a section specifically dedicated to maps of the world you are currently residing in. Upon visiting a location, the book will update, detailing information regarding the location in a travel guide manner as you explore more of the area. It may interest you more that having access to the book allows you to transport yourself to visited locations, you just need to expend some magic.
Essence Charged Book of Recipes	In the days when a thriving community built up a settlement in the Living Garden, this book served to record the research efforts into the mysterious essence produced by the Garden. But then the Garden broke out in chaos and all traces of the community was lost. Nowadays, only the mice remain, twisted and warped by the Garden's influence. Well, not just the mice. This book still serves its old role, recording the various flora and spiritual energies that manifest in its surroundings. In the Garden, as the mice leave behind spiritual plant essence, the book will suck it in and store it – creating a repository of essence that you fuse or use to enhance other things. Should you leave Gnawnia, this will extend to similar “essence” materials.
Spellbound Tome Sprites	Originally designed to destroy books, these sprites have been enchanted to now protect books. It makes for an extremely destructive spellcaster provided that it has enough arcane energy to feed off of, and this tome will passively convert and store arcane energy from its environment thanks to research efforts from the Fort Rox Meteor crew. If you have other magical tomes, this extension allows you to take a portion of the magic within that tome and make similar sprites. Could be useful if there's a certain library full of spellbooks that you're looking to keep safe. Unless you're going to feed them arcane energy yourself however, you'll probably want to keep this book around to feed the sprites.

Tome of Curses

Deep in the Sandtail Desert, there is rumoured to be an entire city lost in time. Granted, places being lost in time aren't unheard of, but if the rumors are true, this is not Zugzwang's doing but something else. Some Hunters believe that this book, normally seen in the possession of a very peculiar mouse known as the Essence Guardian, is proof that the city exists, and proof that a very substantial threat looms over the horizon.

As the name implies, this Tome serves to contain and suppress curses. Just as a mouse eats cheese, the book eats curses (which can be as simple as opening the book when a curse is cast on you and using it like a shield). So long as you're carrying the book around and it is properly fed, the book will manifest an invisible barrier to protect you from attacks, cursing those who strike the barrier. You can use the tome like a normal spell book and cast curses with it as well, but it'll drain from the book's stock of curses.

Cheese Factory 100

In a kingdom where cheese production is the lifeline of every hunter, having your own personal cheese factory should come in handy. A medium sized facility, this provides you with a steady supply line of cheese, with selections such as Brie, Cheddar, and Swiss. You don't need to worry about the logistics behind operations, but you should probably solve the inventory problem, as production will stop if there is no place to store the cheese. Having too much cheese around in one spot will undoubtedly attract mice.

Extensions	Details
Brine Cauldron	A special cheese vat, named the cauldron because its primary function is to serve as an injection point for various potions. When a potion is fed into the vat here, the cheese which is produced will be changed based on the potion inserted. Only a single potion needs to be fed, the vat itself will use the potion as a template model. You can slot in multiple potions at once, but this will likely create a very anomalous cheese, and all guarantees of it being edible are thrown out the window. If necessary, you can obtain additional independent cauldrons for 50 points each.
Curd Pump	This pump assembly is inexplicably linked to somewhere, because as soon as it is activated, a steady stream of liquid curd will be pumped into the reservoir tanks that come with this extension. It's best not to approach the pump while it is in operation, because the curd is extremely hot and based on gauge readings, wherever the pump is pulling from, this is high pressure cheese curd that it's drawing out. The liquid curd that accumulates isn't particularly tasty, it needs some fine tuning to be really considered good to eat. But it is much easier to shape than solid cheese making it easier to cook with. Because the curd is stored in several reservoirs, you can season different batches using the tank inlets.
Essence Infuser	Since the start of the mouse problem, there has been one type of cheese that has been seen as the most reliable for luring in mice. But this cheese, the fabled super brie, happens to be an enchanted type of cheese – meaning that your average Hunter will be hard pressed to accumulate them without delving into the coffers. Unlike the rest of the factory, this machine requires an external catalyst to function, namely some source of magic or arcane energy. As long as energy is fed into the machine, it'll take otherwise normal cheese and supercharge it, enhancing the taste, which naturally means it'll draw in more mice...and probably some people as well. The cheese produced in this fashion are “theft resistant” - attempts to

	steal it will just end up with the cheese vanishing and reappearing in the owner's inventory, wherever that may be.
Mist Sprayer	Having experienced the very particular tastes of mice in the Living Gardens, Hunters were aware that they would probably need a specific type of cheese to tackle the Rifts that had popped up across the land. This led to an initiative for harnessing the power of the Rift. While the most progress was made in terms of traps, sufficient headway was made allowing for this cheese fabricator add on to be effective. This add on is affixed near the tail end of the production chain, taking otherwise normal cheese and coating it in a thick layer of Mist, effectively water vapor tainted by the miniature rift nested inside the unit. Don't worry, there aren't any mice in there. The modified cheese is usable within the rift to attract the very picky rift natives, and the mist enchantment means that the cheese won't turn stale. If you don't want to use the device to make cheese, do note that if you throw some pebbles into a jar and direct the sprayer there, eventually enough mist will infuse the pebbles to generate “Rift Stars” - something which Hunters typically use for lighting. It's generally considered a bit overkill as the rift energy is strong enough to power high intensity lasers, but it makes for pretty lanterns.

Cold Fusion Fabrication Unit 100

Cold fusion is a scientific breakthrough made by the Icewing Invasion force, designed for use against the Kingdom's ships and fortifications. The inner workings of this machine are blackboxed away, but as long as you throw in some snow or near freezing water, the machine will spit out cold fusion canisters. Be careful when you handle these canisters, if you accidentally detonate them, it'll engulf the area in an intense burst of heat. The Icewing tribe have managed to make bombs out of these capable of melting entire glaciers in the blink of an eye, that much heat can't be good for anyone in the blast vicinity.

Extensions	Details
Cold Fusion Excavation Explosive	This extension lies the closest to the original Icewing design, seeing use primarily in the construction of Iceberg vessels. The fabrication unit will be upgraded to allow for the creation of shaped charges, controlling the yield and the blast dispersion for each individual canister produced. In addition, this allows the fabrication unit to manufacture a specialized “Liquification Charge”, which effectively saturates a large region in excessive moisture while melting snow and ice instantly.
Dissonance Laser Array	An overhaul of the fabrication unit with Rift Technology applied to it, this extension allows for the fabrication unit to defend itself by channelling the cold fusion energy into a concentrated laser beam. If the mice think they can overwhelm the assembly with sheer numbers, they'll be in for a surprise as the Rift Mirror assembly unfolds, allowing a single beam to split into multiple beams. Between the cold fusion energy and the ambient rift energy, targets struck with the beam will be slowed to a crawl, if they aren't outright disintegrated.
Marching Flame Fusion Ordinance	The Marching Flame heavily favours heavy ordinance. When tossing soldiers at the problem doesn't work, they'll call in artillery strikes and the ordinance crew to bombard it into sand. The cold fusion technology has its uses for them, but it is in Marching Flame tradition to plunder and adapt whatever technology they find rather than use it as is. The result is a Flame Fusion Charge, an explosive made to turn sand into glass, and reduce the entirety of Muridae to rubble. While there is a clear difference in terms of destructive potential, the Marching Flame modifications have made it so that the Flame Fusion

	Charge starts firestorms wherever the charges are detonated. How does feeding a machine ice and water create an explosive firebomb? No one knows, but then again, no one knows how the Marching Flame procured their flameblades either.
Nightfire Ballista	When the meteor made landfall outside of Fort Rox, no one knew what to expect of it, but the last thing that anyone expected was for the meteor to carry with it mice from outer space. It wasn't long until the first waves of the alien force came knocking on the Fort's doors, and fortifications had to be constructed in a hurry. But now that the initial waves have been endured, some breakthroughs have been made by studying the alien mice's abilities. The Nightfire Ballista has been reverse engineered based on the peculiar Nightfire Mice. There's some talk that perhaps, inside the blackboxed machine, there's a couple Nightfire Mice that have taken up residence, but whether that's true or not, there's no denying that the devastating lightning storms generated by the machine now wreak havoc whenever it is deployed. The machine seems smart enough to determine when a lightning bolt is necessary versus a blanketing storm, so perhaps there's some merit to the rumor. Hunters that have encountered the Nightfire Mice before will surely recognize what is commonly referred to as "space tempests".

Dungeoneering Toolkit 100

Though normally used by cartographers who are sent out to scout areas before the Hunters suppress the region, this toolkit has some popularity amongst Hunters as well, especially as Hunters find themselves exploring into much more elaborate terrain and the mice have established fortified positions against them.

The simple mapping device is handy for navigating the underground caverns across Gnawnia, and a location pinpointer ensures that you won't get lost even if you spend days in the grottos. The survival kit is something that cartographers prefer to rely on last, but has saved plenty from an early death out in the harshest environments. The cartographers' favorite tool however, would be the stealth kit, used to avoid attention so their cartography efforts can proceed unhindered. In dangerous regions such as the Labyrinth of Zokor and the Depths of the Gnawnia Sea, this can really come in handy.

Extensions	Details
Drillbot Mini	When you need an exit in a hurry, this drillbot mini will be your proverbial escape rope. The drilling arm is strong enough to punch through tungsten, and the integrate scanners allow the drillbot to stop if there's the threat of a cave in. Naturally, if you're just trying to get a barricade out of the way or trying to blast through a fortified Marching Flame outpost, there's no need to worry about a cave in. Just be wary that while the drillbot mini is exceptionally durable for its size, it can be destroyed by excessive force, and unless you repair it on the spot, you'll have to wait a while until it reforms itself.
Labyrinth Manipulator	In the depths of the Hollow Heights region, there lies an ancient labyrinth guarding the gates to a hyper advanced mouse civilization only known as Zokor. Leaving Zokor is easy, entering is difficult, not only because the labyrinth lies at the depths of the fungal cavern network, but also because the Labyrinth has been known to shift randomly. Mapping the labyrinth is a task that cartographers have utterly given up on, thanks to the revelation that the labyrinth may perhaps just be endless, surmised to be a pocket

dimension of its own.

This tool serves to simplify navigating the labyrinth. Accepting that the labyrinth is unsolvable, the pair of tools here serve to constrain the amount of possibilities so that the Hunter isn't overwhelmed. The Rearrangement Unit, an odd little cube, allows for one to “rearrange” parts of a dungeon that they've already traversed, or randomly change upcoming sections of a dungeon that have yet to be traversed. This can lead to entirely new branches opening up, and is commonly used when Hunters need to avoid certain enemies. The lantern that completes the set is made to shine in the direction of a safe exit, but it can be calibrated to find the entrance in the event that you need to make a hasty retreat. These tools maintain their function even when used outside the Labyrinth, but generally speaking Hunters don't see much reason to use them elsewhere – there just isn't anywhere quite as complex as the Labyrinth.

Some cartographers like to do a bit of treasure hunting on the side, and in this field you'll find one of the oddest interactions between man and mouse. The Relic Hunter mouse has an odd “gentlemen's agreement” with human treasure hunters – it trades treasure maps that it has sniffed out in exchange for relics and artifacts in the human's possession. Some Hunters consider the Relic Hunter one of the few “acceptable” mice, as they have built an industry around digging up hidden treasure.

Relic Scanner

This unit helps you find a very specific type of artifact, a weird jade mouse statue, regardless of where you go. Once it pinpoints the existence of this artifact, it'll let out a chime to alert you, and then it's up to you whether you want to forage around your surroundings to find it. So long as you have one of these mouse artifacts in your possession, there's a chance that a Relic Hunter mouse will come to pay you a visit and arrange for a trade. Don't ask how they show up, even in Gnawnia, keeping track of these inquisitive critters is sometimes seen as an exercise in futility. Should you accept their offer, you'll be left with a treasure map, the contents of which reflect the region that you're in.

A tool to open and close rifts...if it were so easy, Gnawnia would not be facing its current mouse predicament. The Rift Manipulator here is a prototype device intended to help contain the rift anomalies spread across the land, but due to the overwhelming force from the other side, it was never capable of closing the rifts outright. With Hunters going in and out as part of the suppression effort, it wouldn't be very nice to lock them inside a rift.

Rift Manipulator

What it can do however, is create a “sieve” over the rift, limiting the traffic that can move through, similar to what the Wizard Zugzwang did to protect his tower. While he elected to filter all biological lifeforms, the sieve you place can be species selective or power selective (in that entities above a certain level can't pass through). So long as you're carrying this device, you don't have to worry about the sieve affecting you.

Naturally, you can use the manipulator to open a rift, though if you're attempting to open a rift in a place where there is none, you're likely to just find yourself in a limited pocket dimension with very little in it. It probably isn't wise to use this haphazardly if you know that other dimensions exist with extreme hazards.

The Garden Bed 100

With the intense focus which was placed on scientific progress, you'll find that human society isn't particularly interested in agricultural ventures. Beyond development for basic sustenance and niche instance of flora weaponization, people just aren't all that interested in plants. If you're interested in growing plants however, there's a wide variety of exotic plants to be found across Gnawnia, particularly in the regions yet to be explored by humans. This field is effectively designed to cultivate plants from all over Gnawnia, and should you not have seeds, the field is prepared so that you can transplant a section of the plant into the ground, and a new plant will grow in its place. Plants grow on their own accord here, though if you enjoy gardening it doesn't hurt to take care of the plants.

To ward off mice and other potential nuisances, sentries are also grown here – namely, gigantic venus mouse trap plants that cull threats to the garden. Generally speaking, the garden is big enough to handle four of these without any nutritional issues.

Extensions	Details
Underground Cavern	An extension adding a large cavern chamber to the existing field. Normal crops don't fare well within the cavern thanks to the lack of sunlight, but due to the minerals that naturally spring out of the walls reflecting light, a single lantern can light up most of the cavern, at least for walking about. The cavern is best suited for growing nightshade and various types of fungi, the pool of water that flows in from nowhere keeps a part of the cavern relatively humid. In the Hollow Heights region where nightshade is commonly found, there are some mice which have mastered the art of growing plants underground. One such mouse is the Nightshade Maiden, a resident of the mountain range who is commonly recognized among mice as a leading authority in gardening involving nightshade and all sorts of fungi. Relatively demure and more concerned with gardening than being a nuisance, the breed can serve as a helpful helper if you can find them, though you might soon realize that they'll work on expanding their expertise with other plants too, should you allow them access to other gardens.
Seasonal Fields	A specialized field addition, this field routinely cycles through the season, and crops planted here with grow at an accelerated rate, provided that the season is correct for the given crop. The cycle sustains itself regardless of what the actual season outside the field happens to be, so you may run into a situation where the field is in the middle of Winter but outside the field it happens to be Summer. Because the seasons change so rapidly, mice tend to avoid this field, but maintaining it can take a bit more work due to the “time” difference. If you need help, there are mice which have adapted to a similar environment - “Familiar” mice that have somehow become one with the seasons. With a “Familiar” mouse present, you can arrange for the field to be “locked” in a single season. Just have cheese handy to keep it content, at least starting off.
Elevated Garden	A field addition floating in the sky, anchored to the ground by heavy enchanted chains, it's unclear what causes the field itself to float, but the fact that it is floating doesn't seem to affect its capability to grow plants. The elevated field is in a perpetual state of either gusting winds, heavy rainfall, or intense thunderstorms. Normally, this would make for a terrible environment for plants to grow in. But in the Moussu Pichu region, there are plants which grow specifically under these conditions, namely the

	Arcanevine and the Shadowvine. As the names imply, both of these vines are inherently magical, and when fused, they can be used to form extremely intense storms regardless of the weather – at least until the magic within them is expended. Expended vines are still quite sturdy thanks to the field infusing magic all throughout the growth process, but if left in the garden, they'll eventually recharge, almost like organic electric cables. If you have this field out in the open while you're in Gnawnia, be wary that mice may visit even though it happens to be up in the air. The Thundering Watcher mice and the Violet Stormchild mice in particular are drawn to intense storms, and Moussu Pichu being as isolated as it is, they don't have much familiarity when it comes to humans...or other mice. Thankfully you won't have to worry about the Mountain Queen herself...
Goliath Field	At first glance this is an ordinary meadow. But if you stare at it long enough, you'll notice that the field seems to move ever so slightly. This field is alive, actually just the hardened outer layer of a massive Goliath Field Mouse, perpetually kept in a state of dreaming. Planting crops doesn't seem to affect it in any negative way, it might even react as though you're massaging its back. The Rift energy that the Goliath Field Mouse constantly exudes is enough to make plants grow to massive proportions. But it isn't just plants, and so you should be wary should small animals decide to take up residence there. In the Rift that opened up near Gnawnia, what was once relatively normal mouse have grown to bizarre proportions, some have fused with diamonds, some have become one with lightning, others seem to be created entirely from the Goliath Field's dreams. Thankfully, running into such a creation is rare, and these mice are generally “enlightened” enough that they'll recognize you as a neutral, if not a friendly party.

Prototype Mouse 100

A byproduct of the experiments conducted in the old Laboratory, these mice aren't particularly useful in their current state because the artificial intelligence which has been installed is rudimentary. While they make for moderately useful helpers in small tasks (emphasis on small) and they can serve as good observers, you'll have to figure out what it is you want them for.

Maybe you just wanted to have some mouse robot followers?

These come in a set of 4 per purchase, but note that if an extension is chosen, it applies to all 4.

Extensions	Details
Reprogramed RR-8	Originally used as sentry units by the Tech Faction of Zokor, finding these is a challenge because their spiked gyro ball allows them to traverse across ceilings and walls at high speeds, capturing them is difficult given their tendency to run away on contact. But now reprogrammed, you can use these very effectively as first response and even force recon units if the situation demands it. While they don't have any built in weapons, they can be used to deliver small payloads or set up makeshift traps.
M400 Mk. II	The M-400 was the original pet project of the Digby Researchers. But then it became convinced that humans were the enemy, and it managed to clone itself in vast quantities, all of which were convinced that humans were the enemy. Thankfully, this unit doesn't have that problem, but it is still capable of transforming into other mice and mimicking them while conducting its field observation duties. Even if

	it encounters the original M-400 series, thankfully none of them can tell the difference, and it is sufficiently armed to take them out. You could consider it a Hunter Killer to an extent.
Spellbound Infiltrator	Originally designed to penetrate the Wizard Zugzwang's barrier, over time outdated models were simply discarded as the obsessed Zurreal made improvements on the design. However, the original model still has its merits. For one, now that the control spell on it has be rewritten, it happens to be loyal to you. But on top of this, it has no physical signature, no life force, nothing for even the advanced scanners of Zokor to detect. Once its Infiltration Field is active, it is effectively “out of phase” with reality until it arrives to its target location. Very effective at stealth operations.
Stone Guardian	This extension is most suited for physical engagements. It basically doesn't even resemble a mouse at this point, rather a giant statue, with a chained flail that it swings about to destroy whatever is standing in its way. Because it is made out of living stone, it is capable of repairing itself by assimilating stone fragments from its surroundings. Makes for a good soldier unit.

STANDARD SHOP STOCK

The following stock does not have the same “branching” progression as the ones above.

Haunted Mouse Galleon 50

Ghost mice and undead mice aren't unheard of, in some regions they're quite common, but ghost pirate mice on the other hand are somewhat rare, since for the most part even mice look down on piracy, aside from stealing cheese. The few ghost pirate mice which exist rarely terrorize Gnawnia except during specific times of the year when “the mood is right”.

That being said, they're not always successful in their ventures, and this galleon is proof of that.

The galleon still works, and while it isn't anywhere near as big as a human boat, the mouse scale cannons do a perfectly good job of destroying the landscape and the galleon, being ethereal in nature, simply floats above land and sea. If you can capture enough mice to man the ship, it'll float about collecting gold coins for you. Mice of an ethereal or arcane variety works best, not just because of the theme, but rather than corporeal mice might find it a headache to live on a haunted ship.

Emergency Cheese Basket 50

If you happen to be stuck in the wilderness, away from all traces of civilization and your food reserves are running low, this cheese basket might come in handy. It comes stuffed with cheese, which even if you don't want to eat, can come in handy for luring mice to a trap. If you happen to empty the basket, another one will be airdropped to you...even if you happen to be underground or underwater. Don't question how it works, no one really knows why every merchant seems to prefer travelling by airship.

Arcane Hammer 100

Experienced hunters will always advise newcomers to keep a toolbox handy, because you never know when you might need to disassemble your trap, or set up a barricade when the legions of mice come knocking. This hammer might not be able to do it all, but it'll help plenty when it comes to disassembly – it was enchanted specifically to break things down into reusable components. People learned how important resource conservation was after the first few disasters at Digby.

But oddly enough, whenever something is deconstructed with this hammer, it leaves behind a bit of magic essence, the same kind of magic essence that is normally used to enchant cheese. Maybe you can apply this to reinforce other things as well?

Charm Weaver 100

In the history of trap development, charms are a relatively new addition to the paradigm, but they're an addition that hunters appreciate greatly, as there are certain breeds which require specific charms to lure out into the open. Charm crafting is usually a resource intensive process, but the scientists at Digby have developed a machine that simplifies the crafting process. It just happens to be a little inconsistent when it comes to output.

The machine is simple, if it is fed magical artifacts, it takes those artifacts and grinds them up into small enchanted fragments – something that artisans will recognize as charmbits. Then all you need to do is throw in a base vessel for the charm, local artisans like to use marbles, and add in a catalyst – water collection charms are made using plant essence as a catalyst as an example. You can experiment and see what kind of charms you prefer to create – the more you use the machine for specific charms, the more reliable it will become.

Cheese-sweeper 100

Based on the appearance, you'd think that this is a minesweeping unit, but rather than finding explosives, this is actually used to find eggs. In spite of its name, it is in fact, more effective at finding eggs than cheese. In Gnawnia, if you have this device out, it'll occasionally alert you to the presence of an egg or a cheese wheel, but nine times out of ten it'll be an egg.

The eggs you'll find come in all varieties, and while they'll never hatch into anything, they contain various supplies such as gold, herbs, charms, potions, and well...sometimes slices of cheese. You can just crack them open and collect the contents, or make a collection of them if you like the design. This device will continue to function even if you wander away from Gnawnia, though how it continues to find eggs and the rare cheese wheel is anyone's guess.

Waste Processing Barrel 100

To this day, the Toxic Spill just outside the Laboratory of Digby serves as a grim reminder of the consequences for not following safety protocols. With the mutated mice that now consider the

Toxic Spill their own territory, the clean up process has been an uphill battle, but as necessity breeds innovation, we now have a state of the art waste refinement unit. Namely, this barrel.

This barrel takes any sort of waste and converts it into a stable recycled product. Be it radiation, pathogen contamination, chemical instability or otherwise, the barrel is capable of rendering it into the same product – which scientists refer to as Pollutinium. Its inherent properties allow for it to be used as construction material even in highly corrosive environments, and it isn't uncommon for Hunters to commission trap retrofits using pollutinium, especially if they anticipate operating in places like the Toxic Spill. It's been said that some people even use it in making empowered cheese, with proven results.

Wizard's Scarf 100

A long time ago, giant octopi (not the mouse variety) used to be a problem for those consider nautical exploration off of the Gnawnia coast. But the Wizard Zugzwang subjugated the most fiercesome octopus out there (who answers to Bubbles), and that led to a new age for sailors all over the land (until they encountered the mice of the Tribal Isles anyways).

Zugzwang is long gone, but his scarf remains, and Bubbles still answers to it oddly enough. As long as you have it on you, you can call Bubbles forth to help out, though there's still some doubt as to whether it is the real octopus or just a suspicious gigantic animated replica. Either way, it does a really good job at wrecking things, be it boats, bathyspheres, bomb shelters, or birthday cakes. But if you need its help for something else, it'll still agree grudgingly – you can ply it with cakes though.

Automated Golem Unit 200

Magical golems have been around for quite some time, though it has only been in recent years where Hunters adapted them for use in mousehunting. But their uses stretch far beyond mousehunting, if only because they tend to be more durable than humans, more consistent at their tasks than humans, and well – they're about as obedient as you can get for a helper. The Golems here serve as followers – if destroyed they'll reappear in a safe spot in due time and return to you for new instructions. Each purchase gets you a single Golem, though you can choose what type you'd like to obtain.

Mice Options	
Golem Type	Details
Cat Golem	Anyone that sees this would be convinced that it's simply a cat statue, but then it'll come to life, and not just that, but it'll go about hunting mice on its own accord – though if you have a piece of bait cheese lying about, it'll patiently wait until a mouse comes by. If it's mouse catching that you want the golem to focus on, this is the best variant to go for.
Chest Golem	As a chest it is entirely functional, but the golem mechanism activates whenever anything attempts to open it that does not have the necessary clearance. It'll proceed to store whatever is inside in a pocket dimension, before transforming and engaging in combat. Amazingly nimble and amazingly quick, this

	golem's preferred tactic is to overwhelm an enemy by continually jumping at their face and attempt to suck it into yet another pocket dimension. With mice, this works spectacularly, because most mice tend to be smaller than the chest golem.
Cupcake Golem	At a glance, it's basically a giant cupcake. And yes, the cupcake is edible, though it would prefer if you don't eat it, because it takes quite some time to repair – but if you're really hungry it'll let it go. When a target that it needs to apprehend approaches however, it'll whip out a military grade flamethrower and torch everything in its surroundings. No thieves allowed.
Geyser Sentinel	A golem that might as well be the incarnation of a pyroclastic flow. The magma core that sustains it is fueled by biological material, which is usually mice, and its physical strength is greater than any of the golems on offer. There's no element of surprise when it comes to this golem, should an enemy stray by, it will either incinerate them, or toss them into the core and incinerate them. Because its core is so ridiculously hot, it can actually be used for small terraforming projects. But if you want it to do that, you should have a stock of food ready to fuel the core.
Guardian Golem	The jack of all trades when it comes to golems, prized for its ability to switch its elemental affinity, cycling between Arcane, Hydro, Forgotten, Tactical and Physical. The latter two are relatively straightforward, with the tactical variant being slightly better prepared to handle groups whereas the physical counterpart is better suited for single targets. The hydro variant is great for putting out flames or cooling an area down in a pinch. The arcane variant is a strong spellcaster, and the forgotten variant is particularly effective against supernatural entities. Individually they're not as strong as the other golems, but their flexibility lets them perform adequately in a wide range of circumstances.
Sand Sentinel	As the name implies, this golem is suited for desert operations, both in terms of construction and combat. It blends in well in any desert that has relatively normal sand, and its ability to move through the sand allows it to quickly travel through deserts. If you want, it'll even let you sit on its head while it moves about. No need to trudge through the sand again!

Floating Airship 200 (Free for Travelling Merchant)

From time to time, merchants travel to Gnawnia from overseas, but since the ground routes have been overrun by mice and the naval routes aren't particularly safe around the Tribal Isles, many merchants have opted to use airships instead. While there are certainly other means of travelling that the scientists at Digby have developed, there is a certain charm to flying around in what might as well be a dirigible.

There are enough cabins on board to house a small crew, and the amenities to support them. Since these are generally made for trade purposes, there's also a fairly large cargo hold, with systems in place to ensure that a mice-free environment.

Mousehunting Equipment Triad 200 (Discounted for Hunter)

Nowadays, every hunter is advised to go out into the field with nothing less than a reliable trap, a sturdy base to put the trap on, and a reserve supply of charms just in case they run into a problem – this advice is given even to those hunting close to Gnawnia where it is relatively safe. Should you not have any of this equipment, you can purchase it here – you'll be given a trap, a

base, and a pouch that refills with a single charm of your choice. You'll still have to supply your own cheese, but that's the pains that every hunter has to deal with.

Zugzwang's Chess Set 200

After a period of wandering, Zugzwang set to compiling his research and withdrew into the magical tower that he called home. But by this time, the mice were aware that one of their nemesis was compiling information on their weaknesses, and there were many who drew up plans to break in to Zugzwang's Tower and take his knowledge for themselves. Zugzwang, in his wisdom, created a boundary field that kept the mice out for a time – but it was his second creation which served as the active deterrance measure, a chess set which actively exterminated any mice that slipped inside.

Zugzwang may be gone, but his chess set remains and many replicas have been made, though most trapologists still don't really understand the magic that goes into enchanting each piece. There's an entire set's worth of pieces here for you to deploy, and while they're most effective at hunting mice, it doesn't mean they can't fight other creatures too. And of course, you can just use them to play chess, just don't tell your opponent that your pieces can move on their own accord.

Biomolecular Reconfiguration & External Augmentation Device (B.R.E.A.D.) 300

In the heyday of the Digby Laboratory, there were scientists whose dream it was to create a type of mouse which could adapt to its surroundings and infiltrate mouse society, relaying information on different mouse breeds back to its masters. They succeeded, except for the part where the “mouse” (which really wasn't a mouse) became convinced that humans were the enemy and subsequently destroyed the lab.

Part of the technology, namely the part that allowed for the scientists to “reconfigure” a mouse and “augment” it to better fit its mission, still exists. Some of the mutant mice in the Toxic Spill have been utilizing it to make strange new additions to their bodies, like giant mechanical mouths and generator cores.

This machine, basically a testing vat, allows you to take what should normally be a purely organic creature, and reconfigure it into something similar but different. You can take a white mouse and turn it into a gargantua mouse or a dragon mouse (it just has to stay a mouse), or you can use the machine in the same fashion as the mice, and attach so many mechanical appendages to a mouse that it might as well be an octopus.

Mega-Mechabot Supreme (Me.Me.S) 300

A long time ago, the idea struck a scientist that if the mice were to eventually master the technology at their disposal, they would likely build a superweapon to offset the size difference between mice and men. What if they were to build a weapon that would dwarf a man? Then surely, the traps that Hunters used would be completely ineffective. In a stroke of tunnel

vision, the scientist never considered how the mice would construct such a weapon, much less operate it. Though years later, there would be mice that managed to create a gigantic weapon, it turned out to be as ineffective as one would expect.

That didn't stop him from creating a gigantic robot, one that dwarfed both men and mice. But it was relegated to storage about as soon as it was assembled. For one thing, it was too large to be effective against mice. For another, no one knew how to operate the darn thing, not even the scientist who made it. This is effectively a super robot and while modern technology has made it feasible to operate in terms of power restrictions, there's still the issue of installing a control system that you're going to have to overcome.

Alternatively, you could always implement an artificial intelligence to have it operate itself – but what would you even have it do? There are already Drillbots for standard construction, Golems for terraforming, and Droids for surveying. Perhaps if you needed help with flattening a kingdom or chucking a few icebergs out of the way?

[SITUATIONAL MODIFIERS]

While there's no cap on the amount of points you can obtain here, be wary that some combinations will likely cause severe problems.

Infestation +100

The Kingdom of Gnawnia has a well known problem with mice, but before this, it was still manageable to a degree – the combined efforts of countless hunters was enough to keep it under control. But now there are more mice than the kingdom knows what to do with – and it isn't just a human problem either: more mice means more competition, and it won't be long until the population starts to starve, both human and mice. The mice which were already present across the regions have made fortifications to prevent outsiders from infiltrating and taking what is theirs – but it'll only be a matter of time before the tide overwhelms these “bastions”. This won't bode well, be it for mouse or man.

Meteor Shower +100

Meteors aren't something that most people in the kingdom would ever worry about, after all, there's only been one documented meteor impact. But when pressed, citizens of Gnawnia will likely admit that the thought of space invaders of the rodent variety is somewhat unsettling. What's worse, that one documented meteor impact did in fact bring along space rodents, and now they've found a way to call home.

Keep your eyes to the skies and find sturdy cover if you see fireballs in the distance, because there are more of the cosmic critters coming, and riding a meteor down to the ground just happens to be their preferred form of transportation. These mice don't consider the mice native to Gnawnia their brethren – but rather as competition for the cheese that they came to ransack this planet for, and that even includes the mice who called down the meteors in the first place! They might come from outer space, but they're not the smartest bunch for sure.

Empty Pantry +100

Cheesemaking is a rather intensive process, and while Gnawnia has made massive leaps in the science and technology that sustains cheese production, that pales in comparison to the rate at which the mice reproduce. The problem was bound to happen sooner or later, and well, it's here now: the kingdom has effectively run out of cheese.

Now certainly, if you've procured means of cheese production, that means you don't need to worry – especially if you're a cheese lover yourself. But word will spread that you're in possession of the last remaining stockpile of cheese, and both men and mice alike will come to you in hopes of “liberating” some cheese. On the other hand, if you have no cheese

yourself...well, better prepare yourself as the mice adapt to eating other things – anything from ore deposits, to buildings, to people, even each other...

Propensity for Failure +200

Now and then, everyone has a bad day where nothing seems to go right. The mice are biting, there's no cheese to be found anywhere, humans and mice are stealing from each other's stash. If it were limited to just a spot of misfortune now and then, it probably wouldn't be an issue. But maybe the Gods hate you, or maybe they hate everyone, but misfortune is on the rise. Well, if it is the Gods, at least they don't discriminate between mice and men.

Everybody seems to run into mishaps. Hunters can't seem to catch anything, mice run into “accidents”, experiments deviate entirely off course for no discernable reason. It isn't enough to utterly ruin the world, but wherever you go, things just don't quite work out right. Perhaps this is just a cruel joke being played by a Wizard somewhere, or perhaps the Glitchpaws have gotten their grubby little paws on the world fabric.

Rift Anomaly +200

While the scientists have been studying the rifts across the land quite extensively, there's still much that remains unknown and due to how dangerous the rifts are, only a limited amount of Hunters are capable of delving into them to obtain information. Well, the situation is about to get a lot worse, because more rifts are showing up, and eventually one of these rifts is going to start spitting mice out into Gnawnia. Every rift so far has had more than its fair share of mice capable of devastating entire settlements by themselves.

If you gave the scientists enough time, they may come up with a means to control the rifts externally – at least one of the rifts has been confirmed to be a prison – but until they manage to develop something, they're going to need volunteers to venture into the rifts and subdue the residents. Even if you happen to be a mouse, there may be some merit to volunteering – as odd as it seems. The rift mice tend to not get along with outsiders.

Spontaneous Mutation +200

In order to keep up with the growing rodent problem, researchers and developers across the land have had to cut more than a few corners and accidents were inevitable. The Toxic Spill that continues to grow to this day is a testament to a time when progress was worth any price; even now teams of Hunters and mice mount independent efforts to try and contain the ecological disaster. But the Toxic Spill is just what's apparent on the surface.

The effects of years of experimentation have seeped deep into the ground and created its own biome of sorts. A twisted mockery of a biome which springs up every now and then when mice carrying the mutagens contaminate a population. The result is easily visible, mutations will break out across the population, some detrimental, turning mice into rampaging monsters,

others crippling populations. But as the number of mutation outbreaks increase, eventually humans will get involved as well, and it won't just be a problem for mice anymore.

Rats in a Drum +300

For as long as anyone can remember, mice and men have been at odds, but there's never been too much conflict internally within both parties. While there are various factions within mouse society which don't get along, they've never been engaged in open war. That was then, but now things have changed. Most humans would probably be initially overjoyed at the thought of mice slaughtering one another. But then they realize that the chosen battlefield happens to be Gnawnia, and when the factions realize they have a lot more enemies than just humans, that's when the conflict is going to explode out of control.

A war of conquest has been declared upon the land by all parties. The time for parlay and alliances is over. Those who attempt to abstain will be crushed underfoot (or under paws, as it were). Will you survive?

Arcane Legacy +300

The Wizard Zugzwang was among the first to discover the existence of realms beyond Gnawnia, but realizing how far behind the human society at the time was, he instead attempted to document the weaknesses of the creatures he encountered and seal them away, preparing for the day when humanity would be ready to take on the potential rodent menace.

But among the mouse civilizations he encountered, there were those who learned about Zugzwang just as he learned about them – and they've been anticipating a clash with a human society empowered by magitech ever since the first meeting, accelerating their research in order to secure an advantage. The problem is that after Zugzwang, no one ever came close to achieving feats on the same scale. Sure, the scientists at Digby have made significant advances, but they've been outpaced by the mice from other realms. Now, the mice are preparing for a scorched earth assault. For too long they've been living in their bubbles, sealed away by Zugzwang. The seals are starting to break now, and when the worlds become connected, that'll spell the beginning of the end for life across Gnawnia.

Each and every mouse invader from these outside realms is, in all likelihood, a wizard as potent as Zugzwang was – which means that the mice and men across Gnawnia won't have much of a chance against them alone. They've had too much time to prepare in their own little dimensions, assuming that every human was at Zugzwang's level. Even if they are fundamentally rodents and may possess a fondness for cheese, there's only so much cheese to go around, and the countless mice that Zugzwang sealed away have been busy bolstering their numbers...

Notes

*The choice of having a Mouse background deviate from the standard structure is intentional, the displayed “list” of mouse types is not exhaustive – other native mice can be used instead.

Perk Notes

Hunter	
Field Rigging	*Improves your ability to create trap mechanisms using scrap materials and emergency supplies without the use of tools, you can build traps faster with no loss to effectiveness for the initial several uses. *Traps that would normally be destroyed upon use can be quickly repaired by expending energy instead of materials.
Hunt Automation	*Allows you to rig your traps and apparatus so that they will fire off on a routine basis before re-arming themselves. The effectiveness of this is dependent on the nature of the apparatus, and doesn't have to actually be used for hunting purposes. *With energy applied to an apparatus, you can have it repair itself automatically should it be destroyed, but eventually this function will stop until you attend to the apparatus and “reset” it.
Catch & Release /Exterminator	*Two mutually exclusive perks – the execution is different, but they converge on the same consequence. *Your equipment (be it traps, weapons, apparatus) will slowly and steadily grow in terms of strength and resilience – this change is permanent, but requires large amounts of activations to amount to something noticeable. *Catch & Release allows this to happen when you choose to spare your defeated target. Exterminator has this activate when you choose to kill your target.
All Terrain Hunter	*Your natural resistance towards hazardous environments (toxic wastes, time distorted zones, heavy pressure underwater, high altitude storms, etc.) is increased to the point where you can survive being in said environments for an extended period of time. This effect extends to equipment you may be using, mitigating environmental damage – but they can still be intentionally destroyed. *Your equipment has a natural adaptation factor, allowing it to change its properties so that it can maintain effectiveness in various environments, against local targets. This change is gradual, and ensures that your equipment won't be ineffective, but not beyond that.
Trapologist	
Risk of Disassembly	*Equipment made by you, whether it's tools, traps, equipment, is more resistant to environmental damage. *But if destroyed, it will always collapse into a salvageable pile which can be reconstructed given time and resources – this occurs regardless of the destruction process.
Engineered to Scale	*Equipment you make can be scaled up or down without losing its overall effectiveness. A mouse sized sword will still cut as well as a normal blade, an oversized mech will not collapse under its own weight.

	*This allows you to adjust the size of your creations before finalizing construction, up to half as big or as small, without needing extra resources.
Core Tuning	*Allows you to change the properties of your equipment, as per the given power types. This has its own individual effects based on the 9 power types present – Physical, Tactical, Shadow, Arcane, Hydro, Forgotten, Draconic, Parental, Law and Rift. *The exact effects are tabled, but in general, this makes your equipment more effective towards certain entities (Physical is good against corporeal entities, Arcane works well against magical entities, Parental works well against youth, Rift works well against dimensional beings, etc.), and every “Core” form can have its own appearance, different from the base equipment. *This can be changed, and does not affect the equipment's natural properties – it is effectively added on top. [It's like a skin – this stems from the Golem Guardian Trap, which has 4 interchangeable variations].
Trapmaster	*Allows you to “template” traps, effectively prefabricating them and materializing them on the spot. You'll have a total of 5 different “template maps”, which you can freely materialize provided that you have enough space and energy. You can swap out templates, but to create a template you need to be able to fabricate the original at least once. *It's up to you what type of trap or apparatus you choose, there's an entire list of traps you can choose from. https://mhwiki.hitgrab.com/wiki/index.php/Weapons However, the stronger the trap is, the longer the materialization process takes. For objects that aren't native traps, the materialization process is substantially longer, so while you could technically map a battlecruiser, it'll take much longer (and a lot more space) to materialize it than materializing a Kraken (native trap) or a Rune Shark (native trap). *Keep in mind that traps, normally used against mice, can be used just as effectively against other things. *Within your template slots, you can fuse your templates together, but only while they are materialized on the field – the templates remain unchanged.
Research Staff	
Type Analysis	*Allows you to discern the basic information about physical specifications, traits, and general behaviour for a given subject once you've captured them. The information you receive starts off general (reflecting the breed/species) and as more subjects are captured, you'll begin receiving more specific information (regarding individuals) *The more information you have on a species, the more effective your attempts at fighting them and capturing them become.
Predatory Animatronics	*Based on creatures studied, you can expend energy and whatever resources you have on hand in order to create a mechanical analogue to the creature. The analogue can mimic the creature's natural abilities to a limited extent. *This allows you to create a database of “intelligence”, based on studied creatures – and can be applied to your created analogues, thus allowing for analogues to behave differently depending on the intelligence applied. (An analogue Dragon Mouse can have the intelligence/behaviour of a Fuzzy Drake

	Mouse)
Experimental Biochemistry	*Increases the effectiveness of attempts at genetic engineering, such that the odds of failure at creating life will drop significantly. There's no guarantee that you won't create an abomination, but your creations will have a “baseline” life span and be able to function at a basic level, ignoring disabilities. *You can infuse your creations with potions (most effective with native potions, works for others) – radioactive potions will mutate creatures, riftigo potions will cause them to sprout rift flora, etc. Non native potions work, but to a lesser degree. This can be done at any given time, but the more potions used, the more “diluted” the effect becomes.
Rodent Mimicry	*Allows your creations to mimic the abilities of mice which you've captured and analyzed. These are effectively saved as template (similar to how Trap Templates work), but are limited based on what type of rodent you encounter and what their abilities are. This applies to all rodents, native or not – so long as they are a rodent. *Simple abilities are easiest to copy and paste: The zombie mouse's undead nature, the dragon mouse's ability to breathe fire. As abilities grow more complex, the odds of creating a perfect mimicry falls. If the rodent in question has abilities with specific requirements, it is effectively impossible to create a perfect mimicry. *Similar to Trap Templates, Rodent Templates can be mixed together, but doing so may cause completely unintended consequences, such as abomination tier behaviour, creations slowly driven insane, uncontrollable releases of energy – plan combinations with that in mind.
Mouse	
The Mouse options are not structured the same way as the other 3 backgrounds/	
Mouse Type	*Most significant modification – used to determine what type of mouse you are. Chosen from the list of mice https://mhwiki.hitgrab.com/wiki/index.php/Mice *Examples are given for those who don't want to use the wiki. *”Boss” types can be chosen, but strength still needs to be built up through individual effort (Any abilities that said boss may have will still function) *Abilities carry over to your non-mouse form, slightly weakened.
Size	*Used to modify your size as a mouse, this directly affects your physical strength, your ability to evade traps, your speed and your overall resilience. *Increasing your size increases your strength and resilience. *Decreasing your size increases your evasion and speed. *You can only choose to either increase your size or decrease your size, by 25% each time. *Parameter increases and size multiplier carries over to your non-mouse form.
Faction	*The “core” modification, defines your secondary trait as a mouse. *Multiple Factions can be chosen, but not all 38 mouse groups are available. *Secondary traits carry over to your non-mouse form. *The Secondary traits tend to be extremely niche, reflecting how bizarrely niche the individual mice actually are in these groups

Power Type	*Used to increase your resistance and overall proficiency towards 2 specific power types at a time. Keep in mind that there are 9 power types in all.
Misc.	
Bequeathed Title	*Grants you an actual title – ranging from Novice to Duke. Without this you'll start off as a Novice and have to hunt enough mice to achieve a title, and that only lasts until you leave. *Maintaining the title means you'll be recognized as the title even after you leave, what this does for you depends on where you go, and how the locals there value the title. *If your title goes beyond Duke while hunting, you'll be recognized as that instead.
Cheese Cuisine	*Improves your ability to cook with cheese, allowing you to apply different methods of cooking to any type of cheese you encounter – making something edible and enticing, even if the cheese should normally be hazardous for consumption.
Rodent-tongue	*Allows you to talk to rodents. *Rodents which would normally be hostile towards you will be apprehensive, but won't attack on instinct. As long as they aren't being controlled by an outside source, they can be reasoned with.
Glitchpaw Touch	*Allows you to corrupt parts of your environment by coming into contact with them, this is most effective against technology and equipment, causing glitches and defects to quickly accumulate. *When used against organic entities, this will twist their mental state, and slowly make them behave in a more deranged fashion. *The effects can be cured/reversed with time.
Lunar Blessing	*Increases the amount of treasure that you'll find while you're adventuring and hunting. This has the most noticeable effect on objects left behind when you are successful on a hunt, and is slightly less effective on loot found in containers. *This also increases the likelihood that hunted creatures will leave behind materials, or even treasure.
Lucky Golden Aura	*Allows you to enchant your equipment using your luck. The luckier you are, the stronger the enchantment becomes. Enchanting your equipment does not drain your luck, but its strength will fade over time. While it is active, the enchantment not only increases the equipment's effectiveness, it also protects the equipment from external damage. A sufficiently destructive attack will break the enchantment, but leave the equipment intact. *Anyone other than you who wields the equipment will also become slightly luckier.
Patience's Reward	*Your odds of success at any given task will steadily increase the longer you're willing to wait, this hits a plateau after a while, but for tasks where the odds of success are extremely low, the effect is most noticeable. For tasks where the odds of success are already high, this will only increase the odds by a slight degree. *If the task is absolutely impossible, this has no effect – you need to at least have some possibility of accomplishing the task in the local circumstances.