

Mice *and* Mystics



Book One

Sorrow & Remembrance

Introduction

This is a Mice and Mystics story book. In its pages you will find instructions on how to setup each chapter and special rules for playing out the chapter, including information on how you win and lose that chapter.

Each chapter of a story book is intended to be played through as a single game session of Mice and Mystics. Players can play through an entire story book, chapter by chapter, over multiple game sessions. This is called playing the story as a campaign.

Sorrow and Remembrance starts off with a prologue. If you are going to be playing through Mice and Mystics as a campaign, we suggest you have someone read the prologue aloud to all the players prior to playing the first chapter.

Room Tile Rules Types

Special circumstances will abound as you play through each chapter. This gives us the opportunity to inject the game with juicy, narrative flavor. This story book breaks down these special circumstances into a series of rules types as follows:

Special Search: Some tiles or spaces, will allow players to find a specific item in the search deck. After making a special search, shuffle the search deck. Once a special search has been successfully performed that specific special search cannot be performed again during that game session.

Special Surge: A special surge always takes place instead of the surge listed on the current encounter card.

Special Setup: When exploring (moving into) a room tile that has a special setup, follow the special setup instructions instead of drawing an encounter card.

Special Rule: Some tiles will have rules that apply when the mice are interacting with that tile.

Story Moment: Story moments will trigger when something specific happens in the game, like exploring a certain tile. Story moments always come with a section of text to be read aloud to the players. Some story moments even give the players a reward for triggering them.

Optional Side Plot: Sometimes players will be presented with an opportunity to complete a task that is not necessary to complete the chapter. These side plots often come with a reward for completing them.

Campaign Special Rules

When playing through Sorrow and Remembrance as a campaign follow these rules.

Meeps: The Meeps ability card cannot be chosen as a mouse's ability until after Chapter 3.



Sorrow Blade: Do not put the Sorrow Blade search card in the search deck. Players will only gain use of it through conditions laid out in this story book.



Ring of Remembrance: Do not put the Ring of Remembrance search card in the search deck. Players will only gain use of it through conditions laid out in this story book.





Prologue:

Bedtime for Tip

Choose a player to read the following aloud:

Daz Bellows gave his son a stern wag of the finger. “Into the bed with you boy!” he said gruffly. Little Tip gave a hefty yawn and a stretch, and then climbed into his straw nest, his tail curling around him. Outside the tree, the wind was howling, and the snow was forming mounds. But inside it was warm and dry, and Daz tucked Tip in with a thick blanket. “That’s my lad,” he said softly, and fluffed the scruffy fur between Tip’s mouse ears. “Dream of spring and pretty things that bloom.” He turned to blow out the enormous candle that stood in the corner of the bedroom, but Tip sat up.

“Don’t leave yet, Papa,” he said. “The wind is fearsome tonight. Stay with me and tell me a story.” Daz arched an eyebrow.

“A story, eh? And which one do you have in mind?” Tip’s tail twitched with excitement.

“Tell me the story of brave Prince Collin and the Kingdom of Men!” Daz chuckled and settled into the walnut shell rocker that sat near the nest. Candlelight danced over the face of his excited son.

“Very well mouseling,” he sighed. “Lay back down and I shall tell it. Our story begins with a young human whose age was not dissimilar to your own. But the story does not begin in winter — oh no! It begins in a rich and beautiful summer.” And so Daz began the story, reciting it word for word with all the proper flourish, just as it had been told to him by his own Pap many nights long ago.

Once upon a time there was a kingdom of men, and it was ruled by good King Andon. King Andon was a kind and generous man and loved by all his people. But he was lonely as well, for he had to raise his son Prince Collin all alone. Prince Collin had grown into a fine young man, and the king was very proud of him, yet the king missed his queen who had passed away many years ago.



King Andon spent much of his time with his advisors, and together they decided on how to best rule the kingdom and protect its people. They would order the construction of important buildings, ensure that food was plentiful, and forge alliances with neighboring lands such as wealthy Nextor.

But one summer day, a visitor from a faraway land arrived at the castle. She was heralded by dark skies and a chill wind. She was Vanestra, beautiful queen of an unheard of land called Dahrklend. She had traveled with a contingent of several hundred soldiers dressed in jet black mail, and she was escorted by King Andon’s long-time friend, a pointy-faced man with a curiously curled mustache named Captain Vurst. Vurst claimed to have met the queen during his travels and insisted she come to meet the king.

Vanestra’s visit seemed to lift King Andon’s melancholy, and for this everyone in the castle was grateful. A mere fortnight after her arrival, King Andon proclaimed his love for Vanestra. Collin and the king’s advisors found this troubling. The following week the king announced his intentions to marry Vanestra. Collin and the king’s advisors found this even more troubling.



The marriage announcement brought dark days with it, and King Andon fell ill. His malady was mild at first – little more than a raspy cough and fatigue – but soon he paled and could not leave his bed. Tilda, the castle's healer, used all of the arts at her disposal, but no remedy that she knew of could relieve the king. She could only shake her head and say, "There is something strange afoot."

As the king's illness grew, he began to struggle with even ruling from his bedchamber, and so he began to pass authority to Vanestra. The dark queen put Captain Vurst in charge of the house guard, and he replaced most of the garrison with Vanestra's own cruel soldiers, men who bullied and bothered the household staff. Soon most of the staff had fled the castle, save those such as kindly Miz Maggie the cook. At night strange noises echoed down the empty castle hallways and Miz Maggie could only shake her head and say, "There is something strange afoot."

During the day Vanestra could be seen gliding through the castle, scolding her soldiers who seemed able to do little more than brawl and break things. The queen spent much time visiting the castle's forge, from which came the sounds of hammering and hissing steam. Maginos, the castle's mystic would stroke his beard and say, "There is something strange afoot."

Soon Prince Collin could take no more, and so he summoned the king's closest advisors to a secret council in Maginos' laboratory. Burly Nez Bellows the tinkerer was there, newly evicted from the forge where he had toiled for many years. Tilda the healer was there, as was

old Maginos himself, he who had served Collin's family for generations. Together, the four hatched a plan to drive Vanestra and her men from the castle and back to whatever terrible land they had come from.

But they were too late.

The doors to the laboratory were kicked open, and there stood Captain Vurst and a great many of his guard. The four were arrested for conspiring against the king, and Captain Vurst smiled cruelly when they were thrown into the castle dungeons alongside the worst scamps the kingdom had to offer.

When they had been left alone, only Maginos seemed undeterred. He linked his fingers in a strange way, puffed up his chest, and blew into his hands. He let loose a high whistle, and a few minutes later the whistle was answered by the appearance of his pet – Meeps, the tiny ruby red dragon. Meeps flew in unseen, high above the heads of the guards, and he flitted through the bars and landed on Maginos' hands. In his little jaws was a single strand of jet black hair. Maginos patted Meeps on the head and held the hair aloft for all to see.

"This is a strand of Vanestra's hair," he told them. "She is clearly a magical being of great power. This hair contains enough energy to allow us to transform, thus enabling our escape. But what mundane creatures should we change into? Whatever it is, we will have no means of turning ourselves back." Collin and his companions fell silent, unhappy at the prospect of not being humans.

"Mice," said a voice from the shadows. It was Filch, the notorious thief. He had spent most his life robbing the good people of the kingdom until King Andon's sheriffs had finally caught him. He now shared their cell. "We could escape into the sewers from here," he said, pointing to a small grate on the flagstone floor in the nearby room.

"No one asked you, scamp," growled Nez. Suddenly, there was a noise from the guard room.

"There is no time for argument!" shouted Maginos. He waved his free hand over Vanestra's hair, muttering ancient words that time has since forgotten. Glowing motes of blue light fell from the hair as if they were water, and they began to swirl along the floor as if blown by unseen gusts. Soon the jail cell was filled with a brilliant maelstrom of supernatural power, and then without warning, it burst and vanished. And where there had been five prisoners in the cell, there were now but five tiny mice.

"Well, bother!" squeaked Nez.



Chapter One: Flight to Barksburg

Choose a player to read the following aloud:

Prince Collin and his companions marveled at their new diminutive bodies and at the once familiar castle that now loomed over them like the home of a giant. Maginos snapped them from their reverie. “We must move at once!” he hissed. The party quickly scurried through the bars of the cell, their delicately padded feet making nary a noise. They passed under the chair of a sleeping guard and made for the large bag that rested against a nearby wall. Captain Vurst had bagged the weapons and other items his men had confiscated from them in the arrest.

“Claim your belongings,” whispered Maginos as he and Tilda opened the bag. “You must make your claim aloud, but remember to be quiet.” Prince Collin leapt into the sack and quickly found his sword that was now many times too large for him to use.

“This is mine,” he whispered, and instantly the sword shrunk to fit his minuscule hands. Soon Collin, Tilda, Nez, and Maginos had all rearmed and reequipped themselves. When they climbed out of the bag, they found Filch grinning and holding a newly acquired dagger in his tail.

“Now where did ya get that ya little sneak?” Nez demanded. Filch jerked a thumb back at the sleeping guard.

“He won’t miss it,” said Filch. “Or do you want to climb up and give it back?”

“You cannot,” said Maginos. “The enchantment has ended and now our possessions are as permanently changed as we are.” Suddenly a shout of alarm arose from the cell they just escaped from, and the sleeping guard awoke with a jolt. “Quickly, to the sewers!” shouted Maginos.



“Mice!” shouted the newly awoken guard, and then, “Now, wait a tick... mice! They’s mice!” The companions made a dash for the sewer grate, but stopped dead in their tracks when a terrible scream came from behind them. Turning, they watched in horror as the jail guards began to shrink and change shape, their bodies and clothing warping.

“Vanestra!” Prince Collin cried. “She knows!”

Chapter Objective

Escape the castle by getting all mice to the old gnarled tree space in the courtyard before the hourglass marker reaches the chapter end marker on the chapter track.

Victory Condition

Clear the courtyard tile of minions and get all uncaptured mice onto the tree entrance space on the courtyard tile.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have made it to the tree entrance space, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Lily cannot be one of the 4 mice selected for this chapter as she has not yet joined the group.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. Difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 3 tiles as shown below: Guard Room, Kitchen Tunnels, and Tunnel Entrance. Place the 4 mice being used in this chapter on the start space marked below. Place 3 rat warriors on the Guard Room tile normally. (see 'Placing Minions on the Board' on page 14 of the rulebook).



Special Chapter Rules

Guard Room



1 Special Search: Tinkerer's Treasure. (Note: This item allows a tinkerer to search for a weapon or armor of their choice.)

2 Special Surge: 2 rat warriors.

Sewer



1 Special Search (in water spaces): Fishhook and Thread. (Note: This item allows mice to get to high places quickly.)

2 Special Rule: Leaving the Sewers: Before a mouse can use an explore action on an

exit area to leave the Sewers tile, all other mice must be on the same side of the water as the exploring mouse.

Kitchen Tunnels



Whole tile:

1

1 Story Moment: When the mice explore the Kitchen Tunnels, choose a player to read the following aloud:

Nez held his chin and observed the gloomy tunnels the mice had entered. "I would guess these tunnels are mouse-made," he mused, "dug out who knows how many centuries ago." Suddenly a familiar cry echoed down the tunnels from faraway.

"That's Miz Maggie's voice!" cried Collin.

"We must be near the kitchens," observed Tilda. "The dear woman sounds distressed. Let us find her with all haste."

2 Optional Side Plot: Applies to the flip space. Save Miz Maggie: After clearing the Kitchen Tunnels of minions, the mice may choose to use the flip location on that tile to travel up into the Kitchen where they can attempt to warn Miz Maggie of Vanestra's treachery, or the mice may avoid this danger for now, choosing instead to move along to the Tunnel Entrance tile. (Note: Helping Miz Maggie will get players the Miz Maggie Ally story achievement, which could help in later chapters)



Kitchen



Whole tile:

1

2

3

5

1 Story Moment: When the mice explore the Kitchen, choose a player to read the following aloud:

Filch pushed the loose tile aside, and the party poked their heads up from the floor. The kitchens lay before them with Miz Maggie towering above everything. The fastidious older woman appeared to have been in the act of scrubbing floors, but now was desperately trying to squash pesky roaches that had invaded her kitchen.

"Let's help her!" said Collin, leaping up bravely with his sword.

"Perhaps we should talk about this," said Filch.

"Scared, Filch?" Nez chided. An ear-splitting scream froze them all in their tracks, and suddenly Miz Maggie's shadow fell over their hiding place on the floor.

"Miiiiiiiiice!" she screamed.

"Yes," said Filch. "Very scared."

2 Special Setup: Place 6 roach figures normally, but only on the minion entry spaces on the kitchen floor. Place 6 cheese tokens and 2 more roaches on the kitchen counter special area.

3 Special Surge: Brodie.

4 Special Rule: Hungry Roaches: While there is cheese and no mice on the counter top, the roaches there will not move as usual toward the mice. Instead, they will attempt to eat the cheese on the countertop. Roll an action die for each roach on the counter top that is eating cheese.

Remove 1 cheese token for each cheese rolled and place it on the minion wheel. If there are no more cheese tokens on the counter top, the roaches return to their normal behavior.

- 5 Special Rule: Gaining Miz Maggie's Attention:** When a mouse defeats a roach, roll a die, if a ★ is NOT rolled, Miz Maggie swats that mouse with her mop. That mouse becomes knocked down and the roach that was just defeated is placed on the kitchen counter space. If a ★ IS rolled, the mice have successfully captured Miz Maggie's attention. The party receives the Miz Maggie Ally story achievement token. Advance the chapter end marker 1 page on the chapter track. Once the party has the Miz Maggie ally token, do not roll to gain Miz Maggie's attention any longer.

Courtyard



Whole tile:

- 1**
3

- 1 Story Moment:** When the mice explore the Courtyard, choose a player to read the following aloud:

The mice burst from a miniscule crack in the castle wall and out into the harsh brightness of the courtyard. Collin shielded his eyes from the glaring sun then nodded to the old gnarled oak that grew tall and twisting on the opposite side. "I climbed that tree many times as a child," he said. "I doubt I shall be able to climb it again like this."

"You're not so old now, my lad," said Maginos, nudging him. "Besides, these new nails of ours are probably sharp enough for us to scamper right up its trunk."

"Perhaps we should take cover at the tree now," said Tilda, and she pointed at a section of stone wall that surrounded the courtyard. Perched atop the aging mortared stone was an enormous old crow. It cocked its head to look at the mice from one eye and then the other.

"To the tree!" cried Maginos.

- 2 Special Rule: Tree Entrance:** This space is the destination space for this chapter. A figure can only move onto or off of the tree entrance from the courtyard space adjacent to the hole in the trunk. All other courtyard spaces that share a border with the old gnarled tree are not considered adjacent. While on the tree entrance space, mice are safe from the old crow, but do not have a clear line of sight to any courtyard space other than the space adjacent to the hole. Minion figures cannot move onto the tree entrance space.

- 3 Special Rule: The Dastardly Old Crow:** When rolling to move a mouse or minion, if a player rolls a 1 on the action die, the old crow swoops on the moving figure causing 1 unblockable wound.

The Story Continues...

As the party neared the shadowy base of the old tree, they were startled by the shapes of several mice poking their furry heads up from the tall grasses.

"This way!" hissed a mouse, and the strangers quickly vanished into a small hole that opened beneath a twisting root. This new encouragement bolstered the spirits of the party, even as they heard the caw of the vicious old crow, and the terrified shriek of the Rat it claimed as prey.

They walked through the twisting tunnel carved in the wood of the old tree. There was still enough light falling in from the courtyard entrance behind them that Collin could see the young, friendly faces of their hosts. Both had crude spears carved from twigs, and the white one wore a breastplate made from a walnut shell.

"You're not from around here, are you?" asked the light brown field mouse.

"No," replied Collin, and he looked questioningly at Maginos. Maginos gave him an approving nod, and the prince said, "We are from the castle."

"Oh, I see," said the light brown mouse. His white companion leaned over to him and whispered a little too loudly.

"Castle mice ain't very smart is they?" he hissed, but his companion shushed him.

"I wouldn't recommend passing through the courtyard again during the day," continued the brown mouse. "Old Crow doesn't miss much, and his appetite is sizable."

"Well, thanks bunches fer givin' us a way out back there," said Nez. "Where are you lot from?"

"Barksburg," said the white mouse.

"And where is that?" asked Tilda.

"You're in it, lady!"

The walls of the tunnel gradually fell away, and the castle mice gasped in awe at the cavernous chamber that appeared before them. The cavern ran upward farther than their little mice eyes could see, though a small spot of sunlight seemed to peek down from high above. But the enormity of the cavern was dwarfed by the wonder of the mouse city that filled the tree, with little buildings everywhere, many built into the living wood itself. They were in a bustling marketplace, and everywhere there were wares seemingly pilfered from the castle. The air was rich with the aromas of grain, woodchips, and the natural musk of countless rodents.

Several guards joined the party, and Collin and his friends were lead to a mighty staircase that ran upward around the width of the cavern.

Mousey heads looked up and watched them as they traveled through the city. Filch clearly did not like having so many eyes on him at once.

"Did nothing wrong," he muttered to himself.

The stairway lead to a large manse that grew out of the tree wall, and waiting for the party on the landing was an elderly she-mouse. She dried her paws off on her apron, and her red eyes scanned the party as if searching for a particular face. One of the guards whispered in her ear, and she nodded approvingly.

"From the castle, eh?" she asked.

"Yes, ma'am," said Collin. "Er, yes, my lady?"

"No titles here, my castle mouse, though many call me 'Mother' out of affection. But my name is Linera, and I am the mayor of Barksburg."

"An impressive city, good lady," said Maginos, bowing to her. Linera smiled proudly at this, then wasted no time in bustling her visitors indoors, and filling their

wee hands with cheese crumbs and acorn cups of tea. But there was an anxious air about her.

"You have been most kind to us, Linera, but I see that something vexes you," observed Tilda. Linera smiled, but her little hands trembled.

"Our city lives off of what we forage from the castle," said the mayor. "This has never been an enterprise devoid of risk, but lately many of our best rangers have gone missing." A tear trickled down Linera's furry cheek. "Please," she begged. "Do you know what has happened to my daughter, Lily?"



