

Mice and Mystics Frequently Asked Questions

Version 1.0

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1.1.0 Items, Spells, and Inventory

1.1.1: When a mouse transforms into a cheddar golem, does he still use weapons and armor?

A: No, cheddar golem replaces weapons and armor. The mouse attacks in melee while in golem form.

1.1.2: Some of the scroll cards don't say exactly how they are used and when you get rid of them. So on the scroll cards that don't say what happens after they are used are you supposed to discard them? and do scrolls cost your action to use or do you use them for free?

A: Scrolls are one use items. They are used as a free action unless the card says otherwise. Discard the scroll after using it.

1.1.3: In campaign play, can a mouse give his starting equipment to another mouse? Lets say that Collin gave his leather breast plate to Nez. and at the end of the level Nez decided that he wanted to keep the leather breast plate as his one item to carry over to the next level. And since you always start a level with your starting equipment would Collin get another leather breast plate?

A: A mouse must start with its starting equipment. If this exchange does not break that rule, you may do this.

1.1.4: When equipping single handed weapons like the dagger, can a mouse equip two of them since they only take up one paw spot? Or can they not because the same paw is "glowing" on the equipping picture? The rules sound like you can, but then shields have the opposite paw "glowing".

A: Mice may equip two single paw weapons, but you can only attack with one weapon per attack and therefore only receive the bonus and ability of the chosen weapon.

1.1.5: When attacking a minion in the same space using Maginos' staff, do you still get the bonus listed on the card for a ranged attack?

A: Yes, just imagine that the bow changes into a sword any time Maginos shares a space with minions.

1.1.6: If Tilda is wounded, does that count toward her bonus when using her mace to attack?

A: No, only fellow wounded mice can add to Tilda's bonus.

1.2.0 Minions and the Cheese Wheel

1.2.1: When a surge happens, what do you do with the cheese on the minion wheel?

A: Remove all cheese from the minion wheel and begin the cycle again.

1.2.2: When a mouse rolls cheese while defending against an attack from a roach, can that roach steal that cheese?

A: Yes, when cheese is rolled, it is placed in the mouse's stash or the minion wheel immediately.

1.2.3: If there are 5 cheeses on the minion cheese wheel and then a Rat Warrior rolls a cheese while unsuccessfully defending against Filch (who has the Pilfer ability), what is the result?

A: As mentioned before, cheese results always happen first. In this case, the cheese rolled by the minion would trigger the surge forcing Filch to take a cheese from the general supply.

1.2.4: If a minion initiative card has no hearts on it, how many wounds does the minion have?

A: Minion initiative cards that do not have hearts on them represent groups of minions. Each figure in that group has a single life point.

1.3.0 Character Abilities

1.3.1: The rulebook says you can only use one ability card per turn. So can you use multiple abilities per round? Could a mouse use an ability on his turn and then later in the same round use a defensive ability on an opponent's turn?

A: You can only use one ability per turn. This means that if you have an ability that you can use on another figure's turn, that ability can only be used once during that other figure's turn. This counts for the whole group if that figure belongs to a group represented by one card. Using an ability on another figure's turn, does not prevent you from using an ability on your turn.

1.3.2: Do multiple of the same abilities stack? If Filch had two daggers would he minus 2 defensive dice to enemies below him on the initiative track?

A: multiple bonuses can stack, but you only use one weapon per attack, so two weapons do not stack abilities.

1.3.3: Can two different mice have the same ability card?

A: Currently, there are no duplicate ability cards, so no for now.

1.3.4: Does the tinkerer ability set trap only activate once, or does it last until the end of the encounter. Why is it so weak?

A: Set trap only lasts for that instance, but there is an error on the set trap card. When rolling for each minion affected by set trap, any star rolled will trigger the trap and immobilize that minion not just the star result with a sword.

1.4.0 Exploration and Special Rules

1.4.1: when mice revisit a previously explored tile, do they draw another encounter card?

A: No, they only draw an encounter card, or encounter the chapter specific encounters, the first time they enter the tile.