



Lost Chapter Three: Portents of Importance

Choose a player to read the following aloud:

Mr. Redfern held his floppy field hat out of respect for the strange mouse that had saved the life of his family not half an hour earlier. He wrung his hat in his paws as he watched the mouse named Zure tend to the wounded blue jay. The poor bird gave out an anguished sound as his rider cared for the torn wing.

"Aerijin mise ajule," Zure whispered to the jay. Mr. Redfern shamefully knew that were the situation different, he would probably have mistrusted Zure on sight. There was something peculiar about the mouse — the way he held himself, the way he cocked his head at you when you spoke to him, or maybe it was the way his eyes never blinked. But when rat thugs had sprung upon the Redferns just as the family was returning home, it was Zure and his brilliant jay that had swept down from the sky in a bright blue flash to save them.

"Ahem," Mr. Redfern coughed. "M-mister Zure, sir? The missus sent me with one of her poultices. She says it will help with that nasty wound. She's always cookin' up sumthin', she is. Calls this one her bird balm." Mr. Redfern produced a small bowl made of hazelnut shell from his hat, and offered it to Zure. Zure considered the scruffy, wheezy country mouse before him, and with a sigh, took the bowl. He squinted at it suspiciously, but his whiskers stiffened at the heady menthol aroma that rose up to assault his nostrils.

"Yes, this should help relieve the pain. Please give this... 'missus'?... my gratitude." Zure immediately set to applying the balm to the blue jay's wing.

"Is there anything else we can do for ye, Mr. Zure? Seeing as how we lot owe you our lives and all."

"I am seeking a former human named Collin," said Zure. "He would be a mouse now. Like you. And I."

Mr. Redfern only shook his head. "Sorry guv, but the only Collin in this neighborhood is King Collin."

"King, you say?" asked Zure, and his ears pricked



up. The stranger chuckled at this. "Even as a mouse his blood is what it is. Very good, my gentle friend. I must see this King Collin at once."

Mr. Redfern's whiskers drooped, and he said, "He's clear over in Oakhaven! Dangerous journey at best. We'd have to send the Oakguard, but we'd be leavin' our defenses short on mice."

"Entrust the defenses to me, Mr. Redfern," Zure replied. "Dispatch your fastest Oakguard scurriers to Oakhaven at once. Danger draws near, borne aloft by a dark wind."

"Oh, mercy to us all!" Mr. Redfern cried, and he scurried away, soon reaching the front door of his tree stump home. He ran right into the cozy den that sat in the rear of the house, and there in a neglected corner sat a dusty old chest with an elaborate latch. The shaggy moth camped on top of the chest was loath to move, but Mr. Redfern waved it away. "Flit off, Gerold, this is Oakguard business!" He threw open the lid, and his eyes fell on the contents that had been hidden away for many years. Pushing aside his old memoirs of his time as an Oakguard, the volunteer militia sworn to protect the forest, Mr. Redfern pulled out his aging uniform. The color had faded a bit with time, but he smiled at the ornate clasp engraved with the oak shield sigil attached to the green ranging cloak.

"Hello, old friend," he whispered.

Chapter Objectives

Travel to Meanderfield and report to Zure.

Victory Condition

The mice are victorious if they can rescue the endangered Oakguard messengers, reach the nest where Aerijin is resting and clear the tree of infiltrating minions.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have completed their victory condition, or if all the mice are captured at the same time, the mice lose this chapter.

Chapter Setup

Chapter End

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

Party Setup

Select 3 mice to be in the party for this chapter. Collin must be 1 of the mice chosen. The party must also include 1 Oakguard ally that can be controlled by any of the players. Alternately, a single player can be assigned to control this ally and any Oakguard that are rescued this chapter.

Encounter Deck Setup

To build the encounter deck, grab 3 difficult encounter cards from the Sorrow and Remembrance base set, shuffle them and place them face down onto the encounter area on the story control board. Then grab 3 standard encounter cards from Downwood Tales, shuffle them together, and place them face down on top of the others.



Room Tile Setup



Place the following tiles: Puddleby, Thistle Ridge, Brokenwood and Spiritsburrow.

Place the 3 mice being used in this lost chapter on the indicated space. Place a single Oakguard figure with them.



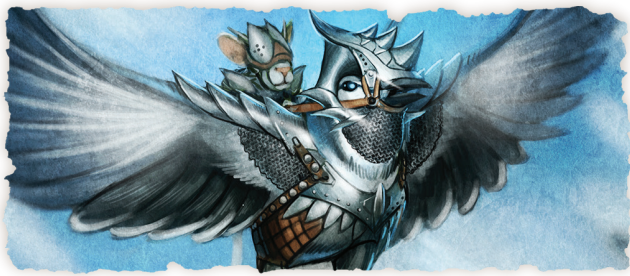
The white mouse head icon represents the start space.

Special Chapter Rules

Oakguard Allies

This lost chapter features the use of up to 3 Oakguard figures from the *Tail Feathers* game. When using these allies, follow all the rules for allies included in the Downwood Tales story book, with the following exceptions: Any Oakguard allies in play are not removed from play when a player explores; instead, they stay with the party. Any defeated Oakguard allies can be rescued just like heroes. If all available Oakguard are ever captured at the same time, advance the hourglass 1 page space on the chapter track, so protect them to make sure you always have at least 1 Oakguard in play.





Exploring With More Than 4 Figures

When exploring to a new tile while having more than 4 figures in your party (*due to the additional Oakguard allies*), place any additional figures on any space adjacent to the exploring figures on the new tile.

New Cards

This lost chapter includes 2 new cards to add to your *Mice and Mystics* collection. The Oakguard Allies initiative card is used on the initiative track just like any other ally.



This chapter also includes a new search card: the Oak Leaf Sigil.

This card should only be added to your search deck when Oakguard are not in play at the start of a chapter.

The Oakguard Alternative

As an option, players can play Oakguard in any other *Mice and Mystics* chapter that allows players to choose their party composition. The player can replace a mouse hero with 3 Oakguard Allies instead. Any Oakguard allies in play are not removed from play when a player explores; instead they stay with the party. Any defeated Oakguard allies can be rescued just like heroes.



Moon

Throughout this chapter, if it becomes nightfall while the mice are on an outdoor tile, Olga the owl shows up to hunt the mice. Follow all the rules for Olga found in the *Downwood Tales* story book.



Puddleby



Whole tile:

1



1

Story Moment: Choose a player to read the following story moment:

“Please stand, my friend,” said Collin, placing a paw on the shoulder of the Oakguard youth knelt before him. The terrified mouse stood up, her chest still heaving as she found her breath. The green hunting cloak around her shoulders spoke of violence, covered as it was with rips and tears and clumps of mud. Her shaggy cheek was scratched as well, but her gaze was fierce.

“Your majesty, the northern border is under attack! My party was sent to beg your help.”

“Your party?” The king asked. “All Oakguard like yourself?”

The youngster nodded and said, “We were ambushed along the way. I think we were all cut off from each other, though I can’t be sure. Please sire, I’m afraid for my companions. I’m sure I was the only one to break through, and still I’ve been hunted the entire way!”

“It sounds like a trap, my king,” said Ansel, tucking his thumbs in his belt and puffing out his chest. “But never fear! I, Ansel, shall go in your stead.”

“At ease, Sir Ansel,” said Collin gently. “Trap or no, I will gather a party and investigate for myself. I did not earn this throne by letting others toil in my name.”

“Then I will go as your guard,” insisted Ansel.

“Nay Ansel, I need you here. The folk of Oakhaven trust you and look to you for leadership. You must act as steward in my absence, and I will be leaving at once!”

Now reveal an encounter card to begin this chapter.



2 Special Rule: Flip Space: The flip space on this tile cannot be used this chapter.

3 Special Search: Dinner Fork.



Thistle Ridge



1 Story Moment: Choose a player to read the following story moment:

Nez wiped his snout on the back of a hand and growled, "How in blazes are we to find a mouse in this brambley nightmare? Might as well be searching for a grain o' sand."

"We need to get out of these weeds and nettles," agreed Collin. "Let's try climbing that ridge over there."

"Now that you're king," offered Filch. "Can't you command the ridge to come to you?"

Now reveal an encounter card as usual.

2 Special Search: Hooked Dagger.



The Lair



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

"Alright lads, load 'em up!" barked Malodor. Collin and his companions peered down at the stubby rat thug and the lackeys who were loading up oaken barrels on their backs.

"So this is what he's been up to since your coronation," whispered Tilda. "Smuggling perhaps?" The party hid behind a thick stone formation that split the underground burrow into two levels. The barrels the rats carried looked heavy, and the lackeys staggered under the weight of their burdens.

"Let's just let them pass," said Collin.

"No look!" hissed Filch, pointing down at a barrel being carried by a sweating rat. A bit of green cloth stuck out from the lid. "I'd wager there's an Oakguard messenger hiding in that one!"

2 Special Setup: Instead of revealing an encounter card as usual, place an elite rat warrior on the barrel without a candle (use a Snag's Commando figure from Tail Feathers to represent this). Place 3 regular rat warriors, 1 on each other barrel.

3 Story Moment: If the mice defeat the elite rat warrior, read the following aloud:

The burly rat staggered back from the blow he'd received, losing control of his mouse-filled barrel. The rat hit the ground and with a last sigh, lost consciousness. The barrel thunked to the ground and immediately began rolling toward the exit to the north!

"Stop that barrel!" cried Lily.



4

Special Rule: Barrel Roll: When you remove the defeated elite rat, leave its initiative card on the initiative track. Place a cheese in the space he occupied and point the cheese toward the northern exit. The cheese represents the barrel and its trajectory. Each time that initiative card has its turn, roll a die and move the barrel that many spaces toward the north exit. If it rolls through a space with figures, each figure receives 1 automatic hit and must defend separately. After the barrel rolls off the edge (through the exit), place it on the next available matching exit space of the adjacent Deeper Dark tile, maintaining its trajectory.

5

Special Rule: Stopping The Barrel: Mice can stop the barrel by smashing it open using an attack. The barrel has a defense of 3 and 1 life point. Successfully smashing open the barrel rescues an Oakguard. Immediately add the figure to the space the barrel was in. He becomes an allied member of your party. Saving the Oakguard is a Story Achievement. Advance the chapter end marker one page space on the chapter track.

6

Special Surge: Malodor

Brokenwood



Whole tile:

1



1

Story Moment: When the mice first enter this tile, if they have not explored Deeper Dark yet, choose a player to read the following aloud:

The mice followed the faint squeaking sound to the edge of the great Broken Wood, an enormous fracture in the earth that stretched like a scar across this neck of the woods. A feeling of dread swept over them as they realized the

squeaking, most certainly that of a lost Oakguard, was coming from below, in the deep dark depths no sun loving creature would care to venture...

Now reveal an encounter card as usual. After clearing this tile of minions, if the mice have not rescued the Oakguard in the barrel, they must explore down the flip space if possible, or backtrack if necessary to get to Deeper Dark.

Deeper Dark



Whole tile:

1

3

4

5

1

Story Moment: When the mice first enter Deeper Dark, if they have not rescued the Oakguard in the barrel, choose a player to read the following story moment:

"Oh mercy!" gasped Tilda. Remnants of a smashed barrel lay scattered around a large rock that squatted by a rushing underground stream. And at the edge of the stream was a terrified mouse, his legs caught in the frothing water, his claws gripping the stony ledge in desperation, lest he be pulled away into the inky blackness of the freezing water.

2

Special Setup: Before revealing an encounter card: If the mice have not rescued the Oakguard in the barrel, place an Oakguard figure in the indicated water space, and turn the figure on its side to show its predicament. Then reveal an encounter card as usual.

If the mice have already rescued the Oakguard in a barrel, proceed normally.

3

Special Rule: Saving The Oakguard: The mice need to get the Oakguard out of the water, but it won't be easy. The mice need to pull him out.



A mouse on an adjacent land space can use its action and attempt to pull him out by rolling a die. Add an additional die for each friendly mouse in the same space. 2 ✨ results are required to successfully pull him out (*Remember to keep space limitations in mind. If your space is full with 4 figures, you cannot pull the Oakguard out for lack of room.*).

4 Special Rule: Story Achievement: If you successfully pull the Oakguard out of the water, stand the figure up. He becomes an allied member of your party. Advance the chapter end marker 1 page space on the chapter track.

5 Special Surge: If a surge occurs on this tile, in addition to any minions that are placed according to the encounter card, if the imperiled Oakguard has not yet been saved, the current takes him over the edge. Remove the Oakguard figure. You can rescue the figure normally when all minions are cleared, but you do not gain the achievement listed in special rule #4.

The Hive



1 Special Setup: Instead of revealing an encounter card, place 4 Fearies normally.

2 Special Search: Lost Oakguard: The first mouse to successfully search one of the broken larva pods finds a missing Oakguard, bound and gagged. The mice quickly release the captive. Place the Oakguard figure in the space where the successful search happened.

3 Special Rule: Story Achievement: If the mice find the missing Oakguard, advance the chapter end marker 1 page space on the chapter track.

4 Special Surge: Pheasia

Spiritsburrow



1 Special Setup: When entering this tile, place the tree climb token in the northwest corner space on this tile. Then reveal an encounter card as usual.



Tree Overlay on Spiritsburrow



1 Story Moment: When the mice first arrive on the tree overlay, choose a player to read the following story moment aloud:



They ran along the gnarled, twisting branches, leaping from bough to bough where needed. Below them stretched an open expanse of breathtaking size. Collin was struck by the beauty of the great wide field, and reflected how forest life had made such sights seem fantastical. And dangerous. Open spaces were death traps for the diminutive creatures of the world, and suddenly the field reminded Collin of the ocean: vast, and full of danger.

The king and his friends scampered up a thick and rising branch, the Oakguard leading the way up the rough bark. Ahead of them was a tightly woven bird's nest constructed from grass, twigs, and down. In the nest sat a brilliant blue bird, its crest high on its head, beak open. The bird had an injured wing that had been medicated and wrapped.

But danger was afoot! On the edge of the nest stood an armor-clad mouse of considerable grace and martial skill, for he was single-handedly defending the nest from a motley group of grizzled rat warriors who bore arms and an insignia unknown to the Oakhaven party.

"Defend that mouse!" cried Maginos.

"For the Downwood!" cried the others.

2 **Special Setup:** Place the nest template as shown. Also place Aerijin and Zure on the nest. Instead of revealing an encounter card as usual, place 3 regular rat warriors and 3 elite rat warriors normally (use the *Snag's Commandos* figures from *Tail Feathers* to represent the elite rats).

3 **Special Rule:** Aerijin and Zure: Aerijin is injured and cannot fight. Zure will not leave Aerijin's side. These figures will not participate in the battle.

4 **Special Surge:** Spider

If the mice successfully clear this tile of minions before the hourglass reaches the end marker, they are victorious! Choose a player to read the following story moment aloud:

Zure clasped both of Collin's paws in his own and bowed his head.

"Grace to you, oh king of men," said Zure. This gesture puzzled the others, but Collin had been trained in statesmanship by his father, and he recognized this as the traditional greeting of the elves from the neighboring kingdom of Nextor, and so he bowed as well.

"Nexta piem iella," he correctly replied. Zure released the king's arms and went to one knee.

"Your majesty, I am Zure Dothrykt and this is my loyal mount Aerijin," and Zure gestured toward the jay who nodded politely. "We are of Nextor, and were dispatched to find you."

"But how?" asked Collin.

"Our seers," answered Zure. "It was they who saw you as you are, and it was they who knew you carried the crown of your people. As for me, well, I volunteered for... this." And Zure looked down at his furry body. "Such a terrible cost," he whispered sadly, and his blue jay cried out in agreement.

"But why?" asked Collin. "Why make such a sacrifice?"

"The future is built on sacrifice," said Zure. "Safety and peace are founded upon the bones of heroes. There is a darkness, my king, and it reaches out for us even now. The first of its fingers has already clawed into this region, and will reveal itself shortly."

Collin nodded his head gravely.

You can now add the Oak Leaf Sigil accessory card to your search deck. In times of need, you can use the sigil to magically call the grateful Oakguard allies to your aid.



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