



Lost Chapter Two:

The Ghost of Castle Andon

Choose a player to read the following aloud:

Dearest Tip,
How good to hear from you my mouseling! But then, you are not a mouseling anymore, are you? Oh how the years do fly by, and it seems the more need I have of years, the faster they depart. Such is life I am afraid. I received your letter and the manuscript that accompanied it, and pored over the contents with great interest. I cannot guess how your father came to possess the story, but you are right in thinking it was not penned by his hand. It has all the bearings of a “lost chapter” from the tale of Prince Collin, but I found it near impossible to verify its authenticity. It appears to take place between the Sorrow and Remembrance and Heart of Glorm stories, yet there are discrepancies. For instance, we have previously been led to believe that after Vanestra’s death, Collin did not re-enter the castle until Glorm menaced Barksburg. Yet here is a whole tale taking place in that castle, seemingly prior to Glorm’s presence! There is no historical record of a pirate assault on Castle Andon. But then what about the cart of cutlasses that was wheeled out when the castle was cleaned up many years later? I can only deduce two possibilities: this story is a fictional tale of Prince Collin and his friends, or it is an actual account written by someone not familiar with the Historical Record of the events in which your forebears played a part. I daresay I find myself leaning toward the latter possibility. In any case, I thank you for sharing the manuscript with me – it was an enjoyable read. I look forward to seeing you and the family again in two months’ time. Give Elli my love.

Faithfully yours,

Midge Softpaw



“Pirates!” cursed Filch. Collin wouldn’t have believed it if he wasn’t seeing it for himself. But peering from the upper branches of the old oak tree, he witnessed boots tromping through the courtyard as salty ruffians passed by the entrance to Barksburg. The humans laughed and hurled insults at each other, and Tilda crossed her arms, not caring for the fashion of the language being used.

“Disgusting,” she said. “And such tattoos! Even in its burnt-out state, the castle is too fine a place for this lot!” Collin could only agree. The castle was alive with the sound of low men searching its many halls and rooms.

“What could they be doing?” asked Lilly.

“I’ll tell ya,” said Nez, and he pointed in the distance. Far away they saw pirates pushing carts toward the castle’s main gates. “It’s a looting! They’ve heard the castle’s fallen so they’ve come for easy pickin’s.” It was too much for Collin.

“They can’t just march in here and steal everything of value. That’s the kingdom’s legacy they want to make off with!”

"I find ruffians to be superstitious," offered Maginos, "and this is doubly true of pirates. I wonder if they'd be so eager to pillage if they thought this old castle to be haunted? The fire certainly helped it look the part."

"That's a great idea!" said Collin. "Let's do it. We will sneak into the castle and give those dogs a scare they won't soon forget."

"They aren't alone," said Tilda and she nodded down at the courtyard. There they witnessed the scruffiest, saltiest looking rats and cockroaches they'd ever seen.

"Looks like the pirates brought some tagalongs," mused Filch. "And for a moment I thought we might not be facing terrible, life-threatening danger."

Chapter Objective

Scare the raiders out of the castle and defeat sea rat captain Blackpaw and his roach sidekick Barnacle.

Victory Condition

The mice must complete both of the following objectives to win:

1. Scare the human raiders out of the castle by collecting enough scare points. This task will require 10 scare points. Use the scare track included with this chapter. Place a spare wound marker on the scare track to keep track of your earned scare points.
2. Defeat sea rat captain Blackpaw and his roach sidekick Barnacle.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have accomplished both objectives, 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 7 of the chapter track.

Party Setup

Select 6 mice to be in the party for this chapter.

Encounter Deck Setup

To build the encounter deck, use only the difficult encounter cards from Sorrow and Remembrance

(the first core Mice and Mystics game set). Shuffle the cards together, and place them face down onto the encounter area of the story control board. The standard encounter cards are not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown below: Tunnel Entrance, King's Tunnels, Kitchen, and Dining Hall. Place 4 of the mice on the flip space in the tunnel entrance. Place the other 2 mice adjacent to the first 4. Reveal an encounter card to begin the chapter. In addition to any minions placed from this encounter card, also place a cave centipede normally.



Special Chapter Rules

Scaring the Human Raiders



Scare track

The castle is crawling with human raiders from the sea. These raiders will be represented by raider tokens. The mice cannot move onto or through a space with a raider token. The mice need to scare these superstitious brigands so that they believe the castle is haunted and won't want to stick around. Each time the mice have an opportunity to scare a raider, the special rules for that room will explain how to do it. The special rules will also explain how many scare points can be achieved. When scare points are earned, advance the marker on the scare track that many spaces. If the marker reaches the 10 space, the mice have successfully scared the human raiders out of the castle. Advance the chapter end token

1 page space on the chapter track, and remove all remaining raider tokens.

Tunnel Entrance



Whole tile:

1

1 Special Search: Toothpick.



King's Tunnels



Whole tile:

1

2

3

5

1 **Special Setup:** When the mice first explore the king's tunnels, instead of revealing an encounter card, place 3 elite rat warriors and 4 roaches on the flip space or adjacent to the flip space so the minions are crowding around the ladder up. After dealing the cards to the initiative track, and before the first card on the track takes its turn, proceed to the following story moment:

2 **Story Moment:** Choose a player to read the following aloud:

They came to a sharp halt as Filch raised a hand for silence. "What is it Filch?" whispered Nez. "I don't see a thing." But Filch stayed silent as his keen eyes bore through the darkness ahead. And then he saw them!

"Sea rats," he said. "And they've got some roaches with them. They're crowding the ladder so they can get into the king's chamber."

"It's perfect for an ambush," suggested Lily. Collin agreed, and looking at the eager faces of his friends, he knew they felt the same. And so the party crept forward...

3 **Special Rule: Minions Escaping:** Each time a minion initiative card begins its turn, remove 1 minion associated with that card and set it aside, it's escaping up the ladder. Keep track of which minions escaped in this way. These minions will be added to the next encounter!

4 **Special Search (in water spaces):** Fishhook & Thread. (Note: the mice can use this to climb up to high places such as the king's bed.)



5 **Special Surge:** Spider. This minion is not affected by special rule 3 above.

King's Chamber



Whole tile:

1

3

5

1 **Special Setup:** When the mice explore into the King's Chamber, after revealing an encounter card, also add any minion figures set aside from

the King's Tunnels, and add their initiative card to the initiative track if necessary. Place a raider token on the minion entry space in the corner adjacent to the chest. Then choose a player to read the following story moment aloud:

Sea rats and roaches scoured the room for booty, while a burly pirate who stank of fish rooted through the contents in the chest at the foot of the bed.

"If we can thump that lid down on him, it might give a real fright," said Nez.

"We'll just need to dispatch his friends first," said Tilda, gesturing at the minions.

Collin unsheathed his sword. "Try to keep it quiet," he said. "We don't want Captain Fishstink here to notice us!"

2 Special Rule: Chest Inaccessible: Because the burly raider is digging in the king's chest, the mice cannot use it to climb onto the bed. Nor can they move into the spaces indicated, as these are occupied by the raider. The minion entry space in this corner cannot be used to place minions.

3 Special Rule: Scaring the Burly Raider: The mice can scare this raider to earn scare points. On its turn, a mouse on the bed can use its action to attempt to push the lid of the chest shut on the raider. Roll an action die for the mouse plus 1 additional die for each other mouse on the bed. If 1 or more ★ are rolled, the chest lid slams down on the raider. The amount of ★ rolled indicates how firmly the lid smacked the raider. For each ★ rolled, advance the marker on the scare track one point and remove the raider token from this room. If no ★ are rolled, the mice were not able to push the lid down and can try again on a different mouse's turn.

If the mice successfully scare the raider, choose a player to read the following story moment aloud:

"Who's there?" called the pirate, his voice sounding small and lonely in the echoing ruins of the castle. "Musta been nothin'," he said as he went to back to rummaging. "Stop bein' such a baby Pete." And with that the mice threw themselves at the chest lid and pushed with all their might. The lid gave a noisy creak as it began to move. Again the pirate looked up, and again he didn't see anything. "Keep it together Pete! The sooner you get some loot, the sooner you can skedaddle outta this creepy old castle." As soon as his head was buried in the chest again, the

mice gave another heave. The lid soon gained momentum from its own weight, and swung down forcefully, clanging the pirate's head.

"Yeeew!" screamed Pete, and he jerked his head out of the chest. Looking up he saw six mice standing on the lid, staring at him with no sign of fear. Maginos let his staff give off a bluish glow, and with that the pirate was on his feet, running out the door. "Even the little mices is ghosts!" he screamed. "Even the little mices!"

Collin and his friends burst out in laughter. "Even the little mices!" shrieked Filch in a high-pitch voice. Tilda got a wicked look on her face.

"I have an idea! Quickly, everyone help me get the top sheet off."

"I like the way your mind works," said Maginos, and the party quickly began to pull a sheet free.

4 Special Search: Dinner Fork: Found on the serving tray. (Note: This item will be needed later in the chapter. Grab it now so you don't have to double back for it.)



5 Special Surge: If the raider has not been scared yet, he hears something and looks over the top of the lid. He is suspicious now. The most scare points the mice can earn from this encounter is now 3. Any additional scare points earned are lost.

Kitchen



1 Special Setup: When the mice explore the Kitchen, it is crawling with bugs that have been stirred up by a ransacking raider searching for

salvageable items in the kitchen. Do not reveal an encounter card. Instead, place 1 spider, 1 centipede, and 4 greedy roaches normally. Also place a raider token on any floor space.

2

Special Rule: Flinging Cheese: If the mice have the dinner fork party item, they can deploy it on the kitchen counter special area. A mouse on the kitchen counter can spend 1 cheese and use its action to fling that piece of cheese at the raider. Roll a die. If a ★ is rolled, advance the scare marker 1 point on the scare track, then remove the raider. On any other result, the raider stays.

3

Story Moment: When the mice clear the Kitchen of minions and raiders, choose a player to read the following aloud:

They had little time to plan how to effectively execute Tilda's idea, and so with the kitchen cleared, they hastily grabbed the mop and bucket and began to build a ghost. The mop went upright, the bucket covering its head, and the sheet was pulled down over them both. Originally they thought to stand atop each other's shoulders to control the mop, but Filch misplaced a hand, Tilda slapped him, and the entire affair came crashing down. On their second try, the mice all gathered at the bottom, and tried to hold the mop handle up straight. It did not work like they had hoped, but they wondered if the erratic movement of the ghost might make it seem even scarier. There was nothing left but see if their stagecraft would fool anyone.

4

Special Rule: Building the Ghost: After clearing the room of minions, and scaring the raider out of the room by flinging cheese (see *Special Rule: Flinging Cheese* above), the mice build a fake ghost to scare the human raiders really good. Remove all mice from the board and place each mouse on its card. Then place the ghost token on the mop space in the kitchen. Assign each mouse to a job. Two mice climb up and peer out of the burn holes that are acting as the eyes of the ghost. The other four mice are holding the mop handle vertical and moving the ghost.

5

Special Rule: Actions with the Ghost: On its turn a mouse player can choose to perform 1 of the following actions:

- **Move the Ghost:** If this mouse is assigned to help hold the mop, it can encourage its friends to help move the ghost. Choose a number between 1 and 3. Each of the four

mice assigned to movement rolls an action die. The player can move the ghost marker 1 space for each die that matched the chosen number.

- **Make Scary Noises:** A mouse assigned to an eye can encourage his friends to join him in making ghostly noises. Roll 1 die for each mouse and add the ★ results. If the total is higher than the number of spaces to the nearest raider, the mice scare that raider and earn 3 scare points. Remove that raider token. (Note: once the mice scare enough raiders to earn 10 scare points, remove all raiders from the board. They are leaving the castle.)
- **Attack:** A mouse assigned to an eye hole and armed with a ranged attack, can remove 1 cheese from its stash and add it to the minion cheese wheel where to use its turn to make a ranged attack against a minion. Raiders cannot be attacked.
- **Switch Places:** A mouse can switch positions with another mouse inside the ghost.
- **Explore:** If the ghost is next to the exit into the Dining Hall, a mouse can use its turn to explore. Move the ghost token to the Dining Hall tile as you would a figure. The ghost has now entered the Dining Hall. The Dining Hall is explored.

6

Special Rule: Minions and the Ghost: Minions do not move towards and attack the ghost token.

7

Special Surge: If a surge happens in the Kitchen, move the hourglass as usual. Do not place any new minions. There are no other surge effects in this room.



Dining Hall



Whole tile:

1

2

4

5

6

7

- 1 **Special Setup:** When the ghost enters the Dining Hall, do not reveal an encounter card. Instead, place 3 raider tokens on minion entry spaces. Place 3 elite rat warriors on the dining table. Place Blackpaw and Barnacle and 2 rat warriors on the table as well. (Note: Use a regular rat warrior and a regular roach to represent Blackpaw and Barnacle. Place the Blackpaw marker under the chosen rat to show that it is Blackpaw.) Shuffle the elite rat warrior and the regular rat warrior initiative cards in with the mouse initiative cards and deal them to the track as usual. Then place Barnacle's card beside the regular rat warriors card for reference.

Once setup is finished, choose a player to read the following story moment aloud:

Captain Blackpaw surveyed the dining room from his position upon the table. He barked at his crew, ordering them to search for edibles. He played the tyrant, but really he was having the time of his life. This is the stuff, he thought. Easy looting, a chance to visit new locations, and for once the humans he sailed with weren't acting like complete idiots. He looked over at his human counterparts and shook his head as they grabbed up silver candlestick holders and shoved them into a bag. Humans, he thought. They steal the dumbest things. As if to accentuate the point, a bloodcurdling cry arose from outside the room, and everyone paused as a terrified sailor ran by, screaming for his life.

"What the blazes was that for?" asked the rat called Stabby Jo. Blackpaw could only shake his head. "Poor fella was terrified," said Jo.

"That he was Jo, that he was," grumbled Blackpaw. "Look sharp lads. Somethin's afoot and you know how dumb humans get when they're scared."

A shadow fell across the room as something large moved into the doorway.

"G-G-GHOST!" screamed one of the human pirates. The rats gathered together on the table.

"Is it?" asked Stabby Jo.

"What's a ghost want with a mop, bucket and a sheet?" asked Furbait.

"Dunno," answered Blackpaw, "but either we got a ghost angry about the state of linens in this place, or there's mischief happenin'. Ready yer bows boys."

- 2 **Special Rule: Ghost:** As long as the mice are still in the Ghost costume all of the rules concerning the Ghost that were listed in the rules for the Kitchen tile still apply to this tile.

- 3 **Special Rule: Suspicious Rats:** At first, Blackpaw and his fellow minions on the table will not move and attack the ghost and the mice inside it. However, they are suspicious and not afraid of ghosts like the human raiders are. Each time the mice scare a human raider away, add a cheese to



the minion cheese wheel. If the mice successfully scare all the human raiders away, place 4 of the mice on the space the ghost is in. Place the other 2 mice adjacent then remove the ghost token. Play now reverts to normal. The minions will now move and attack on their turns, and the mice can take their turns normally

4

Special Rule: Blackpaw and Barnacle:

Blackpaw is just a normal rat warrior and activates along with the rat warriors on their turn. When Blackpaw attacks, he rolls 2 additional action dice. When Blackpaw moves, move Barnacle the roach along with him, keeping Barnacle in the same space as Blackpaw. Barnacle does not take a turn, he protects Blackpaw from attacks. Blackpaw cannot be attacked until Barnacle is defeated. Once Barnacle is defeated, remove the roach figure. Blackpaw may now be attacked just like any other rat. Barnacle has 4 defense and 1 life.



5

Special Rule: Chandelier: There is a rope holding up the candle chandelier. A mouse armed with a ranged weapon or another type of ranged attack, can shoot the rope, hoping to drop the chandelier on the rats occupying the table. The rope has 1 life and a defense of 4. When the chandelier rope defends, any cheese rolled is not added to the minion cheese wheel. Successfully defeating the rope causes the chandelier to crash down on top of the rats on the table. This causes a melee attack against all minions on the table using 3 dice. Remember that Blackpaw is protected by his trusty pet Barnacle and cannot be harmed by the chandelier unless Barnacle is defeated. Immediately advance the marker on the scare track 3 spaces when the chandelier crashes.

6

Special Surge: If a surge occurs in the Dining Hall, and the ghost token has not already been removed from the board, the mice have lost control of their ghost contraption. Place 4 of the mice on the space the ghost is in. Place the other 2 mice adjacent, and then remove the ghost token. Play now reverts to normal. If a surge happens and the ghost token has already been discarded the hourglass marker is still moved 1 space on the chapter track but no other effect takes place.

7

Story Moment: If the mice are victorious, choose a player to read the following story moment aloud:

Collin and his friends gave out a cheer that quickly turned into raucous laughter. The pirates fled from the castle screaming, some not even knowing why everyone else was screaming. The rats and roaches had no choice but to follow lest they be left ashore.

A fox passing by the castle that night watched the scene in disbelief. "I couldn't guess at what was happening," he later told his family. "Pirates, many with tears in their eyes, were fleeing that burnt-out castle like it was full of mountain lions riding bears. Nothing like it has ever been seen in these parts as far as I know!" As far as the pirates were concerned, they had escaped terrors from beyond the grave, the likes of which were only hinted at in legend. Soon the tale of the Ghost of Castle Andon made its way through the ports and dive bars haunted by sailors. In some versions of the story the ghost was a jilted maiden, in others an illegitimate heir who had been sealed in the attic when the place caught fire. But whether the ghost sought the blood of the living, or tributes of gold and gems, one thing was certain: to enter Castle Andon was to invite death. And so the castle's reputation grew, and no one ever came to plunder it again.

The End



© 2013 Plaid Hat Games

Purchase of this digital product gives you the right to print out one copy for your use only. You may not distribute this product to anyone else.

Please do not steal, or allow others to steal, our hard work.

To buy a copy of this product for \$.99, visit plaidhatgames.com

