



RULES OF PLAY



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What's Going On?!

Far across the sea a large green isle rises from the waves. It has gentle meadows and white beaches, and the people of the island are prosperous and kind. At the center of the island stands a tower. Few have been in, and none have come out.

Today, however, an ambitious villager has emerged from the tower, bringing with them a tale of the great mysteries they found at the top of the tower. Upon hearing the news, each village on the island has retained the services of a *wandering* mercenary wizard. Each wizard has been tasked with travelling to the tower, and returning mysteries to their village, so that the village council can investigate them and reap the numerous benefits of the answers they provide.

Now all the most powerful wizards in the land are racing to claim the mysteries of the tower. In a place where once they saw only fruitless labor, these wizards now sense the possibility of fortune, glory, and the immeasurable prestige of becoming the MYSTERY WIZARD.

Goal

To win the game, you need to solve TWO Mysteries by returning them to your village. As soon as a Mystery enters your village, it is solved! This can happen in a number of ways: collecting Mysteries from the Tower, picking them up after someone drops them, or even by pushing a wizard holding a Mystery into your village.

Credits

Mystery Wizard!? was designed by Zack Eberhart, Aiden Giuffre, and Jackson Warley at *It's a Lion!* Games and developed by Andrew Ruhnke. Contact us at ItsALionGames@gmail.com with any questions!



Game Components

1 Game Board



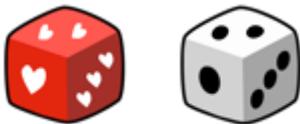
1 Duel Card



2 Mystery tokens



6 Health dice and 1 Rolling die



60 Reward cards



38 Quest cards



3 Artifact cards



2 Mystery Madness cards



8 Wizard Sheets



8 Wizard miniatures



8 Village tokens



24 Ritual Spells



7 Character tokens



20 Hazard tokens



8 Wizard-specific cards



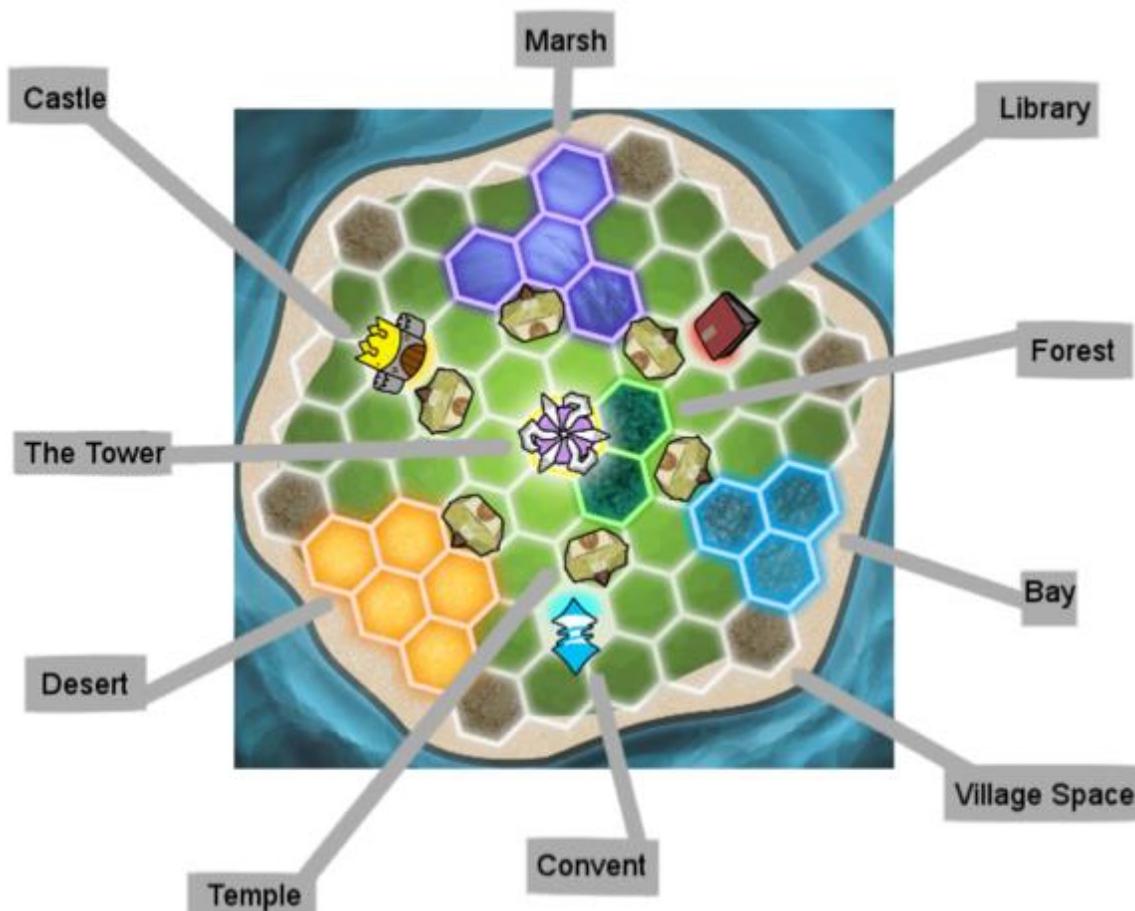
Game Board

The Mystery Wizard game board is a map of the Hexed Isle, a nexus of ley lines which give rise to magical happenings.

The map is divided into 61 hexagonal spaces called **hexes**. Any two hexes that share an edge are said to be adjacent. At the start of the game, each wizard chooses one of the six hexes at the corners of the map to be their **village**, a place of peace and refuge. All wizards begin their adventures in their respective villages and are immune to damage inside of them. At the center of the map is the **Tower**, home of all things mysterious.

Surrounding the Tower are six **temples**, which wizards visit to refresh their spells. The Hexed Isle is home to four distinct **regions**: the **Desert**, the **Forest**, the **Marsh**, and the **Bay**. Additionally, there are three **landmarks** scattered across the Island: the **Castle**, the **Library**, and the **Convent**. Regions and landmarks behave no differently than regular terrain; however, Wizards often choose to take on quests which direct them to one of these specific locations.

Landmarks, temples, villages, and the Tower are collectively referred to as **buildings**.



Wizards

In Mystery Wizard!?, each player plays as one of twelve distinct wizards with unique spells and abilities. Each wizard has a **wizard sheet**, a **wizard token**, a **village token**, a **health die**, and **three Ritual Spells**. Some wizards have extra cards or tokens in the form of **Hazards** or **Companions**.

Wizard Sheet

A wizard sheet tells you everything you need to know about its wizard. On the right are the wizard's unique abilities. These abilities vary from wizard to wizard. Abilities can take the form of **passives**, **talents**, or **weaknesses**. Passives and weaknesses are special characteristics that always apply to the wizard. Talents are abilities that must be performed by spending an Action (see page 9).

Each wizard sheet also has two slots toward the bottom – these are the spots where the health die and **Mysteries** are placed.

The **health die slot** shows the wizard's **max health** – this is the amount of health the health die is initially set to and the highest that the wizard's health can go. The health die is placed on the health die slot at the beginning of the game.

The **Mystery slot** is the space where a Mystery is kept when a wizard picks one up. Only one Mystery may be held in the Mystery slot at a time.



NOTES: ICONS

The **Passive** icon denotes a persistent characteristic that applies to a wizard at all times.



The **Upkeep** icon denotes something that happens at the start of a wizard's turn.



The **Weakness** icon denotes a Passive ability that makes your adventure a little tougher!



The **Action** icon denotes an ability that can be performed on your turn by spending an action.



The **Instant** icon denotes an ability that can be used on any wizard's turn without spending an action.



Many of the playable wizards have special mechanics in the form of Hazards or Companions. These wizard-specific mechanics are explained on the special cards that accompany the wizards.

Hazards



Hazards are tokens that have long-lasting effects on the board. Some wizards have abilities that allow them to place hazards. Each type of hazard behaves differently, as described on the **hazard card** included with its wizard. Each wizard with hazards comes with 10 hazard tokens, and may only place that many at once. Some hazards can be removed from the board; if they are, they return to their wizard and may be placed again in the future.

Companions

Some wizards have companions. **Companions** are characters that are separate from their wizard but controlled by the same player. Each companion has special abilities that are detailed on its **companion card**. **Unlike wizards, companions cannot enter the tower, cast spells, use equipment, or hold mysteries, but they can occupy the same hex as their wizard.** By default, companions cannot complete quests. Companions can either have 1 health (meaning they are slain by 1 damage) or infinite health (meaning they cannot be slain). If a companion dies, it is removed from the board; wizards with companions have abilities that allow them to place their companion back on the board.

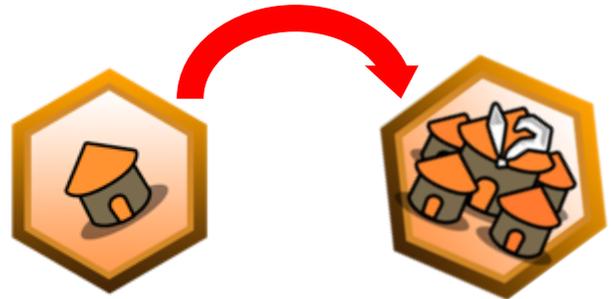


Mysteries!?



Ah... **Mysteries!** The strange and powerful artifacts created aeons ago. Bound to their tower, the mysteries can only be retrieved and carried by a wizard of great power. Mysteries have no health and cannot be destroyed.

A wizard needs to solve two Mysteries to win. As soon as a Mystery enters a wizard's village (by any means), it is immediately solved. A solved mystery cannot be taken away from a village. When a wizard solves their first Mystery, that wizard's village token is flipped over to reveal the larger, enlightened village, and the Mystery token is returned to the Tower. When a wizard solves their second Mystery, they win!



A sample village being flipped to reveal the enlightened village.

There are **always two Mysteries** in play. **Whenever a mystery is solved, the Mystery token is returned to the Tower.** There can never be more than two Mysteries on the board, and should you enter the tower while both mysteries are afield, you will encounter only cobwebs and shadows.

Any time a wizard shares a hex with a Mystery, they automatically pick it up. A unifying character flaw shared by wizards is their overwhelming hubris and avarice, and no wizard can resist the urge to claim a Mystery when they get a chance. Once you have a Mystery, you cannot willingly drop it, except by means of spells.

A Mystery can be in one of three states:

- **Held:** When a wizard picks up a Mystery, they **hold** it in the Mystery slot of their wizard sheet. Held Mysteries are still considered to be on the hex of the wizard holding them.
- **Dropped:** When a wizard is separated from their held Mysteries, either by death (see page 18) or by the effects of a spell, the Mysteries are placed on the appropriate hex, **dropped**. Mysteries remain dropped until they are picked up, scored, or returned to the tower.
- **Stored:** Whenever Mysteries are un-held in the Tower, they are **stored**. They cannot be moved from the tower by effects that move dropped mysteries. The only way to remove mysteries from the tower is for a wizard to grab them.

Game Set-Up



1. Set out the **game board** and place the two **Mystery** tokens on the Tower. Place the **Duel card** off to the side.
2. Shuffle the **quest deck** and place it next to the board. Reveal 3 quests. If there are 4 or more players, reveal 1 additional quest. Place a “Mystery Madness” card underneath the deck.
3. Shuffle the **reward deck** and place it next to the quest deck. Set out the right number of rewards for each quest according to the icons on the bottom of the quest card (see page 15). Place a “Mystery Madness” card underneath the deck.
4. Lay out your wizard’s **wizard sheet**, **ritual spells**, **health die** (set to the max health displayed on the wizard sheet), and any other tokens or cards your wizard has. **All ritual spells start face-down** (but you can still look at them!). We suggest aligning the ritual spells with the bottom of the wizard sheet, as in the diagram, to leave room for equipment that will be gained over the course of the game.
5. Place your wizard’s **village token** and **wizard token** on a corner of the map. Your village token starts with the “unenlightened,” small village side face-up.

Let's Get Started!

After you have laid out the map, quests, and rewards, collectively decide which player is the most magical. This player picks a wizard first, followed by each other player in clockwise order. The last player then places their village in the corner of their choice, followed by each other player in counter-clockwise order.

Once all players are ready, the most magical player can begin!

Your Turn

The game is played in turns. Play proceeds clockwise, each player taking their turn. This keeps going until someone wins or flips the table over.

On your turn, you get to take **TWO Actions**. Whenever you see the Action icon it means that whatever you're doing requires you to spend one of your Actions.



The things that require an Action are:

1. **Walking.** Every wizard can spend an Action to walk to an unoccupied adjacent hex. You can walk multiple times per turn.
2. **Casting burst spells.** Spells are the main abilities wizards use to screw up their enemies, help themselves, and cause all types of mayhem (see page 12-13).
3. **Using a talent.** Most wizards have unique talents on their wizard sheets. You can use talents multiple times per turn, unless otherwise specified. Talents aren't spells, so they can never be countered or played on the Duel (see page 13).

Before and after each Action on your turn, there is a **Window of Opportunity**.

STRUCTURE OF A TURN



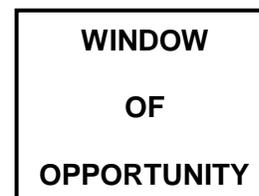
UPKEEP
(IF ANY)



ACTION 1



ACTION 2



Windows of Opportunity

During a window of opportunity on your turn, there are a few things that you and your enemies can do:

1. You may trade with other wizards (see page 17).
2. You may use a companion ability (see page 6).
3. **Any wizard may cast an instant spell (see page 12-13).**

You heard me – you can cast spells on other wizards' turns! Spells with the instant icon  can be cast by any wizard during any Window of Opportunity. That means that you can interrupt your opponents' turns to screw up even their best laid plans. But beware – your opponents can use these windows of opportunity to derail your plans as well.

Each window remains open until every wizard makes it clear that they have no desire to play in it. If ever two wizards want to play at the same time during a Window, priority goes to the wizard who comes earlier in the turn order, starting with the current player. Even though the windows often go unused, it is important to make sure that anyone who wants to use them gets the chance to do so.

EXAMPLE: TURN

1. It's the beginning of Zephyrion's turn! He gets to take two Actions! He spends his first Action to walk to an adjacent hex.
2. During the Window of Opportunity, Zephyrion casts his instant spell *Gust*, dealing 1 knockback to his opponent.
3. For his second Action, he casts his *Relentless Bellow* spell, targeting the direction of his opponent. The spell resolves, dealing 1 damage to his enemy.
4. In the final Window of Opportunity, Zephyrion's opponent exacts petty revenge by casting their instant spell *Lightning* on him, dealing 1 damage.
5. Finished, he tells the next wizard that it's their turn.



Gettin' Around

All proper adventurers need a way to leave their comfy villages and reach their destinations. In other words, you need to MOVE!

Moving is the generic word for any time you go from one hex to another. As you might guess, moving entails exiting your current hex and entering a new one. **By default, multiple characters cannot occupy the same hex.** Certain card effects explicitly override this. The villages, however, may hold an unlimited number of characters.

When a card or other effect tells you to move a hex, you head directly there, without entering or exiting any of the intervening hexes. On the other hand, if you are told to move some number of hexes (e.g. "move 3 hexes"), you do move through the intervening hexes. This is important, because many effects are triggered by entering or exiting specific hexes.

Additionally, there are three different forms of movement:



Walking: You may spend an action on your turn to walk. When you do so, immediately exit the hex that you were on and enter an adjacent, unoccupied hex of your choice. You may walk any number of times during your turn, so long as you have actions to do so.



Knockback: Many spells and abilities allow you to deal knockback to other characters against their will. When you deal knockback, you get to move the affected character(s) through the specified number of hexes. When dealt knockback, the affected character moves through intervening hexes on the way to the destination, triggering any enter/exit effects. Wizards can never deal knockback to themselves,



Flying: When a character flies, they can only move in a ring relative to the tower. This means that the hex they exit has to be as many hexes away from the tower as the one that they enter at the end of the flight. Flying characters do not enter or exit any of the intervening hexes between them and their destination; they fly over them!

Spell Slingin'

Spells are the language of magic that allow you to impart your will on the world. They may damage or move your enemies, move you around the board, or cause other effects. Spells are categorized according to how they are acquired:

Rituals are spells that a wizard has throughout the entire game. Each wizard has three ritual spells that only they can cast. Your rituals start the game face-down in front of you; this means they are **exhausted**. Whenever you enter a hex containing a temple, all of your ritual spells turn face-up; this means they are **refreshed**. Only refreshed rituals may be cast, and casting a ritual causes it to become exhausted immediately.

Scrolls are one-time-use spells that you receive as rewards for completing quests. Unlike rituals, scroll spells are held in your hand. Scroll spells do not exhaust or refresh; you cast them by playing them from your hand onto the table. Scroll spells do not return to your hand – they are sent to the discard pile.

Spells also vary in how they are cast:

Burst spells require an action to cast, and may only be cast on your turn. Burst spells may not be cast as *reactions* on the Duel (see page 13). Burst spells have blue borders and the action icon.

Instant spells do not require an action to cast and may be cast during any Window of Opportunity or as reactions on the Duel. Instant spells have red borders and the instant icon.



In order to use a spell, you must first **cast** it.

Casting Spells

To cast a spell, announce what spell you are casting, place it on the Duel card, and declare its **target**.

Each spell's effects apply only to a specific target, which is chosen by the caster when the spell is cast. Each spell specifies what it can target. For example, a spell that says "*TARGET: HEX*" allows its caster to choose any hex on the board as its target.

Burst spells can be cast only by the current player by spending an Action. Instant spells can be cast by any player during a Window of Opportunity, or in reaction to another spell on the Duel (see below).

Resolving Spells and the Duel

After a spell is cast, each player, in turn order, has the opportunity to react to it by casting an instant of their own. The stack of spells and responses is called the **Duel**. To respond to a spell, cast your own spell (following the steps in *Casting Spells*) and place it on top of the spell you are reacting to. The next player may then react to your spell, and so on. Note that the Duel stack really is a stack of cards, meaning each spell can only be reacted to once, but the Duel can continue to grow as long as wizards have spells to cast.

When the most recent spell-caster can verbally confirm that no one else wishes to cast a spell, the top card in the Duel **resolves** as follows:

1. **If (and only if) the spell still has a valid target, the effect written on the spell takes place.**
2. **If the spell is a ritual, it returns to its owner (exhausted).**
3. **If the spell is a scroll, it is placed in the rewards discard pile.**

This process repeats until no spells are left on the Duel. **Once the top spell resolves, no spells can be cast until all spells on the Duel have resolved.**

NOTES: TARGETING

There are many different targeting options, including:

- "Target: Hex" targets a specific hex. The effects of the spell are applied to the occupant(s) of the hex. If there are multiple characters on the hex, the full effect of the spell is applied to each separately.
- "Target: Character/Wizard" targets a specific character, regardless of their position on the board.
- "Target: Direction" targets one of the six directions coming from the caster's hex.

NOTES: SPELLS AND THE DUEL

- Only spells can start a Duel. Other Actions like walking and using a talent cannot be reacted to in a Duel.
- Spells are targeted when they are cast, not when they resolve. A spell's target can only be changed by means of another spell (e.g. the scroll spell *Persuasion*).
- Spells only take effect if they have a valid target. For example, if a spell at the bottom of the Duel targets a wizard, but that wizard is slain in the course of resolving the Duel, the spell has no valid target and therefore has no effect when it resolves.
- A few instant spells will say that they are not played on the Duel and resolve immediately. These spells can be played in the middle of a growing Duel, and once they resolve, the Duel continues like normal. They cannot be reacted to.
- Casting a burst spell costs an Action, regardless of whether or not it actually takes effect.



EXAMPLE: DUEL

Guy the Bear finds himself in a precarious position: at the edge of the board, he's just picked up a Mystery, but he's trapped between Volcano Jones's Lava hazard and Zephyrion's village. And to make matters worse, he only has 1 health. To his delight, he's just drawn a secret weapon...

1. Guy casts the burst scroll spell *Fantastic Flight* onto the Duel, which allows him to fly to any hex in his ring. Clearly, he's headed straight home!
2. Volcano Jones responds to Guy by casting his instant scroll spell *Lightning* onto the Duel, targeting Stretch's hex.
3. Guy defends himself by casting the scroll spell *Counter* onto the Duel.
4. Zephyrion smirks, as he springs his trap. He plays *Untap Dancing*, allowing him to immediately refresh his ritual spell *Gust*. Because *Untap Dancing* isn't played on the Duel, nobody can react to it.
5. He then casts *Gust*, targeting Guy's hex.
6. Nobody else wants to cast a spell, so, starting with *Gust*, the last spell cast, the Duel begins to resolve. Zepherion knocks Guy back 1 hex, right into his village, scoring his first Mystery!
7. The Duel continues and *Counter* resolves, preventing the *Lightning* below it from resolving.
8. Finally, the first spell cast, Guy *Fantastic Flight*, gets to resolve. Although he has lost his Mysteries, he is still alive, so he decides to fly to the Bay to complete a quest (see page 15).



Quests

Before you head straight for the Tower, you might want to prepare yourself for the perils that your journey will entail. The best way to do this is by completing **quests**.

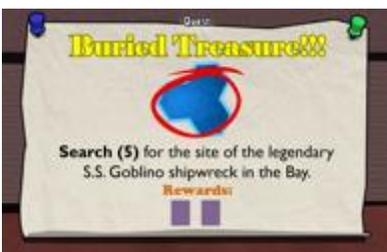


At the start of the game, the Quest Board is prepared. Quests are laid out (3 for games of 3 or fewer; 4 for games of 4 or more) along with their associated rewards. At the bottom of each quest card are icons indicating the number of associated rewards, and whether they are displayed face-up (yellow) or face-down (purple). Any wizard may complete any quest at any time. When a wizard completes a quest, they discard it to the quest discard pile, take its rewards, and immediately reveal a new quest and new reward(s). Only wizards can complete quests; other characters cannot.

There are 2 default types of quests:



- **Exploration Quests:** These quests will tell you to visit a specific **region** or **landmark** on the board. To complete the quest, all you need to do is enter any hex in the region or landmark specified. If you are already in the specified area when an Exploration quest is revealed, you do not automatically complete it, because you have not *entered* a hex in that area while the quest was out.



- **Buried Treasure Quests:** These quests will direct you to a region and specify a number. Whenever you enter a hex in the specified region, you may **search** there. To search, simply roll a die (doing so does **NOT** require an Action). If you roll a number equal to or greater than the number specified, you complete the quest! If there are multiple Buried Treasure Quests in the same region, you make only one die roll for all of them.

If multiple quests are active in the same region or landmark, you can complete all of them at the same time when you enter it.

If the quest deck ever runs out, **Mystery Madness** spreads! (see page 17)

EXAMPLE: QUESTS

There are four quests on the Quest Board- Two Buried Treasure quests and an Exploration quest in the Bay, and one Exploration in the Desert.

1. The Dragon finds herself standing next to the Bay, so she walks in.
2. By entering the hex, she automatically completes the Exploration quest. She also makes a search roll for both of the Buried treasure quests. She gets a 4, which completes one but not the other.
3. She takes the 2 quests' rewards and refills the Quest Board with 2 new quests: another exploration quest has appeared on the Bay, and a Buried Treasure quest has appeared in the Marsh!
4. Dragon could fly towards the Marsh for a shot at the buried treasure, but instead she walks to another Bay hex for a guaranteed reward and another shot at 2 more!

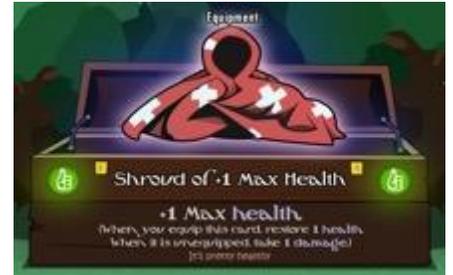


Rewards

Rewards are cards earned by completing quests. There are two types of rewards:



- **Scroll spells** are rare and powerful single-use spells. They do not refresh or exhaust like rituals (see *Spell Slingin'*) and are placed in the rewards discard pile after being played.
- **Equipment** grants special abilities while it is equipped. The moment you get a piece of equipment, you must decide whether you want to equip it or discard it. **You may equip up to three items at a time.** If you already have three items equipped when you get a new one, you may discard an old one to make room.



Each wizard maintains a hand of scroll spells. There is no limit on the number of scrolls a wizard can hold. The cards in your hand are hidden information, but the number of cards you have is not. When you die with cards in your hand, you must discard all but one.

During Windows of Opportunity, you may freely offer to trade with any other wizards. There are no rules governing etiquette for trades; players may agree on any terms they wish. You can trade scroll spells for scroll spells, equipment for equipment, equipment for scrolls, or even concrete items for promises. We recommend not being a jerk (or at least being such a big one that you win the game).

If the Reward deck ever runs out, **Mystery Madness** spreads! (see below)

Mystery Madness!!!



As soon as either Mystery Madness card at the bottom of the quest or reward deck is revealed, **Mystery Madness** spreads! When Mystery Madness spreads, each Wizard's village moves one hex in the direction of the Tower.

Shuffle the empty deck's discard pile, and place it back on top of its Mystery Madness card. Play then continues. If either deck runs out again, Mystery Madness continues to spread and the villages keep moving closer.

Life and Death



So Mr. Smarty-Robes, you think you finally got the hang of the game, eh? Well, picture this – you’ve got a Mystery and are halfway home when a malefactor emerges from the shadows and kills you dead. Ow.

Whenever you take **damage**, the number on your health die is reduced by the amount of damage taken, and when your health reaches 0, you **die**. But, as we all know, death isn’t anything permanent– just a temporary setback. When you die, the following things happen:

1. **If you are holding a Mystery, drop it on your hex.**
2. **Exhaust all of your ritual spells.**
3. **Discard all but one card from your hand (your choice).**
4. **Restore your health to its maximum.**
5. **Remove your wizard token from the board.**
6. **As soon as there are no spells awaiting resolution, return your token to your village.**
7. **If you died on your own turn, you may take any remaining Actions.**

Mid-Duel Death

Rarely, you might die after casting a spell, but before it has the chance to resolve. In this case, the spell *still resolves* – however, it may not have any effect if it was targeted relative to you, since your token is no longer on the board (e.g., spells that target “Self,” “Direction,” or specify a range are invalidated, but spells that target “None” still take effect).

Slaying

Several cards and abilities are triggered when you **slay** a character. Slaying a character means that your spell, talent, or ability, was responsible for dealing the damage that caused the character’s death. For example, if your spell resolves to deal 1 damage to a character, bringing their health to 0, you have slain them. However, if you knockback a character into a hazard that deals damage, the Wizard who laid the hazard (not you) has slain them. Causing yourself to die, however, does not count as slaying a character.

Healing

A few cards and abilities restore Health. **Additionally, whenever you are in your village, you are restored to your max health and are immune to damage until you leave.** You cannot be healed past your max health.

Advanced Quests

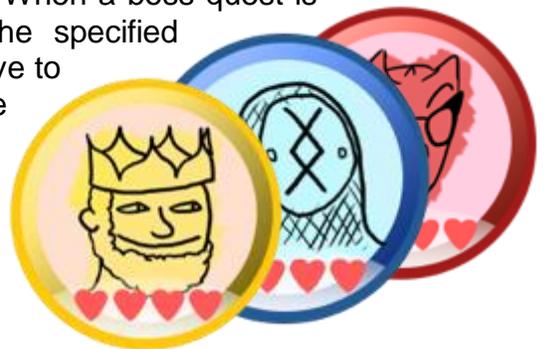
You don't need to play with these rules your first game, but once you have the hang of the core Mystery Wizard!? experience, we recommend including the following optional quests in the game to add some spicy flavor:

- **Crises:** Crises shake things up by adding random events to the game. When a crisis is revealed, it immediately causes something to happen to all wizards. Crises can be good or bad; a crisis may tell all wizards to take a point of damage, or to draw a free reward! After a crisis resolves, it is discarded and a new quest is drawn as usual.
- **Boss Quests:** Boss quests add an extra tier of difficulty to the quest system by allowing players to complete more involved quests for unique and powerful rewards!

You may play with one, two, or all three boss quests. When a boss quest is revealed, put the corresponding **boss token** on the specified **landmark** (any existing occupants of the landmark move to an adjacent, unoccupied hex of their choice). Bosses are all characters with 4 health. To complete a boss quest, the boss must be slain. Rewards are used to keep track of the boss's health. For each point of damage a wizard deals to a boss, they take one of the boss's rewards.

While a boss is on the board, it applies a special effect to the whole game. For example, while the False Prophet is out, each wizard refreshes their spells at the start of their turn.

Each boss has a corresponding **Artifact** card- a powerful piece of equipment that can only be obtained by slaying that boss. Whichever wizard slays a boss gets to take its artifact card in addition to the last reward. Unlike normal quests and rewards, boss quests and their artifacts are not placed in the normal discard piles, but are removed from the game when they are discarded.



The three boss tokens



Artifact card back

F.A.Q.

Q: It's my turn – what do I do? Do I roll a die?

A: Nope! On your turn, you get to take two Actions. Things like walking, using talents, or casting burst spells cost Actions. You can also do things that don't necessarily cost Actions, like completing quests and casting instant spells.

Q: So, all I need to do to win... is solve two Mysteries?

A: Yep!

Q: And... how do I solve Mysteries?

A: As soon as Mysteries enter your village, they are solved! The easiest way to do that is to pick up a Mystery in the Tower and walk them back home.

Q: The tower's really close though. Can't I just walk there and back twice to win?

A: You can! But it might be harder than you think. The other wizards have spells that can mess up your plans if they see you're about to win. That's why you can complete Quests to gain spells and equipment to make your journey easier!

Q: How do I pick a Mystery up?

A: Whenever you are on the same hex as a Mystery, you automatically pick it up. When you pick up a Mystery, you hold it in the Mystery slot on your Wizard Sheet (the circle with the !?).

Q: There are only two Mystery tokens?

A: That's not a question, but I know what you mean! Whenever a Mystery is solved, the Mystery token returns to the tower (because solving a Mystery only raises more questions!).

Q: All of the Mysteries are gone! What do I do!?

A: If the Mysteries aren't sitting on the board, that means other wizards have them. If other wizards score the Mysteries before you, they'll win. And if they win, you won't win... So go stop them! Or, even better, steal their mysteries for yourself!

Q: How do I stop an enemy wizard who has a Mystery?

A: If you kill a wizard, they drop their Mysteries. If you knock them away from their village, it'll take them longer to get home. And if you have a spell that moves their Mysteries away from them, you can snatch them up! If you can't do any of those, try to complete Quests! There are a lot of powerful spells and pieces of equipment in the Rewards deck that you can use to get momentum.

Q: How much health do I start with?

A: The spot for your health die has a number of hearts on it indicating your max health. That's how much you start with (and yes, it is a small amount – most wizards can die in one or two hits!).

Q: When do I roll my Health die?

A: *Never.* Your Health die is simply used for keeping track of your Health!

Q: How do I heal myself?

A: Entering any village restores you to your max health!

Q: How do I cast a spell?

A: If it's a burst spell (blue arrow icon), you can cast it on your turn by simply spending an Action and telling everyone that you are casting it! If it's an instant spell (red lightning icon), you can cast it on anybody's turn (including yours) without spending an action!

Q: When on another player's turn can I cast instant spells?

A: You can cast instant spells at just about any time on an opponent's turn: before, in-between, or after their Actions. You can also cast instant spells directly in response to their spells by playing them onto the Duel.

Q: Does walking start a duel? Does it target something?

A: Walking does not start a duel, and isn't targeted before it takes effect; a walk Action can't be countered or interrupted.

Q: What happens if two players want to do something at the same time?

A: There is a real-time component to Mystery Wizard!? – the first player to declare their intention gets to do their thing (whatever it may be) first. If you cannot decide who was first, the priority goes to the player earlier in the turn order, starting with the player whose turn it currently is.

Q: What is the difference between a wizard and a character?

A: All wizards are characters, but some characters aren't wizards.

Q: What happens if two or more effects resolve simultaneously?

A: Whenever multiple effects happen simultaneously, the person whose turn it is decides the order. For example, if entering a hex triggers both damage from a lava hazard and the completion of a quest, the person whose turn gets to decide which happens first.

Q: Who's the best wizard?

A: All of our playable wizards are fun and powerful in their own way! It's perfectly fine to pick based on visual appeal or spell names, and as you play the game, you'll learn which wizards suit your style of play. That said, the Dragon, the Sharpshooter, and the Windzard are the easiest wizards to pick up for your first game, and offer a good balance of abilities and spells that will help you get the hang of things!