

## Maple Story Set 3 FAQ

### Pet Questions

**Q:** How do Pets work?

**A:** *A Pet is an item with the following ability:*

***"Hungry*** — *When your turn starts, put the top card of your deck face down under this Pet. (A Pet can have up to 3 cards under it.)"*

*Each Pet also has its own unique ability that uses the cards under it for some effect. Pet Panda, for example, has the Friendly ability:*

***"Friendly*** — *When Pet Panda has 3 cards under it, reveal them. You may play 1 non-Boss monster revealed this way and put the others on the bottom of your deck in any order."*

**Q:** When exactly do I do the Hungry effect? Before I level up?

**A:** *Yes. You do it before you level up.*

**Q:** What if I have several Pets to feed. What order do I feed them in?

**A:** *You choose the order.*

**Q:** Do I look at the card I feed to the Pet?

**A:** *No, keep it face down the whole time.*

**Q:** What if a Pet somehow gets more than 3 cards under it?

**A:** *A Pet can't have more than 3 cards under it. If an effect tells you to put a card under a Pet that already has 3 cards, ignore that effect.*

### Card Questions

#### **Battle Fury**

*"One of your monsters gets Fierce this turn. (It attacks twice this turn.)"*

**Q:** How does this work with a monster that already has Fierce or has Mega Fierce? For example, if I gave Bahamut fierce, how many times would it attack?

Bahamut

"Mega Fierce —Bahamut attacks 3 times each turn."

***A:** Fierce and Mega Fierce are both trying to change the rule of the game that allows Bahamut to attack only once per turn. Since both effects want to change the same rule, you need to pick one of them to work. So, you would choose whether Bahamut has Fierce or Mega Fierce this turn, allowing it to attack either 2 or 3 times.*

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### **Bahamut& Freezer**

"**Command** — Return this card to your hand. Then level up with the top card of your deck."

**Q:** I used this Command character action when it was at the bottom of my level-up stack. I then leveled up with a card that has a character action on it. Can I now use that character action?

***A:** Yes.*

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### **Black Dragon**

"**Morph** —When your turn starts, you may put 3 cards from under Black Dragon on the bottom of your deck in any order. If you do, it becomes a monster with 80 attack and 120 HP until your next turn starts."

**Q:** Could my opponent destroy my Black Dragon with item destruction (Slime, for example) when it's a monster?

***A:** Yes. While Black Dragon is a monster, it is also still an item.*

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### **Call of the Wild**

"If you have a monster, destroy 1 of your opponent's monsters. If you have an item, destroy 1 of your opponent's items."

**Q:** Do I choose one or the other to do, or can I do them both?

***A:** You can do them both if you have both types of cards.*

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### **Cold Beam**

"Your opponent's monsters each get -30 attack until your next turn starts."

**Q:** Does this only affect monsters my opponent has in play when I play this card?

**A:** *No, it affects all his monsters on his turn, even the new ones he plays on his turn.*

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### **Crow**

"**Peck** — Whenever your opponent levels up, do 20 damage to a character or monster."

**Q:** Does this include when my opponent levels up with something like Training or Devil Slime?

**A:** *Yes, this works regardless of how your opponent levels up.*

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### **Destroy All Monsters**

"Destroy all monsters."

**Q:** If I play this and I have some monsters in play, will it destroy my own monsters?

**A:** *Yes.*

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### **Ergoth**

"**Reaper's Knock** — Reduce your opponent's HP to 10. Your turn ends."

**Q:** Can I time this so that Ergoth can do his other boss action and attack before I do Reaper's Knock?

*A: No, when you attack with a Boss, you do its boss actions first in order, and then attack with the Boss. That means you wouldn't be able to attack with Ergoth if you do its Reaper's Knock.*

**Q:** Okay, but can my other monsters attack before I do Reaper's Knock?

*A: Yes. You can attack with your monsters in any order. So you could attack with all your other monsters, then Ergoth.*

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### **Invincible**

"Prevent the first 100 damage that would be done to your character next turn."

**Q:** Does this look for one big chunk of 100 damage and prevent it?

*A: No, it will look for the first "total" of 100 damage and prevent it. For example, if your opponent hits you with two Energy Bolts for 80 damage each, the damage from the first one would be prevented. Then 20 damage would be prevented from the second one, using up the 100-damage prevention, and you would take 60 damage.*

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### **Mortal Blow**

"When your turn ends, do damage to your opponent's character equal to the total damage he or she took this turn."

**Q:** Does this do one chunk of damage all at once? Or does it replicate each instance of damage I did during the turn?

*A: It adds up all the damage you did during your turn and does that much damage in one chunk.*

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### **Pinboom**

"**Spike Burst** — When Pinboom is destroyed, do 40 damage to a character or monster."

**Q:** My opponent has one of these, and he hits it with his own Easy Shot to destroy his own monster. Can he do that?

**A:** Yes.

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### **Porcupine**

**“Quill Attack** —Choose a character. For each Pet you have, do 10 damage to that character.”

**Q:** I have 5 Pets and I hit my opponent with Quill Attack, but my opponent has a monster in play. How much of the damage gets prevented by the monster?

**A:** *One defending monster will prevent all the damage from a Quill Attack. Quill Attack does separate instances of 10 damage each, so just one monster will prevent all 50 damage. You'll need to get the monster out of the way first!*

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### **Ryden**

“When your turn ends, for each monster you have of level 30 or less, do 10 damage to a character or monster.”

**Q:** Can I choose different characters or monsters for each 10 damage I do with Ryden?

**A:** *Yes, and if you do it all to one character or monster, it counts as separate instances of 10 damage.*

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### **Seal**

“Remove a monster from the game until your next turn starts.”

**Q:** What does it mean to remove a monster from the game?

**A:** *Set the monster to the side. It has no effect on the game whatsoever while it's removed from the game. For example, it can't attack, take damage, or use any of its special abilities.*

**Q:** I have the boss Manon in play with 40 damage on it and my opponent removes it from the game. When it comes back, does it still have 40 damage on it?

*A: No, when a boss returns from being removed from the game, any damage it had on it is gone.*

**Q:** So now that my Manon is removed from the game, can I play another copy of it from my hand? If so, will the one that was removed from the game still come back?

*A: Yes, you can play another copy of Manon if you have a copy of it that was removed from the game, because the one removed the game isn't "in play." When the other one comes back, you'll have 2 copies in play at the same time.*

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### **Squid**

**"Toxic Ink Cloud** — Whenever your opponent does a character action, do 10 damage to that character. This damage can't be prevented."

**Q:** Does a lightning-bolt ability count as a character action?

*A: No.*

**"Rogue's Revenge** — If you have 3 or more Thief cards under your character, destroy a non-Boss monster."

**Q:** Does this card count toward the 3 Thief cards?

*A: Yes.*

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### **Watch Hog**

"Once a turn, you may prevent all damage from a character action, monster attack, or tactic."

**Q:** When do I choose which damage to prevent?

*A: Each time damage would be done by a character action, monster attack, or tactic, you have the option of using Watch Hog to prevent that damage. You can do this once per turn.*