



Lost Chapter One: Cat's Cradle

Choose a player to read the following aloud:

Filch stood tall at the table and gave his competitors a wicked smile. It was a cool fall evening and the Tartan Thistle was bustling with mice. The band was making a raucous racket with fiddle, flute, and drum, and Filch tapped his feet in rhythm to the music as he let loose another pawful of dice.

"Oooh," said Fat Bill appreciatively when he saw the dice. "Lookit there Ed," he said. "'Ol Filch here has rolled two swords, a cheese, a sword 'n shield, and a bow. 'Tis a good roll." Filch reached over the table and changed the die face with a cheese to that of a sword. Fat Bill nodded his head sagely at this. "He's changed the cheese to another sword, givin' him three-of-a-kind." Fat Bill's friend scratched his white snout and looked down at the dice.

"Three-of-a-what?" he asked.

"Three-of-a-kind ya big dummy." Fat Bill shook his head. "I don't know why you even play this game Ed," he grumbled. "Filch just needs two more swords to win it."

"Shut it Bill," snapped Filch. "You're breaking my rhythm." And with that, he pushed all of his cheese bits into the center of the table, and picked up the two dice that were not swords. "I'm all in," he said, then puffed on his dice for luck. But as Filch swung his arms to roll, the music suddenly came to a halt and his foot lost the beat it was tapping. The two dice fell awkwardly from his paw and came to a clattering halt on the table: another bow and sword 'n shield. "No!" Filch hissed.

"What's that mean?" asked Ed.

"It means we win!" squealed Fat Bill, and the two immediately began collecting their winnings. Filch's head (and a few choice words) jerked in the direction of the band, only to discover the trio had gone on break. He had half a mind to go find them and scold them for breaking



his lucky streak, when he noticed a new tune wafting in on the autumn air.

"That song," said Filch quietly. "So strange..." The music was a lilting melody full of melancholy and regret, and Filch found himself stumbling out of the pub. The tune carried on the night air, and the scamp began to wander down a dark Barksburg street, only half aware of what he was doing.

"Filch!" Lily was at his side, her breath coming in gasps. "There you are! We've been looking for you everywhere. It's Crumbles — he's gone missing."

"Yes, Crumbles," said Filch, still entranced by the strange music.

"What? No, he's missing. A guard saw him toddling towards the castle." That seemed to shake Filch from his trance.

"Wait, Crumbles? Are you saying that adorable little mouseling is headed towards the castle?" The thought of the little tyke heading into those dark and burnt-out halls made even Filch shudder.

"Yes," said Lily. "We must find him at once!"

Chapter Objective

Protect Crumbles from danger while you chase him through the abandoned castle.

Victory Condition

Catch Crumbles before he is captured (*loses all of his cheese*) and either defeat the menace in the guardroom, or discover the source of the eerie music and clear the alchemist chamber.

Defeat Condition

If Crumbles loses all of his cheese, or if the hourglass marker reaches the chapter end marker on the chapter track, the mice lose this chapter.

Chapter Setup

Chapter End

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

Party Setup

Select 4 mice to be in the party for this chapter. The party must include at least 1 tinkerer or scamp.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. Difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown: Tunnel Entrance, Sewers, Sewer Pipe, and Crystal Tunnels. Place the Crumbles token and the 4 mice being used in this chapter on the start space marked below: Place 3 rat warriors and 1 elite rat warrior on the Tunnel Entrance tile normally (see 'Placing Minions on the Board' on page 14 of the rulebook). Also place a mousetrap token on each mousetrap space.



The white mouse head icon represents the start space.



Special Chapter Rules

Crumbles

Crumbles is an inquisitive, headstrong little toddler mouse. He will make a great adventurer someday. He is represented on the board by the Crumbles token and on the initiative track with the Crumbles initiative card. Below are some rules for how to move and interact with Crumbles:

Crumbles and Initiative: Whenever determining initiative, the Crumbles initiative card is always placed in the number 1 space of the initiative track and then initiative is determined normally starting with the 2 space. The Crumbles initiative card cannot be moved from the number 1 space for any reason.

Crumbles and Cheese: Crumbles starts the chapter with 3 cheese tokens on his initiative card. If crumbles ever loses all of his cheese, the mice have been defeated. On its turn a mouse on the same space as Crumbles can share cheese with Crumbles using a share action. Cheese shared with Crumbles is placed on Crumbles initiative card. Crumbles cannot have more than 6 cheese tokens on his card at any time.

Moving Crumbles: When Crumbles takes a turn, he will move but cannot attack. Crumbles always moves along the shortest path toward the source of the music. Each tile will explain where the music can be heard emanating from. To move Crumbles, roll an action die. Crumbles will move that number of spaces toward the source of the music. Crumbles cannot cross red dividing lines, but crosses yellow lines without penalty. Crumbles ignores mouse traps. Crumbles must stop when entering a space that has 1 or more minions on it (*Note: If a minion is knocked down, Crumbles does not have to stop when entering its space*). When Crumbles moves off of a tile through an exit while following the music, place the Crumbles token aside. When Crumbles moves onto a flip space set the Crumbles token aside. he has moved through that flip space. The next time the Mice use an explore action on that same exit, place the Crumbles token on the space the mice explore to then proceed. *The mice cannot use an explore action while Crumbles is on their tile.*

Minions and Crumbles: Non-ranged minions move toward Crumbles just like any other mouse. If a minion ends its movement on a space with Crumbles, remove 1 cheese from Crumbles' initiative card and add it to the minion wheel. Minions do not attack Crumbles. *Crumbles does not count toward space limits and can share a space even with large minions.*



Crumbles and Water: Crumbles cannot move against the current and must stop when moving into a water space. At the end of Crumbles' turn, if he is on a water space with no other mice, he will be swept downstream one space just like a mouse. If a mouse is swept downstream while sharing a space with Crumbles, the toddler will also get swept downstream as well. If Crumbles is swept off the board by water, the chapter ends and the mice are automatically defeated. Crumbles cannot climb out of water on his own. He must be carried out by a mouse (See 'Picking Up Crumbles below').

Picking Up Crumbles: A mouse that shares a space with Crumbles can pick Crumbles up and carry him. After that Mouse finishes its move, it will put Crumbles back down. Crumbles hates to be carried. Each time a mouse picks Crumbles up, he will cry out to be put back down, roll a die. If you roll a ★ you have successfully calmed Crumbles for now. If you do not roll a ★ place a cheese on the minion cheese wheel.

Tunnel Entrance



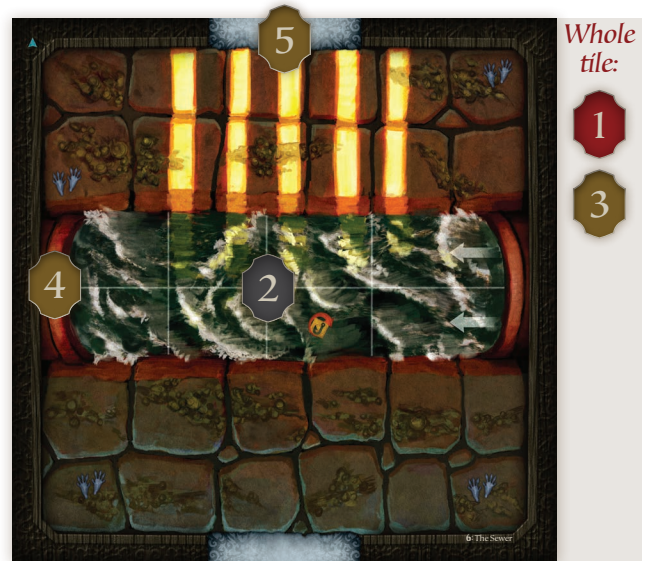
1 Special Search: Cheese Cache. (Note: This gives the mice some much needed cheese.)

2 Special Surge: Elite Rat Warrior.

3 Special Rule: Music emanates from here. Crumbles will move toward this exit.



Sewer



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

The mice emerged from the tunnels through an opening dug between two ancient, rough-cut stone blocks. The rancid odor and sound of running water was a sure sign that they were in the sewers. And in the distance could be heard the strange and forlorn sound of the dreadful music.

"Great. The sewers," whispered Filch, sniffing at the foul air.

"Yer mum must be about," chuckled Nez.

Tilda shushed the two jokers and gestured toward the gloom ahead. There they made out the tiny, toddling shape of Crumbles, struggling on his wee legs toward the source of the disjointed tune.

"He'll fall in!" cried Collin.

"Quickly!" shouted Maginos. "There's no time to lose!"

2 Special Search (in water spaces): Fishhook and Thread. (Note: This allows mice to get to high places quickly.)



3 Special Rule: Leaving the Sewers: Before a mouse can use an explore action on an exit area to leave the Sewers tile, all other mice must be on the same side of the water as the exploring mouse.

4 Special Rule: Leaving the Sewers Tile by Water: If Crumbles is swept off the sewer tile by water, instead of an automatic defeat, the mice may



follow Crumbles downstream into the Drain Pipe tile. Once all mice have moved off the Sewer by way of the water, place Crumbles and all the mice on the closest available water space on the Drain Pipe tile and continue by revealing an encounter card as if an explore action had been used. If there were any minions on the sewers when the last mouse is swept off the tile, remove those minion figures from the board and remove their initiative cards from the initiative track.

- 5** **Special Rule:** Music emanates from here. Crumbles will move toward this exit.

Crystal Tunnels



- 1** **Story Moment:** When the mice explore the Crystal Tunnels, choose a player to read the following aloud:

The party was still soaked and cold from their unexpected swim, yet they continued following the unearthly music. Here and there the music was joined by a child's humming.

"That must be Crumbles," said Collin. "I understand his fascination with that tune — it is at once both wonderful and terrible, and try as I might, I cannot stop wanting to hear more of it."

"Whelps these days and their blasted taste in music!" griped Nez and he shook his head as if to rid his ears of the offense. The tunnel they walked through grew wider, and the group found themselves presented with a strange sight. Flickering blue light danced over the tunnel walls, emitted by the odd crystals that grew in the earth beneath the castle, jutting out here and everywhere like the teeth of some magical beast. There was the tink-tank sound of metal chipping into rock, and in

the dim light the mice could see creatures swinging pickaxes. The tall rodents swung their tools into rock, earth, and even the crystals themselves, their work slow and at an uneven pace.

"Rats!" hissed Filch. But the other mice could only stare in silence, for though the mysterious laborers were indeed rats, their appearance was frightening to behold. Patches of fur were missing from their bodies, and what flesh could be seen was grey and flaky. Bones protruded at odd angles from beneath their skin. But it was the eyes of the rats that truly gave the companions pause, for they were naught but a milky white from whence came a sickly light that was both a glow and darkness all at the same time.

"An unglow if ever I saw one," whispered Maginos. "But what is its source?" Then there was a giggle and to the mice's horror, Crumbles emerged from a nearby tunnel and skipped happily into the midst of the horrible rats and their large pickaxes.

"Stop him!" Lily screamed.

- 2** **Special Setup:** Place 1 rat warrior on each of these spaces.
- 3** **Special Rule: Mindless Rats:** The rats on this tile are mindless rats. Until Crumbles leaves this tile, the mindless rats will not move or attack. When a mindless rat is defeated, instead of removing that rat figure, it becomes knocked down. (see page 17 of the rulebook for details on being knocked down.) At the beginning of each rat turn, roll 1 action die for each knocked down rat. If a ★ is rolled, stand that rat back up. On any other result, remove that rat as usual. Mindless rats do not have the aggressive ability. When defending against an attack, mindless rats roll one less die in defense.
- 4** **Special Rule: Dangerous Pickaxes:** If Crumbles moves into a space with a mindless rat that is not knocked down, roll an action die to see if his pickaxe is on the upswing or downswing. If a ★ is rolled, the pickaxe is swinging down, scaring Crumbles and causing him to squeak. Remove 1 cheese token from Crumble's initiative card and place it on the minion cheese wheel.
- 5** **Special Surge: Shard Blast!** All knocked down mindless rats explode into a million dangerous shards. One at a time for each knocked down mindless rat, roll 2 action dice as an attack. Any mouse on the same or adjacent space as an exploding mindless rat must defend against this



attack and cannot add any bonuses for armor. Then remove all knocked down mindless rats and move the hourglass marker on the chapter track as usual.

- 6** **Special Rule:** Music emanates from here. Crumbles will move toward this flip space. Once Crumbles leaves this tile, the mindless rats will now move and attack the mice on their turn and the Dangerous Pickaxes special rule no longer applies.

Drain Pipe



- 1** **Special Setup:** Place 8 roaches normally.
- 2** **Special Search:** Dinner Fork. (Note: This item allows mice to mousapult to hard to reach areas. It also can be used with the grape to create a powerful weapon.)
- 3** **Special Surge:** Slippery Edge. If a surge happens on this tile, move the hourglass marker as usual. Then move each mouse (including Crumbles) that is on a space adjacent to a water space, 1 space directly into the water.
- 4** **Special Rule:** Music emanates from here. Crumbles will move toward this flip space. If Crumbles successfully leaves the tile by this flip space, move the chapter end marker 1 space further on the chapter track.



Pipes



- 1** **Special Search:** Rest Spot. (Note: The rest spot allows the mice to heal.)
- 2** **Special Rule:** Music emanates from here. Crumbles will move toward this exit.
- 3** **Special Rule:** Entering the Guardroom from the Pipes Tile: A mouse can use an explore action to move from the Pipes tile to the Guardroom tile even though there is no matching color exit. To move from the Pipes to the Guardroom, place the pipe overlay token on the Guardroom tile in the empty space adjacent to the western exit. Then place the mice on the pipe overlay. Treat the pipe overlay as a special area space.



Guardroom



- 1** **Story Moment:** When the mice explore the Guardroom, choose a player to read the following aloud:

The mice stood on the pipe that jutted out of the wall of one of the guardrooms. Below them was a mess of burnt scarring on the stone floor that spoke of the destructive fire that had spread through the castle following Vanestra's defeat. From their vantage point they spied young Crumbles waddling toward a large shape in the corner.

"He's heading for that jack-o-lantern," said Collin, and he squinted his eyes for a better view. The mound in the corner did indeed resemble a large, round pumpkin, complete with two almond-shaped eyes, a triangular nose, and a jagged smile. But the light that emanated from the pumpkin shape was not the warm inviting flame of a candle, but rather a sickly glow that was both darkness and light.

"Oh gods!" cried Maginos. "The unglow again!" The lurking shape suddenly shuddered to life and began to rise on rickety, skeletal legs.

"Oh no," moaned Nez. "It cannot be! It just cannot be!"

"Brodie!" Filch shrieked.

The cat's burned and bony remains rose up, ashy, fur-covered skin sloughing off its bones to the stone below. A dry hiss rattled out of the dead creature's skeletal mouth, and the unglow pulsed deep within its skull.

- 2** **Special Setup:** Instead of drawing an encounter card as usual, place the Brodie token on the tile in this space. The mice must defeat Brodie.

- 3** **Special Rule: Mindless Brodie:** This is not the Brodie the mice remember. He has been changed somehow. Mindless Brodie rolls one less defense on both initiative cards. When one of Mindless Brodie's cards would be removed from the initiative track, instead flip that card over. The next time that card would take a turn, roll an action die. On a ★ flip the card over face up and continue with its turn. If no ★ is rolled, remove that card from the initiative track as usual.

- 4** **Special Rule: Crumbles:** There is no music to be heard on this tile. Each time Crumbles moves, he will move toward Brodie. Crumbles will also move toward a piece of cheese. Mice can leave a piece of cheese in a space using a share action. When Crumbles moves, he will move toward the closest cheese. If Crumbles ends his move on a cheese, place that cheese on the Crumbles initiative card.

- 5** **Special Rule: Helmet:** If Crumbles is on the helmet space, he cannot be harmed by Brodie and does not lose a piece of cheese from Brodie moving into his space.

- 6** **Special Surge: Brodie Coughs Up Dust:** The mice no longer have any line of sight for ranged attacks and must now attack mindless Brodie from the same or adjacent spaces.

- 7** **Story Moment:** If the mice defeat Mindless Brodie, choose a player to read the following aloud:

The mice stood panting by the ruinous heap that had been Brodie, their minds still reeling from the horror they just faced.

"And here I thought that cat couldn't be more frightening," moaned Filch.

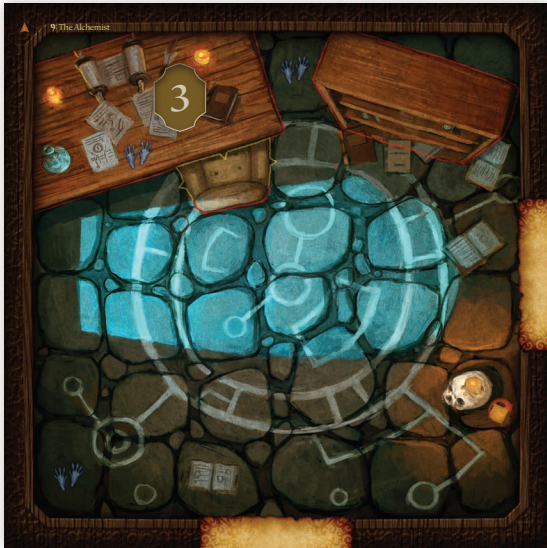
"I feel sorry for him," said Tilda. "He was an innocent creature and deserved better than this."

"Clearly dear lady, you and I have differing notions on innocence," replied Filch.

"Pssst! Hey guys, over here," called Lily in a loud whisper, and she beckoned for the others to join her by the scorched helmet that had tumbled off the armor rack. The mice gathered around and smiled at what they saw. Inside the old helmet was little Crumbles, curled up in a ball, sound asleep. "Leave it to the sandman to get to him before we did," chuckled Maginos.

The End

Alchemist Chamber



Whole tile:

1

2

4

5

1

Story Moment: When the mice explore the Alchemist Chamber, choose a player to read the following aloud:

“There he goes, get him!” squeaked Collin. The mice scrambled after Crumbles two at a time, making their way out of the eye holes of the bony candle holder. Maginos’ alchemist chamber was a disaster with scorch marks on the walls and floor, and partially burnt books and scrolls everywhere. The old wizard’s heart ached at the sight of so much destroyed knowledge.

The music was louder here, and now they could see it was emanating from an ornately carved music box that sat on the alchemist table. Moonlight streamed in from the shattered window, silhouetting the tiny shape of a mysterious cloaked figure who sat on the window ledge. The figure raised four cloaked arms and began to sway back and forth, moving its arms like a ghostly symphony conductor. Slowly turning the crank on the side of the music box was another mindless rat even more twisted and deformed than the others.

Maginos used a mystical flame from his staff to light the candle atop the skull, and in the flickering glow the mice saw gloomy shapes shuffling toward them from out of the shadows. Oblivious of these dangers was Crumbles, and the wee mouseling giggled as he toddled ahead of them toward the alchemist table and the source of the diabolical tune.

2

Special Setup: Instead of drawing an encounter card, when the mice explore into the alchemist chamber, Place 1 mindless rat on the music

box. Place 3 other mindless rats and 3 roaches normally.

3

Special Rule: Turning the Crank: As long as there is a mindless rat on the music box that isn’t knocked down, the music will emanate from the table special area. The mindless rat posted here will not move, and will only attack if a mouse is on the table. If the mindless rat on the music box is removed from play, the next closest mindless rat on this tile will spend its next turns attempting to move onto the music box to continue the music. If the music is stopped, Crumbles will not move on his turn.

4

Special Surge: Shard Blast! All knocked down mindless rats explode into a million dangerous shards. One at a time for each knocked down mindless rat, roll 2 action dice as an attack. Any mouse on the same or adjacent space as an exploding mindless rat must defend against this attack and cannot add any bonuses for armor. Then remove all knocked down mindless rats and move the hourglass marker on the chapter track as usual.

5

Story Moment: If the mice defeat all minions on this tile, choose a player to read the following aloud:

With the music ended, little Crumbles sat in the middle of the floor, arms crossed, and pouted.

“Tunes!” the little tyke insisted. Lily sat down next to him and mussed his scruff before wrapping her arms around him and hugging him tightly.

“Come, let us get you home and into bed my little adventurer,” she said tenderly. “Your mother is no doubt worried sick.”

“I fear we may have opened a sack of worms,” mused Maginos, and he gestured toward one of the arched entryways connecting the alchemist chambers to the halls. There the mice caught a glimpse of the music box as it drifted away out of sight, carried on the tiny backs of a large herd of roaches. Riding atop the music box was the mysterious cloaked figure, and the strange procession quickly vanished into shadows.

Old Maginos stared into the darkness and stroked his chin. “I wonder,” he said to no one in particular. “I wonder.”

The End

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