

Mice *and* Mystics™



Book Two

Heart of Glormy

Introduction

This is a Mice and Mystics story book. In its pages you will find instructions on how to setup each chapter and special rules for playing out the chapter, including information on how you win and lose that chapter.

Each chapter of a story book is intended to be played through as a single game session of Mice and Mystics. Players can play through an entire story book, chapter by chapter, over multiple game sessions. This is called playing the story as a campaign.

Heart of Glorm starts off with a prologue. If you are going to be playing through Mice and Mystics as a campaign, we suggest you have someone read the prologue aloud to all the players prior to playing the first chapter.

Players that choose to play Heart of Glorm as a campaign can link the campaign to other Mice and Mystics story books and play an extended campaign. Mice involved in the extended campaign, can keep abilities and items found in previous campaigns using the same rules as between chapters, but cannot keep any legendary items found in other story books unless directed by the story book.

Room Tile Rules Types

Special circumstances will abound as you play through each chapter. This gives us the opportunity to inject the game with juicy, narrative flavor. This story book breaks down these special circumstances into a series of rules types as follows:

 **Special Search:** Some tiles or spaces, will allow players to find a specific item in the search deck. After making a special search, shuffle the search deck. Once a special search has been successfully performed that specific special search cannot be performed again during that game session.

 **Special Surge:** A special surge always takes place instead of the surge listed on the current encounter card.

 **Special Setup:** When exploring (*moving into*) a room tile that has a special setup, follow the special setup instructions instead of drawing an encounter card.

 **Special Rule:** Some tiles will have rules that apply when the mice are interacting with that tile.

 **Story Moment:** Story moments will trigger when something specific happens in the game, like exploring a certain tile. Story moments always come with a section of text to be read aloud to the players. Some story moments even give the players a reward for triggering them.

 **Optional Side Plot:** Sometimes players will be presented with an opportunity to complete a task that is not necessary to complete the chapter. These side plots often come with a reward for completing them.

Campaign Special Rules

Clockwork Mortar

The mice face a menacing new weapon known as the clockwork mortar. The clockwork mortar is represented by the clockwork mortar token, and is placed on the board as directed by the special rules for the tile in which it is encountered.



Attacking with the clockwork mortar

A minion that begins its turn on the clockwork mortar will not move. When it attacks, it will attack using the mortar and is considered a ranged minion for that attack. The mortar can only be used to attack once per round, so any additional minions that start their turn on the mortar will move and attack normally. Roaches and large minions of any kind cannot use the clockwork mortar. The clockwork mortar also cannot be used by a minion if one or more mice are in the same space as the mortar. The clockwork mortar allows the minion operating it to roll 3 dice to attack and hits on bows like any other ranged attack.

Targeting with the clockwork mortar

A minion that attacks using the mortar will attack the space with the most mice. All mice on that same space are affected by the attack and must defend against any hits. If more than one space qualifies or if no mice share a space, the mortar will attack the space that includes the mouse highest on the initiative track.

Ammo for the clockwork mortar

Each time you encounter a clockwork mortar, the chapter special rules will explain which ammo is being used.

- **Choke Bombs:** A mouse that is wounded by a choke bomb becomes stunned. Place a stunned token on that mouse.
- **Tangle Bomb:** A mouse that is wounded by a tangle bomb becomes webbed. Place a webbed token on that mouse.
- **Fire Bomb:** A mouse that is wounded by a fire bomb becomes on fire. Place an on fire token on that mouse.

New Status

On Fire



Heart of Glorm introduces a new negative effect called on fire. When a mouse is on fire, place the on fire marker on that mouse's card. A mouse that is on fire is in danger of being harmed unless it can put out the fire by ending its turn on

water, or by successfully using a recover action. Roll one action die plus one additional die for each other friendly mouse in the same space. If you roll at least 1 ✨ the mouse successfully puts out the fire, remove the on fire token. If you fail to roll a ✨, the mouse retains the on fire token and receives 1 wound at the end of their turn. *Important note: Tilda may use her 'Draw Empathic Power' when a fellow mouse receives an on fire token.*

New Mouse Hero

Heart of Glorm introduces a new mouse called Neré. Players may now choose this new mouse even when playing chapters from another Mice and Mystics story book.

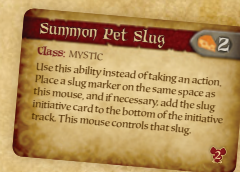


New Search and Ability Cards

Heart of Glorm includes a handful of new search cards. You can shuffle these into your search deck before playing a chapter or campaign. This expansion also includes new abilities your mice can learn. Add the new ability cards to your ability card deck.

Note: The following cards require special considerations:

Summon Pet Slugs: The summon pet slugs ability card cannot be chosen as a mouse's ability until after chapter 2.



Heartwarm Potion: Do not put the heartwarm potion search card in the search deck. Players will only gain use of it through conditions laid out in this story book.



Arrow of Truth: Do not put the arrow of truth search card in the search deck. Players will only gain use of it through conditions laid out in this story book.



Pack Rat Peddler: The mice have an opportunity to meet the pack rat peddler. Do not shuffle the pack rat peddler card into the search deck until the mice have earned the pack rat peddler story achievement token.



Imported and Distributed in the EU by:

Asmodee United Kingdom
Unit 6 Waterbrook Road
Alton Hampshire, GU34 2UD, U.K.

Enigma Distribution Benelux B.V.
Wethouder Den Oudenstraat 8
5706 ST Helmond, Holland

Enigma Distribution Danmark A/S
Valseholmen 1
2650 Hvidovre, Danmark

New Minions

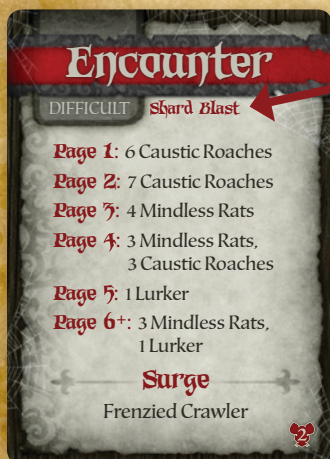
Heart of Glorm introduces new versions of the familiar minions, but they have been twisted and made more diabolical by too much exposure to mystical energies. When building an encounter deck while playing a Heart of Glorm chapter, use the new encounter cards with the twisted Glorm versions of the minions listed. Unless directed by the Heart of Glorm story book, we recommend using only the encounter cards included in this set. When creating your own adventures, feel free to mix and match encounter cards from different sets.

Frenzied Crawlers

Heart of Glorm includes a large minion known as a frenzied crawler. These are dangerous centipedes twisted by too much exposure to mystical energies. The frenzied crawler uses 2 initiative cards just like a boss but is not considered a boss.



Shard Blast



Some encounter cards include the phrase 'Shard Blast' near the top of the card. While this encounter card is in play, when any knocked down mindless rat rolls to 'Reanimate', if that rat fails to stand back up it will explode into a million dangerous crystal shards. Before removing it, roll 2 action dice as a melee attack. Any figure on the same

or adjacent space as an exploding mindless rat must defend against this attack normally. Then remove that mindless rat.

Disguises in Heart of Glorm

In Heart of Glorm, the disguises party item will only work on mindless rats. Skulker rats use their keen sense of smell to find the mice, and are not fooled by the silly disguises.



Pets

Pets move and attack using all the rules for minions, except that they are friendly toward the mice and their choices for where to move and who to attack are controlled by the mouse players. Pets do not count as mice, but can be attacked by minions if no mouse targets are available. Pets are usually represented by a token, and do not add to space limits. Minions do not have to stop when entering a space occupied by a pet token. Some pets are summoned to the board temporarily. Remove any summoned pets that are on the board whenever the mice explore to a new tile.

The slug pets in this story book are represented by cardboard chits. Cardboard chit pets do not count towards space limits.

Mouse Head Icons

When necessary, components in this expansion are marked with a numbered mouse head icon to allow easy distinction from the Sorrow & Remembrance storybook included with the core game set of Mice and Mystics, as well as storybooks included in other expansion sets. The number indicates which book number the component is originally associated with.





Prologue:

Birth of a Villain

Choose a player to read the following aloud:

Daz and Gildi Bellows bustled from room to room as they tidied up the inside of their cozy little tree. Their son Tip sat on the living room floor playing with his little metal mice. There were soldiers of all sorts: archers and swordsmice and even a few knights riding hamsters. They were engaged in desperate battle with little metal rats that had kidnapped some foppish dandy. His mother passed through the living room with an armful of folded blankets. She sidestepped the battle scene on her floor, careful not to set a paw down on the sharp little combatants. She was laying blankets across the back of a couch when Tip began to hum a little tune. And as he played with his soldiers, he started to sing:

Beautiful glow-worm, shimmer, shimmer!
Shine your light brightly through pain so glum,
Follow love's arrow along the rhumb,
Ne'er mind life's sorrows, lest you succumb
For what dear friend would you become?
Oh, glow-worm getting dimmer, dimmer.

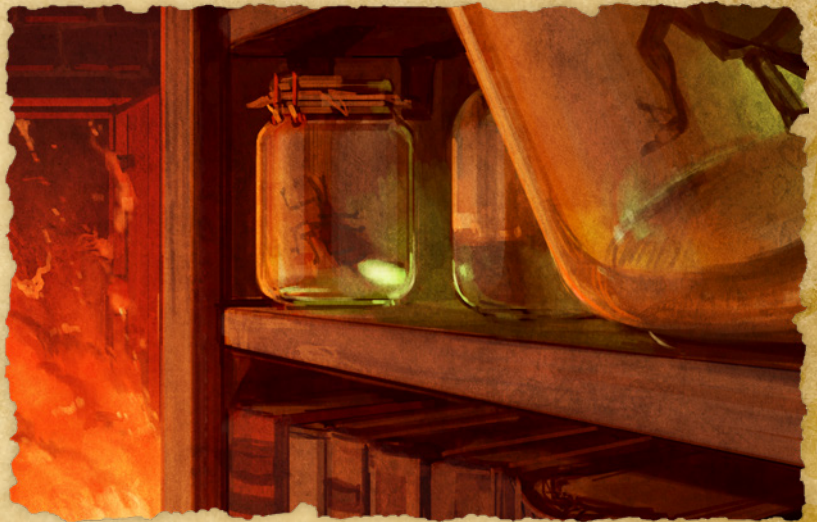
Gildi made the slightest of warding gestures and asked, "Dearest?"

"Yes mum?" said Tip looking up from his play. Gildi sat down in an old rocking chair that sat near the fireplace, and crossed her hands in her lap.

"Where did you hear that song?" she asked.

"Old Fetty taught it to me!" said Tip. "I like it. It's pretty but also sad at the same time."

"I see," said his mother. "Well, that will be enough of that. The next time I see Master Fettswillow I will ask him to refrain from teaching you songs of that sort."



"That sort?" asked Tip. "But mother, it's a fine old song!"

Gildi rubbed her hands together nervously and said, "I'm not a superstitious mouse, but that song is bad luck. It comes from a bad story about bad things, and only bad will come from singing it." Tip brightened at this. His mother was as superstitious a mouse as ever there was, but when she said a story was best left untold, it meant Tip was about to hear the whole sordid tale in full.

"Perhaps you should tell me the story, mother," he said innocently. "That way I'll understand and be certain to never sing that song again."

Gildi glanced out the nearby window. Outside the light had turned to orange as the world was consumed by twilight, and the fire in the hearth crackled as it nibbled at ashy logs.

"Perhaps just this once," she whispered, and she turned to Tip and said, "There was once a little glow-worm. And his name was Glorm..."

Glorm was a happy glow-worm by all accounts. He lived in a jar that sat upon a shelf in an alchemist's chamber owned by the greatest mystic in all the land. Each day the mystic would drop a mosquito or a gnat or two into Glorm's jar, and Glorm would say, "Thank you Maginos for the kindly snack." Glorm spent his days watching the goings-on as Maginos toiled in his laboratory. Sometimes Glorm would even aid the old mystic, such as the time Maginos sought to make the kingdom's mines safer by way of magical lights that never went out.

One day Maginos brought another glow-worm into the chamber, and set her jar on a shelf not far from Glorm's. Glorm was delighted at the prospect of having a friend, and he used his pulsing glow to get her attention. She looked back at him through the glass and smiled meekly, but made no other effort to communicate with him. As the days went by, Glorm began to fall in love with the other glow-worm. He did not know her name or the sound of her voice, but he knew her gracefulness, the distant look in her eyes and her melancholy smile, just as well as he knew any part of himself. Each day he would release his glow in slow, drawn-out pulses, in which he attempted to channel all of his feelings so that she might know of his love. But whether she misunderstood or simply did not feel the same, she never returned the gesture.

And then one day the two glow-worms bore witness to a terrible event: Maginos and several of his friends were arrested by strangers, and pulled away to places unknown. Days went by, and Glorm grew hungry. He lost the strength to signal to the other glow-worm, and his heart ached as he watched her withdraw even more as she succumbed to hunger and thirst. When Maginos returned, Glorm was shocked to discover the kindly mystic was no longer a human. But there was no mistaking the brave little mouse who battled rats and insects on the room's stone floor far away. But Glorm was far too weak to try to signal his friend, and if Maginos remembered the little glow-worm he did not show it, and soon left with his mousey companions.

More time passed, and Glorm faded in and out of consciousness. He only vaguely registered the sounds of another battle. He fully awoke one night to the sound of a strange clock striking twelve, and realized there was a faint glow that pulsed in the darkness. He pulled himself up and saw the other glow-worm looking at him with concern. When he smiled at her, she smiled back. Gone was the melancholy of the previous days, and this made Glorm's heart soar with happiness. We have to get out of here, he gestured to her. She nodded in agreement, and climbed up her jar to the lid. She struggled with it,

trying desperately to open it, but it was no use. Glorm began to rock his jar back and forth, and soon he was able to throw his weight just right to knock it off his shelf. He fell, and the jar shattered on a tall bookcase. He lay there for a moment, dazed and in pain, when to his horror he saw the other glow-worm's jar tip over the neighboring shelf. Glorm cried out, for the jar fell to the desk far below where it shattered on a stack of loose papers. Glorm scrambled to the edge of the shelf and looked down at his love. For a moment he feared she was dead, but then she slowly began to move. He had only just sighed in relief when the entire castle was shaken to its roots by the sound of a mighty explosion. A terrible wail rose up from unknown depths below, and again the castle shuddered.

Gouts of magical fire rolled in from the open doorway, igniting everything that lay in their path. Every piece of wood, every scrap of paper and every snippet of fabric instantly ignited in a hideous conflagration.

Glorm awoke in the strange crystal tunnels beneath the castle. He was in great pain, and was confused by his new surroundings. But then his memories came back to him, and he remembered the fires dying out as quickly as they had come. He recalled crawling away to the cool safety of a hole in the wall, and finding a winding set of tunnels. And then he remembered seeing her...

The tears came quickly to him there in those crystal tunnels. Years later, some of the mice in Barksburg would say Glorm's heart stopped beating that day. He cried out for his lost love and shook his fist at Fate for being so cruel. Most folk know that one should never carry on when strange, magic crystals are about, but Glorm was too overwhelmed by grief to care. And there in the strange blue glow of those crystals he let all of his anguish pour out. His glow burned brightly until it began to take on a bluish hue. And from there it began to fade, slowly turning sickly, being at once bright and dark at the same time. And as Glorm's unglow began to spread, the shadows in the castle above began to stir. There in the burnt, hollow darkness of that forlorn place came the click-clack of roach and spider legs moving on blackened stone, and the soft thip-thump of rats limping through cold hallways.





Chapter One: Dance of Dread

Choose a player to read the following aloud:

She did not have to wait long for the attacks to come. Neré did not like being in the city, so far from the wild beyond. But the tree song in her frightening vision had been impossible to ignore. There had been a creeping darkness that swallowed up all living things, and from out of that darkness had come the ancient tree spirit. The spirit had sung to her in its groaning, creaking tongue and it had shown her the city nestled within its belly. And all around the city was the creeping darkness, and in it nothing lived. And so Neré had travelled to Barksburg, a city whose smells were so alien from the lush greenery of her home. The city mice had looked at her strangely, but Neré had kept to the alleyways and waited.

The attacks began at dusk of the third day of her stay. It had sounded like hail at first - a steady thump-thump sounding on the trunk of the old tree. But the guards had rushed in, their faces awash with fear, and panic quickly took hold of the normally docile populace. Mice scurried everywhere, most desperate to return to their homes, but the bombardment was over quickly. A hush fell over the city as mice peeked out from their hiding places, sniffed at the air, their tiny ears standing at alert.

No one could say when the music started. It wafted in like the faintest of scents, rich and savory as a fine meal, yet sickly sweet like rotting garbage. As the mice began to notice the strange tune, it began to increase in intensity. It was beautiful, the arrangement of notes a sort of celebration, but it was painfully mournful as well, and each mouse who heard it felt a profound sense of loss. Barksburgers came out of hiding, all of them looking around in bewilderment, and some of them began to wander towards the enormous, arching gateway that led to the outside. Neré looked at one of them as they stumbled by her and she took note of the unfocused, lost look in their eyes. And from deep within came an unhealthy glow.



“Unglow!” Neré hissed, and she made a warding gesture. Chaos began to spread all around her as the entranced mice began to perform dangerous acts. She saw a mouse hold a burning twig against the inner wall of the tree, happily letting the wood begin to blacken until a group of alarmed citizens tackled him to the ground and stamped out the twig. There was no time for gawking. Neré dashed through the gate, passing more entranced citizens on her way, and she arrived on the outside, the cool night air rustling her fur. The trunk of the gnarled old tree was scarred by smoking craters, as if it had been struck by caustic missiles. And across the courtyard strange, shambling shapes began to emerge from the shadows of evening. Neré drew her ginger root wand and faced them. She was knocked to the side as a large mouse carrying a hammer came up from behind her.

“There they are! Blimey, it’s a full-scale invasion!” said the burly mouse, and he looked down at Neré. “Er, sorry lady. Didn’t see you there.” Several other mice all came up from behind, their faces full of grim resolution.

“Prepare for battle!” said a younger mouse. “We engage them in the courtyard and hold them here. Maginos, use your staff to blast a hole. When he does,

anyone who's free should charge the mortar. Destroying that device is our top priority!" Neré recognized the young mouse as Prince Collin — easily the most popular figure in all of Barksburg. And indeed, she could see the weapon the prince called a mortar. It sat across the courtyard, manned by enemies, and it was once again being brought to bear on the tree.

Chapter Objectives

Protect Barksburg from assault, then hunt down the mysterious hooded figure that seems to be leading these attacks.

Victory Condition

Defeat Glorm and his minion bodyguards in the kitchen.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have defeated Glorm, 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 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. The party must include Neré. Neré cannot choose the Summon Slugs ability card yet as she must discover it later.

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and deal 2 standard encounter cards face down on top of the encounter deck.

Room Tile Setup

Place the following 4 tiles as shown below: Courtyard, Sewers, Dining Hall Tunnels, and Kitchen Tunnels. Place the 4 mice being used this chapter on the start space marked below. Place 2 mindless rat warriors and 3 caustic roaches on the Courtyard tile normally (see 'Placing Minions on the Board' on page 14 of the rulebook).



Also place a clockwork mortar token on the space indicated near the hole in the wall. Place the Glorm figure on this token. Choose just 1 of Glorm's initiative cards for this encounter. After dealing the cards to the Initiative track, roll an action die. Move Glorm's initiative card down the track an amount of spaces equal to the number rolled, leaving no empty slots between any cards on the track.

Special Chapter Rules

Mysterious Hooded Figure

The mysterious hooded figure in this chapter is Glorm and is represented by the cloaked glow worm figure. The mice are trying to catch Glorm. Each time the mice encounter Glorm, he will try to escape. Follow the special escape rules listed with each Glorm encounter in this chapter.



Courtyard



Whole tile:

3

1 **Special Rule:** This Clockwork Mortar is armed with fire bombs.

2 **Special Rule: Glorm:** The shadowy figure is Glorm. He will not leave the mortar. When Glorm takes his turn, he will attack using the mortar. At the end of the first round, or if Glorm is defeated, remove Glorm from the board and remove his card from the initiative track. Then read the following Story Moment:

"Don't let him escape!" shouted Collin as he ducked a hissing spray of green slime spat from a nearby roach.

"What are these twisted things?" asked Tilda as she brought her mace across the head of a horrifying rat. Even as it went down, the rat began to twitch and rise to its feet. Lily leapt over it in a single bound.

"I'm on him!" she shouted, dashing towards the dark hole in the castle wall. The others all pressed after her, save Nez, who seemed perfectly content to stand his ground and hammer down these demented new versions of his hated foes.

3 **Special Surge:** 1 mindless rat, and 1 caustic roach.

Tunnel Entrance



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

"I see him!" shouted Neré and she pointed into the gloom. The others could just make out the cloaked figure as it scuttled around a bend in the tunnel, vanishing from sight. They rushed forward, but stumbled over each other in the

darkness. As they passed by the opening of a side passage, they heard a gurgling cry of distress.

"Sounds like some poor wretch has bumped into a nasty," said Filch. "Best we hurry on."

"Filch ya coward," groaned Nez. "We can't just walk away!" He turned to the others whose faces did not look so sure. "Er, or can we?" he asked.

2 **Optional Side Plot: Investigate the disturbance:** After clearing the Tunnel Entrance tile of minions, the mice may choose to investigate the noise by exploring the southern exit. Alternatively, they can avoid this potential danger for now, choosing instead to continue following Glorm through the eastern exit.

3 **Special Search:** Cricket Friends (Note: This helps the mice avoid treachery).



4 **Special Surge:** Frenzied Crawler.

5 **Special Rule:** The cloaked form of the shadowy figure can be glimpsed escaping through this exit.

Sewer



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

They emerged from the tunnels onto a ledge overlooking the sewer. Across the dark and rushing waters, in the feeble light from the sewer

grate above, they could see a figure struggling under the weight of three pesky slugs.

Lily slid a porcupine arrow from her quiver and nocked it to her bow, but Neré made a clucking noise and said, "Save your arrow for the real fight Battleheart." She flashed a grin at Lily, then dove into the water.

"Great," groaned Filch. "Someday we're going to get to be big heroes without having to jump in the slop."

2 Special Setup: Place the pack rat peddler story achievement token on this space. Then place 3 slug tokens on the pack rat.

3 Special Setup: Do not draw an encounter card for this tile. Important: Remember that each time players reach the end of the initiative track, if there are no minions on the board, a piece of cheese is added to the minion cheese wheel. So even though there is no encounter on this tile a surge could still happen if the mice take too long to complete their task.

4 Special Rule: Removing Slugs: On its turn, a mouse that is on the pack rat's space may spend its action to remove 1 slug marker from the pack rat and set it aside. When all the slugs are removed, the party has helped the pack rat. The party receives the pack rat story achievement token. Advance the chapter end marker 1 space on the chapter track.

5 Story Moment: After the mice free the pack rat, if there are no minions on the board, or when all minions on the board have been defeated, choose a player to read the following:

"Help him up," sighed Maginos. The mice worked together to help the pack rat to his feet, but it was no easy task. He had an overstuffed bag strapped to his back, and it prevented the peddler from keeping his balance.

"What do you have, fool?" demanded Neré.

"Wuz that luv?" asked the puzzled pack rat. Scowling, Neré produced a shard of glass and cut a squirming sack loose from the peddler's belt. The sack hit the ground with a wet squish, and the smiling face of an especially slimy slug emerged. Neré growled at the pack rat. "Oh, this? This 'ere it's a slug, yes?" said the pack rat.

"I do not care for the trading of living things," said Neré.

"Well you don't luv, but the bog shamans pay fer 'em just fine. But that's neither 'ere nor there, izzit? Thanks be to you mices forever and ever. I 'ereby state my indebtitude on this most auspicious of occasions."

Filch gave the oversized pack a nudge. "How about opening up shop?" he asked. The pack rat brightened at the notion.

"Yes! Yes!" the peddler exclaimed. "What better way to festivate than with a little shopping?" The pack rat dropped his bag with a resounding thud, and immediately set to opening up sacks, boxes, and purses, all of them filled with the strangest assortments of objects. Neré sighed and knelt down to pat the little slug that purred as it leaned its slimy head against her leg.

The party now befriends the pack rat. Retrieve the pack rat peddler search card (which should not have been placed in the search deck as per campaign special rules), use the card immediately, and then shuffle it into the search deck.



6 Special Rule: Flip Space: The flip pace on this tile cannot be used.

7 Special Surge: Spider Lurker.

Dining Tunnels



1 Story Moment: When the mice explore the Dining Tunnel, choose a player to read one of the following aloud.

If the mice explored the disturbance in the sewers, read the following side plot:

"We have two choices before us," said Tilda.

"Yes," agreed Collin. "We can go above to the kitchen or cut beneath it via the tunnels."

"The pack rat said he heard a dreadful music emanating from the kitchen," said Lily. "Our quarry must have gone that way."

"Yes, but he also said there were only light patrols in the tunnels," reminded Maginos. "And we could use the rest."

"I vote for the kitchens," said Filch. "My nose says there are still some choice nibbles of food to be found there."

Nez sniffed the air and shook his head. "My nose only says you stink, Filch."

If the mice did not explore the disturbance in the sewers, read the following side plot:

"It's folly trying to track this wraith in the dark," spat Collin in disgust.

"Tis true my boy," agreed Maginos. "It would appear we have two choices." He pointed at a passage up ahead. "We can continue fumbling through these dark tunnels..." He pointed to a ladder leading upward. "Or we can ascend to the common areas above and hope for a better view."

2 Special Search: Dinner Fork (Note: This item can be used to launch grapes like a catapult).



Dining Hall



Whole tile:

1

3

4

6

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

The mice climbed the old creaking ladder. The top of it had been blackened by fire that had poured down from overhead, and Nez winced as each slat sagged under his weight.

"Ladder ain't long for this world," he said nervously.

"No indeed, but it isn't giving up the ghost just yet," replied Tilda, who was just beneath him and hoping she was right. Collin was the first to poke his head up out of the floor. The rug that had covered the hole was mostly burned away, revealing another cold, charred room.

"The dining room," whispered Collin. Light flickered up ahead, perhaps from a candle, and the party could make out hushed voices. They crouched there in the shadows until Lily pointed out the shapes. Their cloaked quarry was positioning rats for what looked like an ambush. It whispered instructions, and the twisted rats groaned, "Yessss Glorm," in unison and shuffled to their assigned posts.

"Stop right there!" Collin cried leaping into action. Neré followed the prince's lead and barrel rolled into a combat stance. The others followed suit, but Maginos just shook his head.

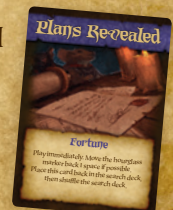
"Yes, very subtle" he muttered.

2 Special Setup: Instead of drawing an encounter card, place the mortar marker on the yellow bordered chair space, place 1 mindless rat on the mortar. Place Glorm on the dining table, place 2 more mindless rats normally.

3 Special Rule: This clockwork mortar is armed with tangle bombs.

4 Special Rule: Glorm Escapes: The first time Glorm teleports, instead of choosing a minion entry space, place Glorm adjacent to the exit to the kitchens. At the end of the round, remove Glorm from the board and remove his initiative cards from the initiative track. Glorm escapes. Note: If Glorm receives enough wounds that he would be defeated, remove him as usual, but he is not defeated. Instead, Glorm disappears.

5 Special Search: Plans Revealed (Note: This buys the mice some more time).



6 Special Surge: Sudden Shard Blast: Perform immediately: 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 a Melee attack. All figures on the same or adjacent space as an exploding mindless rat must defend against this attack. Then remove all knocked down mindless rats and move the hourglass marker on the chapter track as usual.

Kitchen Tunnels



1 Special Search: Rest Spot.



Kitchen



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

The mice climbed into the cool darkness of the abandoned kitchen. It seemed even more cavernous now, though the fires had spared the majority of the room. They turned in place, ears alert and tails twitching, searching the shadows for possible dangers. Suddenly the shape of the cloaked figure appeared above them on the table, backlit so it seemed by a diseased flame.

"There he is!" shouted Nez. The haunting, warbling music they had grown to loathe so much rose up from a nearby corner. From out of the shadows crept the forms of limping, mangled rats.

"What has he done to them?" Lily cried.

“...all sewn up,” whispered Filch in horror.

"Well, well," said a creaky, rattling voice from above. "You took your time Maginos. And here I feared we might have to start your wake without you." The party stared up at their quarry, unsure of the meaning behind the stranger's words.

But Magínos shook his head sadly and said,
“So it is you. I feared it might be.”

Gurgled laughter came from above. "You have much to fear my mystic, but you have yet to comprehend the overwhelming misery of it all. Do not fret. I shall lay it before you like a banquet of grief, and there shall be much for you to sample."

"I do not understand what it is you seek old friend," Maginos responded. "What wrong have I done you? Why do your words all hint at loss and..." Maginos's eyes searched around for something he could not see, and he asked, "Where is your friend? What has happened to her?" But the only response that came from the table above was a long exhalation that sounded like rattling bones, as if the stranger could only just barely contain some secret rage.

"Oh Glorm," said Maginos, his voice filled with pity, "What have you become?"

"I am what you have made me," came the reply, and the cloaked figure made a gesture with one of its many arms, signaling the shambling rats to attack. "Show them the meaning of sorrow," he growled.

2 Special Setup: Instead of drawing an encounter card, place Glorm on the kitchen counter. Place 3 skulker rats normally.

3

Special Rule: The “Glorm Teleports” initiative card is not used for this encounter, do not add it to the initiative track.

4

Special Rule: Glorm Tricks: If the mice defeat Glorm, remove the Glorm figure and replace it with a skulker rat figure, adding the skulker rat’s card to the initiative track if necessary.

5

Special Surge: 1 Spider Lurker placed normally. This will apply to the whole tile.

6

Story Moment: If the mice successfully defeat Glorm and clear the kitchen of all minions, choose a player to read the following aloud:

Collin saw the opening and called for the others to concentrate their attacks on Glorm. Neré joined him at his side and together they pushed toward the hooded villain. Maginos blasted a rat out of their way, and Collin let out a shrill battle squeak. He swung his sword down in a slashing arc, hitting the cloaked figure and driving it to the ground. The hood fell off, only to reveal the face of another of Glorm’s twisted rats.

“Trickery!” hissed Tilda.

Behind them there was a pop and a hiss as a choke bomb landed in their midst. Thick, oily smoke poured out of the bomb’s cracked clay shell, filling the air with toxic fumes. The mice gasped for air as the smoke clogged their lungs, and they clutched their furry throats.

And that was the last they remembered...

The Story Continues

Choose a player to read the following aloud:

Linera stepped out onto the lower balcony of her manse, and all at once her senses registered calamity. The air was thick with the smell of scorched wood, and twisting ribbons of faint smoke still rose in the distance. The town square hummed from the hundreds of murmuring voices below, all of them filled with fear. Somewhere in the hazy gloom a fire bell rang out. Linera approached the railing and looked out on the multitude of mousey faces that looked up at her in desperation. Her hands held the intricately carved railing, and she gave the crowd a loving smile, hoping her own fears went unseen. A hush fell over the gathering below, and tiny mouse ears pricked up in anticipation.

“My fellow mice,” she called out, using the well-rehearsed voice she reserved for public occasions. “I have brought you together so that I might squeak to you of the dangers this fine tree now faces. Barksburg has

been assaulted this eve by forces within and without. I shall not tell you the situation is not grave — not whilst our tree still burns. Yet I bear good news as well, for even as I speak our brave fire brigades are winning the battle against the blaze. Unless the situation suddenly changes, I feel it is appropriate to say your nests are safe. But only for now.

Tonight we were besieged by strange, mindless creatures from the castle. They deployed a dangerous weapon seemingly designed for the sole purpose of destroying Barksburg. But worse than this is the strange affliction that has beset so many of our normally upstanding citizens.”

“My child is acting all wrong!” called one concerned mouse.

“My father was compelled to acts of arson!” cried another. “It isn’t mousey at all!” More mice began to offer similar tales of strange behaviors from friends and family, but Linera held up her hands for silence, and the square grew quiet once again.

“There is reason to believe the strange music that plagues us is responsible for the bewitchment of our loved ones,” she bellowed. “I have sent an expedition of our bravest mice into the bowels of the castle. They are to discover the identity of those who would harm us and end the threat posed to Barksburg.”

The crowd approved of this and there were many celebratory exclamations of, “Prince Collin!” or “The Heroes of Barksburg!”

“But,” cried Linera, and at this her heart grew heavy, “Dawn draws near and our heroes have not returned. Without them guarding the tree we are ill prepared to defend ourselves should another attack creep from the castle. And of course there is that unwholesome music that continues to vex us. I have therefore decided that we shall use the acorns from the courtyard battle to... barricade the hole to the castle.” A collective gasp rose from the town square.

“But the heroes!” someone yelled. “They’ll be trapped for sure! They’ll never escape!”

“Have faith,” Linera responded.

“No mere barricade can repel such excellent heroes, and if Barksburg is to be saved, we must find the means to cut off that infernal tune.” And secretly she hoped she was right.



Chapter Two: Darkness Follies

Choose a player to read the following aloud:

Splee squealed happily as she watched her new friend. The new friend was not being very interesting at the moment, seeing as how she was just lying on the ground, bound by rotted swampweed. To tell the truth, Splee felt a little timid around this overlander, but she was keenly aware of just how tasty the swampweed looked, and it was impossible not to notice the delicate aroma of decay wafting off of it...

Neré awoke from darkness to find a glistening slug using her as a chair. A jolt of fear shot through her, and she leapt to her feet. The little slug crashed to the ground where it lay on its back happily chewing away on a mystery meal. Neré rubbed the soreness out of her wrists and ankles, taking note of the marks that indicated she had been bound. How did I get free? She wondered.

"I eat the swampweed, yes I do, yes I do," came a little voice. Neré looked around in puzzlement until she realized there was no voice. She cleared her mind and focused on the little slug that still lay on its back merrily chewing. "Stinky, stinky in my belly," the little creature happily cheered in its mind. Neré pushed her mind out further, reaching for the slug like a searching, grasping hand.

"Did you free me?" she asked in the echoing depths of her mind.

"Oh, hi. Hi-hi," thought the slug, and it slopped itself right side up.

"Hello little friend. It would appear you ate away my bindings. I am in your debt."

The little slug swallowed the last of its meal. "I have the stinky in my belly!" it cheered.

Neré took in her surroundings. "I have to find my companions," she thought.



"Companions are here. Do you think friends have the stinky too?"

"Perhaps."

"Then they probably have new slug friends as well! We love the swampweed. I'm Splee. Howdy-do!"

Neré could not help but grin at her companion. "Hello sweet Splee. I am called Neré. Tell me, does Glorm have my friends?"

"Ooooooh, a glorm!" and Splee slimed around in excitement before turning back to Neré, her eyes straining forward on her stalks in anticipation. "Is it tasty? Shall we go eat some glorm now?"

"Hopefully it won't come to that!" said Neré aloud. "Come Splee." And together they ventured off into the darkness as Splee's head swam with a little ditty about things going in her belly.

Chapter Objectives

The mice are separated and need to find each other.

Victory Condition

Gather all four mice together on one tile. Once all the mice are together immediately read the section titled "Victory is Close" at the end of this chapter and complete the last obstacle located there.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have found each other and cleared the board of minions, 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 5 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. The party must include Neré. Neré cannot choose the Summon Slugs ability card yet as she must discover it later.

Encounter Deck Setup

The encounter deck is not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown below:



Crystal Tunnels, The Forge, Dining Tunnels, and King's Tunnels. Place 1 mouse being used in this chapter and 1 slug marker on each of the start spaces marked above. Place 2 mindless rats and 4 caustic roaches on minion entry spaces across all 4 tiles. The players may choose where to place the minions, but each tile must have at least 1 minion.

Special Chapter Rules

Separated

The mice begin this chapter separated from each other. While the mice are separated they will use the same initiative track, but for all purposes, including surges, party items and abilities, the mice are considered separate parties. Party items are not shared between the parties, and abilities that affect more than one mouse only affect mice in the same party. Mice that share the same tile are considered to be in the same party.

Slug Buddies

Each mouse starts the chapter with a pet slug. All slug pets are represented on the initiative track by a single slug initiative card. When the slug card is next up on the initiative track, each slug may take a turn in any order, and is controlled by the mouse they start with, following all the rules for pets outlined on page iii of this Story Book.



Slugs and Captures

If a slug pet is captured, it is automatically rescued when its controlling mouse defeats all of the minions on a tile. If there are no friendly mice around, slugs may rescue their controlling mouse by defeating all of the minions on a tile. Return the captured mouse to the space its slug is on. If both the slug and its controlling mouse are captured in the tunnels or forge, remove all minions and markers from that tile and flip the tile they were captured on so that the upper level is now showing. The remaining mice can only rescue them after exploring into this tile and searching the indicated space or by using the desperate rescue trick card (in which case the rescued mouse is placed on the space with the mouse that used the card). If both the slug and its controlling mouse are captured on any of the other tiles, the remaining minions are not removed from that tile and the captured mouse can only be rescued when the tile they were captured on is cleared of minions.

Special Surges

When a surge happens anywhere in this entire chapter, move the hourglass marker as usual, then place the minions indicated below based upon the hourglass's current page:

Page 2: 4 Caustic Roaches

Page 3: 2 Mindless Rats,
2 Caustic Roaches

Page 4: 3 Skulkers

Page 5+: 1 Lurker

The minions placed from a surge can be placed on any tile the players agree upon, but a minion cannot be placed on a tile that has no mice.

Connected Common Areas

When a mouse explores into a new tile, if that tile is connected to another explored tile by a matching exit, after placing any new minions, consider these tiles to be a continuous area. An explore action is not necessary to move from one continuous area to the next. Spaces along matching exits of two continuous tiles are considered adjacent. Ranged attacks are still limited to the same tile.

Explore Limitation

When using an explore action, a mouse cannot flip an adjacent tile to check for a matching exit if that tile currently has a mouse or slug on it.

Dining Tunnels



1 **Special Rule: Shadows:** Minions roll one additional die for defense while standing on a shadowed space.

2 **Special Search: Fungus Bits**



The Forge



Whole tile:

1

2

1 **Story Moment:** When the mouse that awakes in this room takes its first turn, choose a player to read the following aloud:

Nez awoke to blurry vision and an aching head. "Wuzzat?" he asked to no one in particular. Then he was aware of the pain in his wrists and he rubbed them tenderly. He had clearly been tightly bound, but now his wrists were free, though strangely slimy as well. "The dickens is goin' on?" he again asked the darkness. His vision began to focus, and now he was aware of a faint glow coming from behind him. "Glorm!" he shouted out, spinning around to face the threat.

But there was only a plump slug busy nibbling away on some kind of green slime. It watched him intently with big, bright eyes, and from its abdomen came a faint, kindly glow. Nez chuckled. "Hello little fella. Thanks for the spot 'o light! Now where the blazes am..." But his voice faded as he realized where he stood. "My 'ol workshop," he sighed wistfully. "Oh, but it breaks my bones to see it like this. Triple-curse that no-good witch for meddlin' in my business!" He stamped his foot angrily, sending a tiny piece of scrap metal flying. It ricocheted off an iron boiler and then off the head of a rat that

lay slumped in the corner. The rat's body suddenly jerked as if jolted by electricity and then it rose slowly from the ground. When its head rolled around on its neck to look at Nez, the old tinkerer sucked in his breath.

"Yer in some nasty business Mr. Glorm, an' that be tha truth," he muttered.

2 Special Rule: Dim Lighting: Minions on this tile cannot be attacked by ranged weapons unless adjacent to the attacker or in the same space as the attacker.

3 Special Search: Tinkerer's Treasure.



Crystal Tunnels



Whole tile:
2

1 Special Setup: Place a mousetrap token on the mousetrap space when starting on this tile.

2 Special Search: Rest Spot.



King's Tunnels



Whole tile:
1

1 Special Search: Whiskerfroth Elixir



Dining Hall



Whole tile:
1

1 Special Setup: When a mouse explores into this room, instead of drawing an encounter card, place 1 mindless rat and 1 caustic roach normally.

2 Special Search: A mouse that successfully searches the flip space may return any mouse that was captured in the Dining Tunnels to play. Place that mouse adjacent to, or on the same space as, the searching mouse.

King's Chamber



Whole tile:

1

2

- 1 **Story Moment:** When a mouse first explores into this room, choose a player to read the following aloud:

"This used to be my father's room," Collin said to his new slug companion, and the prince wondered where his father and Miz Maggie had gone off to. "I hope they're okay," he whispered. The little slug leaned against Collin's leg, and he patted its moist head. Somehow the creature offered a reassuring presence in this place that was now both familiar and foreign. Somewhere in the prince's memories echoed the laughter of childhood years now long gone by, and he shook his head. "There is no time for sentimentality now," he said to the slug.

A mournful, gurgling cry arose from the bed as if to agree with him. The hairs on Collin's body stood up in fright, and looking up he beheld the snarling face of another of Glorm's rat monstrosities. Froth bubbled from the thing's mouth and spattered down at Collin and the slug, and with a shriek, the sharp-toothed horror leapt.

- 2 **Special Setup:** When the mouse explores into this room, instead of drawing an encounter card, place 1 skulker rat normally.

- 3 **Special Search:** A mouse that successfully searches the flip space may return any mouse that was captured in the King's Tunnels to play. Place that mouse adjacent to, or on the same space as, the searching mouse.

Alchemist Chamber



Whole tile:

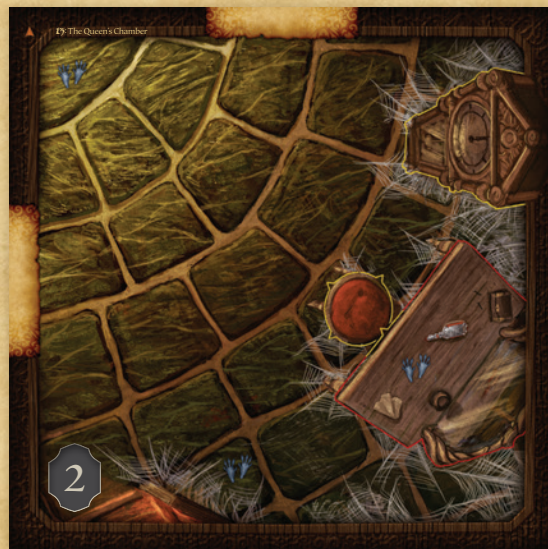
1

2

- 1 **Special Setup:** When a mouse explores into this room, instead of drawing an encounter card, place 1 mindless rat and 1 caustic roach normally.

- 2 **Special Search:** A mouse that successfully searches the flip space may return any mouse that was captured in the Crystal Tunnels to play. Place that mouse adjacent to, or on the same space as, the searching mouse.

Queen's Chamber



Whole tile:

1

2

- 1 **Special Setup:** When a mouse explores into this room, instead of drawing an encounter card, place 1 skulker rat normally.

Special Search: A mouse that successfully searches the flip space may return any mouse that was captured in the Forge to play. Place that mouse adjacent to, or on the same space as, the searching mouse.

Victory is Close

If all of the mice are on the same tile, choose a player to read the following aloud:

Nez grimaced from the pain that shot up through his left shoulder as he swung his hammer in a wide, whooshing arc. The weapon's head caught the last caustic roach, sending it to splat ruinously against a stone wall. He let his hammer clang to the floor as he cradled the shoulder that had been burnt by the acidic bile of his enemy.

"I hate these blasted roaches!" he raged. "I'll squash every last one if it takes a thousand years and a thousand hammers!" The remains of the roach plopped from the wall to the floor, where it was greeted eagerly by Nez's newest friend. The slug Nez had taken to calling Inch set to lapping up roach juice like it was a fine wine. "Can't say I agree with yer taste in food there Inch. But then anybody willin' to be my friend must be a little touched in the head."

"You got that right," said a voice from the shadows. Nez laughed aloud in equal parts delight and relief, and rushing forward he crushed Filch in as massive a hug as he could muster. Soon the rest of the party arrived as well, each of them nursing scrapes and bruises, and each tailed by a slimy slug.

"Blast it Nez, let go!" said Filch as he pushed away. "I haven't survived all this, only to have 'Squashed by a Big Mouse' carved into my tombstone."

"It wouldn't be the worst thing written about you," offered Lily.

"Okay Magínos," said Collin. "I think it's time you told us about Glorm. Who is he? What is he? And just what is going on in this castle?" The old mystic nodded his head in agreement, but before he could speak there was a painful screech much akin to steel knives slowly drawn across a slate. The sound echoed throughout the Forge, reverberating off the piles of ruined metalwork that filled the chamber. That seemed to be enough for the slugs — they bolted from the scene as fast as their gooey bodies could manage — all save Splee who cowered near Neré's legs.

"Save us!" cried Tilda when she saw the frenzied, crawling thing that emerged from the hole in the wall.

The monster looked down at them with eyes lit with hatred, and it repeated its loathsome cry.

Move the chapter end marker 1 page further on the chapter track.

Just One More Obstacle

Remove all but one of the slugs. Place a frenzied crawler on the board normally, and add the frenzied crawler initiative cards to the initiative track as usual. The mice must defeat this minion before declaring victory.

Story Achievement

Neré can now level up for free, and must choose the Summon Slug ability.





Chapter Three: Chock Full of Nuts

Choose a player to read the following aloud:

The mice huddled together there in the sewers. Since their escape they had felt as if danger was waiting to ambush them around every corner. Each shadow threatened to unveil some frightening new peril. The fires that had ended Vanestra's evil reign had transformed the castle into something unclean and unsafe. And now they sat waiting in silence, with only Maginos's tale of Glorm to keep them company in the darkness. Somehow the glow-worm's story had made the castle seem even more foreboding and every now and then the echo of his awful melody would echo down through the pipes, and the mood of the mice would darken that much more.

"I find I cannot pity Glorm," said Collin. "I would feel for his loss were it not for his actions. How dare he do this? Does he think he is the only one to have lost someone to Vanestra's scheming? Does he not know whose castle he has taken for his own?" The prince angrily slammed a furry fist down on the stone paving he sat upon.

"His actions are indeed foul," agreed Maginos. "But consider his perspective. He knew nothing of the kingdom or the folk who dwelled there. His world was a tiny one, made tinier still by the wee glass bottle I kept him in. I doubt he could begin to understand the scope of everything that has happened, even if he wanted to."

"He means to kill us!" snarled Lily angrily, but Tilda put a hand on her shoulder.

"His mind is sick," the healer agreed. "It is evil to inflict pain in response to feeling pain, for if pain is so unbearable how could any creature of conscience wish to spread it? Yet I have seen this happen before. There will always be those who cannot accept loss, and so blame others unfairly." She looked over at Maginos. "I hope you remember that too my friend. I know you are



blaming yourself for forgetting about Glorm, but it was an innocent mistake made while you were trying to save the lives of many more."

Maginos nodded, and silence fell back over the party. Time passed and Maginos said, "He should have been back by now."

"Don'tcha worry old boy," said Nez. "He'll be here soon enough." And sure enough, a scant few minutes later their sensitive mouse ears picked up the sound of tiny wings beating rapidly. "Ah-ha!" cried Nez, pointing across the sewer. "There's tha little fella now!" Meeps flew towards them, his flying erratic and excited as he wove his way through the air. But Filch leapt to his feet and his eyes closed in on a particularly dark corner of the chamber.

"Over there!" he groaned, pointing at a patch of fungi. As Meeps passed by, long spider legs emerged from the darkness, and even at a distance they could make out the many eyes that shone from the shadows, lit by the vile unglow.

Chapter Objectives

Get Meeps to the alchemist chamber and set him loose.

Victory Condition

Clear the alchemist chamber of minions and set Meeps loose to deliver a message to Barksburg.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have set Meeps free in the alchemist chamber, 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 5 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. The party must include Maginos.

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and deal 1 standard encounter card face down on top of the encounter deck.

Search Deck Setup

Remove the pack rat peddler card from the search deck and set it aside. The mice can only encounter the pack rat in this chapter if they accomplish the optional side plot.

Room Tile Setup

Place the following 4 tiles as shown in the next column: Sewers, Tunnel Entrance, Sewer Drain Pipe, and the Alchemist Chamber. Place the Meeps token and the 4 mice being used in this chapter on the start space marked on the Sewers tile. Place a lurker and 2 caustic roaches normally.



Special Chapter Rules

Skorch

Skorch is a twisted abomination that Glorm has created from the bodies of 100 different Cave Centipedes. He is relentless. With the exception of the Alchemist Chamber, if the mice face Skorch but have cleared a tile of all other minions, they may flee Skorch by using an explore action to move to another tile. Beware though as Skorch is the surge effect for most of this chapter. When the mice flee a tile with Skorch on it, remove Skorch from the board, remove all wounds from his initiative card and remove his initiative card from the initiative track.

Meeps

Meeps is treated as a pet in this chapter. Use all the rules for pets listed on page iii of this story book. Meeps is represented on the board by his token and has a battle 1 defense 1 and 1 life point. Meeps does not have an initiative card. Instead, use the Meeps ability card as his initiative card. Maginos cannot use the Meeps ability card in this chapter. On his turn, Meeps moves and attacks like any other pet and is controlled by the Maginos player.

Protect Meeps

Each time Meeps gets captured, advance the hourglass marker 1 space on the chapter track.

Sewer



1 Special Rule: Guardroom: The guardroom side of this tile is not accessible in this chapter. Ignore the flip space.

2 Special Search: Fungus Bits (Note: This item boosts a mouse's attack value for a single attack).



3 Special Rule: Leaving the Sewer: 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 Surge: 3 caustic roaches.

Tunnel Entrance



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

"These tunnels seem darker than usual," whispered Collin as the mice crept along.

"It's probably just late evenin' is all," assured Nez.

"No, the lad is right," Neré said. "There is something else here. I cannot feel a breeze like I should."

And indeed, as the mice ascended the rough steps that led up to the hole to the courtyard, they saw that an obstruction blocked their way.

"No, no, no!" cried Filch. He ran up to the hole and pressed on the many nuts that now sealed them in. "Those blasted city mice," he swore. "They've sealed us in to die! And after all we've done for them!"

"It was wisdom for them to seal the hole," said Maginos. "The music was driving the folk mad, as I have no doubt Glorm intended. And after his surprise assault on the tree, Linera had to take precautions. We should rejoice, for this surely means the city is safe."

"Doing this would have been a desperate choice," Lily assured Filch. "Besides, we have tarried here overlong. They probably think us dead."

"How reassuring," Filch snapped, "Because now our deaths are guaranteed!"

2 **Special Rule: Courtyard:** Due to the nut barricade, the courtyard is not accessible in this chapter. Ignore the flip space.

3 **Special Search:** Acorn Helmet (Note: This item will add to a mouse's defense).



4 **Special Surge:** Skorch.

Sewer Drain Pipe



1 **Story Moment:** When the mice explore the Sewer Drain Pipe, choose a player to read the following aloud:

The mice arrived at yet another section of the sewer. They had only just begun to survey the area when they heard an, "Oy! Down here!" Clinging to a crack in the gutter, his body weighed down by an overstuffed bag, was a pack rat peddler whose grip was starting to slip.

"Grab him," said Tilda, "Or he'll be swept away by the current!"

2 **Optional Side Plot:** The pack rat peddler is in danger of drowning: Place the pack rat story achievement token on the space indicated. If you pull him out of the water before he gets swept away by the current, add the pack rat peddler story achievement token to your party stash, and advance the chapter end marker 1 space on the chapter track. Immediately retrieve the pack rat peddler search card and follow its directions as if you just drew it from the search deck.

3 **Special Rule: Swept Away:** at the end of each round after all initiative cards have taken a turn, if the pack rat peddler is still in the water, move him 1 water space in the direction of the current.

4 **Special Rule: Pack Rat Rescue:** On its turn, an adjacent mouse that is not in the water can attempt to pull the pack rat out of the water as a free action by rolling an action die. Add an additional action die for each other mouse on the same space as this mouse. If you roll at least 1 ★, the pack rat peddler has been saved.

5 **Story Moment:** If the mice save the pack rat peddler, choose a player to read the following aloud:

"Bless you one and all," said the pack rat, as they helped him stagger out of the water. The pack would have weighed him down on a good day, but both the pack and the peddler were now waterlogged, and he only took a couple steps before collapsing to the stone floor. "My drownification would have most assuredly commencerated without such timely action from you brave lot," he said from his place on the ground. "My indebtitude compellifies me to offer you nothin' but the finestest in quality wares."

And so the mice took some time to peruse the peddler's wares. His honesty was suspect, as were the origins of some of his products, but after cheese exchanged hands both parties seemed pleased with the shopping. The peddler hoisted his pack back up on his shoulders, but before he vanished into the tunnels he warned the mice that the way ahead was fraught with danger.

"The crystal tunnels may appear highly hazarded," he said, "but if you continue through the pipes, you'll not be pleased with what's waitin' for you!"

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

7 **Special Surge:** Skorch.



Pipes



Whole tile:

2

3

1

1 Special Setup: Place the clockwork mortar token on this space. In addition to any minions encountered on this tile place 1 mindless rat on the clockwork mortar.

2 Special Rule: The clockwork mortar on this tile is armed with fire bombs.

3 Special Surge: Skorch.

Crystal Tunnels



Whole tile:

1

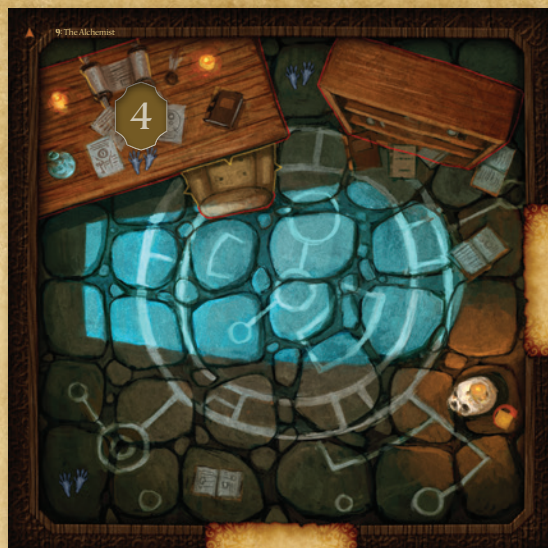
2

1 Special Search: Rest Spot (Note: This card will heal the mice).

2 Special Surge: Skorch.



Alchemist Chamber



Whole tile:

1

2

3

5

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

The alchemist chamber was abandoned, and would have been deathly still were it not for the music floating through the castle's halls. Maginos looked up at the window leading out of the room and pointed excitedly at the cracked glass.

"Excellent!" he said. "The window has fared poorly. Let us see if we can't find a place for Meeps to squeeze through to the outside. I can attach a message for Barksburg to him, letting the mayor know we yet live. Once we've silenced the music for good, they can remove the blockage and allow our return home."

"Home," said Collin thoughtfully. "Barksburg really is home now. I do not think I wish to return here. I would rather remember the happy castle of my youth than the dungeon of horrors it has become."

"I hate to bear dark tidings," said Lily staring at the walls of the room, "but dungeon of horrors is not an inaccurate description." From out of the black shadows of the chamber came Glorm's skulker rats. The mice quickly backed into the single ray of moonlight that fell in through the cracked window. The rats crawled all about them, sniffing at the air for some hint of prey, and for the first time the party was able to truly see Glorm's handiwork up close.

"They perfectly reflect his madness," hissed Neré.

"Glorm has rejected life itself," Maginos whispered, "and so death now does his bidding."

"Oh no," Filch moaned. "This is not happening."

"What's got yer knickers knotted now?" Nez demanded, and Filch pointed toward a skull candle holder from whence came a sickly glow.

The tiniest wisp of inky smoke curled out of the eyeholes, and an abominable, ear-splitting, "SKRREEEEEEEEE!" filled the room.

"Yessir," agreed Nez. "That's real bad that is."



The Story Continues

Choose a player to read the following aloud:

Fat Bill and Ed sat around a wooden spool in the town square playing their favorite game: Don't Slap the Judge. Ed rolled a handful of dice across their playing surface and cried out triumphantly at the results. He wasn't very good at the game, and almost always ended up slapping the judge, but there were few who enjoyed playing it as much he. Fat Bill was about to ask Ed why he was so excited about such a lousy roll, when a commotion from overhead interrupted their game.

"Looky there Ed, it's the mayor," said Fat Bill. "Wonder what all the ruckus is about?" Ed looked up and saw the mayor had run out onto the balcony she used for public speaking. A large ladybug was perched on her shoulder and in one of her hands she clutched a scrap of paper. "She sure is worked up about something." The mayor was practically jumping with excitement and she called down to those mice in the square.

"What's that Mother said?" asked Ed.

"Not sure," said Fat Bill. "I think she said something about a hive."

"A hive!" said Ed. "Does the mayor have bees? Is she in trouble?"

"Could be Ed, could be. These are dark times." But Ed looked around and noticed other mice were cheering. More citizens began to run into the town square, and they too began to cheer.

"Maybe these are good bees?" Ed asked thoughtfully.

"Ah-ha!" cried Fat Bill. "They're alive!"

"Well I can't see her being scared of dead bees," Ed replied.

"No you idiot, that's what she's saying — they're alive! The mayor's received word the heroes are alive! Soon we'll have to clear the barricade so they can return home."

Ed looked at their dice game and asked, "Can we finish up the game before we join the work crew?" Fat Bill looked at the dice and figured Ed had at best one turn left before he gave the judge the slapping of a lifetime.

"Of course my boy, of course. In fact, what say we spice it up and wager a bit of cheese?"

2 **Special Setup:** Instead of drawing an encounter card as usual, when the mice explore into the alchemist chamber place Skorch on the farthest minion entry space and place 3 skulker rats normally.

3 **Special Rule: Skorch:** the mice cannot flee from Skorch in the Alchemist Chamber.

4 **Special Rule: Releasing Meeps:** A mouse that is on the alchemist's table may use its action to search for a crack in the window big enough for Meeps to squeeze through. If Meeps ends its turn on the table, after the crack has been found, it can escape through the crack and deliver a message to Barksburg. When this happens, choose a player to read the following aloud:

Tilda tapped on the broken pane and a jagged shard of glass fell outward to shatter somewhere far below. Maginos attached his hastily written note to Meeps and gave the ladybug a gentle nudge toward the hole. Meeps flitted about excitedly before squeezing through to the outside world.

"Fly swift and safely my friend," said the mystic. "Let them know of our situation. Once the music has been silenced we shall joyfully rejoin them." And with that, Meeps vanished into the night.

5 **Special Surge:** If a surge happens in the Alchemist Chamber, move the hourglass marker as usual, but do not add any new minions.





Chapter Four: The Silencing

Choose a player to read the following aloud:

The music must end, and it must end right now!" growled Maginos as the party rested briefly on the desk. "It is the only way to ensure the safety of Barksburg... and frankly, it is chewing on my very last nerve."

Lily held her head and said, "If even Maginos is being driven mad, what hope is there for the rest of us?"

"So sad," said Collin. "I hate this song and love it all at the same time. It is so unbearably mournful. It makes me think on every choice I've ever made and wonder at what might have been if I had chosen differently."

"That is regret you feel," said Maginos. "Everyone has it within them. Life is a series of choices we must make, and with every choice comes consequences. In many ways regret is beautiful, for it allows us to appreciate those times when we choose correctly or honorably. And when we choose otherwise it helps us learn from our mistakes. But regret is also seductive, and some succumb to it, wasting their lives in daydreams of what might have been. Glorm understands this, I think. His music bewitches so because it speaks to a type of melancholy we all carry deep within our breast."

"If the music speaks to our regrets, poor Filch must be a mess," laughed Nez. Filch glared at him as he nibbled on a bit of cheese.

Néré stood up. "Old Greysnout and I had an idea about defeating Glorm," she said. The others snickered at the mystic's new nickname, but Néré continued. "Glorm behaves atrociously because his heart has been broken. Therefore it may be possible to end this madness by making him fall in love."



"Seriously?" demanded Filch, and he pointed at the broken glass on the desk they sat on. "Those shards there tell me that isn't likely to happen anytime soon. Besides, even another glow-worm isn't likely to fall in love with that freak."

"Let us worry about that," said Maginos. "You scout ahead with the others, while Néré and I stay here and work on this little scheme of ours. Report back after you have destroyed the box."

"I'll stay here to guard our schemers," said Lily.

"The rest of us had best hurry then," said Tilda. "There's an incoming patrol!"

Chapter Objectives

Battle your way to the source of the music and destroy it.

Victory Condition

The mice win immediately upon destroying the music box.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have destroyed Glorm's music box, the mice lose this chapter.

Chapter Setup

Chapter End

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

Party Setup

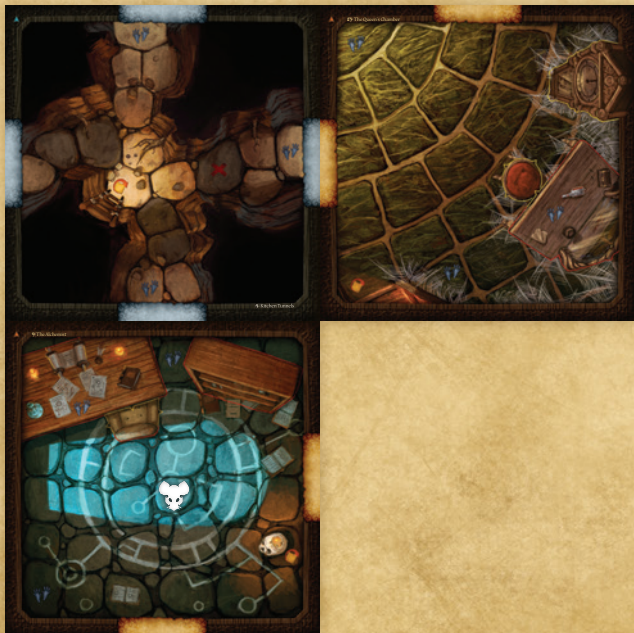
Select 4 mice to be in the party for this chapter. The party must include Nez. If you are playing this chapter as part of a campaign, do not include Neré as she is staying behind to craft a potion.

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and deal 1 standard encounter card face down on top of the encounter deck.

Room Tile Setup

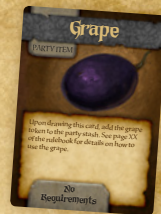
Place the following 3 tiles as shown below: Alchemist Chamber, Kitchen Tunnels, and Queen's Chamber. Place the 4 mice being used in this chapter on the start space marked below. Place 3 skulker rats and 3 caustic roaches normally.



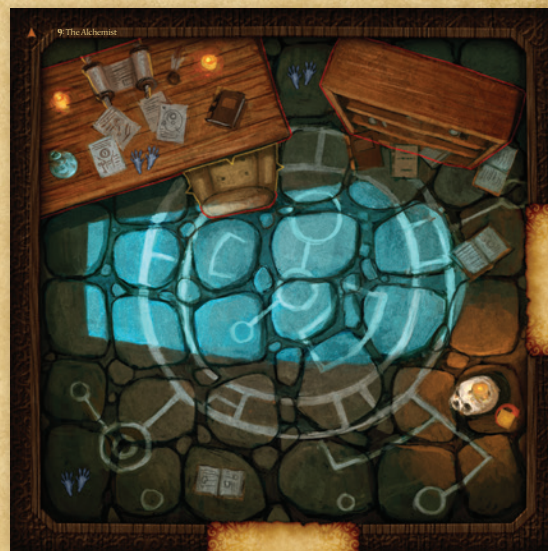
Special Chapter Rules

Grapes

The grape party item is not used in this chapter. Remove the grape card from the search deck before starting this chapter.



Alchemist Chamber



Whole tile:

1

1

Special Surge: Frenzied Crawler

Crystal Tunnels and Kitchen Tunnels



Whole tiles:

1

2

3

4

5

1

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

The mice descended the rickety ladder as quietly as they could. The crystal tunnels below had been heavily mined by Glorm's hideous minions, but there were still numerous intact crystals and they cast their strange blue glow over the cold earth and stone. Moans and snarls told the party they were not alone.

"Let's have at 'em!" cried Nez, but there was a light rumble that caused dust to rain down from the ceiling.

"What was that?" asked Tilda.

"Er, guys?" said Filch looking behind them. "We have a grape problem."

"A what?" asked Tilda.

"Grape!" screamed Filch as he dove for cover.

The others turned and saw a grape, rotted and swollen to four times its normal size, come rolling down the tunnels towards them.

"Run, run, run!" screamed Collin.

2

Special Setup: The Crystal Tunnels and Kitchen Tunnels are linked into one continuous area. After revealing the Crystal Tunnels, and placing the mice, do not reveal an encounter card as usual. Place 5 caustic roaches and 1 spider lurker on the indicated spaces. Also place 1 grape token whole side up on each of the two minion entry spaces indicated.



Spider lurker start space.



Caustic roach start space.



Grape trap start space.



Grape trap movement route.



3

Special Rule: The Crystal Tunnels and Kitchen Tunnels are linked into one continuous area. Mice do not need to use an explore action to move from the crystal tunnels into the kitchen tunnels, it is considered already explored. Spaces on either side of the joined exits are considered adjacent. Minions can also move from one tile to the next following all the normal rules for minion movement. The minions on the kitchen tunnels will not move or attack until there are 1 or more mice or a pet on the kitchen tunnels.

4

Special Rule: Grape Trap: The minions on these tiles have invented a trap to frustrate the mice. They have found large grapes to roll through the tunnels hoping to squish the mice. When rolling the action die to determine a mouse's movement, if a 1 is rolled, before moving that mouse, you must move both of the grapes. The grapes will each move toward the opposite end of the 2 tiles where the other grape started. Use the stem of the grape to remember which way it is rolling. Roll 2 action dice for each grape to determine how many spaces it moves. When moving a grape, use the shortest route possible to get to the other end, moving to the right if there is more than 1 space to choose from (*note the grape trap movement route indicated in the Special Setup diagram in the previous column*). At the end of each grape's movement, any figures that grape passed through, or ended its movement on receives a blunt melee attack. Roll 2 dice once for all affected figures (*ignoring cheese*). Each figure defends separately. Figures cannot move into a space with a grape. Grapes do not affect other grapes. These grapes do not attract roaches and are not considered a party item. When a rolling grape reaches the other end of the 2 tiles, turn that grape around and continue moving it back toward the opposite end again.

5

Special Surge: 2 skulker rats are placed normally on the tile where the surge happened.



Kitchen



Whole tile:

- 1
- 3
- 4
- 6
- 7

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

The kitchen tile was slightly askew, and Filch peered up from the darkness. He made out three of Glorm's rat minions shambling around. There were three other shapes off in the shadows that were likely more rats, but he could not say with certainty. He climbed back down to the others, quietly cursing their luck.

"Bad news," he hissed, and told them what he had seen. "Six rats at once is just too much to take on. If we want to pass through in one piece someone will need to dispatch the sentries. I vote Tilda."

The healer smiled sweetly and placed the head of her mace under Filch's jaw. "I vote Filch's brain," she said. "If I hit him hard enough, I can probably launch it all the way up there."

"Let's go," said Collin. "We'll hit them quickly and silently as a group. If that fails, then we'll fall back on the Filch's Brain option."

2 Special Setup: Instead of revealing an encounter card, place 3 mindless rat warriors on the kitchen counter, but turn the figures on their sides in the knocked down position. These mindless rat warriors start this encounter knocked down. Also place 3 more mindless rats on the other minion entry spaces and with their front facing away from the flip space. Do not place the mice on the tile. Each individual mouse is placed on the flip spot at the beginning of its turn.

3

Special Rule: Sentries: The three standing mindless rats are sentries. They are looking out for intruders, and start the encounter unaware of the mice. If they become alarmed, they could activate the other mindless rats. At the beginning of the mindless rats turn, if any of the sentries are standing, flip a cheese token for each standing sentry. Turn the sentry to face the direction the cheese is pointing. When moving the sentries, they must move in the direction they are facing, using their full movement if possible. If they move into a space with a mouse or adjacent to a mouse, the alarm is sounded, stand all mindless rats up, they all revert to their normal behavior. If any of these 3 sentries starts its turn knocked down, roll for standing that mindless rat sentry up as usual. If the knocked down sentry is removed, the alarm has not been sounded. If the sentry stands up, it sounds the alarm. Stand up all mindless rats. They all revert to their normal behavior.

4

Special Rule: Reinforcements: The other three mindless rats that begin this encounter knocked down are reinforcements. These minions will not move or attack and cannot be attacked unless the alarm has been sounded. In which case they will stand up and revert back to their normal behavior.

5

Special Rule: Hiding Spot: A mouse that is on the bucket space is safe from discovery unless a sentry moves directly onto the bucket space.

6

Special Rule: Leaving the Kitchen: If the alarm is not sounded, the mice can use an explore action, once all three sentries are defeated.

7

Special Surge: The alarm sounds.



Queen's Chamber



Whole tile:

1

5

1

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

They marched into the Queen's chamber, weapons free and faces dark. The music that came from the room was impossibly loud, and looking up they saw the music box sitting on the vanity, caustic roaches turning the crank.

"The music - it's too much," gasped Collin.

"The box's magic is strongest here," agreed Tilda. "Keep your thoughts focused on destroying it. Do not let your minds wander!"

"Yes, it's strong here" agreed Nez. "But the only regret I'm feelin' right now is that my hammer hasn't murdered that music box yet."

"As terrifying a notion as it is, you and I are in complete agreement," said Filch. Tilda scrunched up her eyes and scanned the room.

"Oh no," she said. "They have another one of those strange weapons! It's coming out of the clock." They turned to the clock and indeed saw another mortar jutting out of it. A mindless rat sat atop it, working gears and levers.

An explosive blast came from the weapon's mouth, and Collin cried, "Incoming!"

2

Special Setup: Instead of revealing an encounter card, place the clockwork mortar on the clock special area. Place a mindless rat on the mortar. Also place 5 caustic roaches on the vanity special area.

3

Special Rule: Clockwork Mortar: This clockwork mortar is armed with a variety of bombs. To find out which kind are being used during this encounter, roll a die. If you roll a 1- choke bombs are used. If you roll a 2- tangle bombs are used. If you roll a 3- fire bombs are used.

4

Special Rule: Destroying the Music Box: The mice must destroy the music box. On its turn a mouse on the vanity can attack the music box. Roll an attack as if you were attacking a minion. The music box has 10 life and cannot roll any dice to defend. Attacking the music box is noisy. Each time the music box is successfully attacked, place another caustic roach on any of the minion entry spaces. Once the music box is destroyed, remove all minions and choose a player to read the following story moment:

"Um," said Collin hesitantly. "I don't want to cause undue worry, but I think someone has gone to a bad place." The music had ended, but Nez's violent assault on the music box had not. His hammer rose and fell, the ferocity of the attack neither faltering nor fading. Wooden splinters flew through the air, and strings of spittle fell from Nez' mouth as he howled.

"Nez dear?" asked Tilda, and the Tinkerer swung around to face her. He stood there panting, his fur matted with sweat, and a feral, faraway look in his eyes. Bits of wood pulp fell from the head of his hammer.

"Tilda, you're a healer," said Filch. "I think Nez just broke his mind. Be a love and help him out." And at that Nez began to sob. Tilda shot Filch a withering look and quickly moved to comfort Nez. The big mouse held her and wept softly, and Filch looked down at his feet in shame.

"Glorm's horrible tune affected us all," Tilda said to Filch. "And some of us carry regrets that are harder to bear than others."

5

Special Surge: Frenzied Crawler.





Chapter Five: Chemical Attraction

Choose a player to read the following aloud:

They've been gone a long time," sighed Lily as she stared out the window. Outside the sky had lightened ever so slightly as dawn threatened to appear. A thin line of light had been drawn along the horizon, and Lily wondered if her mother was still awake and watching the same sunrise. The poor dear would be so worried.

"It has not been so long," chided Neré. "Watch an acorn grow into a mighty tree. That is a long time. Watch a rock be worn down by water and wind. That is a long time."

"Thanks," said Lily as she looked at Maginos and rolled her eyes. "Now I feel better."

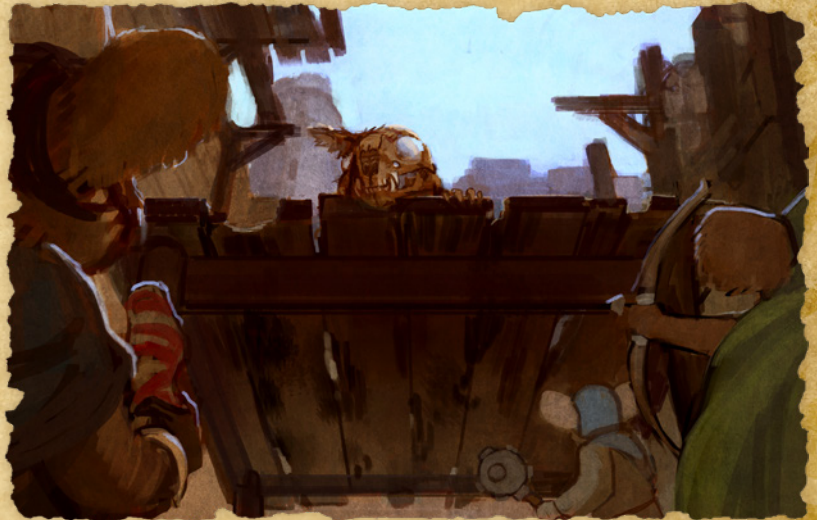
"Glad I could be of help Battleheart," said Neré. "Now help me collect the supplies we need."

"Neré here is going to call on elemental spirits to bind Glorm to an object of desire," said Maginos. "You'll need to collect items that match the elements required to brew a potion. In this case, fire, wind, and earth." Maginos poked around the items littering the desk, and found a vial he had to use both hands to lift. Inside was a slimy tail with orange and black stripes. "Tail of fire newt!" he stated happily. "This should cover the element of fire." A blob of caustic slime streaked past Maginos and struck the wall behind him in a hissing splat.

"Roaches!" cried Lily.

"Hold them off, child," ordered Neré as she mashed a root into the desk's surface. "I need to continue with my work."

Lily drew an arrow and cursed their luck.



Chapter Objectives

The mice need to get back to the Alchemist Chamber where Neré is attempting to make a Heartwarm potion.

Victory Condition

The 4 mice must return to the Alchemist Chamber and clear it of minions. The other 2 mice must defend themselves from patrolling minions and create a Heartwarm potion.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have created the Heartwarm potion and reunited with each other, or if all mice in either of the 2 parties are captured at the same time, the mice are defeated.



Chapter Setup

Chapter End

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

Party Setup

6 mice will be used in this chapter. Select 4 mice to be in the adventuring party. Neré and 1 other mouse are also selected to be in a separate party that stays in the alchemist chamber attempting to create a Heartwarm potion.

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. The difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown below: Alchemist Chamber, Kitchen, Dining Hall, Queen's Chamber.



Place Neré plus 1 other mouse on the alchemist's table special area space in the Alchemist Chamber. Place the other 4 mice on the vanity special area space in the Queen's Chamber. Place 4 skulker rat warriors on the Queens Chamber normally (see 'Placing Minions on the Board' on page 14 of the rulebook). Also place 1 more skulker rat on the Alchemist Chamber tile choosing the minion entry space furthest from the mice.

Prepare Secret Formula

Choose a player whose mouse is not Neré. The chosen player must secretly determine the order of the ingredients used to craft the Heartwarm potion. Using 1 Lotus Nectar Token, 1 Tail of Newt Token, and 1 Wisp of the Willow Token, arrange the three ingredients left to right in any order using the Heartwarm potion legendary item card to shield the tokens from the view of the other players. Then cover the tokens with the Heartwarm potion card to keep it secret.

Important Note: if you are playing this chapter solo, you can skip this step. A secret formula is provided at the end of this chapter.

Special Chapter Rules

Separated

The mice begin this chapter separated from each other in 2 separate parties. While the 2 mouse parties are separated they will use the same initiative track, but for all purposes, including surges, party items and abilities, the mice are considered 2 separate parties. Surges happen only on the tile where they occurred. Party items are not shared between the 2 parties. Abilities that affect more than one mouse only affect mice in the same party.

Neré and Company: Neré and 1 other chosen mouse start this chapter separated from the rest of the party. Until the 2 parties are on the same tile the following rule applies: When placing minions from an encounter card or special setup, also place new minions on the alchemist chamber in the minion entry space farthest from the alchemist table. To determine what kind of minion to place, roll a die and compare the number result to this chart:

1 = 2 caustic roaches

2 = 1 mindless rat

3 = 1 skulker rat



The Forge and Crystal Tunnels

The forge and the crystal tunnels cannot be accessed in this chapter

Alchemist Chamber



Whole tile:

3

1

Special Search: Key Ingredients: Neré needs three mystical ingredients to craft the Heartwarm potion:

- Lotus Nectar
- Tail of Newt
- Wisp of the Willow

Lotus nectar can be found upon a successful search of the alchemist table special area space.



Tail of newt can be found upon a successful search of the mystic circle.



Wisp of the willow can be found upon a successful search of any book space.

Note: The mice may break the normal limit of successful searches per tile in order to find these ingredients.

2

Special Rule: Crafting the Heartwarm Potion: While on the alchemist table special area space, if the mice have found the three key ingredients, Neré can use her action to attempt to craft the Heartwarm potion. To do this the Neré places 1 Lotus Nectar Token, 1 Tail of Newt Token, and 1 Wisp of the Willow Token on the alchemist table left to right in any order. The player chosen to provide the hidden formula, secretly peeks under the prepared Heartwarm potion card. If the formula matches, Neré has successfully crafted the Heartwarm potion, and receives the Heartwarm potion legendary item search card. Advance the chapter end marker one page on the chapter track. If the formula does not match, Neré fails. Add 1 cheese to the minion wheel. Neré can try again on her next turn.

Important Note: If you are playing this chapter solo, we have provided 3 lists of formulas at the end of this chapter, enough for 3 solo adventures. When Neré arranges the ingredients, briefly consult the list of formulas at the end of this chapter. If her formula is on that list, Neré fails. Add 1 cheese to the minion wheel. Neré can try again on her next turn.

3

Special Surge: While the mice are separated, each time a surge happens in the Alchemist Chamber, add 1 mindless rat to the Alchemist Chamber in the minion entry space furthest from the alchemist table. After the mice are reunited, any surge that happens in the Alchemist Chamber will bring 1 frenzied crawler, placed normally.

Queen's Chamber

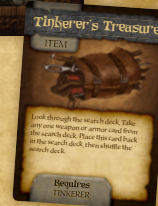


Whole tile:

2

1

Special Search: Tinkerer's Treasure (Note: This item will allow a tinkerer to find an item of their choice).



2

Special Surge: Skulker Frenzy: Add 1 to the battle value of all skulker rats that are on the Queen's Chamber. This lasts until no more skulkers are in play.



Dining Hall



Whole tile:



1 Story Moment/Special Setup: When the mice explore the Dining Hall, choose a player to read the following aloud:

They stood in the center of the dining hall and looked about in horror.

“What could have done this?” Collin wondered aloud. All about them were strewn the lifeless bodies of rats, most of them bearing fresh battle wounds.

“Smells like a trap,” muttered Nez. “Betcha ‘ol Glorm is just waitin’ to make them all spring to life on us.”

“It smells like something, that is for certain,” said Tilda. “But this doesn’t feel like a trap. It is almost as if some force passed through here and took the rats out as it went.”

“Something big,” said Filch.

“Perhaps,” Tilda said, “but who knows?”

“No, no. I mean it was definitely something big. And that something is coming this way!” The others turned to the open doorway Filch was staring at, and their hearts sank into their stomachs.

Nez shook his head, and moaned, “Not this. Not now.”

It came from out of the darkness of the next room, a towering hulk whose approach was heralded by the click-clack of bone on tile, and from whose head came a sickly, flickering unglow. It stopped at the entrance to the dining hall and looked down upon them as if it still had eyes in its head.

“Hello again Brodie,” said Collin sadly.

“Best put ‘im down quick,” said Nez solemnly.

“Yes, but how many times will we have to do so?” asked Tilda.

The mice encounter Brodie. Place Brodie’s paw on the dining table special area space. Use the new Necro-Brodie initiative cards included in this set.



2 Special Rule: Necro-Brodie: This encounter uses the two Necro-Brodie initiative cards. Here are the details for how to move and attack with each of these new initiative cards. Remember, any cheese rolled by Brodie is not added to the minion wheel:

Necrotic Swat: Choose the space with the closest mouse to Brodie. If more than 1 mouse is closest, choose the space that includes the mouse highest on the initiative track. Move Brodie to that space. Attack that mouse then flip a cheese token for that mouse and each mouse sharing that space or adjacent to that space. One at a time, move each mouse as far as possible in the direction the cheese is pointing, ignoring red and yellow lines.

Skeletal Gulp: Roll 2 dice and add the number results together to find out how far Brodie moves. Move and attack with Brodie following the rules for moving and attacking with large minions. A mouse that receives 1 or more wounds from this attack but is not captured, becomes imprisoned inside Necro-Brodie. Place that mouse on this initiative card. On its turn, that mouse cannot move, but can attack this Brodie initiative card. If the attack is successful, instead of wounding Brodie, place that mouse back on the tile adjacent to Brodie’s paw. If that card is defeated by a mouse that is not imprisoned at the time, place all imprisoned mice, if any, back on the tile adjacent to Brodie’s paw (then remove the paw if this was the attack that defeated Brodie).

3 Special Search: Fungus Bits.

4 Special Search: Disguises (Note: found on any floor space).

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

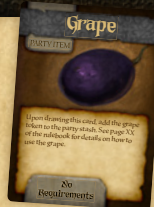
Dining Tunnels



Whole tile:

1

1 Special Search: Grape.



Kitchen Tunnels



Whole tile:

1

1 **Story Moment:** When the mice explore the kitchen tunnels choose a player to read the following aloud:

"Quiet," whispered Collin. "Something's coming."

"It's probably just 'ol Filch, returnin' with a scoutin' report," Nez replied with a shrug.

"No, Filch is more careful," said Collin. But as the shape drew near they saw it was indeed their scamp. He was in such a rush, that he took little care to move stealthily.

Filch spared himself a moment to catch his breath, then said, "Follow me, and be quick about it. You have to see this." With that he led them back down the tunnels he had come from. They passed around a narrow bend, only to gape in shock at the scene before them. A large herd of roaches, eyes lit by the unglow, were swarming up the ladder and into the kitchen.

"Where do you think they're rushing off to in such a hurry?" wondered Tilda. But Collin knew.

"Neré!" he hissed. "Glorm must have realized we separated, so he's launching a massive attack against our friends!" The group instantly lost all sense of caution, and brandishing their weapons they charged forward.

Then reveal an encounter card as usual.

Kitchen



Whole tile:

1

2

4

5

1 **Special Setup:** When the mice explore the Kitchen, do not reveal an encounter card as usual. Instead place 6 caustic roaches normally. Place the mortar token on the kitchen counter special area space. Then place 1 mindless rat on the mortar token.

2 **Special Rule:** Mortar Ammo: This mortar is armed with choke bombs.

3 **Special Rule:** When moving caustic roaches, the caustic roach that is closest to the exit leading to the Alchemist Chamber, will move toward that exit instead of toward the mice. If a caustic roach ends its move on a space adjacent to this exit, remove that caustic roach and place it on the Alchemist Chamber adjacent to the matching exit.

4 Special Surge: Spider Lurker.

5 Story Moment: When the mice are all together in the Alchemist Chamber, and have accomplished both of the chapter objectives; clearing the Alchemist Chamber of minions and crafting the heartwarm potion, choose a player to read the following aloud:

Filch ducked to the side as an arrow whistled by, passing through the space where his head had been only seconds before. Tilda looked at the arrow jutting out of the charred wood of the door frame.

"A porcupine quill, eh?" she muttered, before calling out, "Hold your fire Lily! It is just us!" The returning friends entered the chamber and scurried toward the desk, fallen minions littering the floor. When they made it to the top they found Maginos kneeling in exhaustion, Neré lying prone, her paws clutching a nasty wound, and Lily standing over her, a single arrow remaining in her quiver.

"It's a good thing you're a lousy shot," Filch snarled at Lily.

"It's a good thing your head is oddly small," she said back before sticking out her tongue at him.

"Quickly Tilda," Maginos said, gesturing at Neré. "I fear her wound is mortal." Tilda knelt beside Neré, and immediately set to tending her fallen comrade's injuries. The others watched in respectful silence as Tilda put all of her expertise to use. Maginos peered into the ladle that Neré had used to mix her Heartwarm potion in. "Fantastic work," he said appreciatively. "I do believe she has given us the tool we need to defeat Glorm."



Secret Formulas for Solo Play

Each solo play, chose one of the following lists. When checking to see if Neré successfully crafted a Heartwarm potion, compare your attempt with the chosen list. If your formula is on that list, the attempt is a failure. If the attempt is not on the list, then Neré has discovered the correct formula.

Solo list 1



Solo list 2



Solo list 3





Chapter Six: Glorm's Glow

Choose a player to read the following aloud:



A pebble fell from on high and bounced off of Neré's head. "Careful you fools!" she barked up the ladder.

"Sorry," someone squeaked from above. She rubbed the top of her sore noggin while below her Collin and Maginos continued their argument as they climbed down.

"After all Glorm has done, are we really going to do him the kindness of making him fall in love?" Collin asked.

"Neré has the right of it I think," replied the old mystic. He arrived at the bottom of the ladder where Nez gently lifted him off. "Glorm has passed from our living world into a realm of death and despair. I am not certain we could slay him if we desired to. Yet even if we could, it might not be wise. If he is indeed infused with the power of the crystals beneath my laboratory, as I believe him to be, destroying his physical form may release widespread destruction."

"That's a pity. He deserves death well enough," Nez grumbled.

Neré hopped off the ladder. "He has found death already," she pointed out. "Do you think it gives him pleasure? I cannot sense such feelings in his mind. All I detect is madness and pain."

"His heart no longer beats," stated Maginos. "His soul is as burned and hollow as this castle. The rage that drives him will never dissipate on its own — it is now trapped within his corpse forever."

"Unless we do something?" asked Lily. The party had fully assembled at the ladder's base, and Filch peered into the darkness for a sign of enemies.

"Yes," Neré affirmed. "To battle the unnatural hate that lurks within Glorm, we must respond with the opposite. In this case, love. Only the most pure and



goodly of emotions will be able to shatter the chains that bind Glorm to the other realm and fuel his unglow."

"Which is where the Heartwarm potion comes in," said Tilda. "But how do we deliver the dose? He will never imbibe it willingly."

"Indeed," agreed Maginos. "We need to find something that can administer the potion from afar. Stay alert my friends, and keep your eyes on the lookout for anything that may help us."

Chapter Objectives

The mice need to find a way to stop Glorm.

Victory Condition

The mice must defeat Glorm with the Arrow of Truth infused with the Heartwarm potion while Glorm is sharing a space with a pet slug. The Arrow of Truth can be purchased from the pack rat peddler who can be found somewhere in the castle.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have defeated Glorm, 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

5 mice will be used in this chapter. The party must include Nere'. If you are not playing this chapter as part of a campaign, Nere' must choose the Summon Slug ability card as her starting ability. The party must also include at least 1 mouse that is armed with a bow. Choose a mouse that is armed with a bow, that mouse receives the Heartwarm potion legendary item card to be used against Glorm.

Encounter Deck Setup

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

Quest Deck Setup

This chapter uses a quest deck. To create a quest deck, collect 14 search cards of the players' choosing, add the pack rat peddler search card to those cards. Shuffle those search cards and place them in a face-down stack near the party stash.

Room Tile Setup

Place the following 4 tiles as shown: Crystal Tunnels, Kitchen Tunnels, Dining Tunnels, King's Tunnels. Place 4 of the mice on the flip space in the Crystal Tunnels. Place the other mouse adjacent. Place 3 skulker rats and 2 elite rat warriors normally.



Special Chapter Rules

Special Search: Quest Deck

Until the pack rat peddler is found, a mouse that makes a successful search action on a tile may draw a card from the quest deck instead of the search deck. Remember that while a mouse may search as many times as it wants, it can only successfully search a tile side once.

Exploring With 5

When the mice explore into a tile, place 4 mice as usual, then place the 5th mouse on any adjacent space.

Pack Rat Peddler

The mice need to find the pack rat peddler. He has the arrow of truth, a powerful legendary accessory. When drawing the cards for the pack rat's wares, add the arrow of truth card to the cards available to purchase. The arrow of truth costs 6 cheese. The mice may combine cheese to purchase this arrow.

If the mice do not have enough cheese to purchase the arrow, they can sell their own cards to the peddler for 2 cheese apiece. Discard any items sold in this manner.

Achievement: When the mice acquire the arrow of truth, advance the chapter end marker 1 page on the chapter track. Choose a player to read the following aloud:



"That's highway robbery this is," growled Nez. "Why, I oughtta throttle yer scawny neck!" But Tilda placed a paw over Nez's fist and slowly lowered it.

"Thank you for doing business with us Mr. Rat. We are grateful to have the arrow." The pack rat ceased his cowering and attempted to regain his composure.

"I thank you for the kind wordiness m'lady," he said adjusting his spectacles. "Nice to commercialize with someone who can appreciate 'ow the market fluctuates the costiness of things. Fellow's got to make a living after all. But mayhaps I can alleviate the sting in your purses whats with some information? I assume you're attemptin' to percept the location of that Glorm?"

"You know where he is?" asked Collin. "Tell us right away!" Tilda coughed politely. "Ahem, er," stammered Collin. "Pretty please, Mr. Rat? We would be ever so grateful."

"Very good young sir, since you asked so etiquettley. The, ah, now what would you call him? A necwormancer?"

"Oh get on with it!" snapped Filch, who was unused to being the cheated party in a transaction.

"He's taken up residentially in the royal boudoir," answer the pack rat. "Heard he thinks it makes him all respectable and kingified."

"My father's chambers!" cried Collin.

Alchemist Chamber

The Alchemist Chamber is not accessible in this chapter.

Crystal Tunnels



1 Story Moment: Choose a player to read the following aloud:

The heroes had no sooner dismounted the ladder before being set upon by a small band of twitching, jerking skulkers. The monsters frothed at the mouth, and their milky eyes swam with unglow. And in the distance came a familiar tune.

"What devilry is this?" cried Tilda. "I saw that box destroyed!"

"I was there," said Filch. "And it was more like homicide than anything." He cast a nervous glance at Nez, but if the tinkerer was distraught at hearing the music again, he did not show it. Lily took aim with her bow and noticed two more rats farther down the tunnel. They shook their heads strangely as if their ears were addled by mites.

"It is Glorm's song!" yelled Maginos. "He must be the actual source of the music, yet without his music box he has lost the ability to amplify it. Perhaps his power is waning? His magical enslavement of these creatures is likely on the

verge of breaking. These rats may no longer pose a threat!" But a cleaver came whistling through the air and buried itself in the earthen wall right by Tilda's head.

"Still a threat!" she called out.

2 Special Surge: Skulker Frenzy: Add 1 to the battle value of all skulker rats in play. This lasts until no more skulker rats are in play.

Kitchen Tunnels



1 Special Setup: Place 2 mindless rat warriors and 3 caustic roaches normally.

2 Story Moment: When the mice clear the Kitchen Tunnels of all minions, choose a player to read the following aloud:

Filch howled in fury. "I told... you... to stay... down!" He punctuated each word with a slash from his daggers, but no matter how savage his blows or precise his aim, onward came the shambling rats!

"Glorm still commands the undying — that much is evident," said Tilda in disgust.

"They are bound to Glorm by the power of his unglow," said Neré as she blasted a lurching rat from her path. "They will not truly fall until Glorm has been stopped!"

3 Special Surge: Cave Centipede.



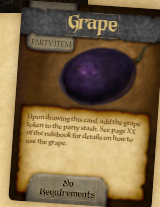
Dining Hall Tunnels



Whole tile:

1

- 1 **Special Search:** Grape (Note: This item can be used for roach bait or combined with the Dinner Fork to make a catapult).



Kitchen



Whole tile:

1

2

- 1 **Special Setup:** When the mice explore the kitchen, do not reveal an encounter card as usual. Instead place 6 greedy roaches normally.
- 2 **Special Surge:** Spider Lurker.

Dining Hall



Whole tile:

1

- 1 **Special Search:** Pack Rat Peddler (Note: The pack rat peddler card might still be in the quest deck if the mice have not located him yet in this chapter. If so retrieve him from that deck if you successfully make this special search).



King's Tunnels



Whole tile:

1

2

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

The mice came to a stop at the edge of the rushing water. Even with the bubbling and gurgling of the underground spring, their wee mouse ears could hear the familiar warbling song drift down from above.

"We are close now," said Collin. "Pay the music no heed or it shall bore into your mind like a worm."

Then reveal an encounter card as usual.

2

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

King's Chamber



Whole tile:

1

2

3

4

5

1

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

The chamber was swallowed by utter blackness. The mice huddled close in a group as each emerged from the hole beneath the wood pile. Their mousey eyes, while normally adept at seeing in the dark, strained to make sense of the shadows that enveloped them. The music had ceased abruptly.

"Be wary," hissed Maginos. "There is trickery here." And then, as if they were the audience for some grotesque performance, a gush of flame erupted in the large fireplace with a mighty whoomp! Lily cried out and shielded her eyes from the sudden flare, and up on the bed appeared a familiar glow, putrid and sickly.

He approached the edge of the bed and stared down at them, the wavering firelight casting strange shadows across his face. The cloak had been cast off and now the orange-red glow from the fireplace danced over the glow-worm's scarred physique. A wheezy rattle came rolling from his mouth.

"Glorm," said Maginos. "Your plot has failed. I still live, and you still do not. Yield, and let me help you. I know of a way."

Again the rattle came from Glorm's throat, and he pointed an angry finger down at Maginos. "Failed?" he asked calmly. "No dear fool, I have not. You think because you have persevered thus far that I am vanquished? Did I not tell you I had prepared a banquet of misery for you? Everything that has happened to you thus far has been by my design. I have meticulously recreated the events of that terrible night — the night my love died — so that you too might experience it. You discovered the agony of being separated from your friends in the tunnels, just as I was. My darling pet Skorch taught you to fear fire, just as I learned to that night. The only difference thus far Maginos, is that your friends yet live. But the time has finally come to remedy that. Unlike me, you shall watch them each fall." And Glorm threw wide his many arms and from his mouth fell a woeful tune. The mice reeled backward yet found themselves marveling at the cacophony that came from the glow-worm. Where before they had heard a song played by musical instruments, now that they stood before the source they realized the song was actually composed of words.

What those words were, they would never recall, but one by one they were driven to their knees in anguish. Slavering skulkers hissed from beneath the bed, swaying back forth to their master's melody. Nez's eyes filled with tears, and Collin's sword clanged to the floor.

"Resist him!" cried Maginos, only to succumb himself and sag beneath the weight of great sorrow. Suddenly Neré's voice cut through the sadness. She sang her own song, and though her voice was simple and reedy, and though she did not seek to overpower Glorm, the pleasant qualities of her melody offset the enchantment of the evil tune. She sang of rain and the green things that drank it from the rich depths of dark, fertile soil. She sang of the promise of Spring, and the renewal of all life. It was not a magic song, but it was enough. Collin's sword scraped across the stone as he grabbed it by the hilt and regained his feet. Nez gripped his hammer and let out a feral growl. Filch's daggers twirled in his hands and tail, and the staff of Maginos crackled with energy. Lily's arrow glistened in the firelight as she crouched and drew back her bowstring, and Tilda smashed her mace twice against the stone floor, sending a spray of tiny yellow sparks, as if to challenge the power of the unglow itself.

2

Special Setup: When entering the King's Chamber do not reveal an encounter card as usual. Instead, place Glorm on the king's bed special area space. Also place 3 skulker rats normally.

3

Special Rule: Defeating Glorm: Glorm cannot be defeated normally. In order to defeat Glorm the mice must meet all of the following conditions:

1. A pet slug must be on the same space as Glorm
2. A mouse must deliver a successful attack against Glorm that would normally defeat Glorm's last remaining initiative card.
3. The attacking mouse must be equipped with the arrow of truth and the Heartwarm potion.

If the mice meet all of these conditions they are victorious. Read the story moment below.

4

Story Moment: When the mice defeat Glorm, choose a player to read the following aloud:

Glorm seemed to shrug off each attack as they came at him. Again and again they lashed out, yet every time he seemed cornered or grievously wounded, he would vanish with a sigh and reappear a short distance away. The wounds on his flesh would close though they never looked truly healed, and through it all Glorm never ceased in his singing. Neré also continued her counter as she fought, singing high and nasally, and somehow her voice did more than simply cheat Glorm of his enchantment. In opposition to Neré's hymn, Glorm's song became pathetic and rife with indulgent self-pity. He ceased to terrify and instead seemed more like an angry child, stamping its feet in a tantrum. The frustration was evident on Glorm's face but he never faltered as he fought, yet he failed to notice the newcomers to the room.

From out of the shadows squirmed each slug that had befriended the mice. Answering Neré's silent call, they oozed into position around the melee, grinning in innocent delight at their role in such an exciting venture. Neré's song almost turned to laughter as she heard Splee wonder if the bedsheets were tasty. Finally, Collin lunged at Glorm in what should have been a deadly blow. The glow-worm vanished with a pained sigh, only to reappear across the room - directly in front of Splee.

"What the-" Glorm started to say, and Splee flashed him the silliest of grins.

"Now!" shouted Tilda.

"For Barksburg!" Lily cried, and she let loose the Arrow of Truth, its head infused with Heartwarm potion. Time seemed to slow as the bowstring twanged and the arrow took flight. Glorm looked up from Splee, the song vanished from his lips, and he barely had time to register the incoming arrow before it buried itself in his chest with a terrific thump!

Everyone froze where they were, half afraid of jinxing the moment by making a careless noise. Glorm stared down dumbly at the arrow protruding from his chest.

"I found something," he said to no one in particular, and then with a glittery puff, the arrow vanished from his chest, replaced by a golden dust that swirled around the glow-worm once before settling on Splee's head. Glorm looked at the little slug blankly for a moment, then said, "Hello there. I seem to have lost my way. Do you know..." His voice trailed off.

"Go on then," snapped Filch before being shushed by the others.

"By the heavens!" bellowed Glorm to the slug, whose eyes suddenly went wide. "You are simply stunning! The great beauty of our time!" He rushed to the slug and grasped her in his many arms, and the mice marveled as Glorm's glow faded, only to vibrantly reappear. Gone was the sickly comingling of darkness and light, and now he shone in golden radiance. There was a noise like a candle being blown out, and the bodies of the rats in the room collapsed into dust. "The gods themselves have brought us together my darling," Glorm told Splee. "My love."

"Anyone else feeling sorry for the slug?" asked Tilda.

"I hear her thoughts," said Neré, "and I assure you she has never been happier." Glorm spun Splee around in arms before carrying her towards the door.

"It will be a Spring wedding I think," said he. "The bards will sing of it for centuries!"

"He's not wrong about that part," sighed Filch.

5

Special Surge: Skorch.



Epilogue

Choose a player to read the following aloud:



he light of morning streamed into the mouse tunnels like the beacon of a mighty lighthouse.

"Now tha's what I'm talkin' about!" cried Nez. Honest-to-goodness sunlight!"

"And fresh air!" sighed Neré. "I felt like I was choking in that house of stone. Why humans would choose to live in such a place is beyond me."

"Trust me, it used to be a lot nicer!" said Collin. The party stopped at the exit as the mice of Barksburg cleared away the last of the acorns.

"Shall we?" asked Lily, and she crossed the threshold, stepping up and out into the blinding light of morning. A chorus of cheers went up throughout the courtyard, and blinking in the morning light Neré gasped when she saw all the mice gathered there to greet them.

"Whattya say Neré?" asked Nez as he hugged her to him with a large arm. "You seein' the benefits of city life yet?"

"I confess I find this notion of community rather wonderful," she said. "But I was meant for the wilds beyond." The celebration in the courtyard was heartfelt but brief, for the heroes were weary, starved, and had wounds that needed tending. And so they made for Linera's manor. Their hearts were relieved by the promise of home, though none of them said much when they saw the scarred outside of the old oak tree. Lily seemed especially shaken by its appearance.

The next day the party sat around a table in the town square, enjoying the sunlight from above. They made jests and played at cards, and thanked the kind bystanders who paused to congratulate them on their success. Collin laughed when Filch tried to teach a group



of mouselings how to juggle, all the while pretending he hated the attention. Neré remained silent as if lost in her own thoughts. Linera had lunch brought down to them around noon, and though they were quick to stuff their faces with cheese and nuts, they noticed Linera and Neré exchanging worried glances.

"What is it mother?" Lily asked. Linera gave a sigh, and looked again to Neré who nodded gravely.

"I hate to dampen your spirits," Linera said. "But some things cannot wait. You have saved us all, yet I fear you have not saved our city."

"But what can you mean?" cried Collin in disbelief.

"The tree is dying," she replied quietly.

"It is true," said Neré. "Last night the ancient tree spirit showed me its fate. Glorm's poisons have killed the roots, and now it spreads upward throughout the trunk. With the roots withered away it will be easy for a storm to tear the tree down."

"I knew it" said Lily softly. "When we returned yesterday... well, the tree was clearly in terrible condition."

"Yes," agreed Línara. "This means we must now organize the migration of our entire city. And of course we are first required to find a new home."

Collin looked around at his friends, and one by one they nodded in agreement – even Filch. "We will find it for you," Collin promised Línara. "The wilds are a dangerous place for mice, so it only makes sense that we are the ones to scout for a new location. And yet..." His voice trailed off and he looked upward – up through the hollow trunk of the mighty oak, and up into the lofty branches and sunlight that lay beyond.

Lily placed a paw on his shoulder and asked, "What's wrong?"

"It's funny," Collin replied. "Only last week I told you all that I was ready to venture out. I said my spirit was restless. Well, what I said was true, and yet doing

this means leaving the castle for good. I am no closer to finding someone to rule the kingdom than I was last week. And I still have yet to hear word of my father and Míz Maggie. I can't help but feel that by leaving here I am giving up hope on everything I cared about as a human."

Maginos smiled to him warmly and said, "Not true my prince. Your father left the castle, so staying here will not help you find him. As for the kingdom, well you might be surprised at how quickly your former vassals find a solution on their own. In any case, fate is a funny thing. If you wish to discover yours, you only need walk out the door."

Collin looked at his companions and smiled.

"So long as I leave with you," he said.





Credits

Game Designer and Writer:
Jerry Hawthorne

Writer and Editor:
Mr. Bistro

Producer:
Colby Dauch

Illustrator:
John Ariosa

Sculptor:
Chad Hovarter

Graphic Designer:
David Richards

Editors:
Nate Bethorn • Peter Miller • David Moody

Playtesters:
**Vernon Dickson • Danielle Dickson • Brenanan Dickson
Erik Dickson • Alanna Dickson • Mark Pruitt • Greg Heath
Morgan Heath • Paige Heath • Todd Edwards • Abby Edwards
Brian Beyke • Mike Hanft • Chad Hovarter • Billy Murphey**

Individual Achievements



Fireproof

The first mouse in a chapter to be captured with an on fire token on its character card is now considered fireproof.

Effect: Place no more fire markers on that mouse for the rest of the chapter.



Marksman

The first mouse to roll 3 or more bows in one attack with a ranged weapon earns the marksman achievement. Place the marksman token on that mouse's character card.

Effect: When attacking with a ranged weapon, the marksman may discard the marksman token to automatically roll bows on all dice used in that attack.



Contents of this expansion set:

1 six chapter storybook • 2 figures • 13 search cards • 9 ability cards
13 initiative cards • 1 Neré character card • 9 encounter cards • 6 cheese tokens
1 clockwork mortar token • 4 pet slug tokens • 4 on fire markers
6 potion ingredient markers • 1 pack rat peddler token • 4 skulker rat tokens
1 Fireproof achievement token • 1 Marksman achievement token



www.plaidhatgames.com