

CIRCLE QUEST

WAR PATH



A SHADOW OVER RATSMOUTH

A SHADOW OVER RATSMOUTH

Peace had returned. The dust settled over the bloody battlefields and there came a time of negotiations and understanding. The peoples of Istarra had realized that war would only bring destruction and desolation. Finally, Orcs were no longer considered an inferior race. Profitable trade became the driving force of this new society, the lure of personal gain proving even stronger than the thirst for combat. Even our own Orcs, gruff and grumpy as they still were, stopped fighting. They became merchants, making the most of their innate hunting skills and engaging in intensive farming.

In order to complete an important food delivery, our four Orc traders traveled to the friendly little coastal village of Ratsmouth, renowned for its fishing and its seawater spa. They planned to take advantage of the visit to enjoy a few days' well-deserved rest – and to wolf down a few seafood platters while they were at it. The salty, if slightly rancid, air was already filling their nostrils as Ratsmouth loomed on the horizon.

Aaah! There's nothing like a seaside vacation!

SPECIAL RULES FOR THIS ADVENTURE

► Alert Gauge ◀

Heroes do not lose the game if the Alert Gauge exceeds 15. When the Alert gauge is orange, the "Brown Rat" rule is applied. When the Alert Gauge is red, the "Rat'nimator" rule is applied in addition to the previous rule.

► Event Cards ◀

Event cards from the core box are used.

► Patrol Cards ◀

Patrol cards from the core box are used.

• Alert

The Alert level increases by 2 so long as the Bell-ringer is on the bell square at the end of the Enemy Phase.

The Alert level increases by 2 if at least one Alerted Enemy survives until the end of the Enemy Phase.

If the number of Enemy miniatures available is insufficient to create a Patrol or carry out an Exploration, the Alert Level is increased by 2.

The Merchant Kommando

The Hero group must include one Hero from each of the 4 classes: Warrior, Ranger, Thief, and Warlock.

• They're everywhere!

When a rat is killed, it is returned to the Reserve.


• Brown rat

When a Louzy Rat, Rat'scal ou Rag'rat activates, it gains Accuracy 1.



• *Rat'nimator*

When a rat is killed, the Hero who dealt the final blow rolls a Badass die.

If the result is , the rat does not die. It remains in its square and regains all its Health Points. Whatever happens, the Hero earns Badass Points and Loot as normal.

• *Odo'Rat*

Line of Sight and Line of Fire are not blocked by Smoke Tokens.

• *Cunning*

Unaffected by Red Attack results.

• *Rats to riches*

The Officer miniature represents the Merchant. It is placed in the indicated square for each Quest.

The Merchant offers his goods for purchase. Once per Quest, just one Hero in a square adjacent to the Merchant may trade with him. Heroes can only complete one transaction with the Merchant per Quest.

• *Trading with the Merchant*

A Hero may discard 2 Loot cards to receive 1 level 2 Kraft card to replace 1 equipped level 1 Stuff card, OR spend 3 Loot cards to receive 1 level 3 Kraft card to replace 1 equipped level 2 Kraft card.

Whatever happens, the Hero recovers up to 2 Health Points.

• *Desperately seeking loot!*

After choosing the Heroes, collect all the remaining Loot cards from the Core Box and form a deck. A Hero adjacent to a piece of furniture may use an Action card and replace its effect to search the furniture. In this case, the Hero draws 1 Loot card and converts it directly into a Resource. The furniture is then destroyed.

• *Retreat*

The Enemy **Dodge** then moves the maximum of its Movement Points to the nearest other Enemy.



A SHADOW OVER RATSMOUTH

QUEST 01

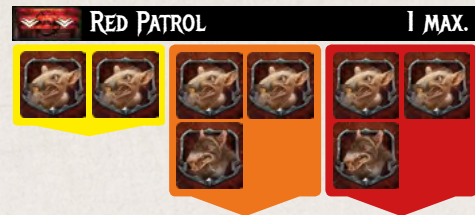
Our heroes arrived in Ratsmouth at dusk. The rancid smell had morphed into a nauseating stench that seemed to hang thick in the air. "I hope it's not their clams that smell like that!" cried one Orc. They made their way to the local inn for a rest, but discovered it was empty. Not a soul in sight! They figured the whole village must be asleep by now, and chose a bedroom at random before collapsing on their bunks, exhausted after their long journey.

In the middle of the night, they were awakened by the eerie sound of bells echoing across the village. Through their window, the Orcs saw a procession of hooded men who seemed to be marching towards the source of the noise, chanting something incomprehensible. Our Heroes went back to bed, grumbling that Ratsmouth wasn't at all the charming seaside village they'd hoped for.

They got up early and devoured a hearty breakfast under the suspicious gaze of the innkeeper, whose sunny disposition would have given a goblin a run for its money. After that, they were ready for the day and made their way to the nearest spa. They undressed and stepped into a room filled with hot steam, determined to make the most of their day off.

Suddenly, two figures draped in togas burst in, brandishing daggers or what looked more like toothpicks from where the Orcs were sitting. The two madmen rushed at them, shouting in an unfamiliar tongue, and ran straight into the fists of our Heroes, who hadn't forgotten any of their old reflexes. After subduing them, the Orcs realized that the assailants were no longer exactly human. Their noses, jaws, and feet seemed to have grown abnormally long. Their bodies were covered with a kind of soft fur, and they even had tails sticking out of their togas!

What could this all mean? And why did they attack our Heroes? The Orcs decided to find out what was going on in the village, which was now shrouded in a thick, supernatural fog. Enormous smiles appeared on their faces; it was finally time for a fight again!



MAIN OBJECTIVE 01

THE ORCS INVESTIGATE

"We'll start by asking the villagers a few questions, Orc-style!"

► Find the 4 pieces of evidence that the village has been corrupted.

Heroes must have all 4 Corrupted Village tokens.




MAIN OBJECTIVE 02

TURNING RAT'ATOUILLE INTO RAT'VIOL

"Who the hell is that guy with the chef's hat on his head?"

► **Kill Rat'atouille to retrieve his key and get to the place of worship.**

When the Heroes have all 4 Corrupted Village tokens, Rat'atouille appears in the square indicated by the  token.

When Rat'atouille is killed, a Hero recovers 1 Fragment of Power as a reward.



RAT'ATOUILLE

Melee 	Abilities <ul style="list-style-type: none"> Agile Odo'Rat Cunning
Ranged <ul style="list-style-type: none"> 2~6 	Activation  <ul style="list-style-type: none"> Assault Assault Assault
Defense <ul style="list-style-type: none"> unaffected by Afflictions 	
Reaction <ul style="list-style-type: none"> Retreat 	








SPECIAL RULES

• *Naked and tanned*

The Heroes start the game in the area marked in orange on the board, and without their Stuff cards. These are grouped into 4 packs, each consisting of an individual Hero's Stuff cards. The packs of Stuff cards are randomly placed face-down near the board, and the players must not know which deck of cards corresponds to which Hero.

A Hero in an area marked in green on the board may use an Action card and replace its effect to retrieve a pack of Stuff cards of their choice.

A Hero may carry Stuff cards that don't belong to them. Heroes can send Stuff cards to each other as loot (see page 40 of the *Rulebook*).

• *Fog*


Outdoors, visibility is limited to 4 squares. Beyond that, Heroes have no Line of Sight or Line of Fire.

• *Farmers*






Farmer miniatures are placed in the indicated squares. These miniatures cannot be activated, and it is impossible to attack a Farmer who has not been transformed.

• *Transformation*

When a Hero enters a room containing at least one Farmer, the Hero rolls one Badass die per Farmer figurine.

On a result of , the Farmer is replaced with a Louzy Rat figurine. If there are no more Louzy Rat figurines in the reserve, the Farmer is replaced by a Rat'scal figurine. If there are none of these figures in the reserve, the transformation does not happen.

• *Villagers*

At the start of the game, players take 4  tokens representing decoys and the 4     tokens representing Villagers with evidence of corruption. Players shuffle them face-down and place them randomly in the squares indicated on the board.

• *Interrogating a villager*


A Hero adjacent to a Villager token may use an Action card and replace its effect to interrogate them. If this happens, the token is turned over. If the Villager has evidence of corruption, the token is recovered by the Heroes. If the Villager is a decoy, the token is replaced by a Rat Swarm token.

• *Rat Swarm token*

The Rat Swarm Token is considered an Enemy with 1 Yellow Life Point, 1 Movement Point, and no Defense.

A Rat Swarm is activated during the Enemy Phase. It does not belong to any Enemy Group, and no Activation Roll is required. It carries out an Assault on the nearest Hero, and inflicts 1 Automatic Damage + Poison with a Melee Attack.

• *Rat'atouille*

The  token represents **Rat'atouille**. When the Heroes have all 4 pieces of evidence, Rat'atouille appears. His token is placed in the indicated square on the board. He holds the key that will allow the Orcs to enter the place of worship and continue their investigation.

When Rat'atouille is killed, a Hero recovers 1 Fragment of Power as a reward.

A SHADOW OVER RATSMOUTH



OPEN SINGLE DOOR



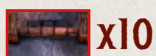
SINGLE ARMORED
DOOR OPEN



BROKEN SINGLE DOOR



CLOSED SINGLE DOOR



ENEMY TOKEN



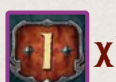
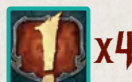
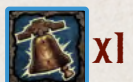
BARREL



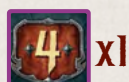
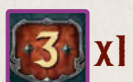
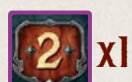
CRATE



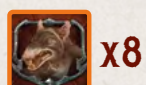
BELLS



OBJECTIVES



FIGURINES



QUEST 02

After questioning the few remaining human inhabitants, our Orcs learned that the village had been cursed and was under the control of a new cult that had emerged from the murky depths! Those who joined this sect had been transformed into human/rat hybrids, endowed with powers, and condemned to eat nothing but cheese for the rest of their lives. This explained the stench gripping the whole place! The leader of this new religion, known as the "Princess of Ratsmouth," was holed up in the old church in the village center. After getting their hands on the key to the church, our Heroes decided to pay it a visit to prevent the cult from spreading across the continent and adding fuel to the slumbering embers of war. Once again, the Orcs had to save Istarra from destruction.



MAIN OBJECTIVE

BRINGING THE PRINCESS DOWN A PEG OR TWO

"She's one of the hairiest princesses I've ever seen!"

- **Kill Princess Rat'punzel. Then reach the Heroes' exit.**

When Princess Rat'punzel has been killed, a Hero gets 2 Fragments of Power as a reward.

SECONDARY OBJECTIVE

COLLECT'EM ALL!

"What are these octopus-shaped things? Well, they're shiny, so they must be worth something!"

- **Collect Artifacts of Power.**

Heroes can no longer collect Artifacts of Power after Princess Rat'punzel has been killed.

SPECIAL RULES

- **Artifacts of Power**

The tokens represent Artifacts of Power. They are placed in the squares indicated on the board. A Hero adjacent to an Artifact of Power token may use an Action card and replace its effect to collect it. A Hero can only possess one Artifact of Power. The Artifacts of Power that the Heroes have in their possession at the end of this Quest are kept by the players for Quest 3.

- **Madness**

A Hero with an Artifact of Power has horrific visions from other worlds. On their first activation during combat, the Hero rolls a single Badass die. If the result is a , then the Hero must move towards the nearest Hero to ensure they are within attack range, then carry out a single attack against that Hero if possible. If they cannot attack the nearest Hero, nothing happens. This rule applies to every first activation during a battle until the end of the Quest.

- **Princess Rat'punzel**

The token represents **Princess Rat'punzel**. She appears in the token's room, just as she would during an Exploration. When Princess Rat'punzel loses 3 Health Points, she teleports. Any Health Points lost in addition to these 3 Health Points are ignored. Her token is then moved to the next room in ascending order of the , , , tokens shown on the board. When a Hero enters one of these rooms, a new Exploration is triggered to reveal Princess Rat'punzel.

When Princess Rat'punzel is in the token's room and loses her last 3 Health Points, she has been killed.

A SHADOW OVER RATSMOUTH



PRINCESS RAT'PUNZEL

Magic

1-6



Abilities

- Agile
- Odo'Rat
- Cunning

Defense

unaffected by Alterations



Activation

- Cowardice
- Cowardice
- Assault +
- Poison



Reaction

Retreat



15



6



4



4



FIGURINES



x1

LIBRARY



x1

BARREL



x6

CRATE



x6

ENEMY TOKEN



x1

ARTIFACT



x4

BELLS



x1



x1

OBJECTIVES



x1



x1



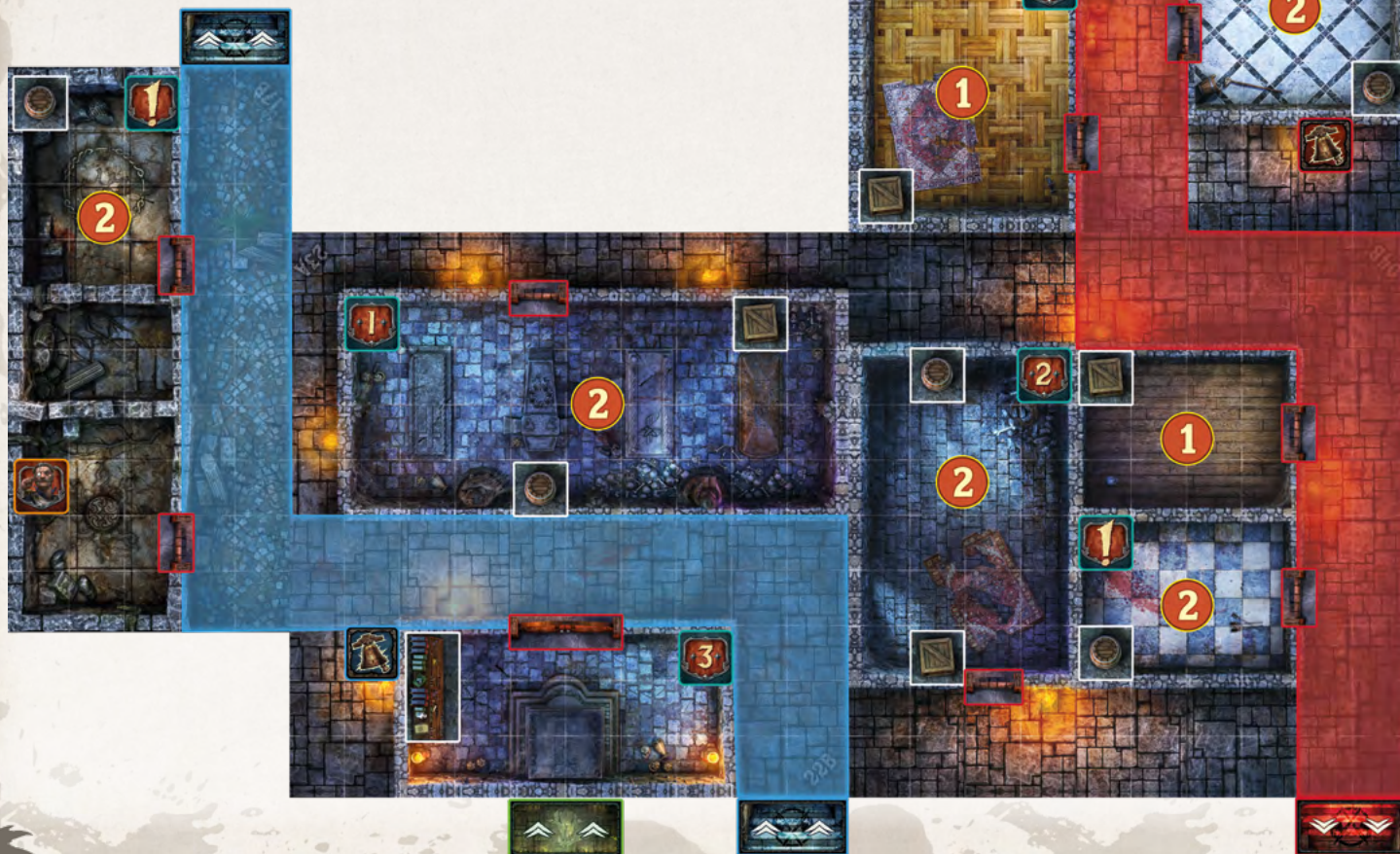
x1



x1



x1

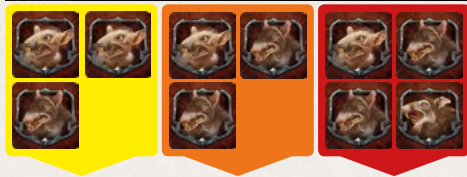


QUEST 03

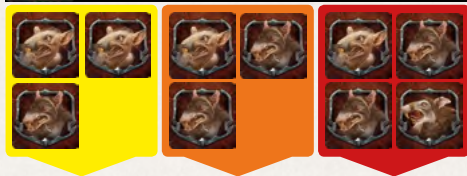
Princess Rat'punzel collapsed before she could teleport again. The village had been saved! Or had it... With her final breath, the princess let out a raspy whisper. Our Orcs could only make out one word: "Cthul'Orc"! Was the legendary creature behind all this? When the Heroes arrived at the old church, the Princess seemed to be performing a ritual. Had that last word completed it? Deafening chants began to resonate from the depths and the ground started shaking beneath their feet. There was no time to think or catch their breath – our Heroes rushed into the tunnels beneath the building to get their hands on an octopus! Much to the delight – and glory – of Badass!



BLUE PATROL 1 MAX.



RED PATROL 1 MAX.



MAIN OBJECTIVE 01

SPRING-CLEANING, ORC-STYLE

"Hmmm... Looks like those drawings on the floor with the candles around them aren't there by chance. When in doubt... Let's ransack them!"

► Destroy 4 Summoning Circles.

A Hero adjacent to a summoning circle may destroy it using an Attack action. Each summoning circle has 2 orange Health Points. As soon as 4 circles have been destroyed, Cthul'Orc appears in the indicated area, and the double door to his lair swings open.

MAIN OBJECTIVE 02

CTHUL'ORC CALIFORNIA MAKI

"So you drag yourself out of the depths just to ruin our day off? You're going to pay for this!"

► Kill Cthul'Orc.

SPECIAL RULES

• Cercles d'invocation

The 1 2 3 4 5 6 tokens represent the summoning circles. They are shuffled and placed face-down in the squares indicated. When a summoning circle is destroyed, the player gets the token back.

Each summoning circle gives access to one of the powers listed below.

1: The Hero gains the **Atrocity 1** Ability.

2: The Hero gains the **Brutality** Ability.

3: The Hero gains the **Cruelty 1** Ability.

4: The Hero gains the **Ferocity** Ability.

5: The Hero gains the **Tenacity 1** Ability.

6: The Hero gains the **Life Steal** Ability.

Even if a Hero has several summoning circles in their possession, they can only benefit from 1 Power of their choice at any one time. The Hero benefits from this Power until the end of the Quest. Heroes can freely exchange summoning circle tokens.

• By the power of the ancestral Badass!

When all 4 summoning circles have been destroyed, Badass appears to the Heroes and bestows his blessing upon them. Each Hero can then choose one of the following blessings:

1. Second wind: the Hero recovers all their Health Points.
2. Badassitude: the Hero moves the Badass track up by 10 points.
3. Badass skin: the Hero can re-roll their defense dice once for each attack they sustain.
4. Badass biceps: the Hero can re-roll their attack dice once for each attack they carry out.

A SHADOW OVER RATSMOUTH

• *Artifacts of Power*

Artifacts of Power tokens acquired in Quest 2 may be discarded by players during the final battle against Cthul'Orc. For each artifact discarded, a Hero can apply just one of the following effects:

- Make Cthul'Orc lose 2 Health Points.
- Make a tentacle lose 4 Health Points.
- Change 1 Defense die on Cthul'Orc's sheet from black to gray until the battle is over.
- Change 1 Attack die on Cthul'Orc's sheet from black to gray until the battle is over.

• *Cthul'Orc*

When the 4 summoning circles have been destroyed, **Cthul'Orc** appears in the indicated area, along with the 5 Tentacle tokens. The double door unlocks, granting access to his lair.

Shuffle the 5 Tentacle tokens, symbol side face-down. Place them on the indicated squares on the board, then turn them over. The "Abyssal Fury" rule applies so long as a Tentacle is present. Each Tentacle token has symbols that correspond to one of Cthul'Orc's Activation cards. When one of these cards is activated, the effect applies to Cthul'Orc and the corresponding Tentacle.

• *Cthul'Orc's equipment*

Cthul'Orc has 1 Boss Sheet, 5 Tentacle tokens, 4 Abyssal Fury cards, and 6 Activation cards.

The Boss Sheet shows Cthul'Orc's profile.

Activation cards are placed face-up next to the Boss Sheet.

Abyssal Fury cards are placed as indicated by the Abyssal Fury rule.

• *Cthul'Orc activation*

Cthul'Orc is activated once per turn, at the start of the Enemy Phase. Roll 2 Badass dice for his Activation Roll. The result will show which Activation card to use. Refer to the corresponding card to carry out the described Actions. Activate Cthul'Orc first, then the Tentacle, if required. If the result indicates a destroyed Activation Card, Cthul'Orc carries out an Assault.

• *Cthul'Orc's reaction*

Cthul'Orc doesn't need a reaction to kill you all.

• *Wound Cthul'Orc*

Cthul'Orc's Tentacles are all immune to one element, and pass on their immunity to Cthul'Orc for as long as they are alive. When a Tentacle's Health Points reach 0, the card is flipped over and the Tentacle token is removed from the game. Excess wounds are ignored and not transferred

to other Tentacles or to Cthul'Orc himself. If all Tentacles are destroyed, Cthul'Orc's Health Points color changes to Orange for the remainder of the battle.

• *Rain of souls*

Form a 10x10-square room with the Spawn Zone representing Cthul'Orc's lair and drop 12 dice. If a die ends up on a square occupied by a Hero, they sustain 1 Automatic Damage.

• *Abyssal Rifts*

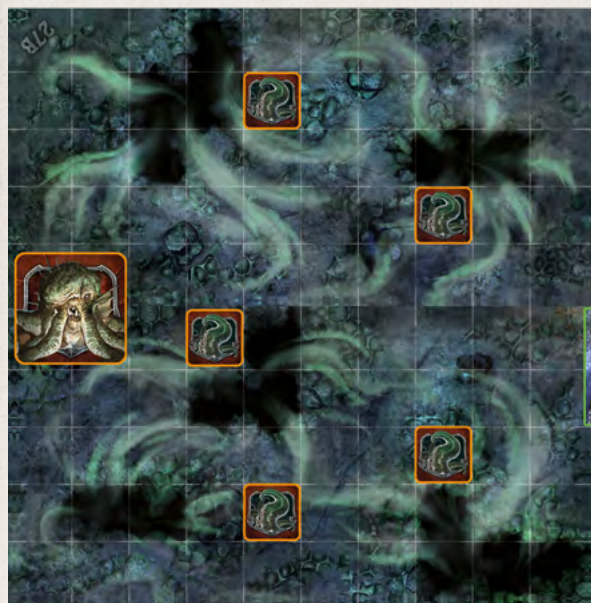
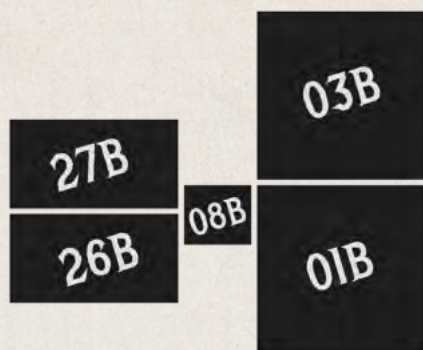
Abyssal Rift squares are considered Obstacles for any movement actions and cannot be crossed. However, they do not interfere with Lines of Sight and Lines of Fire.

• *Abyssal Fury*

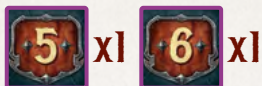
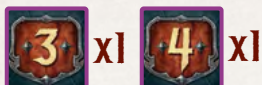
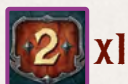
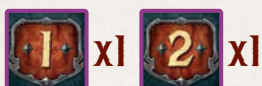
Abyssal Fury cards are shuffled and placed face-up next to the Boss Sheet to form a deck. At the start of the Enemy Phase, the effect of the Abyssal Fury card visible at the top of the deck is applied. The Tentacle indicated by the attack is activated, and Heroes on a square indicated by the card are targeted. The Abyssal Fury card is then discarded. Once empty, make another Abyssal Fury deck by shuffling the discarded cards.



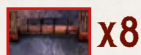
QUEST 03



OBJECTIVES



CLOSED SINGLE DOOR



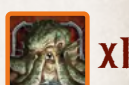
CLOSED DOUBLE DOOR



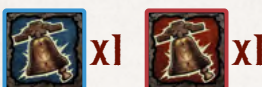
DOUBLE DESTROYED WALL



FIGURINES



BELLS



BARREL



The cursed octopus has been destroyed! Its body faded to nothing before the eyes of our exhausted Heroes, its tentacles twitching and writhing one last time before falling still. They had successfully forced him back into slumber, which they hoped would be eternal this time. As his curse and power over the village dissipated, the rat-men gradually regained their human forms and minds. Our Heroes had brought peace back to Istarra, and Ratsmouth could once again become the pretty little coastal village they had come to explore.

It was likely that no one would ever believe their story of a monster from another dimension who had come to seize control of the continent, but it didn't matter. They'd felt the adrenaline of the fight again, and there were enough tentacles left over for the feast they'd been hoping to enjoy since they first arrived!