



10. GLEE CLUB REUNION

Apparently, the left wing of our dungeon was an elementary school in a past century. It doesn't surprise me, it truly feels way more hopeless and terrorizing down there!

So, every few years, some old folks band together to parade through the decaying corridors and play silly songs in their blue pajamas - It's almost cute.

If their music did not lure rats out of every crack and hole in the wall, honestly, I could even join them. So, until they call pest control, the party is over. Yeah, yeah, call me a buzzkill - Whatever!

SPECIAL SETUP:

Players cannot play as the Ratkin in this Scenario.

Shuffle the **Parade** cards (with the number 10) along with the Heroes cards to create the Guild deck.

SPECIAL RULES:

Pied Pipers (Ongoing): Every time you summon a Mage, summon a Ratkin in the same room as well. Ratkin are considered Heroes with only 1 Health but cannot attack Monsters or Inspire other Heroes. They can only get Inspired, Charge or Plunder Treasure (lay down to mark it as exhausted). When a Mage moves, move all Ratkin in the same room along with them (and Inspire them all).

Parade (Event): When you reveal a **Parade** card, summon 1 Ratkin in every room with a Mage in it. If there are no Mages in the dungeon, draw and resolve 2 more Guild cards.





II. A DRAGON'S TREASURE

Whoever said that nothing is more scary than a Mama Bear, has obviously never met a Dragon.

So here is my issue: last night, we went for a quick grocery-shopping trip in the village. Nothing out of the ordinary, just invading some barns and stealing a few chickens. Standard procedure, no fights or casualties.

But when we got back, we noticed that someone forgot to lock the dungeon doors when we left. At that point we were so tired that we just checked to see if any hero invaded, and as it was all quiet we just decided that it was time to go to bed.

But the next morning, the dragon woke up and she couldn't find her beloved werewolf anywhere... So I had to come clean and tell her what had happened...

I really hope she can find them. We all learned to love that fluffy thing, and really I fear for our safety if she doesn't find them.

SPECIAL SETUP:

Players cannot play as the Dragon in this Scenario.

Shuffle the **Dragon** card (with the number 11) along with the Heroes cards to create the Guild deck.



SPECIAL RULES:

Search for the Lost Werewolf (Event): Every time you reveal a Dragon card, the Dragon starts to get impatient for not finding their pet; add 2 Event Tokens in the Vault. If there are 4 or more Event Tokens in the Vault, place the Dragon in the Vault. She just returned empty handed from trying to find the Werewolf in the town. She is really mad and will attack everything within sight. Activate the **Mad Dragon** rule. If the Dragon is already in the dungeon when you reveal this card, draw 2 cards from the Guild deck and send the relevant Heroes to the Cells.

Mad dragon (Triggered): The Dragon is considered an enemy to all. After every player's turn the Dragon will attack anything that is in ranged distance from the Vault, dealing 1 damage to all Monsters and Heroes in adjacent rooms. To calm the Dragon you need to deal 9 damage to her. If you do so, remove the Dragon and all Event Tokens from the dungeon, she is now back on the search for the Werewolf. If at the end of the game you still have the Treasure with value 4 in the Vault, but you also have the Dragon in your dungeon, you lose the game!





12. BAD PRESS

The Inquisitor, a conspiracy tabloid written by local legend L. Jenkins, published that we have a gentlemen's agreement with the heroes guild. Let's face the facts: the guild promises these kids fame and fortune, while their parents pay for their "equipment" and "training", which can take decades.

Then, the guild sends those fools into our dungeon randomly using secret tunnels they've built, barely armed, and mostly starved. I once saw one of them eating bones they found on the floor, if you can believe me!

If they do survive our traps and manage to steal some of our gold, they have to pay half of their earnings back to the guild! So I said there is nothing gentleman-like going on here, it surely is some kind of pyramid scheme...

SPECIAL SETUP:

Shuffle the **Charge** cards (with the number 12) along with the Heroes cards to create the Guild deck.

SPECIAL RULES:

Chainmail (Ongoing): Somehow, the guild heard what we said about their lack of equipment and are trying to change the narrative and prove us wrong. Now every warrior in this scenario wears armor and as a result has 2 Health. You need to deal 2 Damage to remove them from the dungeon.

Overachiever (Ongoing): Every time you summon Warriors in the dungeon (anywhere but the Cells), summon a 3rd one in the Laboratory.

Charge (Event): When you draw a Charge card, reactivate all Warriors in the dungeon and move each one of them once towards the Vault, ignoring any Treasure that could block their advance. If there are no Warriors in the dungeon, draw and resolve an extra Guild card.





⇒ Please note, in this scenario the Heroes' move direction through the passageways may change during the game.

13. ENDANGERED SPECIES

Olga, our witch, came up with a pie recipe that is changing the tavern food industry in the kingdoms.

I must admit, I tried the dish and its quite tasty. If I didn't have some lizardfolk blood on my mother's side... I would roast the little fellows myself!

Anyway, I think it will be in my best interest to protect my cousins from the butcher, or else the villagers might start getting creative and I don't really want to become a shepherd's pie.

Their jingle is quite catchy, though: two lizard-folk patties, imp sauce, minotaur cheese, sliced pixies, on a magic-beans crust!

SPECIAL SETUP:

Players cannot play as the Lizardfolk in this Scenario.

Shuffle the **Hatch** cards (with the number 13) along with the Heroes cards to create the Guild deck.

SPECIAL RULES:

Predatory Hunt (Ongoing): Heroes always move towards the nearest Lizardfolk, instead of the Vault. Archers also aim towards the nearest room with a Lizardfolk. If there is a tie, the Players choose.

Lizardfolk Extinction (Ongoing): Lizardfolk are monsters with only 1 Health. You may move them along with your Monsters the same way you carry resources. If there are no Lizardfolk left in the dungeon the Monsters lose the game. If you lose the Treasure with value 4 from the Vault, you also lose the game.

Hatch (Event): When you draw a Hatch card, summon a Lizardfolk in a room that has at least 2 Lizardfolk. If, at this point, for any reason you can't summon a Lizardfolk, all players discard a Tactics card from their hand.





14. SOLD-OUT TICKETS

Our beloved Mermaid will be performing in a music festival about a month from now! It's good to know she is back and having the opportunity to perform her songs again, she sounds so dreamy!

But the tickets for this one-night show are very limited, they sold out almost immediately after they were announced, so her producers decided to run a Scavenger hunt for the last few of them. As they knew our past history with her, they decided we could host this special event.

Every peasant, hero and monster in town has decided to try getting their hands on these golden tickets, so I'll make sure to hide them in such a way we can get them first!

SPECIAL SETUP:

Shuffle the **Scavenger hunt** cards (with the number 14) along with the Heroes cards to create the Guild deck.

SPECIAL RULES:

Hidden treasure (Event): Everytime the **Scavenger hunt** card is revealed, shuffle 3 "X tokens" along with a "Golden Ticket" token and place them randomly face down with the "Event" side up in the dungeon in all 4 room types shown on the card.



Golden Ticket (Ongoing): You may spend an activate action (👉) to flip an Event token in the same room as one of your Monsters, reveal it and discard it. If you found the Golden Ticket token, immediately draw 2 Tactics cards and add them to your hand.

If a **Hero** is summoned or moves into a room with an Event token, reveal it immediately, without exhausting the Hero. If this is a Golden Ticket token, immediately draw and resolve 2 extra Guild cards. Discard the token.



15. TOMB OF THE NECROMANCER

I regret to inform you that our landlord, the witch, is no longer with us. Food poisoning, the doctor said. I told Olga to not eat the Bullfrog king so many times! That thing was NASTY.

*She had no children and left the dungeon to her uncle... the king's right-hand-man, and former guild leader, **Rigor Mortis** — I'll be damned — **the Necromancer!***

While we were mourning the loss of our friend, the guild stormed our halls with an eviction notice, demanding us to leave effective immediately. The skeletons tried to reason with them, but fell under the Necromancer's spell.

Now under his control, the skeletons are the guild's most valuable asset... and our worst nightmare!

SPECIAL SETUP:

Players cannot play as the Skeletons in this Scenario. Shuffle the Necromancer and the Skeleton cards (with the number 15) along with the Heroes cards to create the Guild deck. Skeleton cards will summon an exhausted Skeleton if sent to the Cells.

SPECIAL RULES:

Undead March (Ongoing): Under the control of the Necromancer, Skeletons are considered Heroes with 1 Health. When you reveal a Skeleton card, summon Skeletons in the rooms shown on the card. Every time a Skeleton exhausts to attack (lay down the Skeleton, to mark it as exhausted), if they successfully remove a Monster from the dungeon this way, place another exhausted Skeleton in the same room.

Eviction (Event): Everytime you reveal the Necromancer card, summon 2 Skeletons in the Laboratory. If you don't have enough Skeletons to summon, immediately draw a Guild card, sent the Hero to the Cells and also all players discard one card from their hand.





16. BATTLE OF THE BANDS

The day of the music festival has finally arrived! This will be our last opportunity to hear the Mermaid singing, as she recently announced her early retirement...

While this news makes me sad, I'm really glad we got the tickets to see her one last time.

Crossing the kingdom to enjoy this festival wasn't easy, we had to escape the king's army a few times, hitchhike a tarrasque and camp inside a Mammoth Hornet's hive... I really can't see a thing out of my left eye, but being stung was totally worth it!

I heard that two local hero bands will be competing tonight for the title of "best newcomer", so I expect this to be epic!

Personally, I was never a fan of music competitions but the opportunity of actually "Battling a hero band" really appeals to me. So I've sharpened my axe and I'm ready to make it sing when those annoying heroes start playing.

Let's make this a night worth remembering!

SPECIAL SETUP:

Players cannot play as Ratkin or Poltergeist in this Scenario.

Shuffle the **Parade** (with number 10) and the **Guitar Solo** (with number 16) cards along with the Heroes to create the Guild deck.

SPECIAL RULES:

Mermaid Show (Initial): During Wave 1, the Mermaid is performing in the Laboratory, every turn players that have **at least one Monster in the Laboratory** draw **2 extra Tactic cards** at the **end** of their turn. When the 2nd Wave starts, this rule is negated, her show ended and she left the stage, activate the **Nostalgia** rule.

Nostalgia (Triggered): If the Mermaid is no longer performing in the Laboratory, at the end of their turn, all players draw back to 5 Tactics cards, instead of 7.

Pied Pipers (Ongoing): Every time you summon a Mage, summon a Ratkin in the same room as well. Ratkin are considered Heroes with only 1 Health point but cannot attack Monsters or Inspire other Heroes. They can only get Inspired, Charge or Plunder Treasure (lay down to mark it as exhausted). When a Mage moves, move all Ratkin in the same room along with them (and Inspire them all).



Power Metal (Ongoing): When you summon an Archer, summon a Poltergeist in the same room as well. Poltergeist are Heroes with only 1 Health and may exhaust to attack Monsters (lay down to mark it as exhausted), but each of them do not help plunder a Treasure. As Heroes, Poltergeist can Move, Inspire and get inspired.



Parade (Event): When you reveal a Parade card, summon 1 Ratkin in every room with a Mage. If there is no Mage in the dungeon, draw and resolve 2 extra Guild cards.

Guitar Solo (Event): When you reveal a Guitar Solo card, All Poltergeist move 1 room towards the Vault, ignoring treasure, and inspire other heroes. If there is no Poltergeist on the dungeon all players discard a Tactics card from their hands.





17. TRAITOR'S DEMISE

Sometimes I think I've been living in a dungeon for far too long - I've seen everything, and nothing really surprises me anymore, every day is just a little worse than the previous one. I was wrong.

After Olga's funeral, the Librarian stopped trying to hide his ill intentions. He's searching for her grimoire everywhere, and when we tell him that we can't find it, he gets even more upset. Also, the pesky heroes seem to know our lair better than us and are coming from everywhere, even our secret Laboratory!

But then— BOOM! — some amazing news! It turns out Olga, the witch, is alive! sensing the imminent threat, she faked her death and, with the help of the bullfrog king, transformed herself into a frog to investigate the Librarian undercover. After getting proof, she went to the witches council to ask for help. Now back with the High Witch Cynthia we stand a chance to stop the new guild master's treacherous plans!

I don't expect the Librarian to go down easily, and while I know this will be one heck of a fight, we are not alone this time! I never thought I would be so happy to see a witch and that nasty horned bullfrog again.

SPECIAL SETUP:

Players cannot play as the Witch in this Scenario. Shuffle the Librarian ("5") and the Witches Coven ("17") with the Heroes cards to create the Guild deck.

SPECIAL RULES:

Goons (Ongoing): All Warriors have 2 Health in this scenario. Also, every time you summon Warriors in the dungeon (anywhere but the Cells), summon a third one in the Laboratory.

Organized crime (Ongoing): Every time a Rogue is summoned in the dungeon, even if they were sent to the Cells, reactivate all Rogues in the dungeon.

Bulfrog King's Army (Ongoing): after a player's turn, before the Heroes Invasion, up to 2 frogs in the dungeon may either move or attack a Hero. Frogs are also treated as Monsters with 1 Health by the Heroes.

The Final Heist (Event): every time you reveal a **Librarian** card, he will steal all the books from the Library removing them from the game permanently; put these tokens back in the box. If the Librarian card is revealed and there are no Book tokens in the Library, immediately draw and resolve 2 more Guild cards.

Witches (Ongoing): Witches are treated as Monsters with 2 Health.

Olga's Return (Event): everytime you reveal a Witches Coven card, if the Witches are in the Dungeon, Olga will summon a frog in the Sewers (place there the relevant token there) and Cynthia will move (through a portal) and perform a ranged attack to a Hero. If no Witch is in the dungeon, summon one witch each in the Vault and the other one in the Sewers.





18. WEREWOLF LITTER

A year has passed since we left the door open that night.

Last week the dragon got a letter from the werewolf. The letter says they are doing fine and found a partner and everything! While the werewolf misses living with us in the dungeon, they say that exploring the world and living on the move on following a strict “lone travellers” diet has done wonders to their skin.

The letter ended with a note about the dragon being now a Granny and that this weekend they would leave their puppies on our doorstep to spend a few days with us.

The dragon looks so excited! She can't wait to meet the puppies and play with them. I haven't seen her this happy in such a long time!

I'm not even sure if these puppies are really werewolves, but I can guarantee you I won't be the one to tell her.

SPECIAL SETUP:

Players cannot play as Dragon or Gnoll in this Scenario. Shuffle the Dragon (“11”) and the Puppies (“18”) cards with the Heroes cards to create the Guild deck.

SPECIAL RULES:

Gnolls (Ongoing): Gnoll puppies cannot be removed/discarded from the dungeon. If a Hero attacks a Gnoll, move it to an adjacent room (away from the Vault) and add 1 Event token in the Vault. Gnoll puppies can be moved along like resources but cannot use portals or be carried through one. For each Gnoll Puppy you bring to the Vault, remove one of the Event tokens there. To win, at the end of the game, you need to have the Treasure in the Vault, and all 7 Gnoll puppies in the same room as the Dragon. If at any point you manage to bring all Gnoll puppies to the Vault, you immediately win!

Come here puppy (Event): When you reveal a Puppies card, move all Gnoll puppies from one room of your choice to an adjacent room, choosing the one closer to the Vault, where the Dragon is waiting for them.

Growing impatient (Event): When you reveal a Dragon card, if there are no Gnoll puppies in the Vault, the Dragon starts to get impatient; add 2 Event tokens in the Vault. If there are 4 or more Event tokens in the Vault the Dragon gets mad, activate the **Mad Dragon** rule and deactivate **Calm Dragon**. If the Dragon is already mad, send 2 Heroes to the Cells.

Mad Dragon (Triggered): After every player's turn the Dragon attacks anything that is in ranged distance (all Monsters and Heroes except the Gnoll puppies are dealt 1 damage). To calm the Mad Dragon you need to either deal 9 damage to her or have no Event tokens in the Vault. If you do so, deactivate this rule, and activate **Calm Dragon**.

Calm Dragon (Initial/Triggered): If the dragon is calm, Heroes ignore her presence.





19. CEASE AND DESIST

The annual shareholders meeting at the dungeon conglomerate showed that our branch had the worst performance in all the kingdoms. We ended up losing way more treasure than what we charged in hero admission... Wich was kinda bad.

So I tried to defend our staff by explaining to them that we actually had the very best safety benchmark with less than 20% of our minions being injured in the exercise of the profession. And boy... they were not happy with that at all!

You see, if a monster survives long enough, you have to pay them vacations and raise their salaries proportionally - it seems they were kinda counting on us dying out there. So headquarters decided that it was time to stop all activities.

We got less than a week to pack our things up before those slimy bureaucrats come to close our doors for good. But you know what? we are staying. If they really want us to leave they better come and try make me!

SPECIAL SETUP:

Players cannot play as the Slimes in this Scenario. Shuffle the **Slimy Bureaucrat** cards (with the number 19) along with the Heroes cards to create the Guild deck.



SPECIAL RULES:

Slimy Bureaucrats (Event): When you reveal a Slimy Bureaucrat card, summon Slimes in the rooms shown on the card. Slimes are considered Heroes with 1 Health, and you lay them down when exhausted. Slimes can Move, Inspire and be Inspired. **Slimy Bureaucrat** cards will not summon a **Slime** if sent to the Cells.



Divide and conquer (Ongoing) : When you summon a new Slime, place an extra Slime in every room that already has at least one Exhausted Slime, Inspire those Slimes and all other Heroes in those rooms.



20. NEW BEGINNINGS

We fought really hard, one battle after the other. While we could fend off that lousy heroes' guild temporarily, there is no way to defeat the dungeon conglomerate megalomaniac schemes and win right now. The overlords are just too old and too powerful.

So it was about time for us to flee while we could and start over somewhere else.

Corporate is not pleased with our little rebellion - I've heard they placed a large bounty on our heads. This might attract stronger heroes than we have ever seen before...

...And this is actually great! the bigger their level, the higher the admission fees we charge them!

Olga knows an abandoned lair in the desert. It's mostly collapsed so we will have to rebuild the whole dungeon from scratch but I think it will be perfect for us.

This is not the end. We will retreat, regroup, rebuild, and plan our way back. Maybe it's time for some world conquering after all.



SPECIAL SETUP:

Use the **Epic Hero** cards (with number 20) to create the Guild deck. Epic Hero cards Summon a Hero when sent to the Cells.

SPECIAL RULES:

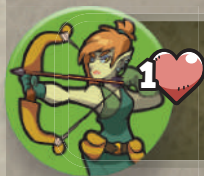
Collapsed dungeon (Initial): When summoning a Hero, if there are no rooms matching the required type, you may summon them in the Vault (🔹) or a Special room (⚡) instead.

Rebuild (Ongoing): At the end of the game, if you have the Treasure with value 4 in the Vault but you haven't build **all** rooms, you lose the game!

Dungeon Admission (Ongoing): Everytime you defeat an epic hero, place a coin on that dungeon room.

EPIC HEROES:

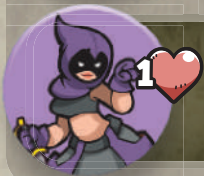
In this scenario, the Heroes have the following Special Abilities:



Epic Archer: When summoned or Charge into a room, perform a Ranged Attack towards the room closer to the Vault.



Epic Warrior: When summoned, remove 1 resource from the room. When they Charge into a room, perform one extra Melee Attack to a Monster in it.



Epic Rogue: When summoned, remove 1 trap from the room. When they Charge into a room, remove 1 trap from it.



Epic Mage: When summoned in the Cells, Inspire all Heroes there. When he charges into a room, flip a completed portal in it back to the incomplete side.



HEROES INVASION

In this phase draw and resolve as many Guild cards as dictated by the chosen Difficulty Level. When the Guild deck is empty, reshuffle it and make a new deck. You are now in Wave 2. If you survive going through the Guild deck twice without losing the Treasure with value 4 in the Vault, then you all win.



Family:

Wave 1: Reveal 1 Guild card
Wave 2: Reveal 2 Guild cards



Challenging:

Wave 1: Reveal 2 Guild cards
Wave 2: Reveal 2 Guild cards



Hardcore:

Wave 1: Reveal 2 Guild card
Wave 2: Reveal 3 Guild cards

HEROES INVASION FLOW CHART

1

Draw and resolve one Guild card at a time

Is it a Hero card?

Is it a Scenario card?

Check for the Rules in the Dungeon book

Summon a Hero in 2 Rooms of the shown type

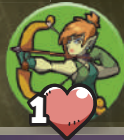


Run out of Heroes of that type?

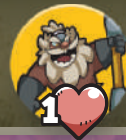
Reactivate all exhausted Heroes of that type and Inspire any other Heroes in their rooms

2

Immediately after being summoned, a Hero will always perform their special ability.



Ranged attacks an adjacent room closer to the Vault



Destroy 2 resources in the room



Remove 1 trap in the room



If summoned in the Cells, Inspire all Heroes (even himself)

3

Is there a trap in the room?

Yes! Deal 1 damage to the Active Hero and discard the trap.

4

No! Inspire all Heroes in the room (Except Cells).

5

Is there a Monster in the Room?

Yes! Exhaust one Hero to attack it!

Is the Hero still alive?

Yes!

No. Is there a Treasure in the room?

No. All active Heroes in this room Charge to the next room, closer to the Vault!

Yes, but there are not enough active Heroes to plunder it. Exhaust all Heroes in this room.

Yes, and the Heroes can plunder it: Exhaust the Heroes needed. The remaining active Heroes will charge to the next room, closer to the Vault!



Destroy one resource in this room



All Monsters discard a card from their hand



Re-activate all Heroes in this room



Flip a Guild card and send it to the cells



You lose the game!

When every Guild card for the Wave was revealed, and all Heroes in the dungeon are exhausted, the next player starts their turn.
If this was the last card of the Guild deck in the 2nd Wave, then you all win!