

A DUNGEON DEFENSE GAME BY LUIS BRUEH

# KEEP THE HEROES OUT!

DUNGEON BOOK





# THE DUNGEON BOOK

Welcome to the dungeon book! During the Game Setup you will be directed here to choose a Scenario and apply it to your game. Each scenario in this dungeon book is numbered from 1 to 20. The higher the number the more complex to win the Scenario can be. You will also find different ways to play those Scenarios based on the number of players and the game mode.

## SCENARIOS SPECIAL RULES

Each Scenario has a special set of rules that apply only when you are playing it. These rules are divided in 4 groups: **Initial**, **Ongoing**, **Event** and **Triggered**.

**Initial:** rules that you start with, but can be changed or become void if the right conditions are met.

**Ongoing:** rules that are always active.

**Event:** rules that are resolved when you draw a Scenario card.

**Triggered:** rules that are activated when one or more conditions are met. They stay active for as long as their rules dictate.

## SCENARIOS SETUP

When preparing a scenario, setup the dungeon rooms exactly as shown in the image on the relevant scenario, making sure to:



Unless otherwise stated, the arrows in the Scenario show the shortest path through passageways to the Treasure with value 4 in the Vault. When in doubt, use them as a reference to charge the Heroes, during their invasion.



Shuffle and place the Treasure tokens making sure to match the room type and the Treasure's value.



If a Scenario has one or more incomplete Portals, place them in the relevant rooms in the dungeon.



If a Scenario has one or more Event tokens, shuffle the relevant tokens and place them as depicted in the scenario.



If a Scenario starts with one or more Monsters in the dungeon, place them according to the scenario's setup image.

## NUMBER OF PLAYERS

**Keep The Heroes Out!** can be played with 1 to 6 players. Depending on the number of players, apply the relevant adjustments mentioned below:

**True Solo:** You can play it in true solo! using only one Monster of your choice! Choose any difficulty with no additional changes.

**2-4 Players:** As a Co-op game, it will really shine playing it with friends! Try playing the same Scenario using different Clans and as soon as you feel comfortable, try playing it in higher difficulty levels.

**5-6 Players:** If you don't mind the added downtime, the game can support 5-6 players. You may play it in Family difficulty without any changes. In Challenging or Hardcore difficulty, start the game at "Wave 0" where you reveal 2 cards at a time. After "Wave 0" is completed, remove the "Wave 0" token and proceed to Wave "1" and finally to Wave "2" following the regular rules.



## SCENARIO MODES

When you play Keep The Heroes Out, you can choose to play the various scenarios in two different modes. Either as an **One Shot** scenario, where you setup and play one individual scenario and you are done. Or you can play a group of scenarios back to back following the **Chronicle** rules.



# ONE SHOT MODE

In an One Shot mode, you may play any of the available scenarios in any difficulty level (Family, Challenging or Hardcore). Players may also choose any of the available Clans to play with (provided that they are not being used as NPCs in that particular Scenario).

**If this is your first game, setup Scenario 1. Witch's Cauldron and play it in the Family difficulty level.**

# CHRONICLE MODE

**If this is your first game, this is NOT for you.**

In Chronicle Mode, you play the Scenarios in Chapters. Each Chapter consists of 4 Scenarios which you must play back to back in the specified order. Some Chapters specify Clan(s) that you may not use in any of their Scenarios. Whether you win or lose a Scenario you always move to the next.

When you start a Scenario during Setup, discard from your starting hand as many cards as the amount of Scenarios you lost within the same Chapter. If you win the last Scenario of a Chapter, you unlock the relevant ability.

## 1) EXQUISITE CUISINE

1. Witch's Cauldron
4. All Hail to the Bullfrog King
13. Endangered Species
15. Tomb of the Necromancer



15 TOASTING

## 2) PUPPY MOM

2. Off with their Heads
6. Midnight Mungchies
11. A Dragon's Treasure
18. Werewolf litter



18 PIGGYBACK RIDERS

## 3) CRIME POETRY

5. The Bookworm
7. Gentleman Thieves
12. Bad Press
17. Traitor's demise



17 HEIST CREW

## 4) DUNGEONPALOOZA

8. The Mermaid Lounge
10. Glee Club Reunion
14. Sold-out Tickets
16. Battle of the Bands



16 SOUVENIR

## 5) GOING CORPORATE

3. Legend of the Rent
9. Part-time Wicked Overlord
19. Cease and Desist
20. New Beginnings



20 DIE-HARD



## THROUGH THICK AND THIN

*Surviving through hardships together will create long lasting friendship bonds!*

If you win the last Scenario of a Chapter, even if you lost some of the previous ones, you unlock the relevant ability, which is active for the rest of the Chronicle!

### TOASTING

When you resolve a Potion, select one dungeon room you have at least one monster: all Players with Monsters present in the same room, benefit from the Potion's effect. Example: if you drink the Beer Potion, all players with Monsters present in the same room as you, draw 3 cards, keeping the ones with Activate actions and discarding the rest.

### PIGGYBACK RIDERS

You may move carrying a smaller Monster along with you, instead of a Resource or a Trap. That Monster cannot carry anything and has to agree with being carried. The size of Monsters is shown below. For example, the Dragon may carry any other Monster, but cannot be carried.



### HEIST CREW

You may discard a Tactic card from your hand (without resolving it) to allow another player with a Monster in the same room to play (and resolve!) immediately one of the cards in their hand! Example: as a Slime you can discard one of your defense cards to ask the Dragon in the same room to attack in your turn.

### SOUVENIR

You may resolve an Activate action () in a room with another Monster to give them one Loot card from your hand. This card goes to their hand, and when played will go to their discard pile. You cannot give starting Tactic cards this way.

### DIE-HARD

Replace the regular Heroes with the Epic ones from Scenario 20 during every scenario you play from now on. These cards are not considered Scenario cards during the resolution of the action of throwing a Hero to the Cells. You will resolve them as if they were a Hero card.





## 1. WITCH'S CAULDRON

*You have no idea how hard it is to find a dungeon that has no necromancer for a landlord. Sure, they offer great rates if you don't mind waking up undead, with your head stitched on a rhino's armpit.*

*So, personally, I would choose a witch instead any day.*

*Yes, they are known for being a little eccentric. But who can blame them? If I was living on a very strict frog-based diet, I'd too get **hangry** from time to time!*



### SPECIAL SETUP:

Shuffle the **Witch** cards (marked with the number 1) along with the along with the Heroes cards to create the Guild deck.



### SPECIAL RULES:

**Lunchtime Delight (Event):** The Event token marks the room where the Witch's cauldron is located. Every time you draw a Witch card, the Witch asks for frog stew. If you have a frog token in the room with the Witch's cauldron, you please her appetite, discard the frog and nothing else happens. If you don't have a frog, she curses you and all players must immediately discard a Tactics card of their choice from their hand.







## 2. OFF WITH THEIR HEADS!

*It's not as if we are evil. We have no desire for world-conquering or any megalomaniac schemes. Some of us just want a place to chill. And our dragon... She's the sweetest alive!*

*Okay sure, we've trapped the occasional teenager in the dungeon to teach them a lesson about trespassing. But now, suddenly, we are on all of the guild bulletin boards and it's fair game to every so-called hero to invade our home and try to plunder our treasure?! I say — NOT ON MY WATCH!*

### SPECIAL SETUP:

Shuffle the **Executioner** cards (marked with the number 2) along with the Heroes cards to create the Guild deck.

### SPECIAL RULES:

**The Executioner (Event):** Every time you draw an Executioner card, immediately discard it, draw another card from the Guild deck and send the relevant Hero to the Cells. Then draw and resolve one more Guild card.







### 3. LEGEND OF THE RENT

Do you realize how hard it is to keep a minion job? In **this** economy?! Every other day a self-proclaimed hero pops up, claiming to have killed 200 of us! Of course they are lying, but let's say it was 20... The odds don't look so good to me.

So we decided to open our own business! cut the overlord middleman and charge dungeon admission ourselves. And let me tell you, it was a nightmare! We never realized that we needed to provide our own treasure for anyone to want to take the risk of coming to our dungeon. To make a long story short, the bills are piling up and we are 14 months behind rent. Now our landlord has sent a Troll for collection. We've gotta act fast!

#### SPECIAL SETUP:

The Event token marks the room where the Troll waits for the rent. Shuffle the **Troll** cards (marked with the number 3) along with the Heroes cards to create the Guild deck.



#### SPECIAL RULES:

**Final notice (Event):** Every time you draw a Troll card, the Troll asks for the rent. If you have 2 Coins in the Vault, he will take it, discard the 2 Coins and nothing else happens. If you can't pay the Troll, you are marked for forced eviction: after all players discard one card from their hand, draw and resolve a new Guild card.







## 4. ALL HAIL TO THE BULLFROG KING

*We all know the story: A witch turns a naive prince into a frog. Then a beautiful princess finds him, kisses the slimy thing and they end up marrying, which lifts the curse... And making all the kingdom so busy preparing the reception that they give us vacations... Except for the fact that our witch is a fool.*

*I don't know why somebody would think that cursing a viking prince would be good for business, but we ended up with an organized army of frogs attacking us!*

*Even worse, no princess will ever come to kiss this disgusting bullfrog prince; he farts non-stop and his breath reeks of bad mead. But he seems fine with that — lady frogs find it quite attractive, apparently. He told me that the other day! EW!*

### SPECIAL SETUP:

Shuffle the **Bullfrog King** cards (marked with the number 4) along with the Heroes cards to create the Guild deck.



### SPECIAL RULES:

**Frog Army (Ongoing):** Frogs are rebelling against your continuous mistreatment. Consider all frog tokens as having 1 Health. Frogs can now be attacked by you, or removed from the dungeon by making potions, or being targeted by the Warrior. Frogs do not attack Heroes and they ignore Treasure. After each player's turn, move all remaining frogs one room towards the Vault and then each one of them deals 1 point of damage to one Monster in the same room as them.



**For Valhala (Event):** Everytime you reveal the **Bullfrog King** card, each frog in the dungeon deals 1 damage to one Monster in the same room as them. After all frog attacks are resolved, spawn 2 new frogs in the sewers.







## 5. THE BOOKWORM

*Sweet bedtime stories are my favorite. Especially that one with the giant octopus-head monster sleeping on the bottom of the ocean waiting to destroy the world. What a classic!*

*Last week we got a new librarian; he's a very uptight vampire, and get this, he told me I can't borrow anything else before returning the books I borrowed last year! Can you believe this guy?*

*Luckily, I know they are somewhere in the treasury.*

*I hope he doesn't mind missing pages, or that one of them is pierced with a dagger. Knowledge can truly save lives... Especially if there are no shields handy!*

### SPECIAL SETUP:

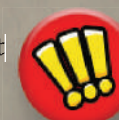
Shuffle the **Librarian** cards (marked with the number 5) along with the Heroes cards to create the Guild deck.

### SPECIAL RULES:

**Blacklist (Initial):** Use two Event tokens, with their Blacklist side up, to cover both the Library room and the Study room actions. As long as those tokens are there, players cannot activate those rooms.

**Knowledge is Power (Ongoing):** Warriors cannot remove books from the dungeon.

**Way Past Due (Event):** Every time you reveal the **Librarian** card, discard all books in the Library room. When there are no books in the dungeon, also discard both Blacklist Event tokens. You can now activate those rooms normally. If there are no books to discard in the Library room, the Librarian posts an ad on the guild's bulletin board for collection, you must immediately draw and resolve 2 extra Guild cards, one at a time!







## 6. MIDNIGHT MUNCHIES

*When the dragon wanted to get a human for a pet, I said it was okay as long as she was responsible; feeding them, taking care of their poop, and of course, taking them for little walkies!*

*Then, she came home all excited saying that she had gotten one for a discounted price — Damn Girl! — I love a good deal, but you’ve got to be more careful!*

*Now we are stuck with a werewolf.*

*Every full moon we’ve got to keep it entertained or else it will go to the nearest village and swallow the people whole. Which is quite entertaining, I must admit! But unfortunately, it would bring us some unwanted attention, here in our lair...*

### SPECIAL SETUP:

Shuffle the **Werewolf** cards (marked with the number 6) along with the Heroes cards to create the Guild deck.

### SPECIAL RULES:

**Wandering Beast (Initial/Triggered):** Every time Wandering Beast is triggered, shuffle 3 Event Tokens with the “X” side and 1 with the “Werewolf” side and place them randomly, with the “Event” side up, in the rooms shown in the dungeon setup image.



**Where’s my good boy? (Ongoing):** You may spend an activate action (👉) to flip an event token in the same room as one of your Monsters. Your goal is to try and find the Werewolf’s location.

**Full moon (Event):** Every time you reveal the **Werewolf** card, the Werewolf will eat all Bones in the room he is in. If there are no bones there, then he goes hunting in the nearest town: immediately draw and resolve 2 Guild cards, as the Guild is now looking for the Werewolf. After you fully resolve the Full moon event, trigger the Wandering Beast event!







## 7. GENTLEMAN THIEVES

*There's a new crime-boss in town. Some say they already infiltrated the guild's small chambers... and this is really bad for business!*

*I'm not saying I don't appreciate the little poems that started showing up in our empty treasure chests, but these coordinated attacks we've suffered lately have made our lives so much harder!*

*It makes me wonder if they also have someone in our dungeon on their payroll. Not to point fingers here, but I must say that the Librarian dresses a bit too fancy for what we pay him.*

### SPECIAL SETUP:

Shuffle the **Heist** cards (marked with the number 7) along with the Heroes cards to create the Guild deck.



### SPECIAL RULES:

**Heist (Event):** When the Heist card is revealed, discard a Treasure from one dungeon room (except the Vault) that has at least one Rogue in it, ignoring the Treasure's number without resolving its effect. If there is no Rogue in the dungeon, immediately draw two Guild cards and send the revealed Heroes to the Cells.

**Organized crime (Ongoing):** Every time a Rogue is summoned to the dungeon, even if they were sent to the Cells, reactivate all Rogues in the dungeon. If there are any other Heroes in those rooms, Inspire them as well.







## 8. THE MERMAID LOUNGE

A Swim-up pool bar opened up in our dungeon. The owner is a Famous Mermaid with the best singing voice I've ever heard.

We really want to keep her performing here, so everyone is doing their best to help her feel welcome. Frogs trained to be her backing vocals; the dragon is in charge of stage lighting; the Ratkin make pretty good roadies; and the rest of us... we are the bouncers!

Her fans in the guild can make things a little tricky, as they are going crazy for an autograph.

Well... I can't say I blame them, but I'm not letting anybody bother her, either!

### SPECIAL SETUP:

Shuffle the **Mermaid** cards (with the number 8) along with the Heroes cards to create the Guild deck.

### SPECIAL RULES:

**Famous Performer (Initial):** As long as the Mermaid is performing in the sewers, all players Draw 2 extra **Tactic** cards at the beginning of their turn. You also reveal and resolve 1 extra **Guild** card during every Heroes Invasion. If the Heroes plunder the Treasure in the sewers, remove the Event token from it. As we failed her security, the Mermaid is not performing in your dungeon anymore, immediately activate the **Devasted** rule.

**Devasted (Triggered):** If the **Mermaid** is no longer performing in your dungeon, players draw back to 4 **Tactics** cards, instead of 5, in the end of their turns.

**Mermaid (Event):** Every time you reveal the Mermaid card, if she is performing in the dungeon, all players draw 1 extra card from their **Tactic** decks, you also reveal and resolve 1 extra **Guild** card. If she is not performing in the dungeon, reveal 2 extra **Guild** cards immediately.







## 9. PART-TIME WICKED OVERLORD

*We had to sell our dungeon to a monster conglomerate or else we would risk going bankrupt.*

*From local dungeon owners, overnight, we became part-time managers... and I hate it! It is so much work.*

*So when our new Headquarters sent us some dummy trainees I knew that this was a terrible idea! I once let a cactus die thirsty for pity's sake.*

*But now the little nasties are here and we better find some use for them. Maybe I can get the extra help to unclog the sewers... Those rusty pipes needed to be replaced years ago... Well, they can try at least.*

*We can't really afford to replace anything right now, so they better be willing to learn to play dirty... If you know what I mean.*

### SPECIAL SETUP:

Players cannot play as the Imps in this Scenario.

Shuffle the **get'em boys** cards (with the number 9) along with the Heroes cards to create the Guild deck.



### SPECIAL RULES:

**Clogged toilet (Ongoing):** At any time, if there is no Imp in the Sewers, place an "X" on top of the room's action, you cannot activate it. Remove the "X" when an Imp enters the room.



**Minions (Ongoing):** every player may use the Imp in their turn as if they were part of their clan. Imps have 1 Health, and cannot be used to activate Clan's Special Abilities.



**Summoning (Ongoing):** If you have a Monster in the Vault, may spend an activate action (**act**) to summon an Imp in the Vault. You may not summon Imps in any other way.



**get'em boys (Event):** every time you reveal a **get'em boys** card, place a Trap in each room that has at least one Imp. If there are no Imps in the dungeon, the guild will see this as an opportunity to attack you! Immediately draw and resolve 2 more Guild cards.