

# SOLO SCENARIO BOOK

## SCENARIO 1: BUSINESS AS USUAL

### SPECIAL RULES

- None

### OBJECTIVES

- Maximize VPs

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	35+VP	45+VP	60+VP

## SCENARIO 2: MONEY IS KING

### SPECIAL RULES

- Set up the Mercenary Deck only with Mercenaries who contribute at least 1 Persuasion die
- Initial Mercenary Affinity: Jungle

### OBJECTIVES

- Maximize gold, with min. 25 VP

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	15 GOLD	35 GOLD	55 GOLD

## SCENARIO 3: BLITZ

### SPECIAL RULES

- The game lasts only 3 rounds
- Start with 3 Defense tokens
- Start with 12 coins instead of 7

### OBJECTIVES

- Maximize VPs

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	22+VP	30+VP	40+VP

## SCENARIO 4: NO ARMOR

### SPECIAL RULES

- The Armory is closed
- Disregard any talents, Path benefits, and tokens that give you Defense
- You may still use Potions
- Initial Mercenary Affinity: Water

### OBJECTIVES

- Maximize VPs

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	30+VP	42+VP	56+VP

## SCENARIO 5: FULLY LOADED

### SPECIAL RULES

- None

### OBJECTIVES

- End the game with all 4 token sacks on your Progress track filled (5 Defenses, 5 Traps, 3 Potions, 3 Venoms)
- Have at least 1 of each type of Equipment
- Have at least 1 Mercenary of each Affinity

MONSTER FODDER	TRAINEE	VETERAN	HERO
FAIL	ACHIEVE	ACHIEVE	ACHIEVE
		35+VP	50+VP

## SCENARIO 6: UNDER ATTACK

### SPECIAL RULES

- Start the game with a Monster of Level A attacking the Citadel
- Whenever the Citadel Entrance is empty at the start of a round, draw a new Monster of Level A and place it on the Citadel Entrance

### OBJECTIVES

- Maximize VPs

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	35+VP	50+VP	65+VP

## SCENARIO 7: DIVERSIFY

### SPECIAL RULES

- "A Round of Beer" cost 1 Gold instead of 2

### OBJECTIVES

- Your ranking will depend on how many Mercenaries of different Affinities you end your game with
- 2/1/1/1 means minimum 2 Mercenaries of one Affinity, minimum 1 Mercenaries of all others

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	2/1/1/1	2/2/1/1	2/2/2/2

## SCENARIO 8: TRICKY

### SPECIAL RULES

- Prepare a pile with the Traps from the Trick Module
- When Madhala occupies a Land Path, draw 2 Traps from the pile. Place them face down on the Path
- Apply the Trick rules from Trick Module

### OBJECTIVES

- Maximize VPs

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	30+VP	42+VP	56+VP

## SCENARIO 9: MISSIONARY

### SPECIAL RULES

- If Madhala deploys Outside and the yellow Deployment die is 3-4, she deploys on Mission 1. If it is a 5-6 deploys on Mission 2

### OBJECTIVES

- You must complete a number of Missions and have minimum VPs.

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	4 MISSIONS	6 MISSIONS	8 MISSIONS
	30+VP	40+VP	55+VP

## SCENARIO 10: DOOM

### SPECIAL RULES

- Monsters reroll once all dice that miss on attack
- No Tutorial difficulty level allowed
- Start with Monster of Level A at the Citadel

### OBJECTIVES

- Maximize VPs

MONSTER FODDER	TRAINEE	VETERAN	HERO
-	35+VP	45+VP	60+VP

LOOK HERE  
FOR NEW  
SCENARIOS

[www.SECONDGATEGAMES.com/monster-lands-scenarios/](http://www.SECONDGATEGAMES.com/monster-lands-scenarios/)

