

A DUNGEON DEFENSE GAME BY LUIS BRUEH

KEEP THE HEROES OUT!

DUNGEON BOOK





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 get hangry from time to time, too!



SPECIAL SETUP:

Shuffle the **Witch** cards (marked as "1") along with the guild deck.



SPECIAL RULES:

Event (Lunchtime Delight): every time you reveal the witch card, the witch will ask you for frog stew. If you have a frog token in the witch's cauldron, she will eat it, removing it from the dungeon and nothing else happens as she's pleased. If you can't provide the the frog stew, she curses you, which forces all players to discard a Dungeon card from their hands.





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 as "2") along with the guild deck.

SPECIAL RULES:

Event (the Executioner): every time you reveal the executioner card, flip a card and send it to the Cells, then flip another 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:

Shuffle the **Troll** cards (marked as "3") along with the guild deck.

SPECIAL RULES:

Event (Final notice): every time you reveal the Troll card, the troll will ask you to pay your rent. If you have 2 coins in the main treasure, he will take it, which will remove it from the dungeon and nothing else happens. If you can't pay the Troll, you will be marked for forced eviction: all players discard a Dungeon card, and flip another Guild card immediately.





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 as “4”) along with the guild deck.

SPECIAL RULES:

Ongoing (Frog Army): frogs are rebelling against your continuous mistreatment. Consider all frog tokens as having 1 HP. Frogs can now be attacked by you, or removed from the dungeon by making potions, or being targetted by the Warrior. Frogs do not attack heroes and they ignore treasure.

After each players turn, move all remaining frogs one room towards the main treasure room and then attack with strenght 1.

Event (For Valhala): everytime you reveal the **Bullfrog King** card, all frogs in the Dungeon attack the monsters with strenght of 1. After this, spawn 2 new frogs at 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 as "5") along with the guild deck.



Ongoing (Blacklist): Place one Event token covering both the library room action and the Study action. As long as those tokens are there players can't activate those rooms.

SPECIAL RULES:

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

Event (Way Past Due): every time you reveal the **Librarian** card, he will return all the books to the library room, removing them from the Dungeon. The first time all books are removed from the dungeon this way, remove the **Blacklist** event tokens; you can now use those tiles until the end of this scenario. If the **Librarian** card is revealed and there are no book tokens in the library room, he will post an ad on the guild bulletin board for collection, reveal 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 as “6”) along with the guild deck.

SPECIAL RULES:



Triggered (Wandering Beast): Everytime wandering beast is triggered, shuffle 3 “X tokens” along with a “checkmark one” and place it randomly facedown with the “Event” side on the dungeon in the rooms described above.

Ongoing (Where’s my good boy?): you may spend an activate action (10) to flip an event token in the same room as one of your monsters, revealing it. If you found the checkmark you now know where the Werewolf is.

Event (Full moon): every time you reveal the **Werewolf** card, the Werewolf will eat all Bones in the room he is in. If there’s no bone there, then he goes hunting on the nearest town: Flip 2 Guild cards and resolve them immediately, as the guild is now looking for the werewolf. After every full moon, Trigger **Wandering Beast**.





7. GENTLEMAN THIEVES

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

I'm not saying I don't appreciate the little poems that started showing up on 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 Librarian dresses a bit too fancy for what we pay him.

SPECIAL SETUP:

Shuffle the **Heist** cards (marked as "7") along with the guild deck.

SPECIAL RULES:

Event (Heist): When the Heist card is revealed, loot a Treasure Chest in one dungeon room that has at least one rogue, ignoring the treasure number and not resolving the Treasure's effect. The Vault can't be robbed this way. If there is no rogue on the Dungeon, flip two guild cards and add it to the Cells immediately.

Ongoing (Organized crime): Every time a rogue is summoned to the dungeon, even if it was sent to Cells, reactivate all rogues on 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 (marked as "8") along with the guild deck.

SPECIAL RULES:

Begins (Famous Performer): As long as the Mermaid is performing in the sewers, all players Draw +2 **Monster cards** at the beginning of their turns. You also reveal and resolve +1 **Guild card** in every **Heroes Invasion**. If the heroes loot the treasure chest on the sewers, remove the event token from the board. As we failed her security, the **Mermaid** is not performing in your dungeon anymore. **Trigger (Devasted)**.

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

Event (Mermaid): every time you reveal the **Mermaid** card, if she performing in the Dungeon, all players draw 1 extra card from their **Monster decks**, you also reveal and resolve 1 more **guild cards** **immediatly**. If she is not performing in the dungeon, reveal +2 **guild cards** instead.





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 (marked as "9") along with the guild deck.

Ongoing (Clogged toilet): If there is no Imp meeple on the Sewers, you can't activate this room's action. Place an "X" on top of the action. For as long as there is at least one Imp in the Sewers, remove the "X" token to use the action.



SPECIAL RULES:



Ongoing (Minions): every player may use the Imp meeples in their turn as if they were part of their Monster clan. Imps are considered monsters with 1 Health point, and cannot use special abilities.

Action (Summoning): you may spend an activate action (👉) to summon a Imp on the Vault. You may not summon Imps in any other way.



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



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.

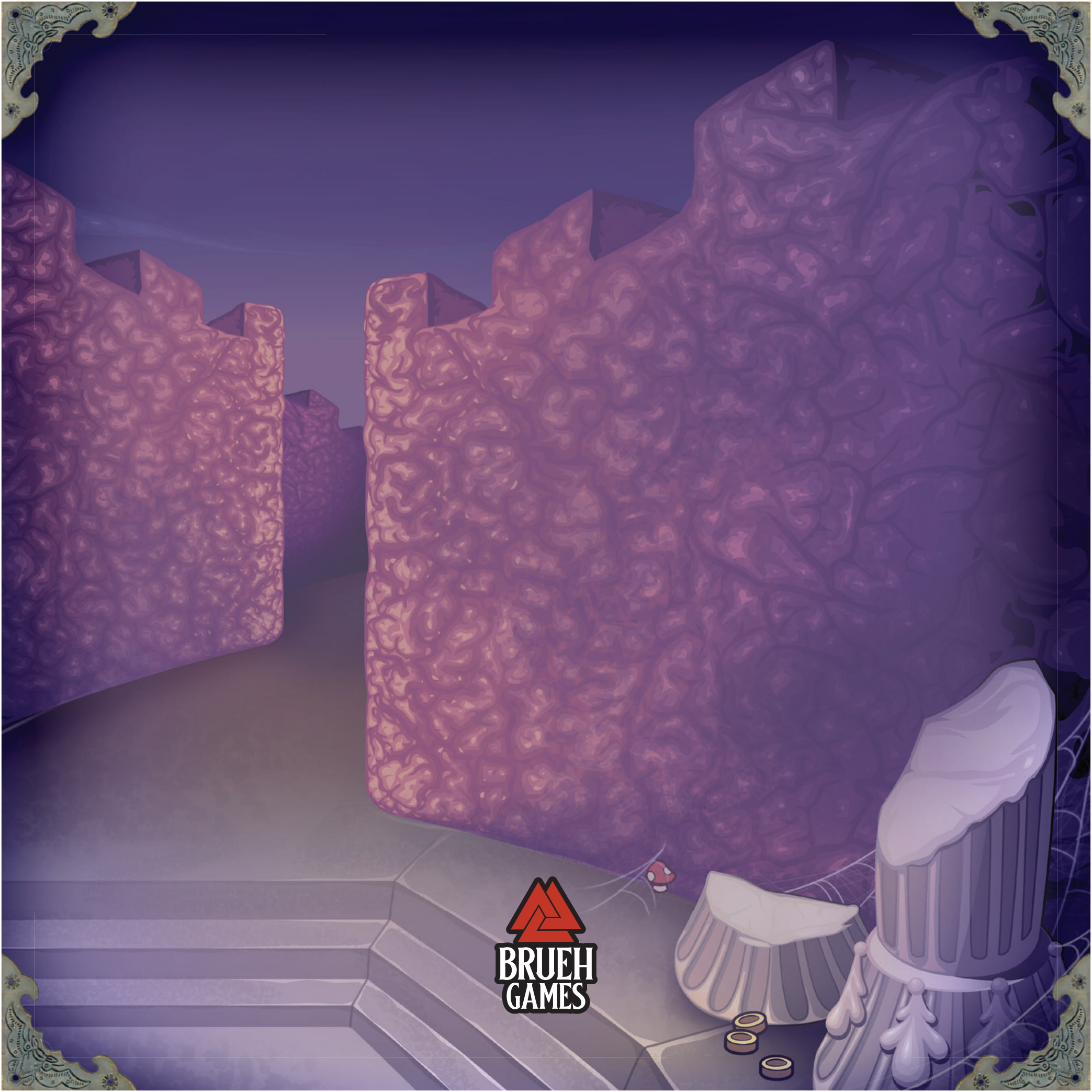
Shuffle the **Parade** cards (marked as "10") along with the guild deck.

SPECIAL RULES:

Ongoing (Pied Pipers): Every time you summon a Mage, summon a Ratkin in the same room as well. Ratkin have only 1 Health point and do not attack the Monsters but each meeple counts towards the Treasure Chest number. When a Mage moves, move all Ratkin meeples in the same room along with them.

Event (Parade): When you reveal a **Parade** card, summon 1 Ratkin on every Mage in the Dungeon. If there is no Mage in the dungeon, reveal and resolve 2 extra guild cards.






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