

Super Dungeon explore™



DEVIL ISLAND
LEGENDS CAMPAIGN



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Super Dungeon: Legends is a narrative campaign system that expands your games of **Super Dungeon: Explore** and **Super Dungeon: Arcade**. This **Super Dungeon: Legends** campaign booklet is designed to be played using **Super Dungeon: Explore** rules and is broken up into two parts.

The first part of this booklet details the history and peoples of the mystical realm of Kagejima. All players are encouraged to read this section to learn more about the magical world of Crystalia and the setting for the Devil Island campaign.

The second part of this booklet provides you and your friends with a series of scenarios, each linked to the others by a common story, which allows you to assume the role of Momotaro and his animal friends as they assault Devil Island to defeat Bomechan and her band of Clan Ijin ninja. To start, only the Dark Consul player should read the campaign so that the Hero players can experience the story and surprises together.

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THE PROPHECY OF FIVE

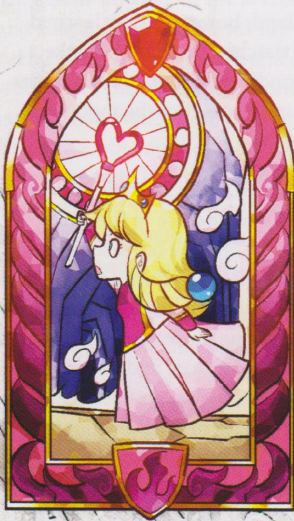


*It would pass into fable, this story that I tell,
Woe betide the king, who does not know it well.
For Goddess's fair hand still holds this world apart,
From darkness and its evil, and blackening of heart.*

*At the dawn of time did folk first see the Goddess's hand at play,
As she granted mortals mind and magic to follow as they may.
But hearts can twist and jealousy can make the mortal fall,
And one such being thought himself
more worthy, and nearly doomed us all.*

*For in a place, far from eyes, this twisted man did dwell;
Upon a forge he magic wrought, to craft a weapon fell,
To pierce the heart of divine grace, and rule the world instead;
To make anew the world he wished, the Goddess need be dead.*

*So she split her soul into five bold shards, and cast them to the sky;
When the shards return to one, the Consul's power would die.
And with each turn of season's kiss, the chance would come at last,
For royal blood through King's own sires to defeat a darkened past;
Five young girls, with colored gems imbued within their hearts,
Would reunite to save the world and banish evil, nevermore to part.*



KAGEJIMA

They say that, in the time before the sun, the stars alone cast shimmering reflections on the black waters. Then the Goddess, Ameratsu, dipped her great spear deep below the waves, and the first light rippled through the water. As she drew the bejeweled weapon forth, the light arose and blazed across the sky. Droplets rained down in the wake of the shining blade and scattered across the face of the waters to form the lands of the world and all that dwells within them.

The new light did not fall upon everything equally, however. A drop fell away from the others, unseen and obscured, and the radiance of the sun touched it only thinly. Here, the sun only deepened the shadows. Here, those things that wished to hide from the new world found refuge under the trees and hills.



But all shadows love the light to flatter them and give them shape. The cool illumination of the moon found a purchase on this dark land that the sun's hot brilliance could never hold, and all who dwelled there embraced its pale power. And so shadow-veiled Kagejima came into the world, shrouded by mist and unmarked by all but the great sea.

Some say that the kitsune were the first to set foot on Kagejima—they certainly say so. Others claim the tengu arrived first, finding the wide trees much to their liking. Likely only the tanuki know for certain, but they are liars by nature and guard their truths as fiercely as they do everything else.

The first humans came from the Empire of the Sun when that ancient realm was in its earliest flush of youth and vigor. Hardy, rugged men and women who loved the edges of civilization more than its heart, these explorers loved the island's wild beauty and mystery. They did not name the island, however. They learned its name. The kami, who watched these people take their first cautious steps under the trees and build fires on the beach, whispered in the quiet of the moonrise, "Kagejima." And so it was.

Kagejima is a land of mysteries. They say that secrets from the world-before-the-sun lie close to the surface—hidden of course, but there to find the brave and strong. Here, the six elements flow with a freedom and abandon not seen in brighter lands. The first humans found that the water tasted sweeter, and the flowers smelled more fragrant. The darkness felt colder, too, and the places of death drained the spirit. But this close to the mystical power of the land—a power unburned by the light of the sun—they found a life more vibrant than any they had ever known.

Kagejima sang to these mortals in the bubbling of the streams and howling of the storms. So far from the Imperial Court and so alive, they gave no thought to leaving and quickly spread across the island to settle where the song sounded best. For generations, only the barest rumors of the shadow-haunted island and its name drifted back to the Empire.

Over the years, the people of Kagejima divided and joined, moved and settled, fought and cooperated until six distinct clans emerged in different regions across



the island. Each had its own understanding of the six elements, and each boasted its own mystical connection to the land and sea. Inevitably, these unique approaches lead them into conflict. Disputes over trade and borders became arguments over philosophy and way of life; and soon, the clans went to war for dominion of Kagejima.

The sutras say that all life is conflict. Decades of overt and subtle strife had honed the warriors to lethal perfection, but they had drained the resources and strength of the clans. One family, long students of the land's mysteries, finally arose with a vision to unify Kagejima, not conquer it. In the soft light of the moon, they learned to balance the six elements. By drawing wise men and women from across the island, they used this wisdom to bring balance to the clans. Thus was the Moon Kingdom founded.

The Moon Court never attempted to end the conflicts, merely to channel them. The arts of stealth and subterfuge became paramount as the people matched their methods to the magic of their land. The balance embodied by the Moon Queen allowed the clans to pursue their own paths and to strengthen the island as a whole. This new direction was soon tested, however, when the fears of the Kagejima's earliest human settlers sailed in on the tides.

THE MOONLIGHT TOURNAMENT

The Sun Empire, arrogant in its power, sent embassies to the Moon Kingdom to demand obedience. They found the Moon Court strong and firm. "We welcome the trade and companionship of our brothers," the ruling Queen said, gracious in her tone and wise in her

age. "But do not presume more. The panther may aid the tiger in its kill, but it does not bow." The Sun Empire's lead emissary bowed deeply, and tales say that all present thought him honest in his respect. "The moon is changeable and fades with the passing days," he said. "The sun is unchanging and patient."

But not too patient. Within the year, agents of the Sun Court had stationed themselves at the Moon Palace and at every clan's seat. They spoke subtle words to the ambitious and the dissatisfied. They gave gold to the greedy and guarantees to the gullible. They spread schemes and sought secrets, but they were as cubs before tigers. The clans of Kagejima had played such games for generations. Soon the Sun Court found its plans in ruins, its agents exposed and ejected, its treasure spent for nothing. And so the first invaders came to Kagejima.

Over the centuries, the Sun Emperors sent eleven armies to Kagejima. Each time, the kami themselves seemed to conspire against the attackers. The seas rose in fierce storms that shredded sails and timbers. The chill of winter set in early or lingered late. The tides dropped lower than in living memory and revealed rocks that ripped majestic hulls to kindling.

Those few expeditions fortunate enough to reach the landings formed up their ranks, set off into the trees, and vanished. Again and again, nothing but haunted, defeated sailors escaped to bring word of disaster, if anyone returned at all. They say some Sun Emperors railed and raged, while others nodded sagely, but all of them ordered more ships built.



The Moon Court's agents reported back on the continuing roil of ambitions throughout the Sun Empire's vast holdings. Lesser rulers might have used these divisions to attack their enemies, as the Sun Court had tried to do. Moon Princess Kaeko, however, chose to use them to solve her enemy's problem, and thus, her own. Though coolly received at first, her invitation for an embassy resulted in the first Sun Court officials setting foot unmolested on Kagejima in just over four centuries. She met the ambassadors in her west garden at dusk, and glowing pale like her namesake, Princess Kaeko proposed to aid the Sun Court. She pledged to send a group of her most skilled shinobi to the Sun Emperor's service for a full year. They would do all that he required of them, she said, to maintain the rightful order in his lands, save work against the Moon Court. More, she would send a new group of shinobi each year, if he agreed to make a permanent peace with Kagejima.

And so, at midsummer each year—when the nights are balmy and the shadows fragrant—eager and ambitious warriors from every clan gather for the Moonlight Tournament. From one full moon to the next, these shinobi compete in organized tests of cunning, subterfuge, endurance, and wits. Each victory brings honor to the clan, glory to the warrior, and the favor of the Moon Princess. So prestigious are these games that the Tournament has become the primary outlet for inter-clan conflict. For over a century, the Moonlight Tournament has preserved the peace between the Sun and the Moon, and within the clans themselves.

It was not to last...



THE SHADOWS DEEPEN

Clan Kitsune was the first to miss the Moonlight Tournament. Emissaries from the Moon Court were sent to the primary villages of the Clan only to find them gone. No hollow shells of villages were found, absent of inhabitants. Instead, it was as though entire villages had been swallowed by the mist, lost in shadows and darkness. Those few messengers that returned spoke of areas of deep cold, looming shadows, and mocking laughter carried by the wind. While worrying, the Kitsune were ever secretive and many of the remaining clans carried on much the same as before.

The Tanchyo shared the forests with the Kitsune and were the most ill-at-ease among the clans over the Kitsune's disappearance. Over the following months they grew more insular and guarded. As winter blanketed Kagejima in snow, the Tanchyo expelled all outsiders and retreated to their tree-born villages. A crow, black as midnight, was sent to Moon Princess Sakuya with a scroll bound to its leg.

The Lord of Crows has come.

Forgive us.

Throughout the winter, the Moon Court continued to receive stories of grief and suffering throughout Kagejima: food stores spoiled, deep frost froze entire villages within their homes in a single night, kamis' pranks turned deadly, restless yurei and other undead haunted the mortal realm. And seemingly guided by cruel cunning, shadows seemed alive with malevolent intent. Winter clung bitterly to the months of spring, preventing the planting of new crops and isolating the people of Kagejima further.

When, at last, spring's thaw arrived, Clan Ijin brought war to Kagejima.

They struck the Ika ports first. With strange witchfires corsuacting along their hulls, the Ijin fleets were untouched by the remaining ice and they burned the Ika's ships while they were still trapped in winter's ice. Led by Bomechan, the Ijin fleets all but crippled the Ika's navy in a series of lightning raids. Only a small fleet led by the Ika pirate hero Akkorokamui managed to slip past Bomechan and carry on the fight.

In the mountains, Clan Tora found its strongholds besieged by Yobuko and armies of ravenous oni. Swollen to immense size from dark rituals, the oni cleaved to the stone of the Tora fortresses with bare hands and horns. Only the Tora's discipline and experience over the brash rage of Yobuko kept the assaults at bay, and even then, only the larger fortresses were able to hold. Pushed back to their capital and some small, isolated fortresses, they have sent requests for aid to the Yamazaru and Moon Court. No word or aid from the Yamazaru has been forthcoming. Whether this is due to a reluctance by the Yamazaru to engage in these conflicts or some darker reason, none know.

NEW ALLIES

Beset by trials unheard of since before the time of Moon Princess Kaeko, Moon Princess Sakuya fought to keep the shadows from engulfing Kagejima entirely. Spies within the Sun Empire reported that it, too, was contending with internal strife as the eldest son of the Emperor, and heir to the throne, fended off assassination attempts from his two younger siblings. This was a small mercy as the clans fell to open war.

It was in this time, when allies had all but vanished and the Moon Court's power waned as though forever lost to a new moon, that Sakuya-hime received word that mysterious strangers had set foot upon Kagejima. Arriving from hidden portals lost to memory, these brave Heroes battled through the darkness that beset Kagejima to arrive to the aid of the Moon Princess.

With them, they brought stories of other realms beyond the vast ocean to the west. Stories of diverse cultures and peoples that basked in the grace of the Goddess Ameratsu. They put name to the darkness that gripped Kagejima -- The Dark Consul -- an ancient evil that sought to bring all creation under his dark rule. And while their stories of his deeds filled Sakuya-hime's heart with dread, they brought hope and proof that he could be defeated and that Kagejima could thrive once more.

Moon Princess Sakuya aided the heroes on their journey home, sending with them a delegation from the Moon Court, promising to unite the heroes of Kagejima with those of the other realms of Crystalia. At Crystalia Castle, Kagejima's emissaries were welcomed warmly, and under the guidance of Princess Sapphire and Moon Princess Sakuya, a powerful new alliance in the fight against the Dark Consul was forged.





CLAN IKA

The people of Kagejima are renowned for their insularism. Even in this land of isolation and paranoia, however, “friendly as an Ika” is a byword for being secretive, cryptic, and distrustful of outsiders. The ire of the Ika is like the sea, unpredictable, destructive, and often quick to rise and quick to blow over. Their warriors are renowned throughout Kagejima for their ability to remain serene and still before bursting into violence. The clan also has a reputation for brewing the most delicious, flavorful, and powerful sake on the island. Many shinobi, including a large number outside of the Ika, claim that these powerful drinks make them better fighters.

CLAN YAMAZARU

The Yamazaru, much like the lands they inhabit, are strong and enduring, and touched by cold spirits. They must often hack and scratch their livelihoods from an indifferent land, and the climate of their home is unforgiving. The Yamazaru value stoicism and hard-edged practicality as survival traits. Because of this, they display a sometimes bewildering mixture of frosty indifference and glowing warmth. Yamazaru warriors are infamous for their unmatched feats of toughness, endurance, and resilience. Their brutal conditioning for the body allows the Yamazaru to let their minds float away from their physical hardships. Thus they both endure great punishments and learn to perceive the greater wisdom hidden in plain sight.



CLAN TORA

The Tora are often a difficult clan. Like their totem, the tiger, they can be proud and haughty, always ready to pounce on an opportunity or perceived weakness. Their mountainous homeland both toughens them physically and provides access to minerals and metals in abundance. While many areas of Tora lands are ill-suited to cultivation, they support many hardy and fast-growing trees, which provide a continuing supply of charcoal. All this combines to make the Tora the preeminent smiths and alchemists of Kagejima. Constantly competing to improve the beauty and quality of their creations, Tora smiths equip their warriors with some of the finest and most lethal weapons and armor in the world.



CLAN IJIN

For the Ijin, all questions ultimately come down to strength, and they value this attribute above all others. In this land, with survival often in the balance, only those with the strength to make the hard decisions and the martial prowess to enforce them can lead. All life is a fight, and the weak do not triumph. Thus, all positions of authority are attained and retained through combat. Those who cannot fight cannot command respect. Those who cannot win cannot lead. Those who cannot lead must follow and serve those who can. Only outsiders who demonstrate strength and martial skill can gain the Ijin's respect and the opportunity to treat with them.

CLAN TANCHYO

Life in the spirit-haunted woods has given the Tanchyo a strikingly different outlook than their neighbors. They consider themselves above the concerns of others and seem to have more in common with the spirits of air and earth than with their fellow clans. They have often acted to defend the forests from the encroachment of humanity, claiming it a sacred duty to keep their lands pristine for the enrichment of coming generations. They are elusive and evasive, even to those who regularly deal with them. The Tanchyo have raised archery to an art and Tanchyo warriors favor them above all other weapons. The first lessons their children learn, it is said, is how to keep a sure foot on the ropes and how to draw back a bow.



CLAN KITSUNE

For most of the people in Kagejima, there is no difference between the reclusive people of these forests and the strange, unpredictable kami that give Clan Kitsune its name. Indeed, stories abound of travelers discovering moss-grown villages off the twisting roads and emerging one hundred years later, though it seemed to them only a single night. Others speak of settlements vanishing in the mist, only to reappear miles away, as if they had always stood there. Most conclude that the forests are too dangerous to attempt without dire need, and that the inhabitants are not worth the effort. The Kitsune possess a mercurial and mischievous nature, which normally manifests as tricks and jokes, but their play can quickly turn dark and hurtful depending on their mood.





BOMECHAN AND THE PIRATES OF DEVIL ISLAND

RISE OF THE IJIN

Kagejima is not a land that forgives weakness. South of the Moon Court, along the crescent shape of the great western coast, lies the Gulf of Skulls. Here, even the Ika's famed mariners refuse to sail. The best reason they can offer is that the sea is "wrong" and shrug their weathered shoulders. The swirling currents, blasted cliffs, and violent winds make travel unwise; and the hard-bitten natives make travelers unwelcome.

These waters have drowned stout ships without a trace and battered others to kindling on the unforgiving rocks. The people are known to lock unwary travelers in iron cages deep in the mountain strongholds. The landward approaches are no safer or kinder, for little in this harsh land can be called safe or kind. With much of the soil weathered away to bare stone, and the wilder areas inhabited by actively hostile creatures, nothing about this region is welcoming or easy. These are the lands of the Ijin clan.

Here, in deep caverns—barred with iron and oak, guarded by carved stone war gods—live the flinty Ijin, harsh in speech and rough in manners. While none can claim to have tamed this land, the Ijin are perhaps the only people in Kagejima who could come close to bending it to their will. Almost monstrous in their approach and appearance, these people have carved out successful, if not exactly prosperous, lives.

The Ijin have grown adept at working in the darkness of their caves and under the harshest conditions. They regularly endure frightening hardships that rival the Yamazaru and display physical prowess that the Tora have difficulty boasting of. But they have not done so with mystic platitudes or arrogant one-upmanship. They struggle and succeed every day through pure, raw strength. Shaped by darkness and sculpted by hard labor, they are tough, iron-fisted, and suffer no insult. Why should they? They know that when arguments come to blows—as all serious arguments must—they can simply crush any who oppose them. It is not surprising, then, that it was through the Ijin that the Dark Consul gained his first foothold upon Kagejima.

The Ijin make only a few exceptions to their doctrine of brutal strength, but the most infamous are the Void Witches. These mysterious elder mystics act as advisors to the clan's leaders, and no matter which family controls the Ijin, this rule remains unbroken. But by tapping into the energies of the Dark Realm, the Void Witches' power has slowly become corrupted by the malign influence of the Dark Consul. Their sleep haunted by dreams of the Ijin ascendent, of the clan and its monstrous allies crashing across Kagejima. Using these visions to guide the clan's decisions, the Ijin have grown ever more bellicose. The normally separate and warring families of the Ijin have steadily fallen to the seductions of the dark, and in doing so have become united as never before.

Now, the Ijin bring war to Kagejima.

BOMECHAN'S GAMBIT

From her brooding citadel upon Devil Island, Bomechan has sought to capitalize upon the chaos plaguing Kagejima and press her ambition to claim the Moon Throne, and with it all of Kagejima. In a series of devastating raids, Bomechan consolidated the disparate Ijin pirate fleets and then turned their wrath upon Clan Ika. Whether it was due to tremendous luck, spying kunoichi, or Bomechan's own deft manipulation; Bomechan's fleet struck the Ika as the clan itself was descending in bitter civil war.

Already torn asunder, the Ika proved little resistance to a united Ijin force. As Bomechan's dragonships burned and plundered, those Ika who had fallen to the dark began to aid her cause. Soon, only a stubborn resistance led by the hero Mizuchi and her flagship, the Honor of Ishika, stood in defiance of Bomechan. Despite Mizuchi's tenacious defence of her homeland, Bomechan's fleet swelled to enormous size as fallen Ika and Tora ships rallied to her banner. Within a season, Bomechan and her pirates of Devil Island claimed dominion over the sea.

Yet even this reward did not satisfy Bomechan. What was the sea, if she could not leverage its power to claim the land? Upon land Yobuko carried Ijin's banner. Supported by hordes of oni and creatures of the Dark Realm, Yobuko swept across Kagejima, a dark tide of destruction and violence. Bomechan's fury at being denied her prize knew no bounds. Her twin tetsubos expressed her displeasure upon the fortress of Devil

Island and its inhabitants alike. She demanded the Void Witches cast their vision into aether to divine a path forward. A path that would lead to her victory—to her ultimate reward.

Upon the new moon, the Void Witches brought forth the answer Bomechan sought. Strangers had come to Kagejima. Strangers from a distant land. Strangers that brought the promise of a light in the darkness. Strangers that must be stopped. But time was short. Already, the strangers had entreated the Moon Princess and were being smuggled out of Kagejima to return to their home of Crystalia. With them traveled the Princess's emissaries, who sought alliance with Crystalia.

If they were stopped, Kagejima's hope of aid would be lost. Even better, Bomechan laughed, if they were caught then Bomechan would have the keys to a prize far greater than Kagejima alone. An entire continent ripe to be plundered. Her hearty laughter boomed through the fortress. Here was a prize greater than she could have imagined.

Kunoichi soon returned, confirming the Void Witches' visions. The strangers were being smuggled upon the privateer Akkorokamui's ship who would take them across the Lost Sea to Crystalia. Joining him on this venture was an unlikely escort of Tora Iron Trees, massive ironclad ships that were slow but almost unsinkable and bursting with the Tora's lethal weaponry. This would prove a challenge like no other, and Bomechan called forth all the resources at her command to stop them.

There were no victors at the Battle of Iron and Flame. In its grim aftermath, over a dozen ships, including Iron Tree Yamamoto and Iron Tree Dewa, were lost. In her final gambit, Bomechan's Void Witches opened a portal to the Dark Realm that caused the sea itself to burn with amethyst flame that consumed everything it touched. The flame still burns, lighting the horizon and casting forth new horrors from the Dark Consul's dread realm. Despite this, through skill and sacrifice Akkorokamui's ship and his precious passengers made their escape, but not before one of their number was captured by Bomechan herself.

Kagejima's hope was not lost, but it was only a matter of time before Bomechan's captive was forced to divulge her secrets. Upon her throne of bone Bomechan laughed. She had never had so much fun, and it was just beginning!

MOMOTARO

The life of Momotaro is as strange as Kagejima. He was found as an infant, floating down the Sanzu River in a giant peach, by an elderly farmer named Ichiro. With their own children long grown and departed, Ichiro and his wife could find no one to take the strange boy. So they raised him themselves, and they have never regretted it. Impossibly strong, Momotaro grew into a kind-hearted, hard-headed young man with an unquenchable thirst for justice. Growing up on stories of predation by the Ijin clan and their oni allies, and knowing that his friends among the Ondori and Inu clans had particularly suffered, he turned his interest and his tetsubo toward confronting that threat. He has led numerous forays against the Ijin, always aimed at stopping their raids or protecting the common folk. Now he has vowed to fulfill his destiny and journey to Devil Island to bring an end to Bomechan and all of Clan Ijin's wicked ways.



SARU

With a rare ability to converse with spirits of the the departed, Saru found a natural calling as a miko shrine guardian for Clan Yamazaru. Saru's jovial and care-free nature often clashes with the somber nature of her duties, and she is often disciplined by the elder shrine maidens for her pranks. But her untamed spirit provide her unique insight towards communing with some of Clan Yamazaru's most capricious ancestors. Her playful nature endeared her to a Sanctioned Witch named Lily, who visited Yamazaru lands while traveling from Crystalia's other realms across the sea. Saru and Lily quickly formed a close bond. So when Saru received word that Lily had been captured by Bomechan, her playful nature quickly turned to brooding anger. Despite elders' warnings not to meddle in the affairs of foreigners or Ijin, Saru set out to free her friend and has met some unlikely allies along the way.

ADZUKI

While seldom seen, the Inu are far more widespread than the other minor clans. Their small dorokujin statues dot the sides of roads throughout Kagejima, indicating that one of their hidden villages lies close by. Most people see this as good luck, for the Inu are very protective of their lands and those neighbors that treat them well, always coming quickly to their aid and fighting fiercely in their defense. A fierce warrior of the Inu Clan, Adzuki trained intensely as a young pup in the art of tracking and his ability to scent the lairs of monsters—and destroy them ruthlessly—is well known among his kin. Adzuki is hot-headed and impulsive, but a brave fighter and loyal ally. As Momotaro passed through Inu territory on his quest to Devil Island, he was challenged by Adzuki. When Momotaro proved both his unparalleled strength as well as his dedication to eradicating evil, Adzuki happily joined him on his quest. An offer of free dumplings along the way just sweetened the deal!



KIJI

Hidden in the forests and groves of northern Kagejima, the Ondori clan are more than half legend to most of the island. Those fortunate enough gain the services of an Ondori warrior find they have a puissant and loyal companion. Quiet and composed, Kiji has always felt a connection to nature, often claiming he could smell change coming on the winds. One day, this sense led him to Momotaro who was on a quest to Devil Island. The Ijin there had stolen many precious artifacts from Clan Ondori, and Kiji felt that fate had sent him Momotaro to help retrieve what rightfully belonged to his people. Trained in the unique fighting styles of his people, Kiji employs strange martial techniques that often leave his opponents confused and disoriented. During sparring matches, his companions have failed to overcome him in even a single match. As such, Kiji has become something of a senpai to the young adventuring party. His wisdom is frequently sought after by the others—even if it is rarely heeded.

DEVIL ISLAND CAMPAIGN

Before playing this campaign, be sure to read the main rulebook which contains all the rules to the game. If you want to play a standard, one-off game of Super Dungeon: Explore, use the rules in the main rulebook.

In the following pages you will find a series of scenarios, each one linked to the others by a common story. This booklet contains one campaign that is made up of a number of scenarios as well as some special rules detailed below.

CHOOSE CONSUL AND HEROES

To play, choose who will be the Consul and who will play each Hero. Each Hero has their own side-quest in addition to the main objective of ridding Devil Island of Bomechan and her Ijin pirates. Each member of the party should select their Hero and find the card with their side-quest in order to know their personal objective. This campaign is designed to be played with all four Heroes from the set: Momotaro, Kiji, Adzuki, and Saru. A single player may control more than one Hero.

Once the Consul and Heroes have been selected, set up the game for the scenario and begin playing your campaign!

SCENARIO SETUP

The campaign's scenarios are designed to play in order. The Consul should read the scenario, set up the dungeon, and explain the objectives and rules to the Heroes. Depending on what happens in the scenario, the Consul will read different parts of the story, and this could change which scenario is played next. Each scenario will outline when to read story elements aloud, and which scenario should be played next, depending on the outcome.

Before starting the campaign, remove all treasure with Bomechan's image from the Treasure Deck and place them in a separate pile. The party will only draw from Bomechan's treasure when directed to by a scenario.

These scenarios do not use the Mighty Monster Chart. Instead, the rules will list which monsters start in the dungeon as well as when and where new monsters spawn.

Each scenario will list win conditions for the Heroes and the Consul. Other than that, follow all normal **Super Dungeon: Explore** rules unless directed otherwise by the scenario.

MONSTER SPAWNING AND ACTIVATION

The Consul always has all models that came in the Devil Island core box available in the Spawning Pool, regardless of the number of Spawning Points used in the scenario.

The Consul may always activate all monsters in play, including all Super and 16-Bit monsters (as opposed to the 4 skull points of 16-Bit monsters normally allowed to activate).



🔒 LOCKED EQUIPMENT

Heroes may choose to keep loot and treasure marked with 🔒 between scenarios. All other loot, treasure, status effects, princess coins, wounds and any other effects are discarded between scenarios as normal.

After each scenario, shuffle any equipment without the 🔒 back into its equipment deck to form new loot and treasure decks.



When you start a new scenario, follow all of the normal rules for Super Dungeon: Explore, including refilling potions.

Heroes which equip a card with the 🔒 may keep that equipment between scenarios, but they may not give the equipment to other Heroes. If the Hero discards the equipment for any reason, it will be shuffled back into its deck at the end of the game.

Bomechan's treasure may be kept by the party between games as if it were 🔒 locked.

In the Devil Island campaign, only Bomechan's Treasure is 🔒 locked. All treasure not specific to Bomechan is discarded between scenarios, unless the scenario states otherwise. You may choose not to shuffle the treasure discard pile into the treasure deck between scenarios so that you see a wider variety of treasure throughout the campaign.

HERO QUESTS

During a campaign a Hero may have one or more quests they are trying to accomplish. At the beginning of a campaign select any quest cards the Hero is undertaking and keep the card with your Hero.

One side of the quest card details what the Hero must accomplish to perform the quest. The reverse side is a unique item that the Hero receives upon accomplishing the quest. Once achieved, the Hero may equip the item like any other piece of equipment. The equipment is considered locked and follows all of the normal rules for locked equipment.

The Devil Island Legends Campaign includes four quest cards: Eat All the Dumplings, Retrieve the Lost Treasure, Learn Lily's Secret, and Beat Up Some Ijin.

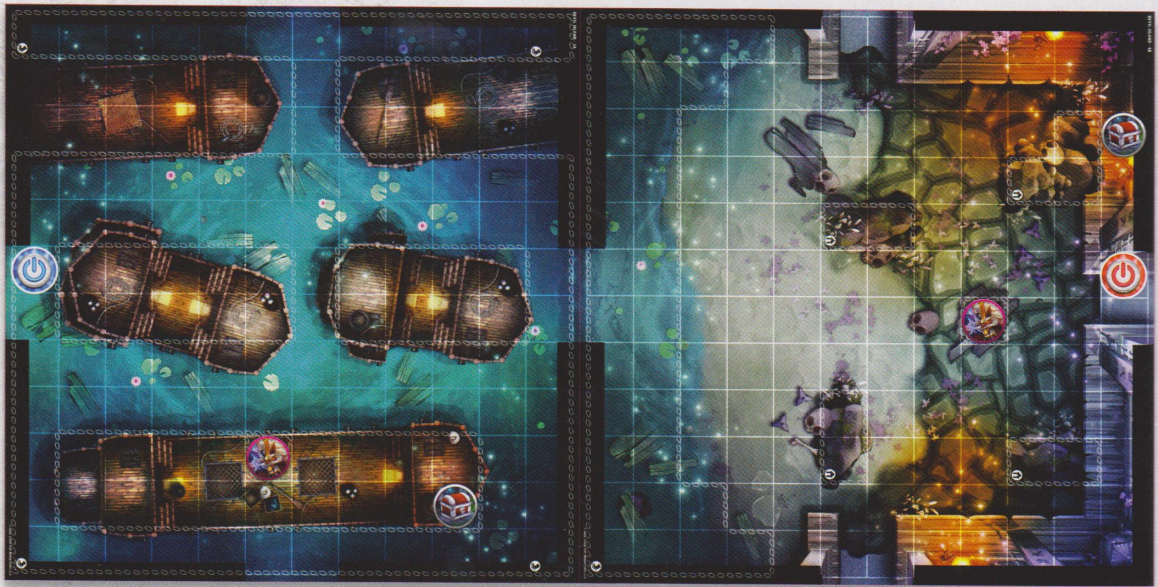


CONSUL POWER-UP CARDS

The Consul may draw power-up cards as you play. Each scenario will dictate when power-up cards are drawn. The power-up cards specify when they may be played. The Consul may play a maximum of two power-up cards during any single scenario. These cards should remain hidden from the party until they are played. Once they are played, power-up cards are placed into their own discard pile. The Consul Power-Up Deck and discard pile are only shuffled if the Consul needs to draw a new power-up card and is unable to do so.



SCENARIO 1: STORM THE BEACHES



READ THE FOLLOWING BEFORE THE SCENARIO:

Momotaro gazed out over the bow of the ship as Devil Island loomed on the horizon. His grip tightened on the edge of the ship as he turned his head toward his companions. "There it is. Soon these waters will be safe from the menace of Ijin piracy. They have taken so much from so many. Thank you for joining me on this quest."

Kiji nodded gravely, his feathered head reflecting the red rays of the rising sun. "The Ijin are greedy and fickle. They have stolen sacred artifacts from my people, things they can't even comprehend, just to add to their piles of wealth."

Saru stepped up beside them. "It's not just treasure and artifacts. So many have suffered. So many have been held hostage. Lily..." Her voice trailed off, lost to the wind.

"Devil what? You promised me more of these," Adzuki said, popping a dumpling into his mouth.

"That was the last one," replied Momotaro.

Adzuki stood up straight and drew his blade. "The Ijin will pay for this crime!"

SETUP

Set up the dungeon in the manner shown above.

Then, the Consul spawns 5 skull points worth of 8-Bit monsters from each spawning point (10 skull points total). The Heroes begin on or adjacent to the start token and get the first turn, as normal. The Heroes start the game with two princess coins.

RULES

At the end of each Consul turn, the Consul spawns 4 skull points worth of 8-Bit monsters. If all spawning points are destroyed, the Consul spawns 2 skull points worth of 8-Bit monsters every turn, and they are spawned within three squares of a dungeon exit rather than a spawning point.

Heroes may leave the dungeon by entering the square with the end token.

VICTORY

The Heroes win when there are no spawning points in play and every Hero has left the dungeon by entering the square with the end token. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

HEROES LEAVING THE DUNGEON

This scenario and some others in this campaign involve Heroes leaving the dungeon. Once a Hero has left the dungeon, it is no longer in the game and may not activate. Other Heroes may still use the potions of the Hero that has left. In the event a Hero leaving results in an odd number of Heroes in play, it is possible that some Hero turns may involve activating only one Hero if all the other Heroes in play have an activation token.

AFTERMATH

Regardless of who wins, once this scenario is finished, the party decides whether they want to take the door to the north and loot the armory for supplies, or take the door to the south and assault the Ijin banquet hall. If they choose to loot the armory, proceed to **Scenario 2: Loot The Armory**. If they choose to assault the banquet hall, proceed to **Scenario 3: Food Fight**.

The Consul draws one power-up card if at least one Hero was destroyed this game. The Consul also draws a power-up card if the Heroes won this game, for a maximum of two power-up cards.

IF THE HEROES WON, READ THE FOLLOWING:

The ship ran up on the beach and the four heroes leapt from the deck into the lapping waves. An Ijin patrol was caught by surprise and quickly dispatched. The Kaiken guards were barely able to draw their swords before they were knocked senseless. Momotaro led the charge up the rocky cliffs.

Soon the four heroes stood before the gates of the Ijin stronghold. The fortress loomed above them, spires giving the appearance of horns against the blood red sky. Momotaro looked at his three companions and nodded before kicking the doors open.

"We should seek out their armory first," said Kiji. "We'll be able to gather more arms and, with luck, incapacitate some more of their guards."

Adzuki gazed into the dark hallway. His ears pressed flat against his head and he let out a growl. "I smell dumplings."

IF THE CONSUL WON, READ THE FOLLOWING:

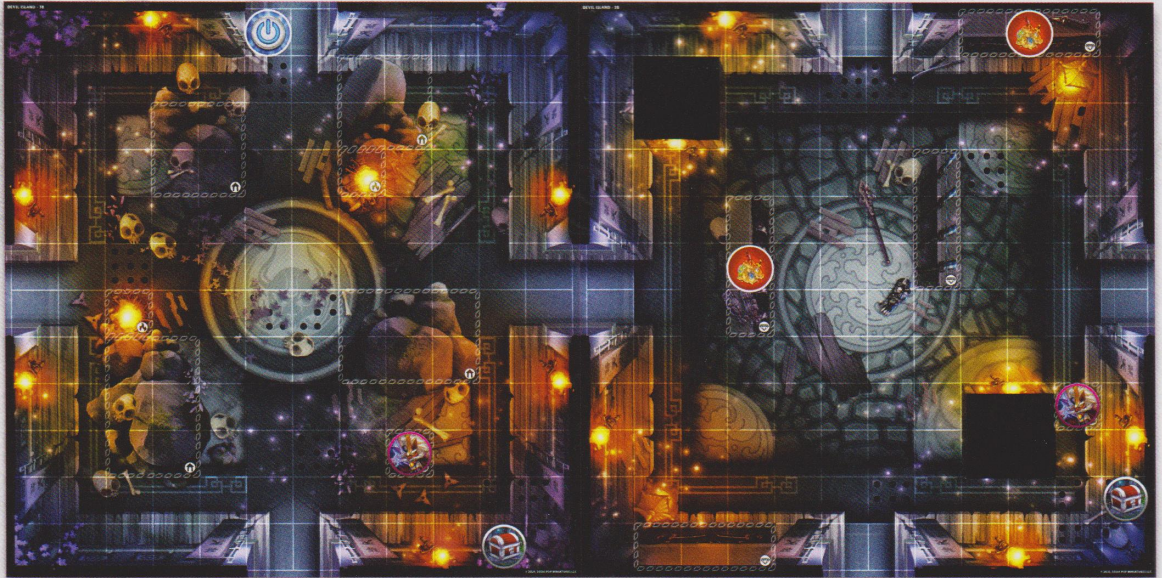
The ship ran up on the beach and an Ijin patrol was on the four heroes before they knew it. They fought valiantly, but the Ijin were ferocious warriors on their home turf. Before long, the friends were overwhelmed and found themselves tied hanging upside down from poles while being carried into the Ijin castle.

"Well, we're in," Momotaro grumbled.

"If we can free ourselves, we should try to find their armory and get new weapons," said Kiji.

Adzuki gnawed on his ropes. "Don't worry. I can get through these ropes. We'll need to be ready. I smell dumplings up ahead."

SCENARIO 2: LOOT THE ARMORY



READ THE FOLLOWING BEFORE THE SCENARIO:

The heroes burst into the armory. Ijin looked up in surprise, dropping weapons they had been polishing. One Kaiken let out a gasp and covered himself as his face turned beet red, a suit of armor half way on.

“For too long you have plagued the people of Kagejima with your piracy,” shouted Momotaro. “Drop your weapons and repent your fiendish ways and you may go in peace.”

The Ijin grinned at the prospect of battle, raising the weapons they had been polishing. The Kaiken who had been putting on armor reached for something to cover himself and accidentally pulled a whole weapon rack down with a clatter, causing the other Ijin to roll their eyes.

SETUP

Set up the dungeon in the manner shown above.

Then, the Consul spawns 8 skull points worth of 8-Bit monsters from the spawning point in the first tile. The Heroes begin on or adjacent to the start token and get the first turn, as normal. The Heroes start the game with two princess coins.

RULES

At the end of each Consul turn, the Consul spawns 4 Skull Points worth of 8-Bit monsters. If all spawning points have been destroyed, instead spawn 2 Skull Points worth of 8-Bit monsters within 3 squares of any dungeon exit in the second tile. A Hero occupying a square with a Loot Pile token may take the Basic Interact Action and discard the Loot Pile token to flip over loot cards until they come to the first card with a **6**, draw that card, and then shuffle the deck. The party may equip the drawn loot card during the Power-Up phase as normal.

VICTORY

The Heroes win at the end of any Hero turn if there are no Loot Pile tokens in play and all Spawning Points have been destroyed. The Consul wins if a Hero is destroyed and the party does not have a Princess Coin to revive them.

AFTERMATH

Regardless of who won, once this scenario is finished, if the party has not yet played *Scenario 4: Rescue Lily* it continues on to *Scenario 4*. If the party has already played Scenario 4, continue on to *Scenario 9: Bomechan's Throne Room*. The Consul draws one power-up card if at least one Hero was destroyed this game. The Consul also draws a power-up card if the Heroes won this game, for a maximum of two power-up cards.

IF THE HEROES WON, READ THE FOLLOWING:

The Ijin lay on the floor, stars circling their heads as the heroes picked their way through the armory. Momotaro lifted a club, testing its weight. Kiji picked up a blade and held it with both hands, testing its balance. Saru looked at an amulet, trying to determine what sorcery lay within. Adzuki tossed a flail over his shoulder. "Too small." Next was a war club. "Too big."

"We should get a move on," said Saru. "The Ijin won't put up with us wandering around their island for long."

Momotaro nodded.

"Not cool enough," Adzuki said, a staff going over his shoulder. "Smells funny." A robe was tossed behind him. "Too heavy..." his voice trailed off as he saw his friends filing out. "Hey, wait up!"

IF THE CONSUL WON, READ THE FOLLOWING:

The four Heroes scrambled out of the room as shuriken zipped past them. They sprinted down a hall and turned a corner, stopping to catch their breath. "Maybe attacking the room with all the guards and weapons was a tactical error," admitted Kiji.

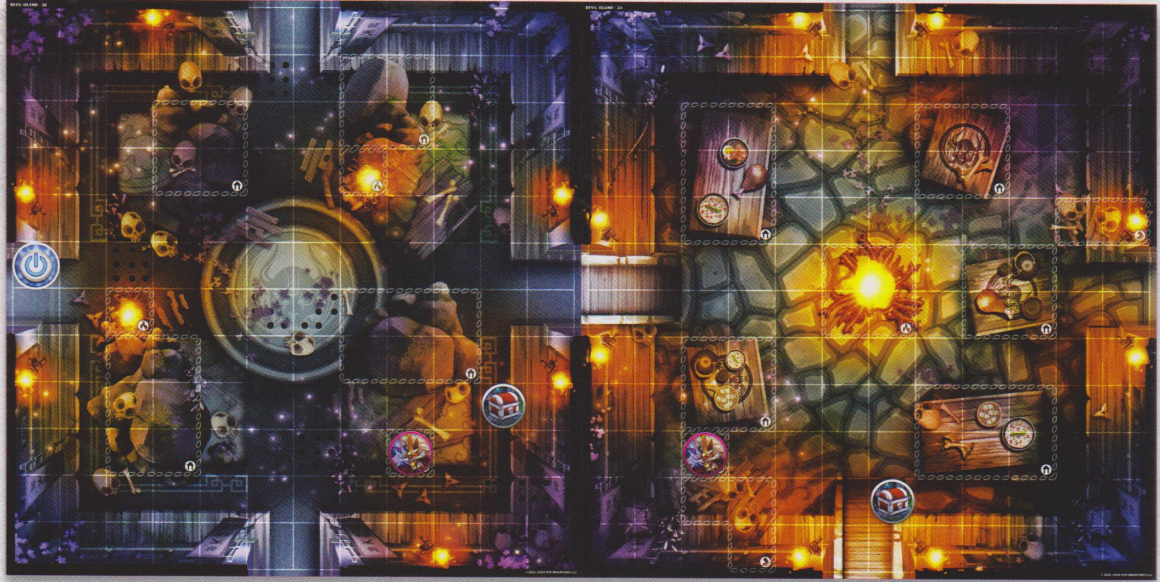
"We could have had dumplings," grumbled Adzuki.

"Don't lose heart," said Momotaro. "The day is still young, and the Ijin menace must be dealt with."

"We should keep moving," said Saru.

Momotaro nodded and led the way.

SCENARIO 3: FOOD FIGHT



READ THE FOLLOWING BEFORE THE SCENARIO:

"Rations for the coming battle would be a good idea," said Momotaro.

Adzuki grinned, showing teeth. Then he lifted his snout into the air and gave a sniff. "The food is this way, follow me."

Kiji and Saru followed reluctantly. "This isn't what I had in mind when we vowed to rid Kagejima of the Ijin threat," grumbled Kiji.

Adzuki shrugged. "Let's see them commit piracy on an empty stomach. To their dumplings!"

SETUP

Set up the dungeon in the manner shown above.

Once that is done, starting with the Consul, the Consul and the party alternate placing a dumpling token in the second tile until seven dumpling tokens have been placed.


Then, the Consul spawns 8 skull points worth of 8-Bit monsters on the first tile. The Heroes begin on or adjacent to the start token and get the first turn, as normal. The Heroes start the game with two princess coins.

RULES

At the end of each Consul turn, the Consul spawns 4 skull points worth of 8-Bit monsters. If all spawning points have been destroyed, instead spawn 2 skull points worth of 8-Bit monsters within three squares of any dungeon exit in the second tile.

A Hero or monster that moves onto a square containing a dumpling token may place the token onto their card. If the Hero or monster is destroyed, place the dumpling token in the square the Hero or monster had occupied. A model may not carry more than one dumpling token, except Adzuki. Adzuki may carry as many dumplings as he wishes.

All Heroes and monsters may discard a dumpling token to take the following action:

1 Food Fight:  **+1 DEX**

After completing the action, place a dumpling token on the target's card if it is still in play. If the target is not in play, or if it already has the maximum dumplings it can

carry, place a dumpling token in an unoccupied square adjacent to the square that was occupied by the target.

VICTORY

The Heroes win when each Hero, except Adzuki, has destroyed at least one monster with the Food Fight action. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

AFTERMATH

Regardless of who wins, once this scenario is finished, if the party has not yet played *Scenario 4: Rescue Lily* it continues on to *Scenario 4*. If the party has already played *Scenario 4*, continue on to *Scenario 9*. The Consul draws one power-up card if at least one Hero was destroyed this game. The Consul also draws a power-up card if the Heroes won this game, for a maximum of two power-up cards.

IF THE HEROES WON, READ THE FOLLOWING:

The Ijin banquet hall was a sprawling mess. Tables were overturned. Ijin were slumped over chairs, tongues lolling out of their mouths and stars circling their heads. Momotaro wiped some dumpling off of his kimono. "Take the rations that you will need and let's head out."

"We should get going, an alarm will be raised any minute..." Saru's voice trailed off and she wrapped her tail around herself.

"Don't worry." Kiji draped a wing around her. "We will stop the Ijin and find Lily."

The three turned towards Adzuki as he stuffed dumpling after dumpling into his face, crumbs tumbling down his chin. He swallowed. "Sorry. Want some?" He held out a half eaten dumpling.

Momotaro shook his head. "Let's get moving."

IF THE CONSUL WON, READ THE FOLLOWING:

The four heroes fled down the halls, dumplings clinging to their clothes as angry shouts echoed after them. Adzuki lifted his shirt and licked the remains of thrown food from his clothing as he ran. "Why would they waste perfectly good dumplings just to throw them at us?" Adzuki lamented.

"Truly, the Ijin are monstrous," said Kiji, rolling his eyes.

Adzuki did not pick up on the sarcasm. "They must be stopped. At any cost," he said, his ears flattening to his head.

"Keep moving!" Encouraged Saru. "We don't have time to delay!"

Momotaro nodded. "This way."

SCENARIO 4: RESCUE LILY



READ THE FOLLOWING BEFORE THE SCENARIO:

"They're aware of our presence by now, or will be soon," said Saru. "We should make our way to the dungeon and rescue Lily before they increase their guard."

Momotaro nodded, his eyes going hard.

The halls of the Ijin stronghold grew more dark and damp as the heroes trudged onwards. Water dripped from the ceiling and the smell of rot filled their nostrils. Momotaro held up a hand. "I think we're getting close."

"We are!" Exclaimed Saru. "Lily is close, I can feel it."

Kiji peeked his head around the next corner. "Indeed, this is the dungeon. Lily must be held down here. The keys to her cell are likely on a hook or in a guard's pocket somewhere nearby."

Momotaro nodded. "Let's search this place for the key ring, find Lily, and get her out of here. Try not to make too much of a commotion though, guards must be close by."

SETUP

Set up the dungeon in the manner shown above, including the two Oni guards.

Once that is done, select five crate tokens with a dumpling on the reverse and one crate token with a key on the reverse, place them face down and shuffle them so nobody knows which one is the key. Then, starting with the Consul, the Consul and the party alternate taking turns placing a token until all six tokens have been placed. Tokens may not be placed in the same dungeon tile as the start token and a tile may have a maximum of two tokens. Tokens must be placed within four squares of a spawning point

The Consul spawns 8 skull points worth of 8-Bit monsters anywhere in the tile with the start token. The Heroes begin on or adjacent to the start token and get the first turn, as normal. The Heroes start the game with three princess coins.

RULES

At the end of each Consul turn, the Consul spawns 5 Skull Points worth of 8-Bit or 16-Bit monsters. If there are no spawning points in play, the Consul may not spawn monsters.

A Hero that moves onto a square containing a token may flip it over. If it is a delicious Dumpling, place it on the Hero's card. The Hero may discard a Dumpling at any time to Heal 2. If it is the Key, place it on the Hero's card. If the Hero with the Key is destroyed, the party places the Key adjacent to the Hero and another Hero may pick it up by moving onto it. If a Hero with a Dumpling is destroyed, the Dumpling is discarded. Only the Hero with the Key token may move onto the square containing Lily. Monsters may not interact with the tokens.

The two Oni that started the game in the tile with Lily may not activate unless a Hero has moved onto their tile this game. They are guarding Lily and will remain at their posts until an intruder is spotted!

VICTORY

The Heroes win when a Hero reaches the square containing Lily. The Consul wins if a Hero is destroyed and the party does not have a Princess Coin to revive them.

AFTERMATH

If the Heroes win, continue to *Scenario 6*. If the Consul wins, continue to *Scenario 5*.

The Consul draws one Power-Up card if at least two Heroes were destroyed this game. The Consul also draws a Power-Up card if the Heroes won this game, for a maximum of two Power-Up cards.

NOTE THE DESTROYED SPAWNING POINTS

The spawning points destroyed in this scenario will affect other scenarios, so note down how many were destroyed.

IF THE HEROES WON, READ THE FOLLOWING:

Saru leaped over the unconscious Ijin and swung the door to Lily's cell open. "Lily!" She shouted and embraced her friend. Lily wore a pointed hat and her gaze was haggard. She had a strange look to her that Momotaro could not place.

"You're not from Kagejima, are you?" Momotaro said, looking her up and down.

Lily shook her head. "Thank you for saving me. But no, I am an explorer from Crystalia. I was on an expedition here to see the extent of the Dark Consul's influence when I met Saru. On my way home I was ambushed by these pirates."

"What is this Dark Consul you speak of?" Kiji eyed Lily warily.

Lily let out a tired laugh. "That story is too long to tell, friend. But for now I can say that He is a great evil, and his influence is felt even here. He has corrupted the Ijin Madoushi and they whisper foul lies to the Ijin queen, Bomechan."

Momotaro's hands tightened on his weapon at the mention of Bomechan. "She won't be a problem for much longer."

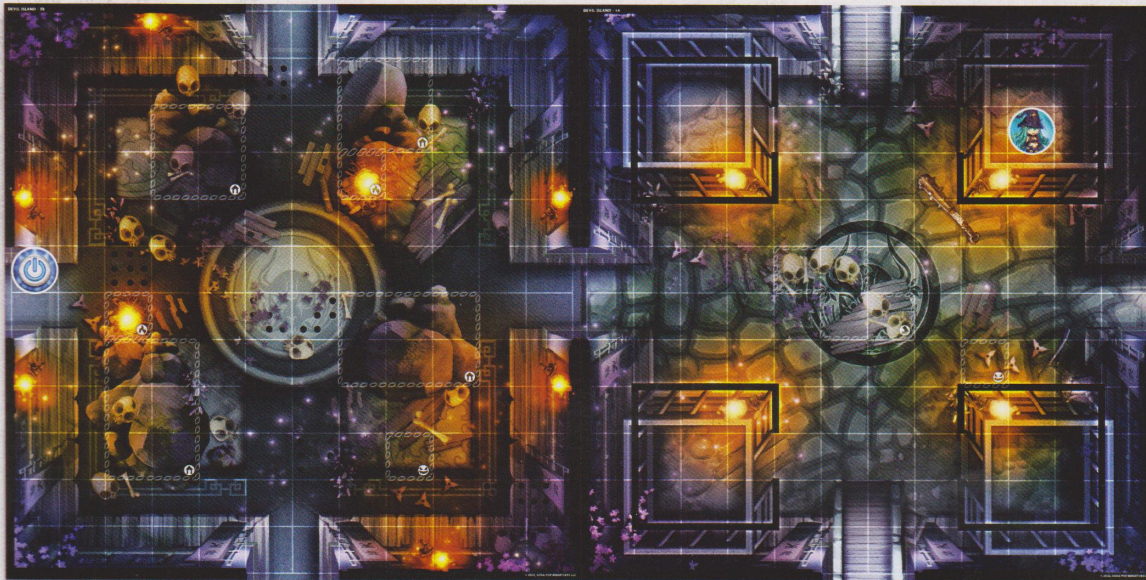
IF THE CONSUL WON, READ THE FOLLOWING:

Before the heroes could reach Lily, warning bells echoed through the halls. Ijin guards poured from every door as the clanging echo of doors being slammed shut and locked filled their ears.

"This is...probably bad," admitted Adzuki. The other heroes glared at him.

For rules regarding playing in a square dungeon, see Pg. 32 of the rulebook.

SCENARIO 5: DEVIL CHILD



READ THE FOLLOWING BEFORE THE SCENARIO:

Ijin surrounded the heroes. Kaiken raised their blades. Kunoichi readied shuriken. Oni grinned and thumped their clubs on the floor. The heroes raised their weapons, preparing to fend off an attack that never came.

Instead a chant rose from the gathered Ijin.

"Ibaraki-doji!"

"Ibaraki-doji!"

"Ibaraki-doji!"

The gathered pirates parted and an Ijin with a skull mask stepped from their number. He drew two swords from his back and whirled them around his body in an impressive display before gesturing the heroes to come forward.

"This is...definitely bad," whined Adzuki. Kiji slapped him in the back of the head with a wing, drawing a yelp.

Momotaro grinned and stepped forward.

SETUP

Set up the dungeon as shown above.

The Consul places 9 skull points of 8-Bit or 16-Bit monsters in each tile (for a total of 18 skull points). The Consul also places Ibaraki-doji anywhere in the second tile. The Heroes begin on or adjacent to the start token and get the first turn, as normal. The Heroes start the game with two princess coins.

RULES

The Consul may not spawn monsters this game.

Place the key token onto Ibaraki-doji's card. If a Hero or monster is destroyed while carrying the key token, place the key token on the square they occupied. Any Hero may pick up the key token by moving onto it. Only a model with the key token may enter the square with the Lily token.

For the purposes of the Rampage ability, refer to the number of spawning points destroyed in Scenario 4: Rescue Lily.

VICTORY

The Heroes win if a Hero carrying the key token enters the square containing Lily. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

AFTERMATH

If the Heroes win, continue to *Scenario 6: Bomechan's Treasure Room*. If the Consul wins, the Heroes must choose how to continue. If they wish to loot the armory, proceed to *Scenario 2: Loot the Armory*. If they wish to assault the banquet hall, proceed to *Scenario 3: Food Fight*. If they wish to burn the Ijin boats, proceed to *Scenario 8: Burn the Boats*.

The Consul draws one power-up card if at least two Heroes were destroyed this game. The Consul also draws a power-up card if the Heroes won this game, for a maximum of two power-up cards.

IF THE HEROES WON, READ THE FOLLOWING:

The fight was fierce and fast. Momotaro dealt with Ibaraki-dōji personally. The two ignored all other threats, sword meeting tetsubo in a thunderous clash. Saru unleashed ancient magics, calling down fire and lightning on the gathered Ijin. Kiji danced with his blade, cutting down any foe who got too close. Adzuki lunged at the nearest threat, sinking his teeth into Ijin flesh.

When the dust settled, the heroes stood victorious. Momotaro ripped the keys from around Ibaraki-dōji's neck and made his way to Lily's cell. As he unlocked, it he noticed a strange look to Saru's friend.

"You're not from Kagejima, are you?" Momotaro said, looking her up and down.

Lily shook her head. "Thank you for saving me. But no, I am an explorer from Crystalia. I was on an expedition here to see the extent of the Dark Consul's influence when I met Saru. On my way home I was ambushed by these pirates."

"The Dark what now?" Adzuki's ears perked up as he searched unconscious Ijin for any food they may have had in their pockets.

Lily let out a tired laugh. "That story is too long to tell, friend. But for now I can say that He is a great evil, and his influence is felt even here."

Adzuki yawned. "Nevermind. I thought you said dark chocolate. Let's get moving before more Ijin come."

IF THE CONSUL WON, READ THE FOLLOWING:

The Heroes scrambled down the halls, shouts and shuriken following them.

"A tactical withdrawal was the wisest course," Kiji said, clutching Saru's shoulder.

"We can't just leave Lily here!" Saru said, an edge to her voice.

"Don't worry," replied Momotaro. "We'll get her out. Once their queen is gone, the Ijin will scatter."

"Bomechan," Adzuki growled.

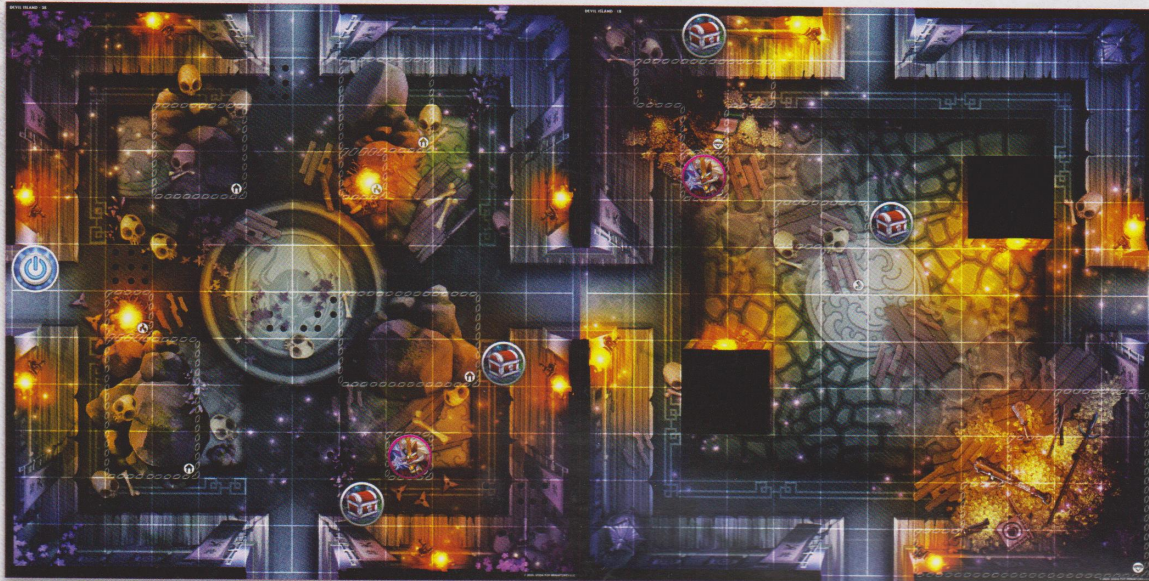
Momotaro nodded. "We'll deal with her, then rescuing Lily will not be a problem. But we should gather arms and resupply first."

"I smell dumplings that way!" Shouted Adzuki as he pointed down a hallway.

"I say we head back to the armory and see what equipment we can scrounge," replied Kiji.

"Their boats," whispered Saru. All the others looked to her. "If we burn the Ijin boats, they won't be a threat anymore, no matter what happens here."

SCENARIO 6: BOMECHAN'S TREASURE ROOM



READ THE FOLLOWING BEFORE THE SCENARIO:

Lily led the heroes deeper into the Ijin stronghold. "I've been here long enough to get an idea of the layout. The Ijin have been hoarding treasure from the boats and villages they pillage. We should try to return it to the poor people it was stolen from, and some of it may even be of use when facing Bomechan."

Momotaro grinned. "The Gunbai Iron Fan."

"The what now?" Adzuki asked.

"It's a legend," Saru spoke up. "Whoever wields it can strip the Ijin of their power and blow their boats back into the sea."

"It's no legend," replied Kiji. "It's real, and Bomechan locked it away because she fears it."

SETUP

Set up the dungeon as shown above, remember to place the additional treasure chests.

The Consul spawns 6 skull points worth of 8-Bit or 16-Bit monsters in each tile (for a total of 12 skull points). The Heroes begin on or adjacent to the start token and get the first turn, as normal. The Heroes start the game with two princess coins.

Remove the Gunbai Iron Fan from Bomechan's treasure deck along with three other random cards from the same deck. Shuffle the Gunbai Iron Fan along with the other three cards and place them on top of Bomechan's treasure deck, so that the Gunbai Iron Fan is somewhere in the top four cards of that deck.

RULES

The Consul spawns 5 skull points worth of 8-Bit or 16-Bit monsters at the end of each Consul turn.

Whenever a Hero draws treasure during this scenario, they draw a single card from Bomechan's treasure deck (only a single treasure card is drawn, regardless of the tile the treasure chest was on or any abilities).

In addition to the Consul spawning monsters at the end of their turn, whenever a Hero draws a treasure card, the Consul spawns 3 skull points worth of 8-Bit or 16-Bit monsters at the end of that Hero turn for each treasure drawn (note that these monsters will be in play at the start of the Consul turn and may be activated normally). If there are no spawning points in play, the Consul spawns monsters within three squares of any dungeon exit.


The first time that a Hero enters the second tile, spawn Ibaraki-doji at the end of that Hero turn within three squares of any dungeon exit in the second tile.

VICTORY

The Heroes win if, at the end of any Hero turn, the party has drawn the Gunbai Iron Fan and there are no spawning points in play. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

AFTERMATH

Regardless of the outcome, continue to **Scenario 7: A Visit From Bomechan**.

Remember that the Heroes may keep any Bomechan specific treasure for the remainder of the campaign as if it had the  icon.

The Consul draws one power-up card if at least one Hero was destroyed this game. The Consul also draws a power-up card if the Heroes won this game, for a maximum of two power-up cards.

NOTE THE DESTROYED SPAWNING POINTS

The spawning points destroyed in this scenario will affect other scenarios, so note down how many were destroyed.

IF THE HEROES WON, READ THE FOLLOWING:

Momotaro gazed at the fan, running his fingers along its intricate designs. He looked up, his friends were battered and bloodied, but they were still standing. This had been the toughest fight yet, the Ijin did not want to give up their treasure without a fight, but they had come through it together.

“Hey, look at this!” Adzuki held up an oni’s loin cloth. He tied it around his head. “What kind of treasure is this? Oh, look at me, I’m a big scary oni!”

Saru giggled as she put on a new traveler’s jacket. Even Kiji grinned as he inspected an ominous purple jewel.

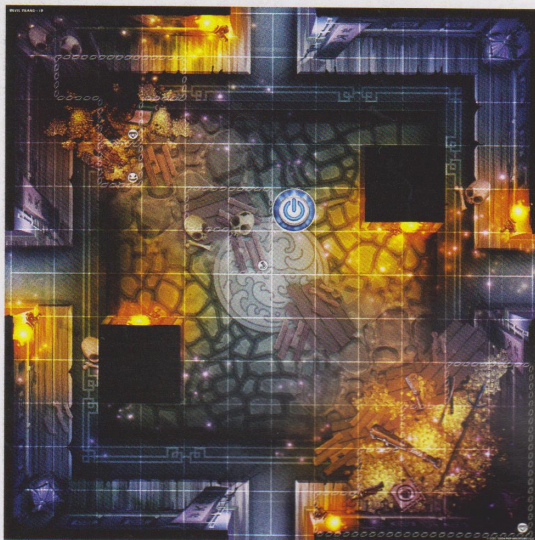
IF THE CONSUL WON, READ THE FOLLOWING:

Ijin poured from every hallway. The heroes fought valiantly, but the pirates pushed them back. Their treasure hoard was one thing they would die protecting. Momotaro stood in a doorway, fending off a storm of blows as his friends escaped.

“Well, at least I got this!” Adzuki yelled, holding up an oni’s loin cloth and laughing.

“Give me that!” Kiji snatched it from him. “You wouldn’t know how to use it,” he said, eyes darting about before stuffing it into his pack.

SCENARIO 7: A VISIT FROM BOMECHAN



READ THE FOLLOWING BEFORE THE SCENARIO:

As the heroes left the treasure room, an ominous laughter filled the air. Out of the darkness of the hallway ahead a female figure appeared. Bomechan walked, swaying her hips and twirling a full-sized tetsubo in each hand. "So, you think you can run around my castle like petulant children? Help yourselves to my treasure?"

"And your dumplings!" Adzuki interrupted.

"My treasure and my dumplings," Bomechan continued, "and get away with it? I'll admit, you've impressed me. Maybe this will even be a challenge."

Momotaro stepped forward. "Your piracy and villainy end here, Bomechan!"

SETUP

Set up the dungeon as shown above.

The Consul places Bomechan adjacent to any dungeon exit. The Heroes begin on or adjacent to the start token. If the Consul won Scenario 6: Bomechan's

Treasure Room, the Heroes start the game with only one princess coin. If the Heroes won Scenario 6, they start the game with two princess coins.

Unlike normal games, the Consul gets the first turn.

RULES

The Consul does not spawn any monsters this game.

For the purposes of the Rampage ability, refer to the number of spawning points destroyed in Scenario 6: Bomechan's Treasure Room.

Ignore Bomechan's boss fight card. When Bomechan's Timeout is reached, do not apply her timeout effects; instead remove Bomechan from play. Place Ibaraki-doji in the square Bomechan had occupied and place four Ijin Oni anywhere on the tile. All monsters have Stealth for the remainder of the turn.

VICTORY

The Heroes win when there are no monsters in play. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

AFTERMATH

After this scenario, the Heroes must choose how to continue. If they wish to loot the armory, proceed to **Scenario 2: Loot the Armory**. If they wish to assault the banquet hall, proceed to **Scenario 3: Food Fight**. If they wish to burn the Ijin boats, proceed to **Scenario 8: Burn the Boats**.

The Consul draws one power-up card if at least one Hero was destroyed this game. The Consul also draws a power-up card if the Heroes won this game, for a maximum of two power-up cards.

A NOTE ON DIFFICULTY

Scenarios 2 and 3 were designed for a party that was just starting their campaign. If the party chooses to go back to one of them from here, it will likely not be much of a challenge. But we all know that sometimes parties of Heroes love cleaning up easier parts of the dungeon for gear or anything they may have missed!

IF THE HEROES WON, READ THE FOLLOWING:

Bomechan and Momotaro charged at each other, weapons clashing. As they parted, Bomechan wiped a hand across her face and gazed at it, shock filling her eyes. "Blood. My own blood!" She tossed something to the floor which exploded into a cloud of smoke. The heroes coughed and as the smoke cleared they saw Ibaraki-dōji and some oni guards standing where Bomechan had been.

"Looks like the queen of the Ijin was afraid of a little blood," sneered Saru.

Momotaro grinned. "Let us give her much to fear."

The battle was fierce but quick, and soon the Heroes found themselves alone in the Ijin castle, Ibaraki-dōji and his oni guards having limped away.

"We should gather some final supplies and then finish off Bomechan once and for all," said Momotaro.

"I smell dumplings that way!" cried Adzuki.

"I wouldn't mind looking through the armory for some more weapons," replied Saru.

"I think the tactical choice is to burn their boats," said Kiji. The others looked up at him. "They are pirates. Without their boats, they won't be as much of a threat, even if we don't make it out."

IF THE CONSUL WON, READ THE FOLLOWING:

Bomechan and Momotaro charged at each other, weapons clashing. As they parted, Bomechan wiped a hand across her face and gazed at it, shock filling her eyes. "Blood. My own blood!" She tossed something to the floor which exploded into a cloud of smoke. The heroes coughed and as the smoke began to clear they saw Ibaraki-dōji and some oni guards standing where Bomechan had been.

"Come on, after Bomechan," Momotaro said. "We don't have time to waste on her minions."

The heroes used the lingering smoke as cover as they fled the room, deeper into the Ijin stronghold. "We should gather some final supplies and then finish off Bomechan once and for all," said Momotaro.

Saru shrugged. "We could get some more dumplings like Adzuki is always talking about. Rations would be wise."

"Or we could head to the armory," said Kiji. "More weapons would be useful."

"Let's set all their boats on fire!" exclaimed Adzuki. The other heroes looked at him. "Just joking, I'm with Saru, let's get some dumplings."

Kiji put his wing thoughtfully under his chin. "The Ijin are pirates. Burning their boats could provide a tactical advantage."

Adzuki waved his arms. "I said I was joking! Joking!"

SCENARIO 8: BURN THE BOATS



READ THE FOLLOWING BEFORE THE SCENARIO:

The heroes crept down to the docks. The Ijin's pirate fleet bobbed peacefully in the water. Momotaro shook his head at the thought of all the misery unleashed from this seemingly serene harbor.

As they approached, they saw sails on the horizon and heard a commotion behind them.

"It sounds like they caught wind of our plan and are pursuing us." Kiji had a wing wrapped around the hilt of his sword.

"And I don't like the look of those sails on the horizon!" said Saru, pointing.

"Looks like this may be the toughest fight yet," said Momotaro with a grin.

"Could have gone back to the banquet hall," grumbled Adzuki.

SETUP

Set up the dungeon as shown above.

The Consul spawns 6 skull points worth of 8-Bit or 16-Bit monsters in each tile (for a total of 12 skull points). The Heroes start the game with two princess coins. The Heroes get the first turn, as normal.

RULES

At the end of each Consul turn, the Consul spawns 6 Skull Points worth of 8-Bit or 16-Bit monsters. If there are no spawning points in play, the Consul may only spawn 4 Skull Points worth of monsters from any dungeon exit.

A Hero on a boat in the second tile may take the basic Interact action to set the boat on fire. When this happens, roll 1 for each model on the boat that was set on fire, if any stars are rolled the model gains the Fire status effect (including the Hero that lit the fire). Then place a Fire status effect token in the boat.

VICTORY

The Heroes win when there are four boats with Fire status effect tokens and there are no spawning points remaining in play. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

AFTERMATH

Regardless of the outcome, continue to *Scenario 9: Bomechan's Throne Room*.

The Consul draws one power-up card if at least two Heroes were destroyed this game. The Consul also draws a power-up card if the Heroes won this game, for a maximum of two power-up cards.

IF THE HEROES WON, READ THE FOLLOWING:

The Ijin fleet belched flames and smoke into the air, turning the sky a hateful orange streaked with black smoke. Momotaro, Kiji and Saru dragged themselves onto the beach, covered in soot and blood. The Ijin had not given up their fleet easily.

"We have dealt a serious blow to the Ijin this day and made Kagejima safer for its people," said Momotaro.

Saru pointed. "It looks like there is one more boat..."

Adzuki popped his head up above the rail of the only boat left floating. "Oh! Hi guys! It looks like this was a supply boat, it was full of food!" He stood up, his arms full of treats. Some sushi rolls escaped his grasp and he cried out and dove down to pick them up.

Kiji grimaced and took a step forward, but Saru put out an arm to stop him. "We needed at least one to make our way home anyway," she said.

"I agree," said Momotaro. "Adzuki's unique... strategy has aided us again."

IF THE CONSUL WON, READ THE FOLLOWING:

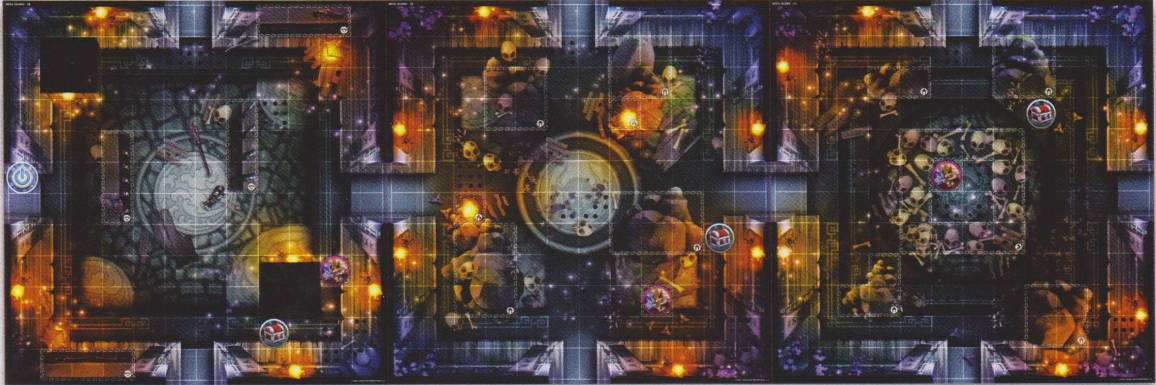
Half of the Ijin fleet was in flames, belching smoke into the darkening sky. The heroes fought valiantly, but the Ijin had numbers on their side and were driving them back.

"We won't be able to get the whole fleet," grunted Kiji as he blocked an oni's club.

"I agree," cried Saru as she dodged a shuriken. "We should head back to the stronghold and face Bomechan, end this once and for all."

Momotaro nodded solemnly. "Once the Ijin queen is dealt with, the rest won't matter. You are right. Let us retreat to the stronghold and face her there."

SCENARIO 9: BOMECHAN'S THRONE ROOM



READ THE FOLLOWING BEFORE THE SCENARIO:

The halls of the Ijin fortress were dark and damp. A cool, salty breeze blew in from outside and made the torches flicker as the heroes passed.

"This is it," said Momotaro. He looked each of his companions in the eye, one at a time. "Everything we have worked for. Whatever happens, it has been an honor."

From deep within the Ijin lair, Bomechan's dark laughter echoed through the halls.

SETUP

Set up the dungeon as shown above.

The Consul spawns 8 skull points worth of 8-Bit monsters in the first tile. The party starts with five princess coins.

RULES

This scenario uses all normal rules for **Super Dungeon: Explore**. This includes the Mighty Monster Chart (for this game use the one specific to Bomechan) and the 4 skull point limit on activating 16-Bit monsters. The only difference is that the Heroes will have any keepable loot or treasure they have acquired, the Consul has their power-up cards, and Bomechan equips all 4 of her relic items when she comes into play. (Note that Bomechan may only equip relic items specific to her during this scenario.)

VICTORY

The Heroes win if Bomechan is destroyed. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

AFTERMATH

If the Heroes win, the campaign is over. They are victorious! If the Consul wins, proceed to Scenario 10: Run Away! The Consul does not draw any power-up cards.

**IF THE HEROES WON,
READ THE FOLLOWING:**

Momotaro looked at each of his companions. Adzuki licked at a fresh wound on his arm. Kiji's left wing was bent at a strange angle. Saru's tail was limp and dragging on the ground. But their eyes were bright, and they stood proudly in Bomechan's throne room, victorious over an evil that would no longer plague Kagejima.

Bomechan was tied up at Momotaro's feet. As she started to come to, Lily came up to her and gazed into her eyes. "What happened..." Bomechan groaned.

Lily shook her head. "I don't think Bomechan was ever fully under the control of the Dark Consul. I saw her when I was a prisoner. Her Madoushi would whisper to her and manipulate her. They were completely corrupted by the Consul's power, but I think there is still hope for the rest of the Ijin."

"Manipulated me?" Bomechan shook her head. "Maybe... my Madoushi started hearing voices. Voices from far away..."

Lily nodded and looked at Momotaro. "This threat was always greater than the Ijin alone. The Dark Consul is an evil that grew from my own home, in Crystalia." She handed Momotaro a scroll. "Take this with you. It tells the story of the Dark Consul, use it to warn your people."

"Thank you," said Momotaro. "Thank you to all of you, I couldn't have done it alone."

Saru embraced Lily. "We did it! We'll get you home safe!"

Kiji wrapped his good wing around Adzuki. "How about we go find more dumplings."

"That's the first useful thing you've said since we got here!" Adzuki replied. At that, the friends burst into laughter, and Bomechan fell over with a groan.

**IF THE HEROES WON BUT NOT ALL
OF THE HEROES' SIDE-QUESTS WERE
ACCOMPLISHED, READ THE FOLLOWING:**

The four heroes loaded Bomechan onto their boat. Her arms and legs were tied and stars circled her head.

"We did it!" Adzuki exclaimed. "No more Ijin pirates, no more creepy island. Let's head home and get some food!"

Kiji shook his head. "We may have won this battle, but there will always be more evil to root out."

Momotaro nodded. "Thank you all for helping me vanquish this threat. But Kiji is right, I fear there was something greater at play here."

Saru carried an unconscious Lily onto the boat. She laid her friend down and brushed a strand of hair from her face. "Whatever it is, it can wait. We did it. Let's head home."

Momotaro grinned and set sail for the mainland, content that these waters were free from the threat of Ijin piracy.

**IF THE CONSUL WON,
READ THE FOLLOWING:**

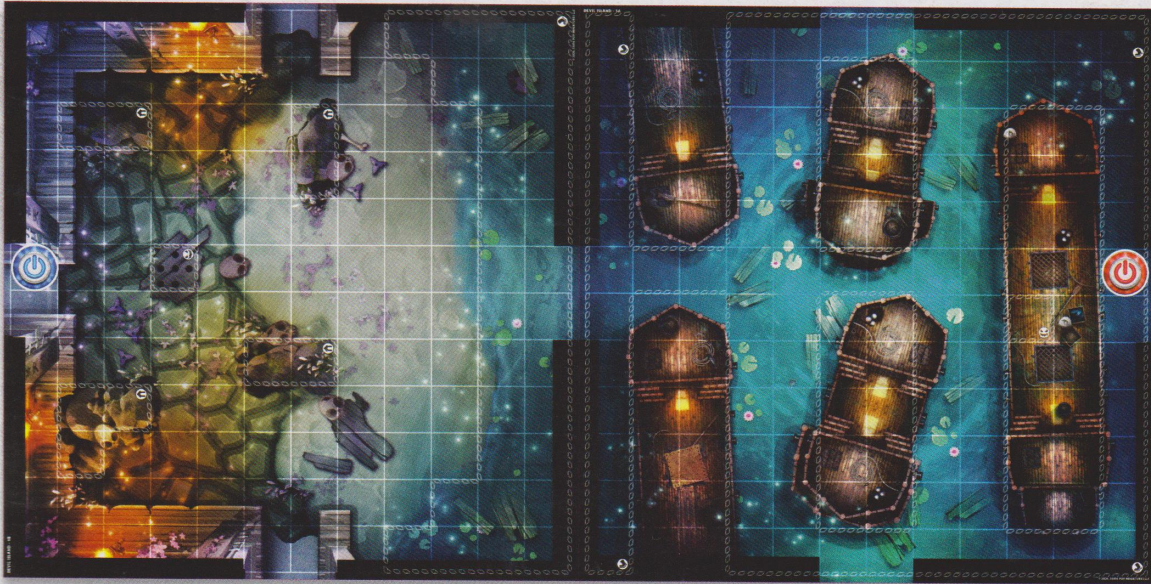
"She's right behind us! She's right behind us! SHE'S RIGHT BEHIND US!" Adzuki sped past his friends, tail bushy and eyes wide.

"We know that!" Kiji yelled.

"Just keep running!" Saru replied.

Momotaro grimaced, the shame of defeat burned inside of him, but there was nothing he could do except keep up with his friends.

SCENARIO 10: RUN AWAY!



READ THE FOLLOWING BEFORE THE SCENARIO:

The four heroes sped down the halls of the Ijin stronghold. The sound of Bomechan's laughter followed close behind them.

Finally, they burst out of the front gate and started scrambling down the rocks to the harbor below.

"We have to make it to our ship and get out to sea. The Ijin are expert pirates and we must put as much distance between them and us as we can." said Saru.

Momotaro nodded. "Let's keep moving."

SETUP

If the Heroes played and won Scenario 8: Burn the Boats, set up the dungeon as shown above. If the Heroes did not win Scenario 8, set up the dungeon as shown above but also place a spawning point on the spawning point square in the second tile.

The Consul places 6 skull points worth of 8-Bit or 16-Bit monsters anywhere in each tile (for a total of 12 skull points) and places Ibaraki-doji anywhere in the second tile. The Heroes start the game with two princess coins. The Heroes get the first turn, as normal.

RULES

At the end of each Consul turn, the Consul spawns 6 skull points worth of 8-Bit or 16-Bit monsters. If there are no spawning points in play, the Consul may not spawn monsters. (This means that if the Heroes played and won Scenario 8: Burn the Boats, the Consul may not spawn monsters this game.)

A Hero may leave the dungeon by entering the square with the end token. At the end of any Consul turn, if there are no Heroes on or adjacent to the start token, spawn Bomechan on the start token. Bomechan spawns with all of the relic items she had equipped at the end of Scenario 9: Bomechan's Throne Room.

Ignore Bomechan's Boss Fight card. If Bomechan's Timeout would be triggered, she is instead removed from play and all monsters on her tile gain Stealth for the remainder of the turn.

VICTORY

The Heroes win when all Heroes have left the dungeon. The Consul wins if a Hero is destroyed and the party does not have a princess coin to revive them.

AFTERMATH

After this scenario, the campaign is over. Even if the Heroes manage to escape, the Consul has proven victorious and his shadow grows ever darker.

A NOTE ON DIFFICULTY

This scenario is designed to be relatively easy for the Heroes if they played and won Scenario 8: Burn the Boats.

IF THE HEROES WON, READ THE FOLLOWING:

Devil Island grew smaller and smaller as they sailed away. Momotaro watched it shrink into the distance, a forlorn look painted on his face.

Kiji came and stood next to him, saying nothing for a time.

"We left much undone," said Momotaro.

Kiji nodded. "At least we are alive. So long as we draw breath, we can come back and finish the work we began."

Adzuki's head popped up from below deck. "Speak for yourself, I'm never going back to that cursed place. There are easier ways to get some dumplings."

Saru came up and stood with them. "I'll come back. I have to. Someone has to save Lily." She balled her hands into fists.

Momotaro nodded and put an arm over each of them. "We will fight another day."

IF THE CONSUL WON, READ THE FOLLOWING:

The dungeon was dark, and had an ever-present smell of rot. Momotaro draped his arms across the bars of his cell, looking out into the cells of his friends. Kiji was sitting silently, his eyes closed in meditation. Saru had been allowed to keep her journal and was taking notes. Adzuki was happily gnawing at the remains of his lunch.

Momotaro let out a long breath. "I'm sorry I got you all into this."

Kiji opened one eye. "I had my own reasons for coming, you have no responsibility for me."

Saru gave a small smile. "I came here for Lily. At least we're together." She reached through the bars of her cell into the one next to her that contained Lily and grasped her friend's hand.

Adzuki grinned and pulled a small file from some fur beneath his arm. "I've escaped from better prisons."

REFERENCE

HERO TURN SUMMARY

Perform the following:






- Complete one Hero activation.
- Complete a second Hero activation.
- Power-Up Phase.

CONSUL TURN SUMMARY









Perform the following:

- Activate all 8-Bit and super monsters that began the Consul Turn in play for free.
- Activate up to 4 skull points of 16-Bit monsters, or 8-Bit and super monsters spawned during this turn. (Monsters may be activated in any order. e.g. mixing free and skull point activations.)
- Power-Up Phase. (Remember to advance the Mighty Monster Chart!)

ACTION ICONS (PAGE 15)







-  **Offensive Action:** Inflict a single wound if successful.
-  **Support Action:** Do not inflict wounds, only effects.
-  **Augment:** May only target or affect friendly models.
-  **Dangerous:** May target and will affect friendly and enemy models.
-  **Defense:** May use attribute for defense roll.

BASIC ACTIONS (PAGE 19)













-  **Magic Attack:**  Make an offensive action using **WILL**.
-  **Melee Attack:**  Make an offensive action using **STR**.
-  **Missile Attack:**  Make an offensive action using **DEX**.
-  **Dash:** Move two squares.
-  **Open Chest:** Open an adjacent Treasure Chest.

POTIONS (PAGE 19)

Once per turn a Hero may spend a potion token to make a potion action without spending action points.

-  **Support Potion:** Make the listed  support action.
-  **Offensive Potion:** Make the listed  offensive action.
-  **Emergency Potion:** Make the listed  support action. Green potions may only be used during the Consul's Turn.

STATUS EFFECTS (PAGE 30)

-  **BANE:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.
-  **FIRE:** A model suffering Fire suffers one wound during its upkeep.
-  **HEX:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll.
-  **ICE:** A model suffering Ice may not use unique actions.
-  **KNOCKDOWN:** A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.
-  **POISON:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.
-  **SLOW:** A model suffering Slow halves its movement points, rounding up.
-  **IMMOBILE:** A model affected by Immobile may not move during its next activation.
-  **IMMUNE: STATUS EFFECTS:** A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects remove all status effect tokens immediately.
-  **IMMUNE X:** A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately. e.g. A model with  is immune to  Poison.

