

CAMPAIGN: THE FORGOTTEN KING

Before playing this campaign, make sure you have read the main rulebook, which contains all the necessary rules to play the game. If you wish to play a standard game, a game without the sequel to **Super Dungeon: Explore**, use the rules from the main rulebook. You will find the main rulebook in your **"The Forgotten King"** box.

In the following pages, you will find a series of scenarios, each connected to one another by a common story. This booklet contains a campaign made up of several scenarios as well as special rules detailed below. The campaign rules take precedence over those in the rulebook. If a campaign rule contradicts any of the rules in the booklet, the campaign rule applies.

CREDITS

Campaign created by: Hëralya. Layout: Hëralya. Graphics: Ninja Division, Pika Chubaka, Hëralya. Illustrations: Ninja Division and all its associated illustrators. Testers: Hëralya, Krowz. Help: Pika Chubaka, Chocani Translation : ChatGPT, Copilot, Google Traduction

This campaign has been created by fans. It is available for free and may not be sold in any way.



CAMPAIGN: THE FORGOTTEN KING

CHOOSING THE CONSUL AND THE HEROES

To play, choose who will be the Consul and who will play each Hero. Each member of the Group must choose their Hero. The same Hero can be controlled by multiple players if the number of Heroes is less than the number of players. A player can control multiple Heroes. This campaign is designed to be played with the Heroes included in the "Forgotten King" base box: the Fae Alchemist, the Thundervalle Huntress, the Questing Knight, the Royal Warden, and the Emerald Princess.

Restrictions: In this campaign, the Emerald Princess CANNOT be chosen as a starting Hero.

Once the Consul and the Heroes are chosen, set up the game for **Scenario 1** and start your campaign! You will have the option to adjust the difficulty of the campaign independently for each scenario.

SETUP

The campaign scenarios are meant to be played in order. The Consul must read the scenario, set up the dungeon, and explain the rules and objectives to the Heroes. Depending on what happens in the scenario, the Consul will read different parts of the story, which may influence which scenario will be played next. Each scenario will indicate when to read story elements aloud and which scenario should be played next, based on the outcome.

These scenarios do not use the Mighty Monster Chart (MMC). Instead, the rules indicate which Monsters start in the dungeon, as well as the number, type, timing, and location of new Monsters' appearances. The same applies to bonuses and conditions for obtaining equipment (Loot and Treasure).

Each scenario will list the victory conditions for the Heroes and the Consul. In addition to this, follow the classic rules of **Super Dungeon**: **Explore** unless the scenario specifies otherwise.

ADJUSTING THE DIFFICULTY

At the beginning of each scenario, you can choose one of the 4 available difficulty levels: 8-Bit, 16-Bit, Super, or Hardcore. Each tier will list the rule modifications it entails at the beginning and end of the scenario.

USING THE EXPLORATION DECK

This campaign has not been written with the exploration deck in mind. Therefore, it is not used in a standard game. However, if you want to add a little more twists to your games, feel free to include it in your scenarios. Refer to the corresponding page of the rulebook for information on how to build your exploration deck and when to use it.

SUMMONING MONSTERS AND ACTIVATION

The Consul has the miniatures listed by the current scenario as available in the Summoning Reserve. Depending on the progression of the story, the conditions for summoning Monsters will change.

The Consul can always activate all Monsters in play, including all Super and 16-Bit Monsters (in contrast to the classic rule of 4 Skull Points for activating 16-Bit Monsters), unless an explicit rule contained in this booklet states otherwise.



A STRANGE RUMOR

For some time now, a rumor has been spreading in Crystalia, slowly spreading like an oil slick on a lake. People are restless within the castle of Crystalia, and many cast anxious glances towards the Fae Wood. An ancient legend is resurfacing, that of the Forgotten King.

According to the legend, during the coronation of the First King, a power-hungry nobleman asked for the princess's hand. But she quickly saw the darkness within him and refused to give him her hand. Enraged, he usurped the throne and used dark magic to dominate Crystalia. But he was defeated and exiled to the Lordship Downs, deep in the heart of the Fae Wood. But that was over 700 years ago! It is impossible that this Forgotten King is still in this world. Isn't it ?

To put an end to these rumors, King Jasper III's generals have commissioned various groups of adventurers to gather information to confirm or deny these rumors. You feel that the situation is tense; since the disappearance of Princess Amethyst, King Jasper III has not been at ease. The departure of Princess Emerald to the Fae Wood does not improve his mood.

Thus, invested with your mission, you and your companions head towards the Fae Wood with the intention of learning more about this mystery.



SCENARIO 1: AT THE EDGE OF THE WOODS

READ BEFORE THE SCENARIO:

After a long walk, you finally arrive at the edge of the Fairy Woods. Although the sun is shining, the birds are singing, and a light breeze is rustling the leaves, you feel that something is wrong. One of you inspects a suspicious mark in the dirt path.

"Look! That squirrel is holding something!"

You follow the animal with your eyes, and indeed, it is holding something that looks neither like an acorn nor a nut, nor any kind of food. In the vicinity, you notice other rodents. Some of them also seem to be fighting over various objects.

As you try to approach the small animals, they stop their squabbling and look at you with a hostile gaze. Before you have time to catch your breath, the nearest animals charge at you, baring their teeth.

SETUP



Build the dungeon as shown above (Fae woods 2 and 3). For this scenario, the walls between tiles 2 and 3 are considered nonexistent. The for one block lines of sight or movement. Next, the Consul summons 6 Rabid Squirrel at structure locations of their choice. The squirrels ignore tile effects such as structures and difficult terrain. Place 6 key tokens, regardless of color, as indicated on the map. These tokens represent the presence of clues scattered around. The Heroes start on a space adjacent to the Start token. The Heroes begin with 1 Princess Coin in the Backpack.

: Apply the rules from the classic booklet. The Mighty Monster Chart (MMC) is not used. At the end of the scenario, if the Heroes have no Princess Coin in their Backpack, they gain one.

Apply the rules from the classic booklet. At the end of the scenario, if the Heroes have no Princess
Coin in their Backpack, they gain one. At the end of the scenario, the Consul gains a
bonus on the ARM rolls of Minion and Elite Monsters.

: Players activate only one Hero per turn. At the end of the scenario, if the Heroes have no Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul draws a Loot card. It applies to all Minion and Elite Monsters until the end of the campaign.

Heroes start with 2 additional maximum Health points. Players activate only one Hero per turn. At the end of the scenario, if the Heroes have no Princess Coin in their Backpack, they do not gain a new one. At the end of the scenario, the Consul draws two Loot cards. They keep one and discard the other. The chosen card applies to all Minion and Elite Monsters until the end of the campaign.

RULES

At the end of each Consul's turn, they summon all Rabid Squirrel eliminated in the previous turn. They follow the same placement rule as during setup. Each time a Rabid Squirrel is eliminated, the Hero responsible for its elimination rolls a blue die. If it lands on a face with one or more stars, they obtain 1 clue. Otherwise, nothing happens. Clues are represented by skull tokens.

A Hero adjacent to a key token can spend one action point to attempt to find clues. They then roll a blue die. If it lands on a face with one or more stars, they obtain 1 clue. If it lands on the face with a heart, they can draw a Loot card (blue back). Otherwise, nothing happens. The key token is automatically discarded after the search action.

VICTORY

The scenario ends at the end of the Heroes' turn when they have collected the sixth clue. The Consul wins if a Hero is defeated and the Group does not have a Princess Coin to bring them back.

CONSEQUENCES

Once the six clues are in their possession, the Heroes have enough information to choose their next destination. The Group decides whether they want to take the small clear path leading to a clearing with a shimmering little lake, or if they want to take the winding path that goes deeper into the woods.

If they choose the clearing, proceed to **scenario 2: The Ladies of the Lake**. If they choose the winding path, proceed to **scenario 3: Under the Canopy**.

The Heroes and the Consul receive the end-of-scenario rewards based on the difficulty level chosen at the beginning of the scenario. All found clues are discarded and returned to the reserve.

READ TO THE PLAYERS:

Your frantic gestures and cries have finally overcome the enraged rodents. The arrows and a few other well-placed blows may have played a role in the rout of the small animals. You rejoin your companions and share your discoveries. After a few minutes of deliberation, two choices are available to you.

A number of clues suggest that you should head towards the pretty clearing adorned with a sparkling lake, at the end of a clear and shaded path. On the other hand, you have just as many clues pointing you towards the winding path that leads into the woods. You discuss a little longer with your companions before coming to an agreement.

Your group takes one last look back before officially entering the Fae Woods.

SCENARIO 2 : THE LADIES OF THE LAKE

TO READ BEFORE THE SCENARIO:

The journey to the clearing is uneventful. The breeze and shade create a refreshingly pleasant atmosphere. After a short while, you finally emerge into the grassy area. To your left is a small lake whose clear water reflects the sun's rays.

To your right, there is a strange cross-shaped structure. It seems to have bas-reliefs carved into it.

The sun is shining, the air is pleasantly warm, and insects are buzzing and chirping. The sun is shining, the air is warm. The sun is shining.

Suddenly, you feel your throat dry up, and you look at your companions who also seem to be thinking the same thing as you. Without even consulting each other, you head towards the lake. The clear water looks so refreshing. As you lean down to drink, a face catches your eye. Blue skin, black eyes with yellow pupils. You hear a rustling of leaves behind you. The creature smiles at you, and you realize it's a trap.

SETUP



Build the dungeon as shown above (Fae Woods 1 and 6). For this scenario, the walls between tiles 1 and 6 are considered non-existent. They do not block lines of sight or movement. The Consul has access to all the Monsters listed on the Old-Growth Hollow card. Then, the Consul summons a total of 6 skull points worth of Monsters on the map. The Heroes start on a space adjacent to the Start token. The Heroes begin with 1 Princess Coin in their Backpack. If they already have one, they do not take a new one.

: Apply the rules from the classic booklet. The Mighty Monster Chart (MMC) is not used. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one.

Apply the rules from the classic booklet. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul gains a gobonus on the STR rolls of Minion and Elite Monsters. If he already has this bonus, he does not gain a new one.

Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul draws a Loot card. It applies to all Minion and Elite Monsters until the end of the campaign.

✓ The Heroes start with 2 additional maximum Life points. Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they do not gain a new one. At the end of the scenario, the Consul draws two Loot cards. He keeps one and discards the other. The chosen card applies to all Minion and Elite Monsters until the end of the campaign.

RULES

At the end of each Consul's turn, he can summon up to 4 skull points of Monsters. Unused points can be saved for the next Consul's turn. Each turn, the Consul can activate up to four skull points of Monsters. Unactivated skull points (ex: 3 out of 4) are lost and do not carry over to the next turn.

Each time a Monster is eliminated, the Hero responsible for its elimination rolls a blue die \bigcirc . If it lands on a face with one or more stars, he gains 1 information. Otherwise, nothing happens. Information is represented by skull tokens. If it lands on the face with a heart, he can heal one wound or remove one status token. Otherwise, nothing happens.

The scenario ends if a Hero is eliminated and cannot be revived or if both Spawning Points are destroyed.

VICTORY

The scenario ends as soon as the Heroes destroy the last Spawning Point. The Consul wins if a Hero is defeated and the Group does not have a Princess Coin to bring him back.

CONSEQUENCES

Once the last Spawning point is destroyed, the frightened monsters flee. Let's see if your intense interrogation has been fruitful. If the Heroes have gathered 6 or more pieces of information, they proceed to scenario 5: Further into the Woods.

If the Heroes have gathered less than 6 pieces of information, they proceed to scenario 3: Under the Canopy.

If they are already coming from scenario 3, they proceed to scenario 5.

If one of the Heroes has been eliminated and cannot be revived, the players proceed to scenario 4: Run Little Girl, Run!

The Heroes and the Consul receive end-of-scenario rewards based on the difficulty level chosen at the beginning of the scenario.

All skull tokens are discarded and returned to the supply.

READ TO THE PLAYERS:

IF THE HEROES WIN, READ THE FOLLOWING:

<u>6 or more pieces of information have been gathered / the players come from scenario 3:</u> You had a narrow escape! Fortunately, your reflexes allowed you to organize and stand up to the monsters.

After destroying their summoning points, after a tough interrogation, and after the survivors fled into the trees, you survey the surroundings. In light of what you have learned, everything seems to indicate that the heart of the problem is buried much deeper.

One last check of your equipment and you venture further into the forest.

Less than 6 pieces of information have been found:

You were caught off guard, but the monsters were just as surprised by your response! After destroying their summoning points, after a slightly too tough interrogation, and after the survivors fled into the trees, you survey the surroundings. Your fierce defense has literally plowed the surroundings. Footprints cross, recross, and mix. Bits of equipment, both friendly and enemy, are scattered everywhere.

You won't find much more here. It's better to move to another location to try to learn more about your mission.

IF THE CONSUL WINS, READ THE FOLLOWING:

Unfortunately, you were caught off guard. Your defense was fierce, but it is clear that the monsters are far more numerous than you. You cast frantic glances around. You need to find an exit quickly. Your gaze finally catches a lifesaving exit. You pick up your unconscious companion lying next to you and run as fast as you can under the cover of the trees.

SCENARIO 3 : UNDER THE CANOPY

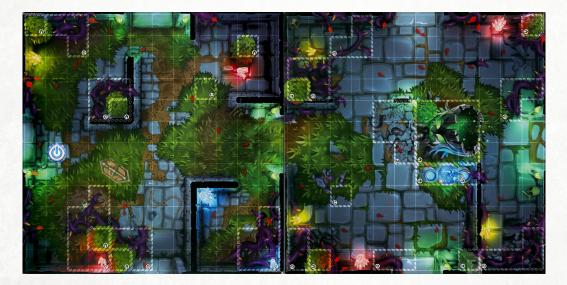
TO READ BEFORE THE SCENARIO:

You enter under the cover of the trees. The atmosphere cools down. The breeze stirs the leaves, and their gentle murmur muffles the sound of your progress. After a few minutes of walking, the trees thin out, allowing you to see further ahead.

A few more minutes and you come across a relatively clear space. A grimacing stump stares at you from what seems to be the other end of a small clearing. Collapsed walls hint at ancient buildings, perhaps places of habitation?

As you advance, one of your companions stumbles upon an object that rings like a miniature gong. The surrounding animals fall silent. Looking down, you notice it is an old piece of armor. In one of the ruins, a sound of movement is heard, and you catch a glimpse of what might be the glint of evil eyes in the dark.

SETUP



Build the dungeon as shown opposite (Overgrown Castle 1 and 3).

The Consul has access to all the Monsters listed on the Bramble Knight card. Then, the Consul summons a total of 6 skull points of Monsters on the card.

The Heroes start on a square adjacent to the Start token. The Heroes begin with 1 Princess Coin in the Backpack. If they already have one, they do not take a new one.

: Apply the rules from the classic booklet. The Monster Power Gauge (MPG) is not used. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one.

Princess Coin in their Backpack, they gain one. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul gains a bonus on the STR rolls of Minion and Elite Monsters. If he already has this bonus, he does not gain a new one.

Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul draws a Loot card. It applies to all Minion and Elite Monsters until the end of the campaign.

P: Heroes start with 2 additional maximum Life points. Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they do not gain a new one. At the end of the scenario, the Consul draws two Loot cards. He keeps one and discards the other. The chosen card applies to all Minion and Elite Monsters until the end of the campaign.

RULES

At the end of each Consul's turn, he can summon up to 4 skull points of Monsters. Unused points can be saved for the next Consul's turn. Each turn, the Consul can activate up to four skull points of Monsters. Unactivated skull points (e.g., 3 out of 4) are lost and do not carry over to the next turn.

Each time a Monster is eliminated, the Hero responsible for its elimination rolls a blue die 0. If it lands on a face with one or more stars, he gains 1 information. Otherwise, nothing happens. Information is represented by skull tokens. If it lands on the face with a heart, he can heal a wound or remove a status token. Otherwise, nothing happens.

The scenario ends if a Hero is eliminated and cannot be revived or if both Summoning Points are destroyed.

VICTORY

The scenario ends as soon as the Heroes destroy the last Spawning Point. The Consul wins if a Hero is defeated and the Group does not have a Princess Coin to bring him back.

CONSEQUENCES

Once the last Spawning point is destroyed, the frightened monsters flee. Let's see if your intense interrogation has been fruitful. If the Heroes have gathered 6 or more pieces of information, they proceed to scenario 5: Further into the Woods.

If the Heroes have gathered less than 6 pieces of information, they proceed to scenario 2: The Ladies of the Lake

If they are already coming from scenario 2, they proceed to scenario 5.

If one of the Heroes has been eliminated and cannot be revived, the players proceed to scenario 4: Run Little Girl, Run!

The Heroes and the Consul receive end-of-scenario rewards based on the difficulty level chosen at the beginning of the scenario.

All skull tokens are discarded and returned to the supply.

READ TO THE PLAYERS:

IF THE HEROES WIN, READ THE FOLLOWING:

6 or more pieces of information have been gathered / the players come from scenario 2:

Your quick reaction allowed you to establish a solid line of defense! You did not let yourselves be overwhelmed by the Consul's minions.

After destroying their spawning points, after a good old-fashioned interrogation, and after the survivors fled into the depths of the woods, you observe the surroundings.

Everything seems to indicate that the heart of the problem is buried much deeper.

Less than 6 pieces of information have been found:

You were somewhat vehement in your defense tactics, but the monsters got what they deserved! Unfortunately, so did the surrounding buildings and plants.

After destroying their summoning points, after a somewhat too forceful interrogation, and after the survivors fled under the trees, you find that there is not much left to analyze. The still-standing walls threaten to collapse at any moment, and uprooted and trampled plants litter the area. Not to mention the various tufts of fur and feathers.

It's best to move to another location to try to learn more about your mission.

IF THE CONSUL WINS, READ THE FOLLOWING:

Unfortunately, you were caught off guard. Your defense was fierce, but it is clear that the monsters are far more numerous than you. You cast frantic glances around. You need to find an exit quickly. Your gaze finally catches a lifesaving escape route. You pick up your unconscious companion lying

next to you and run as fast as you can under the cover of the trees.

SCENARIO 4 : RUN LITTLE GIRL, RUN!

TO READ BEFORE THE SCENARIO:

Breathless, you delve deeper into the woods. You must lose your pursuers at all costs. It seems they have called for reinforcements!

Your flight brings you to the entrance of a winding, labyrinthine path. If you hurry, you might have a chance to lose these monsters!

SETUP



Build the dungeon as shown above (Fae Woods 4 and 5).

The Consul has access to all the 8-Bit monsters from the box. After the first turn of the Heroes, the Consul summons a total of 6 skull points of monsters on the map, at the Start token.

The non-eliminated Heroes start on a square adjacent to the Start token. The eliminated Hero is not placed on the board. The Heroes begin with 1 Princess Coin in the Backpack. If they already have one, they do not take a new one.

: Apply the rules from the classic booklet. The Monster Power Gauge (MPG) is not used. The Consul chooses one of their bonuses, which is not applied during this scenario. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one.

👷 : Apply the rules from the classic booklet. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one.

Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. The Consul randomly chooses two of their Loot cards. The effects of these cards are not applied during this scenario. At the end of the scenario, the Consul draws a Loot card. It applies to all Minion and Elite Monsters until the end of the campaign.

P: Heroes start with 2 additional maximum Health points. Players activate only one Hero per turn. The Consul randomly chooses one of their Loot cards. The effects of this card are not applied during this scenario. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they do not gain a new one. At the end of the scenario, the Consul draws two Loot cards. They keep one and discard the other. The chosen card applies to all Minion and Elite Monsters until the end of the campaign.

RULES

At the end of each Consul's turn, they summon Monsters worth 4 skull points. Each time the Heroes pass a Check Point (numbers 1 to 4 on the map), the Consul can summon Monsters from it. A Save Point is considered passed when a Hero leaves the area around it (in orange on the map).

The eliminated Hero must be carried by one of the remaining Heroes. Their card is slid under that of their carrier. The carrier cannot attack and their movement capacity is halved, rounded up. Heroes on the run cannot collect new Loot cards. Heroes can exit the dungeon by stepping on the Exit space (red start token on the map).

The scenario ends if a Hero is eliminated and cannot be revived or if all Heroes manage to exit the dungeon. The eliminated Hero cannot be revived by a Princess Coin during this scenario.

VICTORY

The scenario ends as soon as all Heroes exit the dungeon. The Consul wins if a Hero is defeated and the Group does not have a Princess Coin to bring them back.

CONSEQUENCES

Once the last Hero has exited, the scenario ends. The Heroes have escaped the Monsters and can take a well-deserved rest. The eliminated Hero is revived for free and regains half of their HP. The other Heroes are healed by 2 HP and remove all their status tokens.

The Heroes proceed to scenario 6: In the Crosshairs.

If a Hero has been eliminated, the scenario ends. The eliminated Heroes are revived with 2 HP and proceed directly to **scenario 8: Two Birds with One Stone**.

The Heroes and the Consul receive end-of-scenario rewards based on the difficulty level chosen at the beginning of the scenario.

READ TO THE PLAYERS:

IF THE HEROES WIN, READ THE FOLLOWING:

You gain a lead on your pursuers and manage to hide. As they pass by without noticing you, you allow yourself to breathe again. After some time, you estimate that the danger has passed. You take the opportunity to find a quiet and protected place to set up a makeshift camp.

The warmth and light of the fire comfort you. You use this time to tend to your wounds. You are happy to see your unconscious companion regain consciousness. They are not in their best shape, but they are well enough to continue the mission.

After a few hours of well-deserved rest, an unexpected noise catches your attention: a gunshot. When a second shot rings out, you quickly pack up your belongings and hurry towards the source of the gunshots.

IF THE CONSUL WINS, READ THE FOLLOWING:

Despite all the adrenaline in your veins, your efforts are not enough. The monsters on your heels quickly catch up with you. Once in their hands, you find yourselves tied up and gagged. Tossed around, the journey to your next destination is completely unknown to you.

After what seems like hours, you have a brutal encounter with the ground. Despite numerous aches, you are relieved to see your unconscious comrades regain consciousness. They are in bad shape, but at least they are alive.

SCENARIO 5: FURTHER UNDER THE WOODS

TO BE READ BEFORE THE SCENARIO:

The forest becomes increasingly stifling. The trees gradually give way to a tangle of brambles and weeds. The sensation under your feet changes little by little. The sounds of hooves and footsteps grow louder.

You soon arrive at what seems to be the ruins of an ancient city. In the distance, you even see a more imposing structure. An old castle, perhaps? The oppressive atmosphere here forces you to stay on your guard.

SETUP

Build the dungeon as shown above (Overgrown Castle 1 et 2, Fae Woods 3).

The Consul has access to all the Monsters listed on the Old-Growth Hollow and Bramble Knight cards. He has 3 Spawning Points.

The Consul places 2 chests as indicated on the card.

Then, the Consul summons monsters for a total of 4 skull tokens. Each turn, the Consul can summon the equivalent of 4 skull points.

The Heroes start with 1 Princess Coin in the Backpack. If they already have one, they do not take a new one.



: Apply the rules from the classic booklet. The Mighty Monster Chart (MMC) is not used. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one.

: Apply the rules from the classic booklet. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul gains a group bonus on the WILL rolls of Minion and Elite Monsters.

Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul draws a Loot card. It applies to all Minion and Elite Monsters until the end of the campaign.

Heroes start with 2 additional maximum Health points. Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they do not gain a new one. At the end of the scenario, the Consul draws two Loot cards. They keep one and discard the other. The chosen card applies to all Minion and Elite Monsters until the end of the campaign.

RULES

Heroes must destroy all Spawning Points. Whenever a Hero is near a chest, they can use a basic action to try to open it (see classic rulebook). This scenario follows the rules of the classic booklet.

VICTORY

The scenario ends as soon as all Summoning Points are destroyed. The Consul wins if a Hero is defeated and the group does not have a Princess Coin to bring them back.

CONSEQUENCES

Once the last Summoning Point is destroyed, the Monsters retreat towards the visible structure in the background. The Heroes proceed to scenario **6: In the Crosshairs**.

If a Hero has been eliminated, the scenario ends. The remaining Heroes proceed to scenario **4: Run** Little Girl, Run!

The Heroes and the Consul receive the end-of-scenario rewards based on the difficulty level chosen at the beginning of the scenario.

READ TO THE PLAYERS:

IF THE HEROES WIN, READ THE FOLLOWING:

The monsters are becoming increasingly tenacious. You get the impression they are trying to protect something, or someone.

You catch your breath when an incongruous noise is heard in the woods. A gunshot. It seems to come from the place where the defeated monsters retreated earlier. Someone is in danger! Without hesitation, you grab your gear and rush in the direction of the gunshot.

IF THE CONSUL WINS, READ THE FOLLOWING:

Unfortunately, you were caught off guard. Your defense was fierce, but it is clear that the monsters are far more numerous than you. You cast frantic glances around. You need to find an exit quickly.

Your eyes finally catch a lifesaving escape route. You pick up your unconscious companion lying next to you and run as fast as you can under the cover of the trees.

SCENARIO 6: IN THE CROSSHAIRS

TO BE READ BEFORE THE SCENARIO:

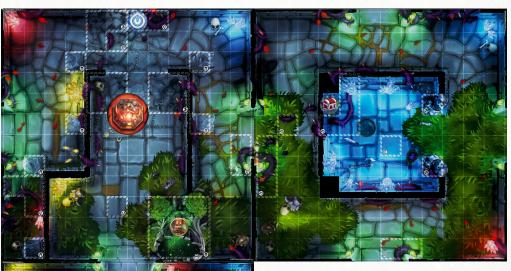
A second gunshot rings out. It sounds louder than the previous one. You also hear the sounds of blows, branches snapping.

You emerge in front of the entrance to the structure nestled under the trees that you noticed earlier. It looks like the entrance to a palace, but it is overrun by vegetation.

Another deafening gunshot echoes. A shadow moves in the building. A female voice is heard:

"Are you planning to just stand there or are you going to give me a hand?"

SETUP



Build the dungeon as shown above (Overgrown Castle 4, 5 et 6).

The Consul has access to all the monsters listed on the Bramble Knight cards. At the beginning of the game, he summons all the monsters listed on the card. He then chooses the Mini-Boss based on the Heroes' progress:

If the Heroes have completed scenario 2: Mini-Boss Trent If the Heroes have completed scenario 3: Mini-Boss Bashful Boris

If the Heroes have completed both scenarios: The Consul chooses a Mini-Boss at random.

He places the Mini-Boss as indicated on the card. The Consul places 2 chests as indicated on the card.

At each turn, the Consul has 5 skull tokens to activate and/or summon new monsters. The players place the Emerald Princess as indicated; she is considered an NPC (Non-Player Character). She can move within the structure but cannot leave it. Once all the Heroes have been activated, the Emerald Princess performs a basic attack on a monster within range. If she does not have a line of sight on a monster, she moves within the structure to gain one. If, even after moving, she cannot obtain a valid line of sight, she does not move.

The Emerald Princess cannot take damage.

The Heroes start with 1 Princess Coin in their Backpack. If they already have one, they do not take a new one.

DIFFICULTY

: Apply the rules from the classic booklet. The Mighty Monster Chart (MMC) is not used. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. The Consul draws a Loot card. The card applies to all Minion and Elite Monsters until the end of the campaign.

: Apply the rules from the classic booklet. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul draws two Loot cards and chooses one. The chosen card applies to all Minion and Elite Monsters until the end of the campaign.

Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. At the end of the scenario, the Consul draws a Treasure card. It applies to all Minion and Elite Monsters until the end of the campaign.

P: Heroes start with 2 additional maximum Life points. Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they do not gain a new one. At the end of the scenario, the Consul draws two Treasure cards. He keeps one and discards the other. The chosen card applies to all Minion and Elite Monsters until the end of the campaign.

RULES

The Heroes must destroy all Spawning Points as well as the Mini-Boss. Each time a Hero is near a chest, they can use a basic action to attempt to open it (see classic rulebook). This scenario follows the rules of the classic booklet.

VICTORY

The scenario ends as soon as all Spawning Points and the Mini-Boss have been destroyed. The Consul wins if a Hero is defeated and the group does not have a Princess Coin to bring them back.

CONSEQUENCES

Once the last summoning point and the Mini-Boss are destroyed, the atmosphere becomes silent again.

The Emerald Princess can finally descend from her perch and join the group. The Heroes move on to scenario **7**: **The Forgotten Castle**.

If a Hero has been eliminated, the scenario ends. The Emerald Princess joins the group. The remaining Heroes move on to scenario 8: Two Birds with One Stone.

READ TO THE PLAYERS:

IF THE HEROES WIN, READ THE FOLLOWING:

The battle was fierce, but the mysterious shooter has an eagle eye. Her bullets hit the mark every time, allowing you to focus on the essentials. As the dust of the battle barely settles, the stranger descends from the structure she was perched on and approaches you.

"Well, my word, that one was tough!"

As she is only a few meters away from you, you recognize the Emerald Princess. You bow before your princess.

"Stand up, we'll save the bowing for later. Something in the depths of these ruins threatens Crystalia. We can't let it happen!"

Rifle on her shoulder, the young woman sizes you up.

"Come, it's this way. You'll cover my back."

Without waiting for your response, she turns and heads into the ruins.

🕘 IF THE CONSUL WINS, READ THE FOLLOWING:

You get distracted by the stranger. You fear her shots might hit you instead of the monsters. Your opponents take advantage of this to overwhelm and bind you. Once completely

neutralized, you can only watch helplessly as your unfortunate companion is captured.

As the monsters throw her onto you, you realize that the mysterious stranger is none other than the Emerald Princess!

You are then roughly lifted. The monsters carry you with them into the depths of the ruined castle.

SCENARIO 7: THE FORGOTTEN CASTLE

TO READ BEFORE THE SCENARIO:

You enter the ruins of an ancient castle. You recognize various rooms that must have been magnificent once. Today, they are nothing but tired stones and invasive plants. Here and there, crystals emit a faint light.

As you wander through these history-laden corridors, shadows flit across the walls. You are not alone.

A corridor leads to two rooms facing each other. One looks like an old stable, while the other must have been a former living quarter.

A row of chests catches your eye; perhaps they contain items that could be useful to you?

SETUP



Build the dungeon as shown opposite (Overgrown Castle 1, 2 and Fae Woods 5).

The Consul places the Grobbit Executioner and Frog Knight monsters as indicated on the map. He only has these monsters for the duration of the scenario.

The Consul places 4 chests as indicated on the map.

Each turn, the Consul activates monsters for 4 skull points.

Heroes cannot draw Loot cards for eliminating monsters.

Heroes start with 1 Princess Coin in their Backpack. If they already have one, they do not take a new one.

: Apply the rules from the classic booklet. The Monster Power Gauge (MPG) is not used. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one.

: Apply the rules from the classic booklet. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. If a Hero has been eliminated, each Hero randomly loses 1 equipment card.

Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. If a Hero has been eliminated, each Hero randomly loses 1 equipment card.

Pi : Heroes start with 2 additional maximum Life points. Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they do not gain a new one. If a Hero has been eliminated, each Hero randomly loses 2 equipment cards.

RULES

The Heroes must destroy all monsters present on the map. Each time a Hero is near a chest, they can use a basic action to attempt to open it (see classic rulebook).

VICTORY

The scenario ends as soon as all monsters have been eliminated. The Consul wins if a Hero is defeated and the group does not have a Princess Coin to bring them back.

CONSEQUENCES

Once the last monster is eliminated, this part of the dungeon is secured.

If the Heroes are victorious, proceed directly to scenario 8: Two Birds with One Stone.

If a Hero has been eliminated, the scenario ends. Each Hero randomly loses 1 equipment card. They then proceed to **scenario 8: Two Birds with One Stone**.

READ TO THE PLAYERS:

IF THE HEROES WIN, READ ON:

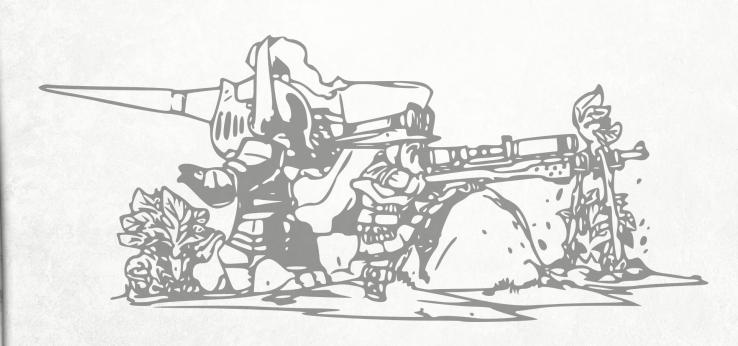
These ruins have left you with some pleasant surprises! Even though a few monsters were still lurking around, they didn't put up much resistance.

Based on what you know about castles, the equivalent of the throne room should be at the end of the corridor.

"Let's not linger, let's go!"

IF THE CONSUL WINS, READ ON:

The monsters force you to retreat. Gradually, you lose ground. You find yourself compelled to abandon some of your equipment. It's either them or you! As you retreat, you pass through various empty rooms. Suddenly, the monsters stop pressing you. A deep rumble echoes behind you.



SCENARIO 8: TWO BIRDS WITH ONE STONE

TO BE READ BEFORE THE SCENARIO:

If the Heroes arrived here following a scenario defeat:

A deep growl. The sound of cracking branches. The smell of wet fur. The fragrance of the undergrowth.

You are thrown to the ground unceremoniously. In your fall, part of your armor piece cuts into the rope binding you.

You hear dull sounds approaching. You recognize the monster you defeated some time ago. How? Hadn't you vanquished it for good?

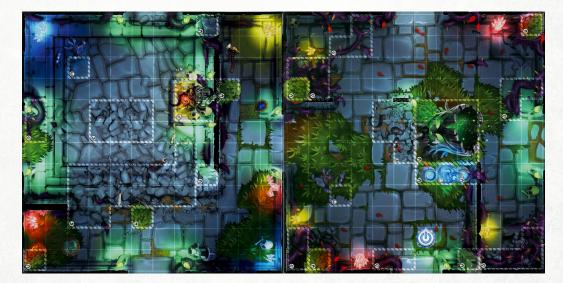
A surge of adrenaline makes you struggle. Your bonds break. Just in time, your old enemy is not alone.

If the Heroes arrived here by succeeding in the previous scenario:

A deep growl. The sound of cracking branches. The smell of wet fur. The fragrance of the undergrowth.

You feel that you are very close to the source of the evil threatening Crystalia. A huge shadow approaches you. You recognize the powerful enemy you had defeated earlier. Apparently, you had only neutralized it temporarily. Behind it, another shadow looms. It has not come alone.

SETUP



Build the dungeon as shown opposite (Overgrown Castle 3 and 5).

The Consul summons the two Mini-bosses Bashful Boril and Trent. He places 1 Mini-Boss per tile. The base of the Mini-Boss must overlap the square with the summoning icon. The Consul activates the Mini-Bosses alternately. The Loot cards held by the Consul apply to the Mini-Bosses for this scenario. The Heroes start with 1 princess coin in the Backpack. If they already have one, they do not take a new one.

DIFFICULTY

- Apply the rules from the classic booklet. The Monster Power Gauge (MPG) is not used. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. Any bonuses gained by the Consul do not apply.
- Apply the rules from the classic booklet. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. The bonuses, except for cards, gained by the Consul apply to the Mini-Bosses.
- Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they gain one. All bonuses held by the Consul apply to the Mini-Bosses for this scenario.
 - The Heroes start with 2 additional maximum Life points. Players activate only one Hero per turn. At the end of the scenario, if the Heroes no longer have a Princess Coin in their Backpack, they do not gain a new one. All bonuses held by the Consul apply to the Mini-Bosses for this scenario.

RULES

The Heroes must destroy the two Mini-Bosses. This scenario follows the rules from the classic booklet.

VICTORY

The scenario ends as soon as all the Mini-Bosses have been destroyed. The Consul wins if a Hero is defeated and the group does not have a Princess Coin to bring them back.

CONSEQUENCES

Once the last Mini-Boss is destroyed, the heroes already feel the atmosphere lighten. The heroes draw 2 Treasure cards. If a Hero has been eliminated, the Heroes each lose one equipment card at random. They move on to **Scenario 9: The Return of the King**.

READ TO THE PLAYERS:

IF THE HEROES WIN, READ ON:

You have finally defeated them. There's no denying it, they were quite the challenge. After making sure it was truly over this time, you take a moment to look around. It seems these two monsters were guarding the entrance to what could be a throne room, as evidenced by the enormous double doors behind them. A shiver runs down your spine. This is it, you're sure of it.

You push the heavy door with the help of your companions. The room is dark. The air that escapes is cool. You are certain, the answers to your questions are here.

IF THE CONSUL WINS, READ ON:

They are too powerful for you, and you retreat until you bump into a double door. The two colossi seem to hesitate for a moment. You don't think twice. Using all your weight, you force the double door open. The monsters in front of you stop. You take the opportunity to slam the door shut and barricade it with whatever you can find. It's dark. The air is cool.

A shiver electrifies your spine. It's behind you. The threat is behind you.



SCENARIO 9: THE RETURN OF THE KING

TO READ BEFORE THE SCENARIO:

Your eyes take a moment to adjust to the darkness. Everything is silent, nothing seems to move. Over time, you make out a structure in the center of the room, it has a square shape. As if a smaller room was built inside the first one. Hands clapping. Slow applause. A glow appears in the structure. It is a canopy, almost a tent. Two sculptures guard the entrance. Right in the center, standing, a tall horned figure with glowing eyes applauds you. Its voice is gravelly, raspy. As if it hadn't spoken in a long time.

"Congratulations. It has been a long time since I had guests."

The figure takes a step forward and the light finally allows you to distinguish its features. A bird's head, goat horns. Its attire, posture, and attitude leave no doubt: it is a noble. It is a king, a long-forgotten king. With one of its hands, equipped with four clawed fingers, it holds a scepter in which a purple crystal is embedded. The glow emanating from it bodes ill.

"However, I regret to inform you that your feat... ends here!"

You barely have time to dodge the green fire bolt that shoots from its other hand. You have found the threat. It is not a tale nor a legend, it is the Forgotten King.

SETUP

Build the dungeon as shown opposite (Overgrown Castle 6).

The Consul summons the Boss, the Forgotten King, in the center of the blue room. Its base must straddle the summoning square. If the Consul does not have a Treasure card, they draw one. The effect of the Treasure card held by the Consul applies to the Boss throughout the scenario.

The Heroes start with 1 Princess Coin in the Backpack. If they already have one, they do not take a new one.



Bonuses gained by the Consul do not apply.

: Players activate only one Hero per turn. Bonuses possessed by the Consul, excluding cards, apply to all Monsters for this scenario.

E Heroes start with 2 additional maximum Life points. Players activate only one Hero per turn. All bonuses possessed by the Consul apply to all Monsters for this scenario.

RULES

Heroes must destroy the Boss. This scenario follows the rules of the classic booklet.

VICTORY

The scenario ends as soon as the Boss is defeated. The Consul wins if a Hero is defeated and the group does not have a Princess Coin to bring them back.

CONSEQUENCES

This scenario is the last of the campaign. Depending on which side wins, read the appropriate ending.



READ TO THE PLAYERS:

IF THE HEROES WIN, READ THE FOLLOWING:

Magic flies in all directions. It feels like you've been fighting for hours. The usurper may have taken the throne long ago, but his knowledge of magic is very real. As you try to survive, you become fully aware of the power the Dark Consul can wield.

You grow tired while your opponent seems unfazed.

You've already dealt many blows, but your opponent is legendary for a reason. And then it happened, THE blow. The one that tipped the scales.

The King steps back, leaning on his staff. His breathing becomes labored, wheezing. His body suddenly seems very heavy. He fixes his eyes on you, which gradually dim. He opens his beak, falls to his knees. His scepter rolls to your feet.

He painfully extends an arm towards you, beak still open, uttering a thousand cursed words at you. Not a single one will be heard.

He falls heavily forward. Collapses like his reign before him. The King is dead. You approach without fear, the threat is vanquished. You remove the signet ring from his finger and grasp his scepter.

"Let's bring this back to King Jasper. He will be relieved by the news."

As you leave the ruins, the forest seems to come back to life. The atmosphere lightens, sunlight filters through the foliage. Princess Emerald and her tracking skills quickly lead you out of the woods. In the distance, Crystalia Castle stands out against the landscape. Its sight soothes your heart and lightens your burden.

"Let's not delay, I can't wait for a bath and a good hot meal!"



READ TO THE PLAYERS:

IF THE CONSUL WINS, READ THE FOLLOWING:

Magic flies in all directions. It feels like you've been fighting for hours. The usurper may have taken the throne long ago, but his knowledge of magic is very real. As you try to survive, you become fully aware of the power the Dark Consul can wield. You grow tired while your opponent seems unfazed.

You've already dealt many blows, but your opponent is legendary for a reason. Your companions weaken, their strikes less precise, less powerful. And then it happened, one of you fell. On the ground, your comrade doesn't move, doesn't get up. A visceral fear grips you. It chills your insides, makes your breathing ragged, your heart race. You are going to die.

If you stay here, you are going to die. A sinister laugh rises, half rumble, half bird cry. The Forgotten King has sensed your fear and he likes it. You barely dodge a bolt that shatters the wall. A breach. It's your salvation!

You dash.

You run through the woods. You hear them, they are behind you. You must get out. You must warn Crystalia Castle. Breathless, muscles aching, you finally see a clearing through the trees, the edge of the woods.

You burst into the light, your eyes hurt by the sudden brightness. In the distance stands the castle. You cannot stop, you must warn them.



CONGRATULATIONS!

Whether you have achieved victory or suffered defeat, you have reached the end of the campaign.

We hope you enjoyed this adventure!

The campaign has many paths leading to the final encounter, have you explored them all?

Did you find this adventure rather relaxing? How about starting over but increasing the difficulty this time?

Don't like facing a friend playing the role of the Consul? How about trying a game in Arcade mode?

Did you enjoy the scripted part, but want to explore other horizons? Let yourself be tempted by the **Arena mode** scenarios! Thrilling battles await you there.

Your next adventures are just a few steps away!



ARCADE MODE



MODE ARCADE

RULES MODIFICATION

To play this Campaign solo (arcade mode), replace the classic Monster cards with the Arcade versions.

The Mighty Monster Chart is not used during this campaign.

The Monster Gang rule applies.

Monsters always move towards the nearest Hero. If two Heroes are at an equal distance from a Monster, it will move towards the one with the most Rage.

The rule regarding the gain of Rage is modified as follows:

Heroes Actions	Wrath
Make an offense action 🥥	+1
Make a support action	+1
Defeat an Minion or Elite Monster	+2
Open a treasure chest	+2
Defeat a Mini-Boss or a Spawning Point	+3
Move out of range of at least 1 monster (move action required)	-1
Move out of range of at least 3 monsters (move action required)	-2



ARCADE MODE

SCENARIOS MODIFICATION

Regarding Scenario 4:

Since the Consul only has access to the 8-Bit Monsters from the box, the classic arcade mode rules cannot be applied. The Lil' Sprouts and Executioners Gangs are modified, the other Gangs remain unchanged. For the aforementioned Gangs, please refer to the cards below:



Regarding Scenario 7: Since the Monsters are imposed, some bonuses from the arcade cards do not apply. As all the Monsters are Elite monsters, they can attack normally.

Regarding the Grobbit Executioner: The Gang bonus activates when the second Grobbit Executioner is within 3 spaces of the first.

ARENA MODE 38

CONFRONTATION MODE

The following scenarios are initially designed to be played with the contents of the base box "The Forgotten King".

The scenarios presented below follow the rules outlined in the **Super Dungeon Arena** booklet. If a scenario rule contradicts a classic rule, the scenario rule takes precedence.

For each scenario, players will choose a Hero and up to two bands of Monsters. They also each choose a Mini-Boss. Figures can be chosen by mutual agreement or completely at random. For a purely random choice, you can use the selection cards provided with this booklet. Paired Spawning Points are always chosen together.



The battlefield consists of several tiles. To know which tiles to use, refer to the setup of the corresponding scenario.



THE KING'S JOUST

To protect his kingdom from threats, King Jasper III is seeking the bravest and most resilient adventurers. To determine the best, there is only one way: a joust!

SETUP

1) Both players roll 1 blue die 1. The player with the most stars chooses the first tile. The second player chooses the next two tiles and places them adjacent to the first. Finally, the first player chooses the last tile and places it so that it touches tiles 2 and 3. The whole setup should form a square.

2) Starting with the second player, each player rolls a red die 0. Each star allows the player to rotate one tile of their choice by 90°. A tile can be reoriented this way multiple times and by multiple players. Each player performs this action twice.

3) Once the battlefield is set up, each player chooses a side of the battlefield and deploys their Summoning Points on the corresponding spaces. Then, alternating starting with the first player, each player summons all the Monsters listed on the chosen Summoning Point card. These must be within 2 spaces of their Summoning Point.

4) Starting with the second player, each player places their Hero. The Hero must be within 6 spaces of an allied Summoning Point and at least 8 spaces from an enemy Summoning Point. Heroes must be placed in diagonally opposite spaces.

5) Each player rolls a die with their Hero's WILL. The player with the highest score starts.

SPECIAL RULES

When a Spawning Point or a Mini-Boss is destroyed by the opponent, its owner draws a "Princess's Grace." Its bonus is applied to all Minion and Elite Monsters of that player until the end of the game. The "Princess's Grace" cards are special cards provided with this booklet.

As long as the victory conditions are not met, the game continues.

VICTORY CONDITIONS

The winner is the first to destroy the opponent's Mini-Boss and Hero.

THE BRAVE'S ALLIANCE

The wizards and magicians of various races have joined forces to create a special type of Crystal capable of capturing the essence and memory of legendary adversaries! These memories, without their own will, can materialize during a special event to allow fighters from around the world to come and test their skills.

A new edition is taking place right now, polish your armor, sharpen your swords, the **Brave's Alliance** is just beginning!

SETUP



Build the battlefield with the following tiles: Fae Woods 2, 3, 6 and Overgrown Castle 1, 5, 4. Each player chooses a side, right or left, of the battlefield and deploys their figures.

SPECIAL RULES

The walls between the tiles are considered non-existent.

Spawning Points do not take damage with each summoning. They can only be destroyed by opposing figures.

Summoned Monsters can only move straight towards the opposing side. If they encounter a wall, they can move one space diagonally to bypass the obstacle. Monsters always start with their movement action and must complete it fully or until they are within range of an opposing figure. Once they have completed this action, they attack an opposing figure of their choice.

The classic Mini-Boss appearance rule does not apply. The Mini-Boss can only be summoned from the end of the fourth game turn. Players have a new action to summon their Mini-Boss.

For Glory: Destroy allied Monsters worth 6 skull points. Place your Mini-Boss adjacent to one of your Spawning points. Monsters destroyed in this way do not grant Loot.

The Boss, The Forgotten King, appears at the beginning of the fifth game turn, straddling the two central tiles.

The statistics and abilities of The Forgotten King are listed on the corresponding Brave's Alliance sheet.

The Boss activates between each player's turn.

The Boss does not move. To determine which ability the Boss uses, roll a green die $embed{U}$. The Boss always targets the figure closest to the player who just finished their turn. If multiple figures are equidistant from the Boss, players choose the target.

Figures destroyed by The Forgotten King do not grant Loot.

The Boss's health bar is separate for each player. Damage dealt by player A does not count for player B and vice versa.

The Boss does not have Timeout phase.

VICTORY CONDITIONS

Be the first player to defeat The Forgotten King OR be the only player who can still summon Monsters and whose Hero is still alive.

WE HOPE YOU ENJOYED THE VARIOUS GAME MODES OFFERED THROUGHOUT THIS BOOKLET.

THE SPECIFIC MATERIAL TO PRINT IS PRESENTED AT THE END OF THIS BOOKLET. THE LAYOUT IS DESIGNED FOR DOUBLE-SIDED PRINTING.

IF YOU HAVE ANY COMMENTS ABOUT THIS BOOKLET, FEEL FREE TO CONTACT ME ON SOCIAL MEDIA.

SEE YOU FOR NEW ADVENTURES!





CONSUL'S BONUS TRACKING





on Minion and Elite ARM roll.



on Minion and Elite STR roll.



on Minion and Elite



