

Super Dungeon Chronicles



Emerald
Valley

MINI-CAMPAIGN : THE EMERALD VALLEY

This campaign is designed to be played with the **“The Forgotten King”** box and the **“Emerald Valley”** expansion, as well as the exclusive campaign materials found at the end of the booklet.

This campaign is intended for the standard mode with 3–4 Heroes.

Before playing this campaign, make sure you’ve read the classic rulebook, which contains all the necessary rules to play the game. If you wish to play a standard game—a standalone session of Super Dungeon: Explore—use the rules from the main rulebook. You’ll find the classic rulebook in your **“The Forgotten King”** box.

This campaign follows all the classic and arcade rules from the basic box **“The Forgotten King”**, with the exception of the Mighty Monster Chart (MMC). Not included in the base rules, an MMC is added specifically for this campaign. The rules related to this gauge are written directly on it.

CREDITS

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This campaign was created by fans. It is available for free and may not be sold under any circumstances.

A DULL RUMBLE

For some time now, the people of Crystalia Kingdom have been rumbling. More precisely—their stomachs have.

Waves of monsters have multiplied, ravaging crops and leaving the kingdom's inhabitants with plates barely filled.

Faced with this period of scarcity, many have tried their luck at sea or in the forest. But the rising number of monsters has discouraged even the boldest.

Here and there, armed militias made up of seasoned adventurers have formed to bring food and hope to the weakened people.

One such group is now heading deep into the Emerald Forest—and you are among them.



SCENARIO 1: IN NEED OF PROTEIN

READ BEFORE PLAYING :

“Adventurers! We’re desperately short on supplies! These monsters are ruining our lives. I heard from my third cousin on my sister’s side that some monsters, if cooked properly, are actually edible. I’ve seen quite a few wild boars roaming the Emerald Forest—could you go hunt a few and bring back their meat? You’ll be rewarded with a true feast! Free of charge, of course...”

Your stomach growls. The thought of a juicy braised pork chop or a delicately roasted ham makes your mouth water. Your companions seem to be in the same state—their vacant stares hint at picnics, banquets, and other delightful meals.

With a shared nod, you step beneath the forest canopy. Wild boars shouldn’t be too hard to find...

SETUP

Build the dungeon using the standard method. The Consul must use the Spawn Points from the Emerald Valley box. Any remaining Spawn Points may come from The Forgotten King box.

RULES



Each time a Hero defeats a Truffle Pig, they roll a blue die .

On a blank face or a Heart symbol, the Hero gains nothing.

On a 1-star face, they gain 1 “pork meat” token.

On a 2-star face, they gain 2 “pork meat” tokens.

“Pork meat” tokens are stored in the Backpack and can be used at the same time as a Support Potion .

Using 1 “pork meat” token allows the Hero to heal 1 wound or remove a status effect. Once used, the token is discarded.

Tokens stored in the Backpack are kept and may be used throughout the campaign.

VICTORY

To win, the Heroes must destroy all Spawning Points and defeat all Monsters in play.

The scenario ends automatically when the final step of the Mighty Monster Chart (MMC) is reached, even if the above condition is not fulfilled.

The Consul wins if a Hero is defeated and the group does not possess any Princess Coins to revive them.

CONSEQUENCES:

If the Heroes win, they proceed to the next scenario, healing 1 wound and removing 1 status effect for each Hero.

If the scenario ends automatically, the Heroes move on to the next scenario, removing 1 status effect for each Hero.

If the Consul wins, the Heroes continue to the next scenario without healing any wounds or status effects. The Hero who was knocked out remains K.O. until the players spend a Princess Coin to revive them. The Heroes discard half (rounded down) of the “pork meat” tokens stored in their Backpack.

READ TO THE PLAYERS :

IF THE HEROES WIN, READ THIS:

Your hunt was a success! Without hesitation, you lit a roaring fire and roasted part of your haul. Spirits rise as stomachs fill. That third-degree cousin was right—monsters, when properly cooked, can be downright delicious! You stretch out beside the fire, ready to enjoy a peaceful night.

IF THE SCENARIO ENDED AUTOMATICALLY, READ THIS:

Just as you were tracking several pigs, they suddenly vanished. You managed to catch a few, but you're disappointed not to have stocked up more. You search for a while, but it quickly becomes clear—they're gone. You take the opportunity to set up camp for the night and grill part of your findings. The portions are small, but filling your belly feels wonderful. The night promises to be quiet.

IF THE CONSUL WINS, READ THIS:

Your early victories went to your head. Dazzled by the thought of finally filling your plates, you let your guard down—and found yourselves surrounded by a stampede of furious pigs. Without a second thought, you ran for your lives, clutching the few provisions you managed to salvage. You spend the night on edge, alert to the slightest sound.



SCENARIO 2: MISSING THE SIDES

READ BEFORE PLAYING :

The sun rises over your camp. Time to think about the next step. You take stock of your provisions. Plenty of protein... but it's missing some sides!

After a quick chat with your companions, you decide to focus today's hunt on plant-based Monsters. Conveniently, you're in a region known for its Champi population. A sizzling mushroom medley would make the perfect side dish for that pork chop!

SETUP

Build the dungeon using the standard method. The Consul must use the Spawn Points from the Emerald Valley box. Any remaining Spawn Points may come from The Forgotten King box.

RULES

Each time a Hero defeats a Kinoshroom, they roll a blue die . Each time a Hero defeats a Okoshroom, they roll a red die .

On a blank face or a Potion/Heart symbol, the Hero gains nothing.

On a 1-star face, they gain 1 "mushroom" token.

On a 2-star face, they gain 2 "mushroom" tokens.

"Mushroom" tokens are stored in the Backpack and can be used at the same time as a support potion

 Using 2 "mushroom" tokens allows the Hero to heal 1 wound or remove a status effect. Once used, the tokens are discarded.

Tokens stored in the Backpack are kept and may be used throughout the campaign.

VICTORY

To win, the Heroes must destroy all Spawning Points and defeat all Monsters in play.

The scenario ends automatically when the final step of the Mighty Monster Chart (MMC) is reached, even if the above condition is not fulfilled.

The Consul wins if a Hero is defeated and the group does not possess any Princess Coins to revive them.

CONSEQUENCES:

If the Heroes win, they proceed to the next scenario, healing 1 wound and removing 1 status effect for each Hero.

If the scenario ends automatically, the Heroes move on to the next scenario, removing 1 status effect for each Hero.

If the Consul wins, the Heroes continue to the next scenario without healing any wounds or status effects. The Hero who was knocked out remains K.O. until the players spend a Princess Coin to revive them. The Heroes discard half (rounded down) of the “pork meat” tokens stored in their Backpack.

READ TO THE PLAYERS :

IF THE HEROES WIN, READ THIS :

You’ve stumbled upon a Mushroom nest! Visions of forest sauces, grilled or roasted mushrooms, sautéed slices, and hearty soups dance before your eyes as you fill your bags. Taking advantage of this bounty, you decide to set up camp for a midday meal. Soon, the aromas tickle your nose and make your mouth water. Another fine meal well earned!

IF THE SCENARIO ENDED AUTOMATICALLY, READ THIS :

So absorbed in your mushroom gathering, you didn’t notice your patch slipping away through the bushes. Still, your haul is more than reasonable. The portions aren’t as generous as you’d hoped—looks like it’ll be soup for lunch! Simple, but it does the job of filling your belly.

IF THE CONSUL WINS, READ THIS :

Lost in thoughts of mushrooms cooked a thousand different ways, you let your guard down. Reality hits hard when one of the monsters strikes, knocking you off your feet. You’re in a bad spot—if you don’t want to end up on the menu, you’d better run fast, even if it means leaving part of your harvest behind!



SCENARIO 3: A SENT OF ROSES...

READ BEFORE PLAYING :

You've taken a well-deserved break. As you consider heading back to town, a shimmer catches your eye. The fleeting glimmer is soon followed by a faint scent of roses. From the bushes, rustling sounds emerge. Eyes begin to glow—filled with a wicked irony. You sense something has shifted in the forest... and that you've angered someone.

SETUP

Build the dungeon using the standard method. Place the Glimmerwing Nest in the center of the final tile. The Consul must use the Spawning Points from the Emerald Valley box. Any remaining Spawning Points may come from The Forgotten King box.

RULES

Glimmerwing appears on the "Nest" space as soon as the Mighty Monster Chart (MMC) reaches its final tier or when the last Spawning Point is destroyed.

When Glimmerwing appears, the Consul draws as many Loot and Treasure cards as there are Spawning Points still in play plus one. If no Spawning Points remain, the Consul draws one card of each type.

The Consul selects 1 Treasure card; its bonus is applied to the Mini-Boss. The rest are discarded.

The Consul then selects up to 2 Loot cards; their bonuses are applied to the 8-Bit and 16-Bit monsters. The rest are discarded.

VICTOIRY

To win, the Heroes must reduce Glimmerwing's Health Points to 0.

The Consul wins if a Hero is defeated and the group does not possess any Princess Coins to revive them.

CONSEQUENCES:

In all cases, the mini-campaign comes to an end. The Consul reads the appropriate ending to the players.

READ TO THE PLAYERS :

Your first encounter with the Guardian of these woods left you momentarily stunned in awe. How could such a magnificent, graceful creature be placed in the same category as the monsters you've faced in this forest?

Reason returns just as her tail slams into your face. She is the Guardian of these woods—a dragon—and your monster-slaying rampage in her forest has made her very, very angry.

If you want to survive, you'll have to fight. Especially now that the monsters are emboldened by her arrival.

IF THE HEROES WIN, READ THIS :

After a frenzied battle, the majestic creature bends a knee, places a claw on the ground, and lowers her head. She's exhausted. This is your chance! You raise your weapon—then hesitate. She is the protector of these woods. You provoked her by coming here, and she was only defending her domain.

Sensing your hesitation, the dragoness lets out a mighty roar and vanishes with a powerful beat of her wings. The remaining monsters, frightened by the departure of their guardian, scatter beneath the trees.

You consider chasing them, but your original mission is complete. You've gathered enough provisions to feed the villagers for a while.

With one last glance over your shoulder, you begin the journey back to the village.

IF THE CONSUL WINS, READ THIS :

After a grueling fight, you must face the truth: the fury of these monsters is stronger than your resolve.

As your strength fades, the dragoness beats her shimmering wings and unleashes a roar that echoes through the forest.

The message is clear. Grabbing whatever you can, you retreat at full speed, chased by a horde of monsters whipped into a frenzy by your escape. Carrying your unconscious companions drains your energy, and you fear you might end up as dinner for the raging swarm.

With burning lungs, a sweaty brow, and trembling legs, you finally emerge from the forest.

The harvest is meager, but if it can help the village even a little, then your mission wasn't a total failure... not entirely.



CONGRATULATIONS !

Whether you claimed victory or suffered defeat, you've reached the end of this mini-campaign.

We hope you enjoyed the adventure!

The world of Crystalia is vast, and there are still countless places to explore and many more adventures waiting to be lived.

All campaigns and custom content from the Chronicles universe are available for free on the Super Dungeon Chronicles Google Drive, accessible at this address:

https://drive.google.com/drive/folders/1GGP2RjwLm4deQwDXuJx-6gRbuYRtV8nD?usp=drive_link

or via the short link:

<https://tinyurl.com/SDEChronicles>

Your next adventure is just a few steps away!





CLASSIC MODE

The Gauge tiers unlock when their conditions are met.

Tiers must be unlocked in order.

Each tier grants a bonus to the Consul or negatively affects the Heroes.

A tier unlocks at the beginning of the Consul's turn, and its bonus applies immediately.

Only the bonus from the active tier is applied, and only during the turn it is unlocked.

The Gauge resets at the start of the next scenario's setup.



8 Bit Monsters affected



16 Bit Monsters affected



Glimmerwing spawn

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START 3-4 HEROES

Consul Turn 3	1	Consul Turn 5	2	Consul Turn 7	3
Activation: +2		Activation: +3		Activation: +4	
8 BIT		8 BIT		8 BIT 16 BIT	
Consul Turn 8	4	Consul Turn 10	6	Consul Turn 12	7
Activation: +4		Activation: +6		Activation: +6	
8 BIT 16 BIT		8 BIT 16 BIT		8 BIT 16 BIT	
Heroes: ↓		Monstres: +1		Monsters: +1	
Consul Turn 9	5	Consul Turn 13	Scenario 1 : end Scenario 2 : end Scenario 3 : SUPER		
Activation: +4					
8 BIT 16 BIT					



ARCADE MODE

The Gauge tiers unlock when their conditions are met.

Tiers must be unlocked in order.

Each tier grants a bonus to the Consul or negatively affects the Heroes.

A tier unlocks at the beginning of the Consul's turn, and its bonus applies immediately.

Only the bonus from the active tier is applied, and only during the turn it is unlocked.

The Gauge resets at the start of the next scenario's setup.

Text : Command card effect

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START

3-4 HEROES

Consul Turn 5	2	Consul Turn 3	Move Fight
Spawn Move Fight	1	Consul Turn 7	Move x2 Heal remove one wound token
Consul Turn 8	3	Consul Turn 9	Move Unique Fight +1
Heroes: 🗡️	4	Consul Turn 12	Move x2 Heal remove one wound token
Consul Turn 10	5		
Spawn Unique Fight	6		
Consul Turn 13	7		
Scenario 1 : end Scenario 2 : end Scenario 3 : 			





