

DUNGEON TIME™

Adventure Cards

THE SNAKE GODDESS

Count Tirky sends you to free the Salted Caves from the snake creature with her petrifying gaze.



The heroes who haven't used their ability, can use their ability freely from now on.

5/A

WING BEAT

Finally on holiday toward the Crystal Islands, a great dragon sinks your ship. It's time to revenge on him!



8 items, different from each other



The heroes who haven't used their ability, can use their ability freely from now on.

6/A

THE SLUM SCUMS

During an exploration of the Eight Towers, Silver Moustache of the Slum Scums guild asks you a fee for their protection.



Solve the next mission/adventure card without paying the costs. The rewards must be assigned.

7/A

LIGHTS OF THE SPHERE

You arrive to the capital while witch Malghida has taken control of the city, as Princess Aggi said. Is it true, or...



1 Magic Book for every used player skill, minimum 1.

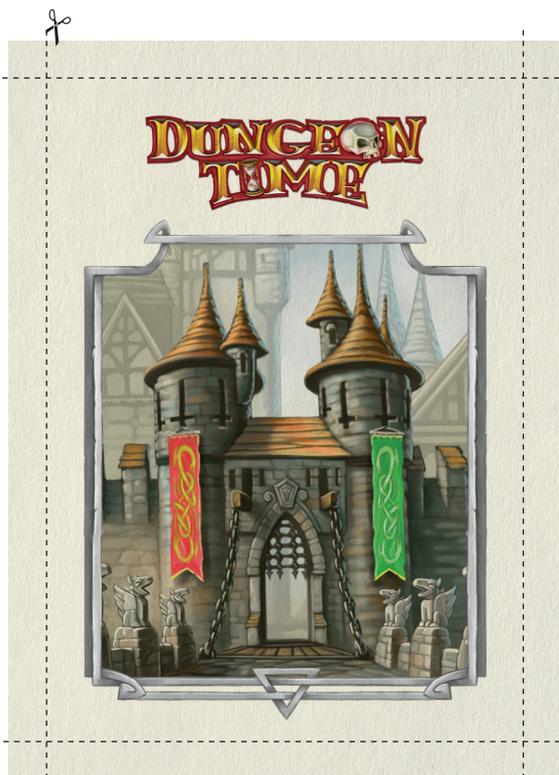
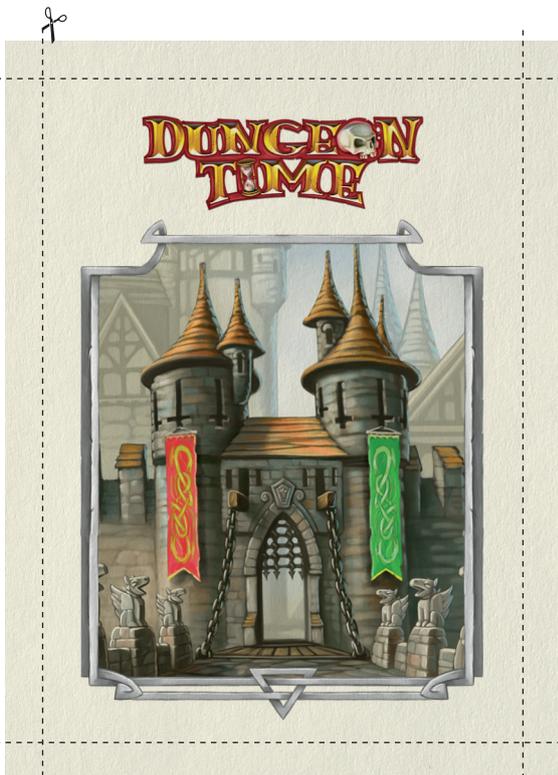
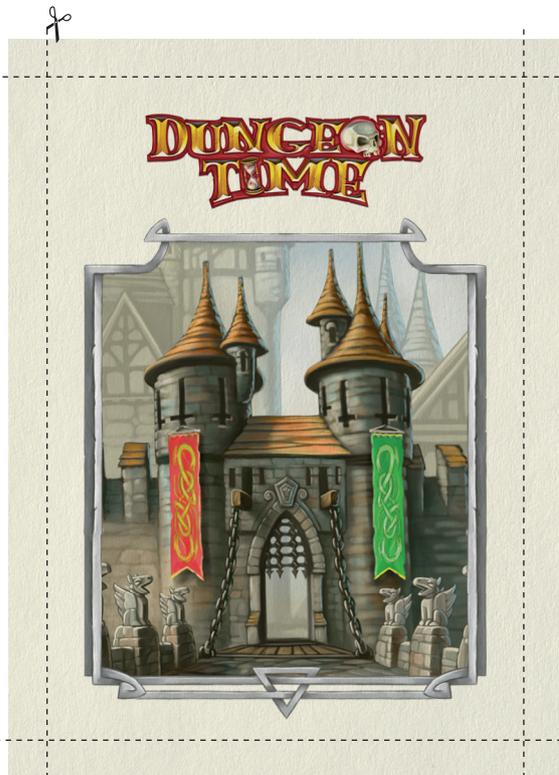
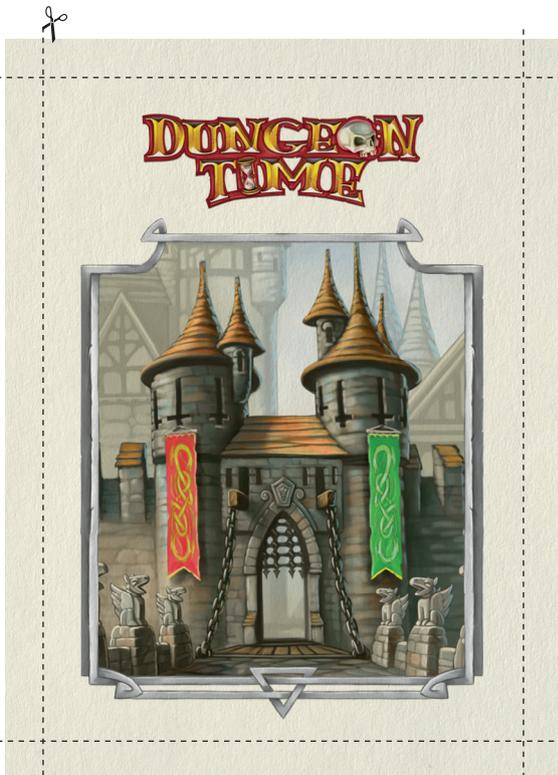
Every hero draws a random reward tile. Without revealing what has been drawn, everyone simultaneously chooses to play the card in the Backpack or discard it.

8/A



DUNGEON TIME

Adventure Cards



DUNGEON TIME™

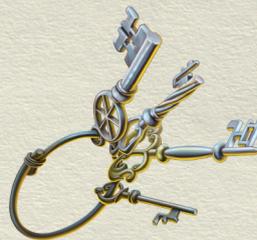
Adventure Scrolls

THE SNAKE GODDESS

attacks farmers working in the fields at dusk. This creature is called "Last Sunray" because, with her gaze, she can petrify whoever dares look into her eyes.

Many brave knights have lost their lives trying to stop this creature. Count Tirky knows to defeat her, he needs a party of heroes who have survived a thousand adventures... you!

It's your duty to stop the "Last Sunray" from claiming other victims.



Ten horsemen, all with the Count Tirky seal on the back of their capes, fill the common room of the Inn of the White Buffalo. Longingly gazing at the sign of your favorite inn, you realize this evening's dinner will not be your favorite: chicken with berries and mushrooms. Your dreams shattered, you turn toward the Brave Crow Inn, when suddenly one of the horsemen asks you to follow him inside; he has a message for you from Count Tirky.

Sitting at the table with a mug in his hand, the Knight introduces himself as Dar Hillson. He tells you what is happening in their domain.

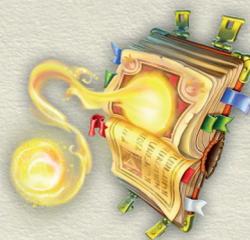
In the Salt Caves, along the border of the desert lands, lives an ugly creature. Venerated as a goddess by the Snake-Heads, she is hunted by the knights of Count Tirky because she

WING BEAT

to the ground. When you can stand, you see a great dragon hovering over the water. His powerful wings create whirling tornados that throw the smaller boats in every direction. With a blast of dragon fire, the Sea Flower is set ablaze. The dragon takes to the sky, to hide himself in the volcano just behind Al Kableim.

Your goal is clear. You must go into the volcano and take your revenge against the beast for spoiling your holidays!

At dawn you arrive at the pier. Massive and stately, the Sea Flower awaits you. You prepare to board with the rest of the party, when, suddenly, a roar shakes the earth under your feet and a mighty wind pushes you



After years of exhausting adventures, you deserve a proper rest. After defending the kingdom several times, King Agamir has rewarded you with a trip to the Crystal Islands, a land only people of noble birth are allowed to visit.

After a two week trip, you arrive at the port city of Al Kableim, where a Baghla, the "Sea Flower," awaits you. For centuries this legendary boat has been sailing across the Baham Sea, ferrying serenity seeking nobles to the Crystal Islands.

At dawn you arrive at the pier. Massive and stately, the Sea Flower awaits you. You prepare to board with the rest of the party, when, suddenly, a roar shakes the earth under your feet and a mighty wind pushes you



DUNGEON TIME™

Adventure Scrolls

THE SLIM SCUMS

Mission Setup

Special: This card should be played together with another adventure and is added to the starting cards.

Those indicated in the main adventure.

Reputation **Missions to Accomplish**

3 If not solved, +1 to the difficulty level of the main adventure.

End

Those indicated in the main adventure.

LIGHTS OF THE SPHERE

Mission Setup

E	M	D	H
03 • 08	01 • 04	—	03 • 06
11 • 12	07 • 11		07 • 10

Reputation **Missions to Accomplish**

6 10

End

Not required



DUNGEON TIME™

Adventure Scrolls

THE SLUM SCUMS

During an exploration of the Eight Towers, you are approached by a member of the Slum Scums. For the past few months, this guild of petty criminals has been responsible for every sort of prank and theft against adventurers.

Silver Moustache, their leader, asks you a protection fee during your adventures – 50% of your income. It's your choice!

If you accept his protection, you must solve this adventure before every other adventure linked with it.



LIGHTS OF THE SPHERE

You are coming back after a month away from the capital. Arriving at the north gate, the guards stop you, asking your names and the purpose of your visit. Since you serve the King and you are well known, this is highly unusual. In fact, at least one of the guards stopping you knows you well: you have shared several jugs of wine with him at the White Buffalo inn.

After providing the info, you walk into town. Turning back, you notice the guards watch you intently. Arrived at the Lily Square, you appreciate the flourish of colors coming from a sphere placed high upon bronze petals of the statue giving the name to the square.

While you watch the show, a familiar voice suggest you to turn away and not avoid the lights.

Without thinking about

it, you follow the advice and turn. You immediately recognize princess Aggi, who signals to follow her. A finger to her lips to silence any questions, she leads you toward the slums as she explains what's happened while you were away.

The witch Malghida has hypnotized all the townspeople, including the royal court, using the Memories Sphere. Now she sits, unopposed, on the throne of King Agamir.

There's no time to lose! Malghida has surely noticed you have returned to town, and are not under control of the Sphere. You have to get the rightful King back on his throne.

While you're deciding what to do, princess Aggi vanishes through the shadows without explaining how she has avoided the Sphere's control...

